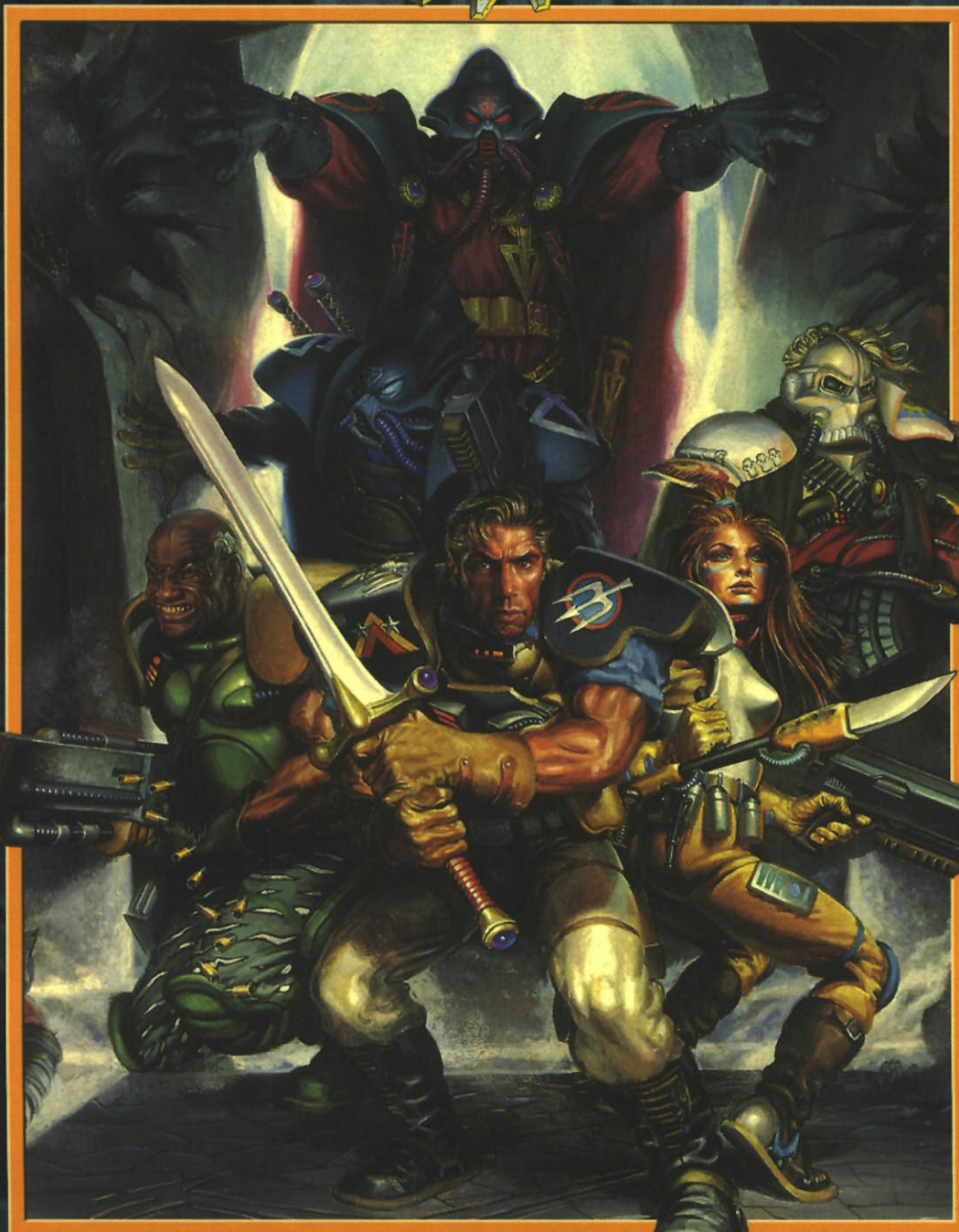


MUTANT CHRONICLES



TECHNO-FANTASY ROLEPLAYING GAME - 2ND EDITION



MUTANT CHRONICLES



– MUTANT CHRONICLES –

THE CALL TO DUTY

THE MEGACORPORATIONS



Capitol



Bauhaus



Mishima



Imperial



Cybertronic



The Brotherhood



The Dark Legion



Where once there were nations, now there are only corporations. They rule the inhabited worlds. Everything is driven by their relentless quest for dominance and profit. The megacorporations are gigantic entities, fiscal titans who bestride the worlds of humanity, bending all to their needs. They manufacture everything from foodstuffs to firearms. Their workforces are numbered in billions. Their wealth is beyond counting. Their conflicts shake the tortured planets with their violence.

To be an employee of a corporation is to be part of a way of life and to commit yourself body and soul to a cause. Every moment of every day, the citizens and workers are bombarded by the propaganda of their employers. They are told that only their corporation is supreme, that only their corporation is right, that only their way of life is good.

The citizens of democratic Capitol know that they are free and that all others seek to destroy their freedom. Capitol's huge armies are committed to defending that freedom.

The subjects of Bauhaus's Four Elector Dukes know that they are surrounded by enemies who covet their wealth and their technical superiority. The generals of Bauhaus's military orders work hard to ensure that their wealth is preserved.

Those who serve Mishima's Lord Heirs know that only they understand the true meaning of honor and that the universe is full of those who seek to take advantage of the strife in their ancient dominions. The Samurai stand ready to give their lives in defense of those lands.

The clansfolk of Imperial are just as certain that only the strong survive, and by their conquests, they prove their strength.

The enigmatic employees of Cybertronic know that they are the focus of universal hate and that all seek their destruction. To succeed, their enemies must overcome their cybernetically enhanced defenders.

So conflicts are bred. So wars are born. In a time of economic catastrophe and scarce resources, these beliefs are enough to drive millions to war.

THE BROTHERHOOD

Rising above the wars of the corporations are the members of the Brotherhood, the spiritual guardians of humanity. At the head of the Brotherhood stands the Cardinal, the most powerful man in history, a being of enormous spiritual, moral and temporal power. He is served by countless billions. Missionaries spread his word. Inquisitors hunt down his heretical enemies. Seers wield the strange mystical powers of the Art in his name. Countless soldier-fanatics are ready to die at his command.

Faith in the Cardinal is the last remaining glue that binds humanity together. People of nearly every corporation (with the notable exception of Cybertronic) attend sermons in the towering Cathedrals on the walls of which the eternal truths of the Chronicles are inscribed. Citizens of every corporation heed his message of hope and redemption. They all need something to believe in, for the times are dark.

THE DARK LEGION

Those who serve the Dark Apostles are the eternal enemies of all humanity. The numberless hordes of the Dark Legion raise their gigantic Citadels on all the worlds of humanity. Undead warriors swarm against the armies of humanity and force even the fallen to serve them. Countless Heretics

infest every corner of human society and spread their message of corruption and rebellion, fostering wars between the megacorporations, spreading distrust and hatred among humanity.

They serve Ilian, the Schemer, Mistress of the awesome mystical

power of the Dark Symmetry. They revere Algeroth, Apostle of War, Master of the Dark Technology. They heed the lies of Semai, Apostle of Spite, who turns sibling against sibling. They dance to the insane tune of Muawijhe, Lord of Madness. They revel in the abominable foulness of Demnogonis, Apostle of Corruption. And these mighty beings serve a greater master, the ultimate source of all evil, the Dark Soul.

The Apostles are not only the enemies of humanity, but of each other. Their minions often skirmish in battles for leadership and dominion. Thus are even more battles fought. Thus is yet more blood spilled.

THE CARTEL

In the face of unrelenting attacks from the Dark Legion, even the megacorporations have declared an uneasy and sporadic truce. So mighty are the servants of the Dark Apostles that they have forced the corporations to band together to oppose them. Thus was formed the Cartel, a cooperative organization which acts in the name of all the megacorporations, seeking to maintain a fragile peace and coordinate operations against the Dark Legion. The greatest servants of the Cartel are the legendary Doomtroopers, recruited from the finest warriors of all the corporations, trained to a peak of perfection inconceivable to lesser mortals.

So far, the Cartel's success has been mixed. It has managed some triumphs against the Dark Legion, but has completely failed to keep the peace among the megacorporations. Indeed, it is more a vehicle for negotiating temporary cessations in hostilities than a true representative of human unity. Still, it offers the only fragile hope that a united humanity can stand against the darkness.

On no world is there peace, nor is there any prospect of it. This is an age of war, in which humanity fights for survival and only the cunning and the mighty can hope to triumph. This is an age in which sharp reflexes and good weapons make the difference between life and death. This is the world of THE MUTANT CHRONICLES.

THE HISTORY THUS FAR...

THE EXODUS

The final years of a dying Earth...

Crops fail and nations starve. Populations huddle in fear of the constant threat of total war. Desperate billions clamor to be free from their poisoned birthplace.

Plans are laid in the boardrooms of the great corporate towers. They mature in secret over decades. Sleek silver ships are constructed at awesome expense. Entire worlds are reshaped according to the vision of corporate scientists.

An atmospheric cloak is thrown around the moon. The red deserts of Mars become fertile. Jungles sprout beneath the clouds of Venus. The Earth is raped and plundered to pay for this mighty work till the day dawns when all is in readiness and the corporations announce their plan.

I will speak now of the Exodus, of the teeming millions clambering into great Arks as the Corporations loaded their best and brightest onto the great ships, of the weeping and lamentation of those abandoned to wander the Cursed Lands forever, of the riots and protests of those who learned too late that they were doomed to be left behind.

Now the banners of the Megacorporations fluttered boastfully in the winds of new worlds.

It was a time of hope and terror and blighted promise, the dawn of a new age.

The children of the Megacorporations made landfall at the places prepared for them. Each corporation had a dream, a vision of a perfect world, an ideal to which all its folk aspired. Each corporation strove to achieve that ideal amid the new worlds of the re-shaped Solar System.

The proud Pioneers of mighty Capitol set foot on the soil of Luna, and began to build the greatest city that these worlds will ever know. They seized the fertile red plains of Mars and colonised their Freedom Lands.

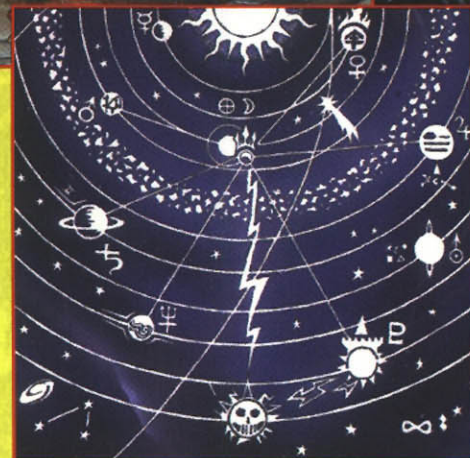


The Homebuilders of Bauhaus toiled in the sweltering jungles and volcanic archipelagoes of Venus, labouring to raise cities and factories and enormous estates. They strove against mighty monsters and awful conditions to build a new and perfect world of order.

The honour-bound citizens of Mishima excavated their cavern-cities beneath the burning sands of the Mercurian deserts. The great underworlds filled with people. Lights glittered where once there was only darkness. The miners burrowed deep. Giant smelters glowed with white heat. Overlord Mishima smiled as he finds his work good.

Imperial struggled to carve out its niche in the already crowded solar system, sending great forces of Conquistadors to grab land all over the inner system and to explore the uncharted territories of the asteroids and the outer worlds.

Everywhere there was unceasing activity. All the worlds of men were a hive of industry. Great cities were founded, new trade routes were forged. In all this activity there was only one quiet spot. Old Earth was ignored, left to degenerate into barbarism. It is a senile parent abandoned by its embarrassed children. Its people were hopeless. The sands swallowed its cities.





THE FIRST CORPORATE WARS

The corporations looked out on their worlds and found everything was good. The entire solar system lay under their control. Nothing could challenge their dominion. Theirs was the greatest, wealthiest, most advanced and potent civilisation that had ever existed. They possessed technologies beyond the dreams of our own diminished folk. They could cure the sick and feed the hungry. They understood the mysteries of how to alter entire worlds. They were proud and haughty but their pride would soon count for naught, because they were to encounter a power that defied all human understanding. Every aspect of their civilisation was doomed to fail.

It began when Imperial Conquistadors reached Pluto, the cold dark world on the fringes of our system. There they found a strange tablet. Not till much later were we to know what they disturbed, for soon all contact with them was lost. Shortly thereafter the Dark Symmetry reached out across the system and began to infect the mighty Thinking Engines. The first and most subtle of the Dark Soul's efforts to overthrow humanity had begun.

Dire events began to occur. Complex technological systems failed. Powerplants exploded, destroying cities. Thinking Engines ran amok, turning automated weapons against the human population. The great electronic credit webs collapsed, bringing the economic system to its knees. New plagues emerged to bring death to the populace. Everywhere were rumours of sabotage. The corporations blamed each other. Evil influences saturated the Thinking Engines, showing rival corporations to be to blame when they were not. In the confusion no-one could tell truth from falsity. Men had become so reliant on the machines that they still believed them even when the evidence of their eyes told them something different. As system after system went down, deeds of ownership were lost, invoices and contracts ceased to exist. The entire economy, on which the prosperity of worlds depended, evaporated overnight. As the automated factories ground to a halt, and the lights went out all over the System, the folk rioted, blaming their leaders for catastrophe. The rulers found it easier to blame rival corporations. But this was only the first signs of the malicious influence of the Dark Symmetry. Much more horrible were the invisible messages sent throughout humanity's minds, messages of hatred, greed, jealousy, malice, spite and egoism. No longer did humanity feel proud of their own work; instead, they jealously looked at their neighbours and felt desire. And no longer were they able to solve their disputes in the peaceful and humane way that used to be the trade of businessmen and diplomats. Instead they reached for their machines of war to intimidate and impress the people that used to be their competitors and colleagues, and they became their enemies.

Tension led to conflict. Conflict escalated to war. A new dark age fell. The First Corporate Wars began.

On the Southern Mars, the most fertile and prosperous part of the Solar System war raged as Capitol, Mishima and Imperial fought for control of the land. On the Graveton Archipelago of Venus, a titanic struggle between Bauhaus, Mishima and Capitol erupted across the Thousand Islands.

On every civilised world, between every corporation, wars were fought with insane ferocity. Fear fuelled them. Fear that the darkness would descend forever. Fear that technology was mankind's enemy. Fear that in this new and barely understood universe, there would not be enough for one corporation, let alone them all.

New alliances were formed wherever either side could see a temporary advantage. Such alliances ended just as swiftly when a new opportunity arose. It was an age of terrible treachery that bred hatred and resentments that lasted for centuries. It was an age of insane violence where corporation smote corporation on the slightest provocation. Fighting bred fighting. Violence bred vengeance.

THE FOUNDING OF THE BROTHERHOOD

Into this dark age strode a man of hope and vision. His name was Nathaniel Durand. He was to become the first Cardinal of our blessed Brotherhood.

Durand was the first to see the connection between the shift in the ways of the human minds and the arrival of what he called "the Dark Symmetry". He spoke out against the teachings of war, violence and greed, and preached about peace, understanding and forgiving. By replacing the dark thoughts in the humanity's mind by light, he saw a way to repel the onslaught of the Dark Symmetry. He showed how the thinking machines had become the tools of the Dark Symmetry, how they had been infected with the essence of evil, and had turned on their human former masters. He preached war against the machines, and the common people listened. They took hammers to the Thinking Engines. They demolished great machines and powerplants.





For Nathaniel Durand was the first practitioner of our blessed Art, and he wielded the forces of Light. He taught his arts to his most trusted followers and sent them across the worlds of men to bear his message. Everywhere the Lightbringers spoke, they were listened to by the common people. Their message was simple but it made sense of the chaos of the world. Soon the influence of Nathaniel Durand was felt in every corporation. In this time of war and carnage, he gave people hope, a thing more precious than gold.

So it came to pass that the corporations realised that they could not kill Durand, and that they could not stamp out his sacred message, so they decided to come to terms. They publicly acknowledged his spiritual authority and bent their propaganda machines to spreading his message. They believed that they could use his teachings to control their people. They stored the designs of the old machines and then enthusiastically ordered their soldiers to join in the destruction. Everything that bore the slightest taint of the Thinking Engines was destroyed.

So it came to be that the word of Nathaniel Durand was spread to all the worlds, and the powers of Light were made ready for the coming struggle with the darkness. Praise be.

By now, the people hungered for the words of Blessed Nathaniel as they had once hungered for bread. Durand himself saw that he must organise a force capable of contesting with the Darkness for possession of men's souls. From these twin imperatives was born our Brotherhood.

Nathaniel Durand was proclaimed the first Cardinal, and he swiftly became the most powerful spiritual and temporal leader mankind had ever known. He ordered the founding of the Four Directorates.

In the early years of Cardinal Durand's long reign, billions entered the Brotherhood's fold, hungry to hear the Cardinal's spiritual teachings. Willingly, each rejoiced to give up one tenth part of his income, to help in the spreading of the word. The Cardinal ordered this money to be used

raising up Cathedrals, mighty structures that would be bastions of the faith, beacons of hope and light towering over the cities of men.

Knowing that a divided humanity would inevitably fall to the darkness, the Cardinal realised he must end the corporate wars. He sent emissaries to each of the Megacorporations and told them to make peace, on pain of facing the wrath of the Brotherhood.

Haltingly, unwillingly, not wanting the full weight of the Brotherhood thrown behind their enemies, each Megacorporation sent emissaries to the negotiating table. After twenty five years of long and arduous negotiation, the Treaty of Heimburg was signed. The First Corporate Wars ended. The Cartel was put into place to resolve disputes between the Corporations.

A brief age of hope began. It was not to last. Searching for the secret of what happened to their long-ago predecessors, a secretly dispatched force of Imperial Conquistadors landed on Nero. There they found the First Seal of Repulsion.

«As the Conquistadors of Imperial took their first steps on the 10th planet, which was discovered through the visions of Cardinal Nero, a gust of cold wind swept over the worlds. Thus it was that the Darkness stirred, and its evil fell with unequaled ferocity upon our young worlds like a firestorm, destroying and corrupting all that lay in its way. Only with the strongest determination, endless sacrifices and the power of the Brotherhood's sacred Art was the wave of Evil brought to a halt. Humanity sighed with relief, and the megacorporations continued their internal feuds.

But the damage was done. The Darkness had come to stay.»

THE FIRST SEAL OF REPULSION

The First Seal was broken and the servants of the Dark Soul were unleashed. A wave of terror passed through the Solar System. Some Brotherhood Seers went mad. Froth foamed from their lips. They plucked out their eyes in terror at the visions they were granted. Some became Heretics, prophets of the Darkness, who spoke out against the Blessed Brotherhood. For a full year the population of the civilised worlds were troubled by nightmares. Then the nightmares became reality.

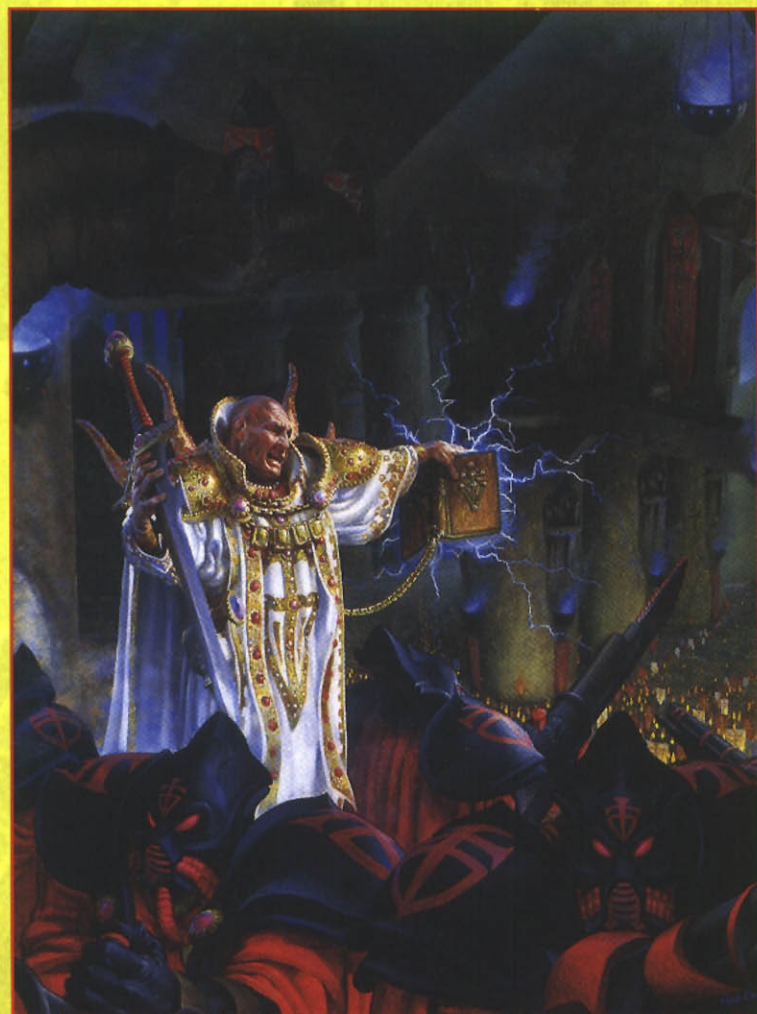
The Dark Legion descended on the worlds of mankind like a scythe, bringing destruction, despair and corruption in its wake. Across the inhabited worlds huge citadels sprang up almost overnight. Despite their military might the corporations were unprepared to do battle with this new and mighty foe. Huge tracts of Mars, Venus and Mercury fell to the hands of the hideous invaders. Monstrous armies marched across the worlds. The most stubborn human resistance barely slowed them down. City after city, fortress after fortress, fell to the powers of the Great Darkness.

Only Luna, home of the Cardinal and site of the first and greatest of Cathedrals, was spared. Refugees fled there from across the Solar System.

Slowly the names of the Dark Legion's leaders became known. Slowly humanity became aware of the Dark Apostles—Ilian, Mistress of the Void and Weaver of the Dark Patterns; Muawi-



Brotherhood Archangel—Soldier of the Light



jhe, the Apostle of Madness and Lord of Visions; Semai, Lord of Spite and Prince of Lies; Algeroth, the Lord of Dark Technology and Apostle of War; and finally Demnogonis, the Befouler, the Apostle of Corruption and Lord of All That is Unclean.

To understand the nature of the Dark Apostles you must understand the Dark Symmetry itself. The Symmetry is a mystical pattern of purest evil which flows everywhere and links everything. The Apostles are integral parts of this pattern. Each is part of it, and each controls it. You may say that each Apostle IS its part of the whole, a sentient part of the entire structure capable of manifesting in physical form.

THE ARRIVAL OF THE APOSTLES

Now came the time of dread. On Venus, mighty Algeroth, Apostle of War, Lord of the Dark Technology made his appearance and nothing could stand against him. Here was humanity's ultimate foe. His armies outnumbered those of any corporation. Their weapons were strange and terrible. From the necrochambers and distortion chambers of his Citadels marched a seemingly unending horde. Grinning Necromutants led swarms of fly-encrusted Undead Legionnaires across the battlefields. Mighty Ezoghoul's galloped into the massed ranks of the corporate armies. Stone fleshed Razides blasted away with their enormous weapons. With Algeroth in command, the armies of the Darkness seemed all but invincible. He strode through the carnage, his body sprouting weapons. All who opposed him died. He was unstoppable, merciless, a cunning general, the greatest foe humanity had ever faced. Armed with the Dark Technology created by the evil genius of his Tekrons, Algeroth's Kohorts soon proved near-invincible. The factories of his Citadels spewed forth the weapons of the Dark Legion. His Dark Technology provided the weapons. His forces were the most numerous. The mere rumour of his presence was enough to make armies flee screaming from the field. His was the most dreaded name of all the Dark Apostles. To him victory seemed certain. His appearance was to prove humanity's darkest hour.



THE VENUSIAN CRUSADE

Only the Cardinal did not give in to despair. He possessed faith in the inevitable triumph of mankind. He walked among the huddled masses, healing the wounded, curing the sick, preaching to the faithful. Where he walked the Light shone, hope filled the hearts of all who heard him. He knew what must be done.

He summoned the heads of all the Megacorporations and told them what was required of them. At first they balked, fearing to lose their ancient powers and privileges if they submitted to the leader of the Brotherhood. Cardinal Durand did not argue. He simply pointed out that with the Dark Legion triumphant they would lose everything anyway. The mighty masters of the Corporations pondered his words and saw that they were fair. They agreed to the Cardinal's plan. It was implemented that very day.

Throughout the armed forces of the Corporations, Inquisitors and Missionaries moved, preaching the Holy Word, shielding the soldiers from the darkness with the power of the light. Bolstered by the presence of the faithful, shielded from the Dark Symmetry by the Light of the Art, the armies of humanity finished their long retreat and began to make a stand.

No longer did the followers of the Darkness win easy victories over terrified foes. Now they were met by stiff resistance, carried out by determined warriors who knew they were humanity's last hope and that even their smallest act of heroism might tip the balance in this cosmic conflict between good and ultimate evil.

Meanwhile the Cardinal summoned to his presence the elite forces of all the corporations and prepared them for battle. To his side came the Sea Lions of Capitol, the Hatamoto of Mishima, the Venusian Rangers of Bauhaus and the Blood Berets of Imperial. They were reinforced by contingents of the second Directorate and spearheaded by the mighty Doomtroopers. It was the greatest gathering of heroes in the history of humanity. It needed to be. Cardinal Durand's plan was simple. He was taking them all to Venus, there to face Algeroth himself.

The Blessed One and the Apostle of War clashed on the field of battle. The warriors of humanity faced a gigantic Horde of Ezoghoul, Legionnaires, Nepharites and Centurions. Surrounded by his personal guard, the legendary Fury, Cardinal Durand cleaved a path of red ruin until he faced Algeroth. For a day and a night the Holy One and the Lord of Destruction wrestled. They fought on every level. Sacred Blade rang against Symmetric armour. Black bullets bounced off the Holy Vestments. Tidal waves of the Dark Symmetry sought to drown out the Light. At last the Cardinal had the mastery. Algeroth fled to within the heart of his citadel, and was pursued there by Nathaniel Durand. There, in the Sanctum, before the very altar of Algeroth, the Cardinal vanquished the Demon Lord of the Dark Technology but himself took a mortal wound.

Thus in the midst of his greatest triumph, Nathaniel Durand was felled. Ever afterwards our rejoicing at his triumph was to be tempered by our sorrow at his loss. But all was not lost he was succeeded as Cardinal by Bauhaus Supreme Marshal Toth, a man of true holiness, and war-like fervour.

After the overthrow of Algeroth, Cardinal Toth carried the war to the Dark Legion. Slowly he pushed them back from the worlds they had conquered. Inevitably the Brotherhood led mankind to victory. One by one the Citadels were cast down. Army by army the Dark Legion was defeated. Slowly, surely and steadily, mankind gained the upper hand and the forces of Darkness retreated to the outer regions of our solar system.

It was inevitable that humanity should turn to the Brotherhood for guidance. Had not the Cardinal led humanity through its darkest time? Had he not given his own life to save his people? The people were sick of war, sick of corruption. They yearned for a new age, and our Brotherhood showed them the way.

The great Cathedrals were completed and became places of pilgrimage for the faithful. Cardinal Toth ordered the Chronicles of our Brotherhood to be inscribed on their walls. He issued other Edicts designed to see that the Darkness would be banished forever, and that the terrible age of inter-corporate strife would never return. The Three Edicts of Toth were simple;

- No human shall attempt to make a machine that thinks like man.
- No human shall travel beyond the orbit of Jupiter, lest they once again disturb the darkness.
- No human shall ever seek knowledge of the Darkness.

THE AGE OF FAITH

So began a golden age. Representatives of our glorious Brotherhood were everywhere, overseeing ever level of society, making sure that humanity remained pure in word and deed. They stamped out Heresy, and ensured that no forbidden research was carried out. They saw that clashes between the corporations were contained. They led humanity by example, and peace flowed everywhere. Blinded by the purity of the Light, the darkness receded. For a thousand years nothing was heard of the Dark Apostles.

Some heretics claim this was an age of stagnation, when humanity turned in on its self. They say that the First Edict caused all progress to end, that overzealous Inquisitors stamped out all research. They say that the second edict prevented man from ever reaching the stars. They say the third edict was used to justify an age of repression, and was interpreted in such a way that all knowledge of the Dark Legion was eradicated. They are fools. Cardinal Toth's three edicts were just and wise. Sadly we were only to learn how wise after the calamity that followed their breaking.

It is the tragedy of men that they forget. As the long calm of the Age of Faith progressed men forgot much. All references to the Dark Legion were expunged by the Inquisition who feared that the temptation such knowledge represented would lead men astray.

The scourge of the Dark Legion was forgotten as men turned to other conflicts. The Sad Struggle within Imperial, the Throne War of Bauhaus, the Graveton Wars between the corporations, all distracted men from the memory of earlier greater wars. Men came to regard the Dark Legion first as mere legend, then as a tool that the Brotherhood used to justify its own power. For the masters of Corporations had forgotten their ancient gratitude to the Cardinal, as they chafed under the Brotherhood's Edicts. They accused the

«Ilian—the Mistress of the Void—was the first of the five Apostles to emerge from the shadows of infinity. She is the most potent in interpreting the mysterious ways of the Dark Symmetry.»

«The followers of Semaï—the Lord of Spite—infiltrate our societies to corrupt humanity from within. His Corruptors steal in shadows, promising wealth, glory and power to the weak of mind.»

«Algeroth—the Lord of Technology—is the Apostle of war and destruction. From the birthchambers deep within his Citadels, endless processions of twisted beasts march toward humanity.»

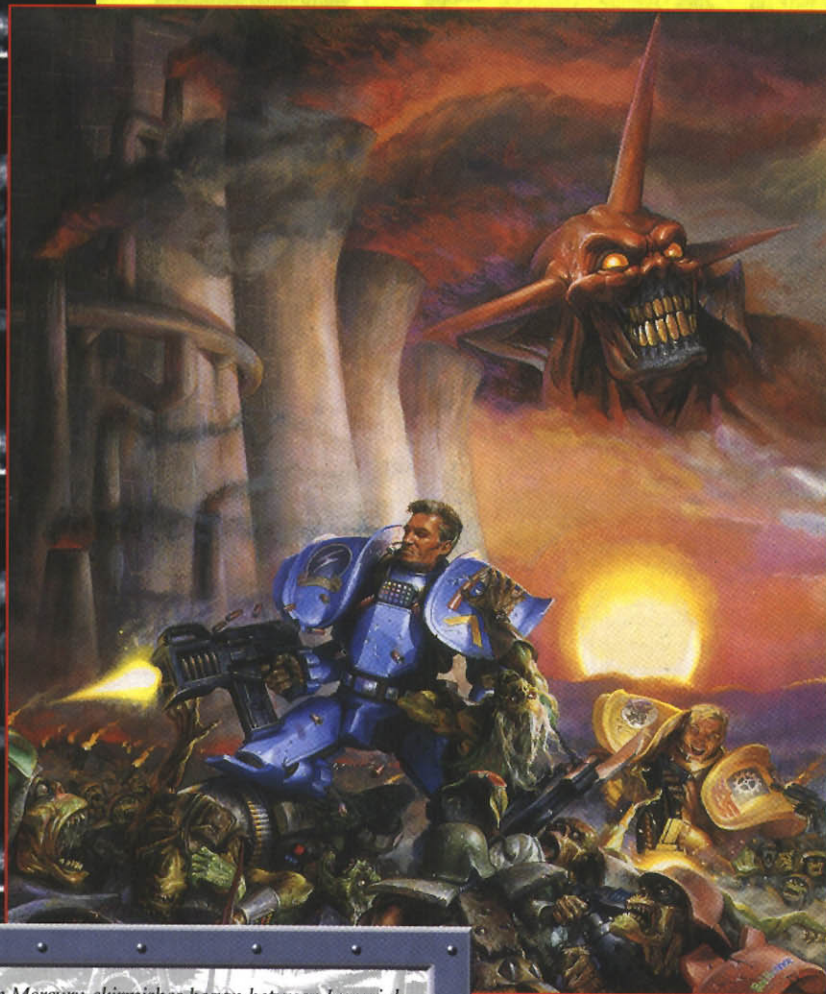
«Muawijhe—the Lord of Visions—in-vades the dreams of man and nurtures the insanity latent in our minds. Spinning his webs of confusion, he rules over the insane and feeble-minded.»

«Demnogonis—the Befouler—brings plague and pestilence to the human worlds, thereby weakening our defenses and paving way for the forces of the Darkness.»



Nephrite Warlord—one of the most powerful beings from the forces of Darkness





On Mercury, skirmishes began between Imperial and Mishima over the possession of Fukido. On Venus the corporations drifted into all out war again over possession of the Graveton Archipelago. On South Mars all the corporations once more battled for possession of the fertile lands. Everywhere brushfire conflicts erupted. Everywhere small wars began. Before anyone could stop it, the Corporations had returned to the old pattern of strife and conflict. The Age of Faith was over. The Second Corporate War had begun.

Brotherhood itself of becoming venal and corrupt, and there was much truth in their accusations.

Many now joined the Brotherhood because they saw it as a path to temporal power. Corruption became endemic among the Mission, and a new cell within the Inquisition was assigned to investigate it. One by one the three Edicts of Toth were broken.

Firstly, a new corporation

emerged, Cybertronic, a force that ignored the First Edict against thinking engines, a force that sneered at the Cardinal's holy words as if they were mere superstition. Born from a colossal stock-market manipulation, when an obscure holding company rose to become the fifth Megacorporation overnight. Its subsidiaries offered new technologies and new weapons, and such was the greed of the other corporations that they traded with it, rather than answer the Cardinal's holy call to a righteous crusade against it.

Cybertronic is a return to all that we abhor, a throwback to the age of the Thinking Machines which proved so vulnerable to the Darkness, and which almost destroyed us. Cybertronic does not merely seek to create machines that think like men, it glories in it. It uses thinking machines as weapons. It fights its wars with huge battle robots and its humanoid

Chasseur robots, machines that not only think like men but sometimes ape his form. It has its Cuirassier, humans whose body has been infused with Cybertronic's evil systems in the same manner as Heretics bodies are impregnated with the Dark Technology.

THE SECOND CORPORATE WARS

It was inevitable that the rise of a new megacorporate power would disrupt the harmony that our Brotherhood had laboured so long to create. New alliances were formed. The balance of power shifted as Cybertronic sourced components and weapons found their way to market.

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In this new age there was no peace. There were only brief respites from the conflict while both sides rearmed. There were momentary alliances when two powers ganged up on a third as they sought brief advantage. Shortly afterwards these alliances would fall apart as the former partners squabbled over the spoils. This was an age of total war where the Corporations once more geared themselves to fight in an endless struggle.

It was a time where most of humanity kept its head down and hoped to be left alone. Those employed by the Corporations believed that their masters were indisputably right. The rest of humanity simply prayed that the bombs did not fall on them. Here and there freelancers struggled to eke out a living in the shadow of the Corporate behemoths. Only the Cartel and the Brotherhood stood above the struggle and tried to maintain the peace.

Once more ships ventured out beyond Jupiter. They encountered no resistance. A few even ventured as far as Nero. None returned. It was a warning no-one heeded. The Corporate Wars continued. The violence escalated to new and terrifying levels. Cities were bombed flat. Fortifications spread like cancers across the surface of the planet.

Then, and only then, came an event that gave the Merchants pause.

In the deserts of Mars a new Citadel was found. Like the first symptom of some terrible disease it had appeared when the war was most intense. Capitol immediately sent jet fighters to assault it. These were shot down by Imperial. Noone knows why.

Hastily emissaries were sent to the Cardinal. The Doomtrooper force was reinstated and secretly sent in to investigate the Citadel. The surviving Doomtroopers returned with that knowledge that it was inhabited. The corporate elites shuddered. What they had long believed to be a mere legend really existed. The Dark Legion had returned.

The Corporations waited in fear. More Citadels appeared in remote regions seemingly springing up overnight. Troops moved against them. War began in earnest. The Dark Legion returned in force, in numbers that had not been seen since the Venusian Crusades. Their ships darkened the sky. Now humanity faces their terrible threat once more. There seems no end to human folly. In the background the Corporate wars rumble on, as each Megacorporation tries to use the arrival of the Darkness to its own advantage.

Yet there are a few signs of hope. The legendary Doomtroopers stride the battlefield once more. The Cardinal's power grows as the threat of the Darkness increases. Under the banner of the Cartel, the Corporations have put aside their differences long enough to win a few victories over the Legion.

This is an age where the fate of humanity hangs precariously in the balance. Where the threat of the Darkness may force humanity to unite once more. If it does not we will surely be swept away. Brothers, we can only pray that this does not happen. We must stand together now, or die.





THE CORPORATIONS

The worlds of *Mutant Chronicles* are largely controlled by the boards of the megacorporations instead of, as in times past, the governments of nations. In fact, a person employed by the Capitol Corporation, for example, is actually termed a citizen of Capitol.

Politically, not much else is new, though, except that there are no longer any nations. Society is now multicultural, and on all levels of society, in every branch of employment, all that matters is that you're part of a team, your corporation.

This attitude was already set before the Brotherhood entered the scene. Large companies took control of smaller enterprises and incorporated these into their growing businesses. Large tracts of land were bought and reserved for the employees. The corporations could offer a lifestyle without starvation and insecurity. People lived their lives within their vertically integrated corporations. Education, housing, medicine, security—everything was provided by the employer. And so the megacorporations were born.

Four megacorporations managed to survive the initial, warring wars in our Solar System. These were corporations that personified certain ancient ideas and values, allowing them to present a strong front to other competitors. These four were Capitol, Bauhaus, Mishima and Imperial. Soon they were joined by a surprise, new force in the corporate world, Cybertronic.

Today, the five megacorporations make up the bulk of the corporate worlds. Their combined assets are enormous, and they indirectly control other independent businesses, the freelancers, which depend on the larger corporations for survival.

WAYS OF LIFE

The megacorporations are much more than just financiers and employers. They are cultures, ways of life. And since most people actually do

CAPITOL

THE CAPITOLIANS

It is difficult to give a description of a typical «Capitolian», since the corporation is such a huge melting-pot of professions and origins. Being the largest corporation, it also has the greatest mix of employees, which is Capitol's strength. Adaptability, flexibility, sensitivity and tolerance are ideas that are hammered into the employees' minds from the first day of their education.

In accordance, Capitolians adapt to the current circumstances to make life more tolerable for themselves and their fellow employees.

They try to be flexible in order to avoid conflicts with their colleagues. They have a sensitive ear to the wishes of their customers, and they are tolerant of opposing opinions and lifestyles.

THE CAPITOL WAY

This openness is «the Capitol way», which is eagerly spread to the other corporations primarily through the media and the entertainment business, as well as through diplomatic and business channels. Bottom line: if you treat your neighbor like you want to be treated yourself, the world will be a better place.

One important aspect of the Capitol philosophy hasn't really stuck in the other corporations: namely that while you may be part of the corporation, you nevertheless has the right to conduct your life in whatever way you choose. The other corporations desperately try to convince their employees to adhere to a similar culture. The other corporations hope that social unity will promote greater production, and profit. Within Capitol, this mentality is only really seen within the Armed Forces.

have a way of life, they in one way or another belong to a megacorporation, even if they aren't directly employed.

All aspects of life involve the megacorporations in one way or another. They provide security in the cities, supply shelter, food and other goods people need to survive, and so on. For those employed by the corporations, life is often secure and uneventful. For those outside the corporate umbrellas, life is more of a hazard. But at least they can entertain the illusion of freedom.

THE CONFLICTS

There is constant war between the corporations as they all try to grow and become the single, largest power in our Solar System. So far, no one has gained the upper hand, and only the future will determine if they can stand against the onslaught of the Dark Legion or if they will be engulfed by the powers of destruction.

To avoid disaster, the megacorporations have formed an organization through which they can solve their problems on a diplomatic level. This organization has been named the Cartel and consists of delegations from all five megacorporations, as well as Observers from the Brotherhood. It is the purpose of this organization to coordinate the battle against the Dark Legion, as well as to promote a greater understanding between the different megacorporations. It is hard to tell which of the two tasks is more difficult.

And while the megacorporations bicker among themselves, the Dark-ness has infiltrated humanity and spreads like a rotting disease.

The following sections provide a quick overview of each Corporation, the Cartel and the Brotherhood. For more detailed information, check out *Book 4: The Chronicles* as well as our supplemental books on all these organizations.



General Michael Kell—chief of Staff and Hero of the Capitol corporation



Capitol Sword of Honor

MISHIMA

THE LORD HEIRS

The Mishima Corporation has, since its founding, been a family company, administrated and ruled by the Mishima dynasty. At the top, as chairman and president, has always been the Overlord, usually the family head.

But eventually the corporation expanded far beyond what one person could effectively control. This forced the Overlord to split the empire into three separate divisions, each headed by one prominent family member, the Lord Heirs.

Today the Lord Heirs, the daughter and two sons of the Overlord, govern all Mishima business on Mars, Mercury, and Venus respectively. Lord Moya, Prince of Soil and Governor of Mercury, is held highest of the three and unofficially functions as the family's head.

There is open rivalry going on between the three Lord Heirs, manifesting itself in hostile takeovers, assassinations and broken promises—everything short of open war. Since their respective divisions are nearly self-sufficient and geographically separated, the conflict

isn't very obvious to the outside world, but it is there.

The center of the worst debate is, of course, over who will be the next Overlord. The chosen child will hold the true sword of power over the family and be in total control of Mishima.

THE OVERLORD. The current Overlord Mishima himself is but a crippled shadow of his ancestors, living in exile from his own children in the Luna palace. He is without any real power, but he is still in position as the corporate figurehead. Formally, he is the one and only Mishima ambassador. It is he who negotiates in the Cartel, and it is he who dictates the corporate guidelines, but it is the Lord Heirs and their vassals who make all real the decisions.

Even though he is treated with all due respect by ambassadors of other corporations, their dealings with him are only ceremonial. They are often held simultaneously with the real dealings with the Lord Heirs.

And so it is that Overlord Mishima, Emperor of a Thousand Suns, the Prince of Fire, the Father Above All, has become a bitter relic, unwanted by his heirs, unknown by the populace, secretly mocked by his peers and vainly struggling to mediate the conflict between his children. His only vassals are a court of ten thousand and a bodyguard of one thousand of Mishima's finest warriors, the Hatamoto. These servants hold the highest-honored positions within the entire corporation, and they are always hand-picked by the Overlord himself.

THE MISHIMAN

Mishima employees will, in every situation, do the utmost for their employer—not necessarily for Mishima, but for the Lord Heir and his vassals. Most would even sacrifice their lives if necessary. For this allegiance, there are many explanations:

FAMILY. To a great extent, the family is what keeps the Mishima society together. You must never, ever give your family a bad name, and you are supposed to follow in your family's footsteps and preferably also improve your the reputation of your family's name. In this respect, the Lord Heir is the father of the extended family known as Mishima.

TRADITION. «It has always been like this, and it always will be. It has always worked, and those in opposition have quickly come to regret it.» While this sentiment holds less well in the minds of the young, the true reins of power are held by the elderly in Mishiman society. It is these older ones that cling to their corporate traditions.

LOYALTY. Mishima employees are born into the organization, and from their first day, they are taken care of—for free. From that day onward, Mishima subordinates are taught that they have the organization to thank for everything. Everything they have or own is only borrowed from the Lord Heir. And the organization has the right to collect on the loan—at any time.

GLORY. The corporation remembers sacrifices. For example, soldier's salaries are low, but survivor's pensions are generous. Every day, memorials are held for those who died in service of the corporation, and they are honored above all others. To have given your life in battle for your corporation is to have ensured that your name will be revered forever.



Lord Nozaki—General of five thousand Samurai and three hundred Hatamoto



The Ceremonial Sword of Mishima



IMPERIAL

THE IMPERIALS

Considering the size of Imperial, one might be led to believe that its holdings are an easy target for its larger and more powerful opponents. This is not the case.

Imperial will defend its values and colors to the last trooper, never backing down from a conflict, always driving a hard bargain. Any agreement is enforced to the letter, and Imperial will fiercely defend any contracts entered into. They are quick to anger, and the troops of Imperial often best their enemies through sheer will and devotion to the families that rule them.

THE IMPERIAL SPIRIT

The spirit within Imperial society is very strong and positive. Knowing they are still the underdog and that they need to struggle for survival, «every soldier and officer will do his or her duty.» This spirit is actually stronger at the lower levels of society than among the nobility, which, being cushioned from the facts of everyday life by its members' sheer wealth, often doesn't have the same motivation.

The loyalty toward Imperial is extremely strong among the military, where no sacrifice is too great. The reason is mostly pride and honor; in a society where everyone is almost equal (apart from the unreachable nobility), only honor and glory separate the weak from the strong. And no glory is greater than doing your utmost in the service of Imperial.

THE CLANS

During the ages since the founding of the corporation, hundreds of families have achieved the honorary title of «noble» as a reward for their services. Nowadays, although legally possible, no more titles are awarded, even though it happens that extremely prominent persons are adopted or married into a clan and inherit the position of head of that clan. Currently, there are sixty-two such noble clans in the Imperial Corporation's empire.

Lots of traditions and ceremonies surround the nobility and their doings. They hold a unique position which guarantees wealth, power and influence as long as they abide by the strict, unspoken laws of the nobility, the code of honor commonly referred to as chivalry. They adhere to the code, else they are quickly blacklisted and have their names and titles removed so as not to soil the reputation of the clan.

The members of the noble clans hold, without exception, high offices within the corporation. They attend their own academies and functions, leading totally different lives compared to common folk. This seclusion from the real world gives most of them an elitist attitude and a somewhat inaccurate view of the world.

There is an unofficial ranking among the clans. The three most prominent are Bartholomew, Murdoch and MacGuire. Ages ago, they were the founders of the Imperial business empire. Today, they are enormous, controlling almost half of the top positions in the Parliament's two



The Coat of Arms of Imperial Clan Murdoch



Field Marshal Sir Sebastian Johnstone—chief of combined IAF.

chambers. Publicly, they work together for the benefit of Imperial and the nobility, but their differences in policies show through in the internal politics and feuds.

BUSINESS STRATEGY

Imperial's unique business strategy is the openly expressed philosophy that armed conquest is a legitimate means for acquisition of new properties. This is primarily and frequently practiced in remote settlements on Mercury, Venus and Mars. While other corporations might have bought out such competitors, Imperial usually sends in a special forces unit, armed to the teeth, to conquer an established settlement. The excuse most often used is that the settlement was «Cybertronic controlled» or that the expedition was searching for a Cybertronic sympathizer.

The same violent strategy is practiced when it concerns other aspects of their business. It is a bold philosophy which includes acute planning before a «mission» in which the stakes are high, but so is the profit.

In its ambition to become self-sufficient, the Imperial business empire has grown to include just about all branches of production. The only products that might be called typically Imperial are their arms and armor, which, without almost any exceptions, are the heaviest and most efficient on the market (and often the most expensive).



The Imperial Doomlord battleship

BAUHAUS

THE DUKE ELECTORS

• EXPERIENCE is HERITAGE •

The Bauhaus hierarchy is built around the four ancient families of Duke Electors. Once only prominent military advisors to the corporation's management, they are now in complete control of all Bauhaus's business, each with total responsibility for one division within the corporation.

Due to the unbroken tradition of military service within the four Duke Elector families, the military still holds a very strong position within the corporation, and only officers may hold high, corporate positions. However, an official with civilian background is quickly promoted to staff colonel or the rough equivalent should he or she prove valuable enough to the corporation. Gold-braced uniforms and ceremonial swords are common features in the corridors and gathering halls of the Bauhaus business empire.

THE SYSTEM OF ORDERS

• In FELLOWSHIP rests SUCCESS •

If you want to be someone in Bauhaus society, there are two requirements: a military title and membership in an order. If you lack either, you will be provided with it when your position requires it. There aren't enough skilled persons by birth to fill the available positions.

There are hundreds of illustrious orders with more or less well-defined purposes. However, they all serve to preserve the Bauhaus esprit de corps, to create a community and to act as «business lobbies». They are strictly ranked, and your

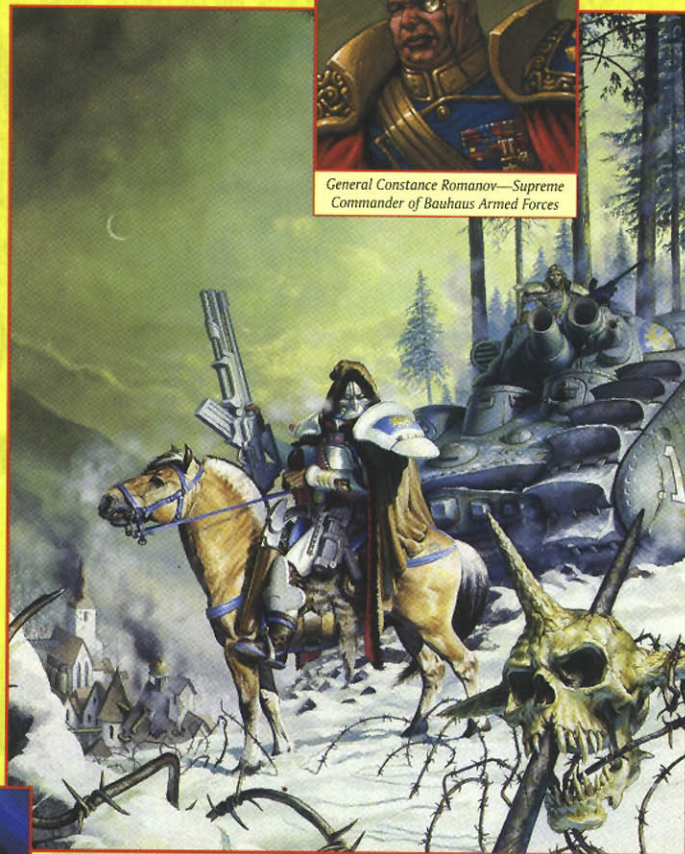
stack of membership cards says much about your status in the corporation, maybe even more than the gold on your collar.



The Code of Honor—one of many Bauhaus decorations



General Constance Romanov—Supreme Commander of Bauhaus Armed Forces



CYBERTRONIC

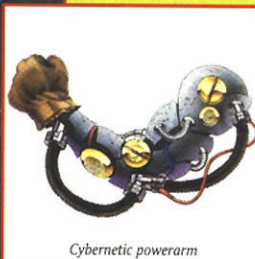
FACTS ON THE FOUNDING

The founding of Cybertronic was a sudden, massive takeover of corporate assets by a small, insignificant holding company, Cybertronic Investment, Inc. In the course of mere hours, hundreds of billions of crowns changed hands, and suddenly a new megacorporation had taken shape, the fifth in size, sniffing at Imperial's heels in terms of total value of assets. Investigations showed that false notes had been presented for the majority of the purchases; it would have been almost impossible to recognize and stop the deals, even if someone had known what was going on.

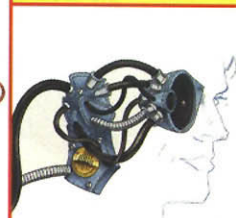
THE TRAITORS

But this was only the beginning of the Cybertronic saga. Once the new megacorporation had formed its many boards of directors, management groups, and marketing

agencies, a rush of new knowledge to the new organization began. From everywhere, from all corporations, expert scientists, professors, high-ranking officers, directors, diplomats and administrators broke with their traditions, quit their jobs and,



Cybernetic powerarm



IR- and UV eye



along with their families, joined Cybertronic. In only two years, the population of Cybertronic had increased to match its competitors. Suspicion increased among the megacorporations and the Brotherhood, but however hard they tried, no one could find an answer to the «Cybertronic phenomenon».

THE INFILTRATORS

It is assumed that high officials in the competing corporations are persuaded to become agents for Cybertronic in the same manner as Heretics of the Dark Legion. There has never been any proof of these activities, and of course, Cybertronic has neither admitted nor denied this. (The competing corporations spend huge sums on the forces that track down the infiltrators.) Ninety percent of the persons that are accused of the crime of being a Cybertronic infiltrator confess, but that same percentage of the time, it takes torture to make them do so.



Charles Sykes—Chasseur and Special Operative



THE CARTEL

In order to have a forum where the megacorporations could discuss their differences on a purely diplomatic level, without having to resort to hostile activities, the Cartel was created.

Made up of five delegations, one from each of the megacorporations, the Cartel has become one of the major powers in the system. Each delegation consists of thousands of diplomats, administrators and corporate officials.

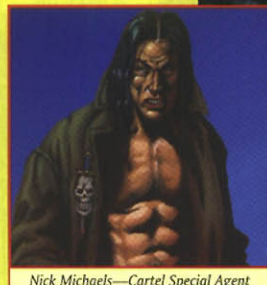
Originally created to facilitate cooperation between the megacorporations, the Cartel has, with the appearance of the Dark Legion, been

given a more aggressive role and extended authority to battle the new evil. This was the one place the megacorporations could pool their resources together to stand against the Darkness.

The Cartel has created an elite military force, the Doomtroopers, made up of crack soldiers and military strategists drawn from each of the megacorporations' finest units. The primary function of this force is to do battle with the creatures of the Legion wherever they can be found. This is all coordinated and managed by the Cartel.

The Cartel carries out a considerable amount of internal investigations to stop infiltrators from the Dark Legion. Many of their operations are so secret that not even the corporate managers have any idea of what's going on within the Cartel's forces.

In this complex web of secret operations, there have evolved groups within the Cartel operating totally without direction or interference from higher officials, and toward their own obscure ends. They use their powers and connections to promote illegal operations such as drug and weapon smuggling, assassinations and supplying secret information. Some of these have gone so far as to make contact with the Dark Legion and the Heretic Cults for reasons no one knows for sure.



Nick Michaels—Cartel Special Agent



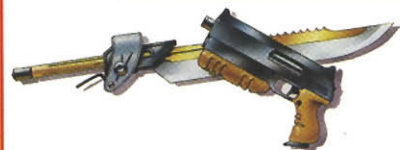
THE DOOMTROOPERS

The official military force of the Cartel is the Doomtroopers, the most famous and respected soldiers in the Solar System. Elite commando warriors specially trained to battle the forces of the Dark Legions, they are actually able to match the ferocity of the Nepharites and have been trained to strike at the very core of the evil.

The Doomtroopers are under the control of the Security Council. The soldiers are provided by the megacorporations, which also have the responsibility to maintain the status of the force and supply soldiers to keep the Doomtroopers at its traditional level of five hundred field operatives. The technical support and other secondary functions within the force are organized by the Cartel, but these are also made up mostly of megacorporate recruits.



The Gehenna Puker flamethrower—
one of many famous Doomtrooper weapons



The Punisher Combo—
a Punisher handgun and a Punisher Shortsword



THE BROTHERHOOD

THE CARDINALS

0-53	Nathaniel Durand I
53-92	Alexander Toth
92-147	Randolph Petrus I
147-201	Nathaniel Magnificus
201-237	Pius Alexander II
237-281	Petrus II
281-336	Durand Catonius IV
336-392	Magnus Toth VI
392-450	Petrus III
450-499	Marcus Durand V
499-545	Alexander VI
545-596	Randolph II
596-652	Nathaniel IX
	«The Invincible»
652-708	Toth Alexander VIII
708-755	Randolph III
755-810	Durand X «The Pure»
810-854	Marcon Alexander X
854-903	Petrus the Elder
903-960	Durand XI «The Mad»
960-1012	Sebastian Toth XIV
1012-1053	Petrus V
1053-1107	Roland Durand XIII
	«The Bald»
1107-1151	Alexander Primus
1151-1204	Petrus VI
1204-1255	Durand XVI
1255-	Alexander Durand XVII

Note #1: The «missing» Cardinals (for example Durand XIV and XV) were Cardinals of Luna or of other Cathedrals, the so-called Cardinal Emeriti.

Note #2: The chronology in this list is counted from Year of the Cardinal (YC) 0, the time when Nathaniel Durand proclaimed himself the First Cardinal of the Glorious Brotherhood of Humankind.

With the world faced with the threat of destruction at the hands of the Dark Legion, the Brotherhood has grown into a powerful organization. It is represented all across the Solar System, from Mercury to Pluto. And wherever the light of the Brotherhood falls, the battle against the Darkness continues.

The Brotherhood represents an all-governing, unearthly power that is personified by the Cardinal, the spiritual leader of humanity. He is the single most powerful person alive and commands mysterious energies of immense, mystic might.

To do battle against the Dark Legion, the Cardinal has created the



Cardinal Durand

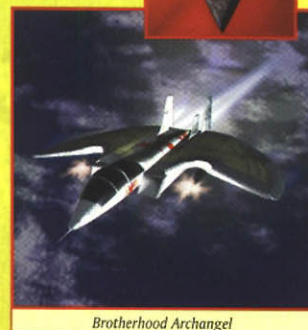
Inquisition. This institution seeks to cleanse the universe of the festering evil that can be found both in space and within ourselves. The Inquisitors of the Brotherhood, in their magnificent suits of armor, are scouring the worlds of humanity, purging every sign of evil from our society. They can be found in the cold wastes of Pluto and Jupiter, as well as the scorching deserts of Mars and Mercury, relentlessly seeking out infestations of evil. They are forever vigilant and ready to strike against the Dark Legion and the scores of Heretics, whatever shape they may take.

Deep within the vast libraries of the Cathedrals, the Mystics of the Brotherhood, guided by their Cardinal, are searching into both the past and the ever-changing future to find the answers that will lead the way for humanity into the Light. Observers from the Brotherhood are present at every level of organization within the megacorporations and the Cartel, never resting and always watching, studying and searching for any sign of the rot of Darkness. To work against the Brotherhood is seen as going against humanity itself.

This philosophy and the power of the Inquisition have made the megacorporations accept the presence of the Brotherhood at their board meetings and administrative functions. As much as possible is hidden from the prying eyes of the Inquisitors. It has developed into a deadly game of hide and seek, with nothing less than the survival of humanity at stake.



The Book of Law



Brotherhood Archangel

THE DARK LEGION

THE ARRIVAL OF THE APOSTLES

The Dark Legion is evil and Darkness incarnate. For untold ages, the Dark Apostles waited to gain entry to the Solar System and begin their Dark Crusade against humanity. It was the first human explorers on the tenth planet, Nero, who awoke the sleeping horror. There they found unworldly formations and seals, and under the insidious influence of the Dark Symmetry, they released the Darkness from its ancient bonds. Doing this, they opened the gate for the Dark Soul to enter our worlds. Soon the weak-minded and those of Dark thoughts were lured by the temptations of the Great Darkness. The

Darkness sought its nourishment from the twisted minds and corrupted thoughts of humanity, and it did not go hungry. The power of the human mind gave the Dark Soul the energy it craved, and it soon after gave birth to the first Apostle, Ilian, the Dark Mistress. Under her guidance, the Dark Symmetry silently assaulted the worlds of humanity and laid the foundation for the horrible Darkness that was to descend upon us.

As the despair and confusion grew, more and more humans cried out in anguish. Nurtured on despair and anxiety, Muawijhe, the Lord of Insanity, emerged and entered the realms of the sleeping and dreaming. No more could humanity find peace in the lands of sleep.

Humanity tried to do battle against the Apostles, but could not lay aside its own petty, internal squabbles. The megacorporations waged their wars against each other, and trust wore thin. From this, the Darkness drew Semai, the Lord of Spite, the Nurturer of Revenge. To him was given the mission to turn siblings against each other, to corrupt the leaders of humanity and to sow the seeds of Darkness in the minds of humanity.

The scene was set for the greatest conflict humanity had ever faced. On one side stood the Brotherhood and the forces of the megacorporations, divided as they were, and on the other, the forces of Darkness. From the turmoil of the initial skirmishes and battles on the borderline of Darkness grew Algeroth, the Demon Lord of the Dark Technology and the Lord of Destruction. He took the forces of the Dark, transformed them into the Dark Legion and gave evil a brutal, physical might with which to devastate worlds.

Led by the mighty conqueror, the hordes of Darkness marched to battle. Relentlessly, they threw themselves against the defenses of our forces, and mighty battles raged across the Solar System. On every world, the fires of war burned, and bodies littered the fields and plains. Soon Demnogonis, the Fifth Apostle, gazed out across the void. Filth and plague, famine and mutations followed his trail as he slithered from world to world, from battlefield to battlefield. He infested our cities with the Heretic mutants and spread the rot of Darkness among our troops.



Ilian—the Mistress of the Void

*Algeroth—the Lord of Dark Technology*

THE AGE OF THE DARK SYMMETRY

That was only the beginning of the Dark time.

It is now our future. Our era. And ours is the most desperate time.

Plagues and mutations spread throughout the Solar System. Sometimes whole worlds fall victim to the destructive powers of the Darkness. The Dark prophets and the corrupters of the Dark Symmetry agitate and infiltrate, aiming to bring the downfall of humanity from within. In this they are aided by the Heretics, humans that have been lured by the promises of the Dark Symmetry. The Heretics destroy the very foundations of society and seduce the weak to serve the powers of Darkness.

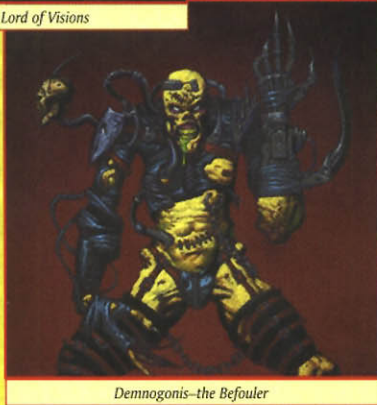
On the battlefields, the Dark Apostles, the generals of the Dark Legion, drive their twisted Legionnaires and Necromutants to attack the desperate forces of humanity again and again.

Accompanied by the terrible Nepharites and the Razides, the lost souls of the Dark Legion battle on with mad frenzy and energy. This is the age of the Dark Symmetry.

THE ONCE HIGH-TECH SOCIETY

With the onslaught of the Dark Legion and the invisible influence of the Dark Symmetry, society changed drastically. Many electronic machines could no longer be trusted; at best, they simply broke down. At worst, machines ran riot and became the doom of many who put their fate in the hands of their deceptive and incomprehensible technology.

Remnants of the ancient technology still exist. The industrial robots

*Muawijhe—the Lord of Visions**Demnogonis—the Befouler**Semai—the Lord of Spite*

are buried in garbage and rubble, but they have been disconnected and stripped of all their chips. The gigantic spaceships that carried us to the edges of space lie in enormous trash sites as hollow skeletons of the past.

The Thinking Engines that ruled the society of humanity are stored in museums and protected from the Darkness. Blue-prints of IC-cards remain in the archives. The corporations store designs of laser weapons and assault satellites out of reach of their competitors, until the scientists and Inquisitors can find functional ways of screening the Dark Symmetry.

See the Equipment chapter at the end of the book to find rules on how to handle corruption in modern technology.



DRESSED TO KILL

Knowing how to dress properly in the worlds of high-society and finance is just as important to the freelancer as it is to the corporate-climbing executive. This short guide is presented by Cartel Consultant Jonathan Cordinger.

chic among corporate officials and eager young executives.



SUITS. Bauhaus suits have narrow lapels and a rounded cut to the sleeve, and the jackets are longer than those of the other corporations. Suits come with more color variety than any other brand. Dark tones of green and blues are the most common. Vests of contrasting colors and bold patterns complete the apparel.

SHIRTS AND TIES. Bauhaus shirts come with the rounded collars and are always made from delicate fabrics. The ties come in a wide selection with striking patterns. The use of Bauhaus ties with Capitol suits is common for those who can only afford the tie and want to make an attempt at a statement.

CYBERTRONIC

Because of the diverse fields of the employees of Cybertronic, there is no standard suit type, though both Capitol and Imperial are common. However, the board of directors and media spokespeople all seem to favor what is known as the «chic chips». These suits have also found a market among the art and media crowd.

SUITS. The «Chic Chip» is a fusion between a uniform, work outfit and ordinary suit. The lapels are only a straight strip of con-



trasting fabric with buttons to one side, giving it a very stern, militaristic look. Colors are limited to dark gray and black.

SHIRTS AND TIES. The Cybertronic shirt is white with a thin line for a collar. It is not recommended to wear a tie with it.

CAPITOL

The most common suit on Luna, the Capitol suit comes in a number of styles and grades. This is the classic suit for the common folk and is accessible in all price ranges. As it is so common, it is also the standard outfit for many security firms as well as the Cartel.

SUITS. Suits are straight and always worn with a vest of the same fabric. Colors vary, but blues and grays are common, some with pinstripes. Many people cut the tag out of a Capitol suit and try to pass it off as a more expensive brand. No upstart executive would be caught dead in a cheap Capitol suit.



SHIRTS AND TIES. Button-down collars on white or light colors, some with stripes. Ties are usually abstract patterns that go subtly with the suit.

IMPERIAL

Imperial suits are considered very classy and, like Bauhaus, very expensive. However, the Imperial corporation ensures that most of their officials wear an Imperial suit by offering discounts to workers through the corporate stores.

SUITS. These suits are double breasted, three buttoned and

range in color from dark green to black. The fabric is treated to ensure a flatter look than its competitors.



SHIRTS AND TIES. The Imperial shirt is plain, straight and white. The ties are often a solid color with small decorative patterns. The patterns are important, as they are usually the symbol of a regiment, university, academy or organization. Imperial citizens place a lot of importance on this sort of thing.

MISHIMA

This corporation is similar to Cybertronic, since it often uses other company suits in the field. The most common is the black Capitol suit. The Mishiman suit is unique and very formal and is worn only by the high executives, but it has also been adopted by diplomats of the other corporations and the Cartel when important negotiations with Mishima are involved.



SUITS. The jacket has the lapels of a dinner jacket, always in dark-gray shades, with a buttonless (concealed) vest in either black or gray.

SHIRTS AND TIES. The shirt is similar to a white tuxedo shirt. The tie is wider than your average tie and comes either solid or striped in red or black.

BAUHAUS

The Bauhaus suit is definitely the most daring outfit you can have in the corporate world. Fabrics, colors and designs all send the message of self-confidence, wealth and Social Standing. The high price tag makes these suits common among media and movie stars, and they are therefore considered very



(Cordinger is presently being investigated by the Johnston Commission about a series of union-worker murders on Venus while he was a military advisor there.)



LUNA

Circling the wasted Earth is the greatest city ever constructed. It spans large parts of the surface of Luna and even burrows deep into the heart of the Moon. Luna, once just a spectral orb in the night sky, has become our new home.

This is the city of Luna. From the Ancient Quarters in downtown Luna, the human worlds are ruled by the enlightened Brotherhood and by the scheming megacorporations. Outside the Ancient Quarters, in the Perimeters, the city has grown to cover ten times the area of any other city ever known, and it's still spreading like a cancer.

Luna is an open city in regards to architecture, mind and restrictions. You can travel freely almost anywhere. You can talk to anyone and usually get a straight answer. Most of the time, you can see the sky. However, you may notice sharp contrasts between the different city districts, mainly due to their living standards. As always, the rich have gathered together in their own areas, while the factories have been clustered away from where people live, and shopping districts have been placed where they might easily attract larger numbers of people.

Luna is the home of millions, and people from every branch of society can be found on the planet. All the megacorporations and most of the more prominent free enterprises have their head offices here. The corps of officials, agents, managers and businessmen is huge. And since they all need people to take care of them, the service sector is even larger.

Just surviving the day is no big deal. Most parts of society are pretty smooth and simple. The difficulties begin when you start messing things up. It's not a good idea to make enemies among the megacorps. Or among the criminals. Or within the Big B.

OUTLOOK

Seen in profile, Luna could be compared to a gigantic, lone volcano. She slowly rises higher and higher until finally, in the center, her spires jab upward sharply in an attempt to slice the sky. Here and there the spires of chapels pierce the slopes like darning-needles; the tops of huge monuments are scattered along the hillsides like decapitated heads; parks and rambling areas can occasionally be seen as moss-growths; and where the volcano rises from ground level, strings of smoke rise from innumerable chimneys. The constant rumble from the city creates the impression that the volcano might erupt at any time.



Down on the street, you can FEEL the city. You can feel the pulse, the tensions, the movement, the frustrations and those small things that—after all—make life worth living. Of course it's a cliché, but Luna never sleeps. There's always a bar open, always a cab around, always peddlers and beggars and cops there to help you out or kill you. Always people on their way to work.

THE ANCIENT QUARTERS

As in most of the system's cities, the richer parts of Luna are concentrated in the older areas. However, the further under the surface you go and the older the section of Luna, the more wretched the surroundings become.

Nearly two thousand years ago, the central parts of Luna were designed by a new brand of architects, the New Romantics. They returned to older values and created a monument

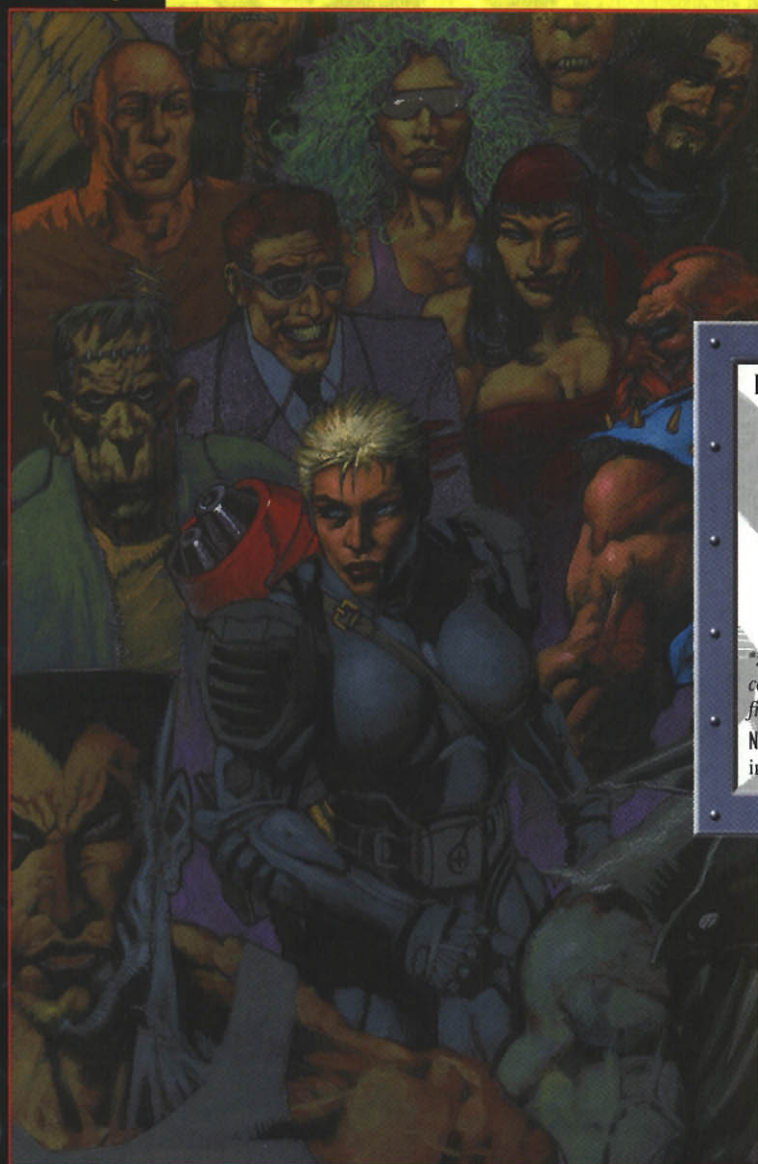




LUNA

MUTANT CHRONICLES

THE PERIMETERS



to lost times. The architecture is massive, and the buildings that make up this older part of Luna are huge behemoths of black marble, stone, steel and glass. Their heights vary. The highest sky-scrappers compete with the Cathedral, stretching hundreds of meters into the skies.

Centered around the Tower—the enormous First Cathedral of the Brotherhood and the home of the Cardinal—the city spreads out like a disease. The Tower is the highest building, its enormous spire reaching several hundred meters toward the sky. Around the Cathedral, the megacorporations have made their homes. Offices and research facilities abound, as do high-class shopping centers and luxury entertainment palaces. These areas are totally under corporate control, and the security and surveillance is heavy.

EMPLOYERS IN LUNA BY PERCENTAGE

Capitol	21.1%
The Brotherhood	9.0%
The Cartel	6.6%
Bauhaus	6.4%
Mishima	5.1%
Imperial	4.7%
Cybertronic	0.3%
Freelancing companies*	32.6%
Unemployed	14.2%

*: An estimated 70% of these are more than 50% controlled or owned by one of the mega-corporations. However, if you ask one of their employees, they'd most likely state their affiliation as *independent*.

NOTE: In the last count, Luna City's population added up to a total of 854,630,000, including the suburbs.

THE PERIMETERS

The area between the older parts and the industrial zones along the city's edge contain the largest portion of inhabitants. People live here and work for minor freelancing firms at the industrial areas and the ports, trying to get by without trouble. Out here, the buildings and apartments are mostly small and uncomfortable. Many people sleep on the streets. The dismal pattern is occasionally broken by magnificent parks and artificial lakes, or by fashionable villa areas for those few who can afford to escape the gloom of the streets.

The Perimeters also contain the shady parts of human civilization. The nightclubs



MY MAMA
USED TO
SAY:

"JAKE! YOU'RE A MEAN,
LOW-DOWN,
BACK-STABBIN' WEASEL;
AN' YOU'RE GONNA COME
TO A BAD END."

GUESS THE OLD
WITCH WAS RIGHT
AFTER ALL.





and bars are frequented by criminals and people who want to operate without attracting too much attention. Entertainment of all kinds can be found both on the streets and inside worn walls.

The Perimeters are lawless areas. Unwritten rules govern much of what happens here, and the Cartel leaves the area to govern itself. If a major riot or insurrection occurs, the megacorporations or the Brotherhood bring in their own military forces to quell the disturbances.

Life in the Perimeters is harsh and unforgiving. Here, the city is darker and colder, shrouded in steam from leaking pipes and coughing machines. The blue light of the street gaslights throws distorted shadows across the walls. People flutter like ghosts between the archways and narrow alleyways. Wheezing vehicles make their way through the confusion, their heavy engines grinding and hacking.

THE INDUSTRIES

Southeast of the city and close to the ports lie vast industrial complexes. Because of this territory's concentration of factories, people have termed it the «Industries». This concentration of heavy industry has no equal in the system. Stretching on for mile after mile, this area is larger than most other cities. Its production is rivaled only by the industrial might of Mars.

All different types of industries are represented in the Industries, and in spite of the advanced technology available today, most work is still carried out by a human labor force. The jobs are hard and dirty, while the pay is poor, but the need for money keeps the work pool filled.

The demands for profit by the megacorporations ensure the running of these industries around the clock. In the tunnels under the surface, diesel and steam engines connect the industrial zones to the ports. In these tunnels, gigantic transports are constantly shipping newly manufactured goods to the spaceships which carry these products to the corners of our system. The heavy pollution and the constant din of the machines makes this area hell to work in.

Even amidst the steam and the grime, people still live in the Industries. Some workers never leave their posts and only rest between shifts. Few enjoy their work, and most people dream of another world, another life, maybe in the financial world, maybe in the military, maybe on the other side of the law or even in the embrace of the Dark Symmetry. Only dreaming of something better—and faith in the Brotherhood—keeps the citizens of the industrial areas from falling into total despair.

THE PORTS

The major ports of Luna are in the more remote parts of the city. A few older and derelict ports exist within the city itself, but these are seldom used except by smugglers or people who can't afford the charges at the larger ports.

Dirty and under constant construction, the port areas are huge complexes dedicated to the arrival and departure of the ships that traffic between the planets. All



BETTER HIT THE OLD
PANIC BUTTON...



...AND PRAY THAT HUNTER
GETS HERE IN TIME TO SAVE
MY SORRY ASS.

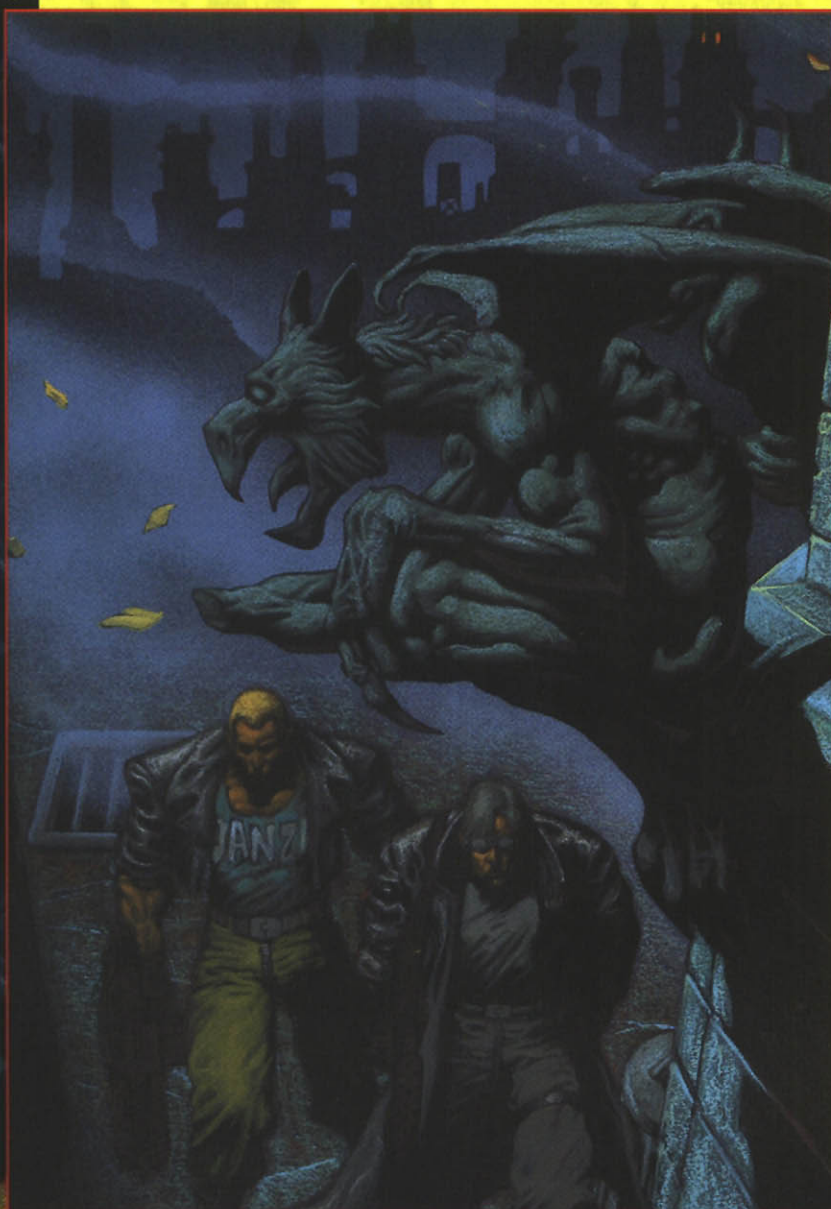




LUNA

MUTANT CHRONICLES

MAJOR PORTS



ports fiercely guard their ship maintenance and repair facilities.

Most ports belong to the different megacorporations. A few of the ports are independent and run by freelancing firms. These freelancer ports are not as tightly secured as the ones of the megacorporations, but they still have a sizable force of guards and mercenaries to prevent any trouble. They are often used by smugglers and illegal immigrants to gain entry to Luna without having to pass through the normal channels. These ports also provide escape routes for those who have made enemies within the Brotherhood or the megacorporations.

The majority of the ports are also self-sufficient to prevent a shutdown in case of problems in other areas of Luna or anywhere else in our solar system.

MAJOR PORTS

The largest spaceports in and around Luna are:

GEOFFREY R. HAZELTINE SPACEPORT. This gigantic complex is the oldest spaceport still in use, located a few miles west and south of the Tower. Through the GRH, you can reach basically every corner of the system. It is open to all corporations and freelancers. Most refugees and immigrants come to the GRH.

MASTERVILLE COMMUNICATION CENTER. The MCC is primarily used by Capitol business people and other employees of the Capitol corporation. From here, three daily passenger flights leave for Mars and Venus, plus most of the Capitol cargo freights. It is located 20 miles south of the Tower, in the middle of the Capitol industrial area.

RICHTHAUSEN INTERPLANETAR. The Bauhaus-run Richthausen Interplanetar is the second-largest spaceport for «common people», open to the public that can afford it. It is located in the center of the city, right next to the GRH, and it's a popular choice for travelers from all corporations that don't really care about the price tag.

PRESTON. Unless you have an Imperial ID or other kind of authorization from ISC-10, you don't get near Preston. Containing a large and extremely well-trained force of Nighthawk Air Defense Fighters, Preston is one of the most well-defended spots on Luna. Located to the east at the edge of the Perimeters, Preston also receives most Imperial transports from the Asteroid Belt.





TAI-SHO IMPERIAL SPACEPORT. Like Preston, Mishima's Tai-Sho Imperial Spaceport is strictly for employees and affiliates. It doesn't contain any military forces, but it supplies the quickest and most convenient travel bound for Mercury. It's located just a few miles north of Preston.

CARDINAL DURAND XVI INTERSTELLAR PORT. From Durand's, dozens of the Brotherhood's huge transports leave every day with pilgrims headed for Venus, Mars and Mercury.

Terminal Six of Durand's is restricted for the Brotherhood's internal use, and it's a maximum security area. Terminals Seven and Eight contain most of the Brotherhood's military fleet on Luna.

Durand's is located 33 miles north of the Tower, surrounded by the Sacred Souls' Second Directorate Base.

THE MINES

Most of the early colonists' original constructions were mining settlements situated underground to provide protection against the meteorites

that once pounded the surface. The major part of this enormous system of mines and settlements is still there; some of it has been used for the Underground lines, some shafts have been used as dumps, others as sewers or ventilation tunnels. Thousands and thousands of entrances have been plugged.

But most of the old mines are still there, empty or providing shelter for the homeless and things too horrid to be described.

NEWSPAPERS

There are several large newspapers in circulation. Capitol's *Daily Chronicles* is the most widely read, closely followed by Imperial's *Observer*. The *Chronicles*, approved by the Brotherhood, is a serious, intellectual newspaper covering the political scene and the development of the Dark Legion. The *Observer* is a light-hearted paper which covers the rich and famous and also has extensive sports coverage. One can say that the *Chronicles* is read by the corporate world, and the *Observer* by the working classes.

WHAT'S SO IMPORTANT ABOUT THIS DAMN CRATE ANYWAY?

AND WHY DO THESE DARK LEGION CREEPS WANT IT SO BAD?

SAME OLD STORY... NEVER AN INQUISITOR AROUND WHEN YOU NEED ONE.

BLAM
BLAM





LUNA

MUTANT CHRONICLES

ARCHITECTURE



THE CAB COMPANIES

There are a multitude of larger and smaller freelance cab companies fighting for the millions of people wanting transport every day.

Taking a taxi is still the safest way of using public transportation, and if you're lucky, you might even get to your meeting on time. Most people make sure they are armed before entering a taxi and often use the local company whose drivers are familiar to them.

The cost for taking a taxi varies from 10 Crowns per kilometer up to 40 Crowns, so you'd better set a price before getting into the car.

are adorned with names of conquests and deeds—all to impress the folk on the street and convince them that the establishment is all-powerful.

SHOPPING

Going shopping in Luna is a real treat, especially if you go to the shopping districts downtown. You can find absolutely anything you want, and there's such a mix that you can find exactly what your looking for, even if it takes a while.

Of course, if you're looking for something really special, you'll have to go outside the center, to the Perimeters, and you'll need connections. This is especially true for weapons and drugs; you won't find them inside the megacorporations' security lines.

All currency is valid in Luna. The appearances of the stores vary with their profitability—from crude counters in front of a hole in the wall to magnificent shopping palaces.

FOOD

The prevailing philosophy in Luna cuisine is that food is a means of filling your stomach. Of course, there are restaurants that serve the finest meals on Luna, but the prices are out of range. You could spend two months' salaries on one dinner.

Most of the time, people go to a street shack, do their own cooking for dinner, or maybe go to their local diner which might serve a homely

ARCHITECTURE

The architecture of Luna is massive. Its buildings are huge behemoths of black stone and steel. Statues and gargoyles cover the facades, while enormous tubes and steam outlets jut out into the skyline. The buildings are connected at many levels by stone bridges or rusting iron steps.

The further out you get into the Perimeter, the lower the city's profile. The lack of skyscrapers is the reason why many prefer to live here, in the light and open areas. But on the other hand, the further away you get from the Ancient Quarters, the more hazardous the environment gets.

Downtown at night, the streets are shrouded in the cold wet fog that spews out from the ventilation systems when the temperature falls. The streets are lit by gaslights which give the buildings a blue tone and throw diffused shadows against their walls.

Another philosophy behind Luna's architecture is monumentality. To strike the populace with the power and glory of the Brotherhood and the corporations, the buildings are made as imposing as possible. Facades are covered with expensive ornaments, memorials are raised, archways



AND WHY DO THESE
DARK LESION CREEPS
WANT IT SO BAD?



THE BROTHERHOOD

More than three quarters of Luna's population go to the Cathedral at least once a week, just in case the Dark Symmetry should fall upon them. Besides the Cathedrals, the Brotherhood is constantly visible in the form of street Missionaries, recruiting offices and, most spectacularly, the characteristic Inquisitors and Mystics on the streets.

The Brotherhood has power. Inquisitors are more respected than any law enforcers. People cross the street to avoid meeting a Mystic on the sidewalk. If anyone wants to say something disrespectful about the Brotherhood, it is said in whispers away from prying ears. The Brotherhood's propaganda flyers constantly warn of Heretics and foul creatures of the Dark. Regardless of the power and fear which the Brotherhood wields, the people of the solar system need the Brotherhood in order to survive against the Dark Legion.

MEDIA

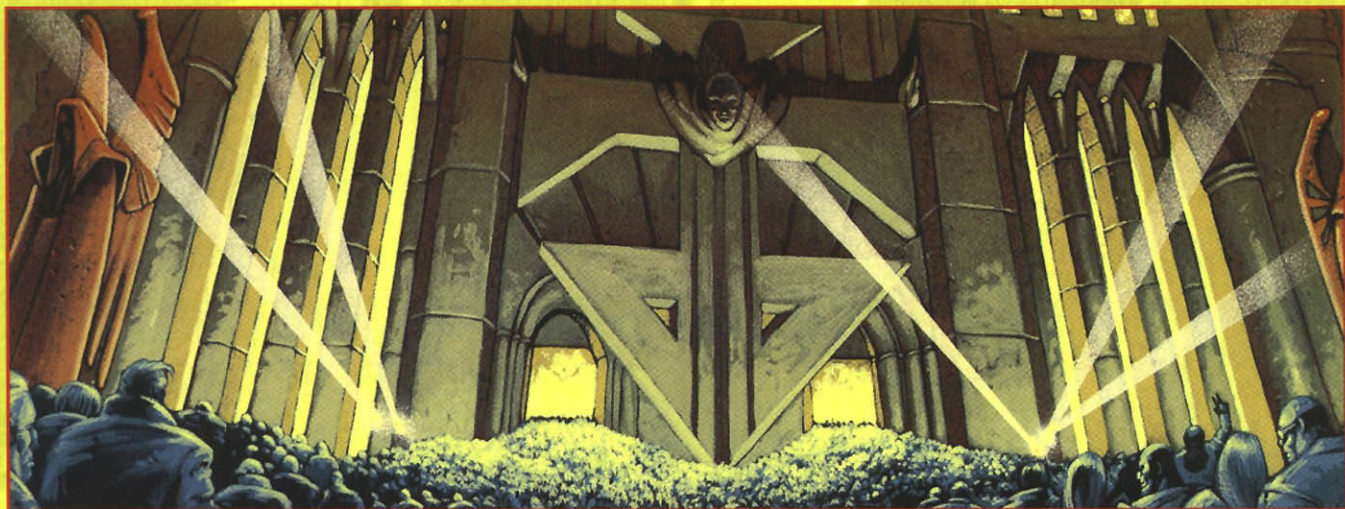
The major media sources are the TV and papers. In the morning, people switch on the radio. Every hour, the Brotherhood broadcasts a special news bulletin, reporting the developments within the city and the system.

For three hours every night, the Brotherhood broadcasts its evening

ENTERTAINMENT

So, what's up after work? You could always go to a bar or dance hall, a cinema, theater, museum, opera, live-music restaurant or whatever. People enjoy what has always been enjoyed: music, action, art, etc. The meaning of entertainment on Luna is boiled down to just one word: escape. Everyone, regardless of their position, feels the enormous pressure not only of the competition with the other megacorporations but also of the Dark Symmetry. The entertainment business is a breeding ground for corruption. Undeclared money makes up most of their profits.

Many people visit the Cathedrals regularly in order to find solace in the words of the Brotherhood and to get away from the bustling streets. Many also do it only out of habit rather than pleasure.





INTERPLANETARY TRAVEL

Interplanetary travel is a slow and expensive business, and if you go for the cheap options, you'll probably be bored to death. This means that as few people as possible travel from world to world, most only when necessary. The megacorporations, the Cartel and the Brotherhood have their own spacecraft, and the information below goes for the regular passenger liners.

The only purpose of this passage is basically to enable the GM to get the characters from point A to B. Space travel is not a vital part in *Mutant Chronicles*, and therefore we don't detail it—especially since it is almost perfectly similar to today's charter travel. You go to an air(space)port, check in your luggage, board the air(space)craft, take off, and a while later you'll find yourself in a new place. Travel times (check-in, boarding, etc., not included) and costs in crowns are:

Trip

Mercury to Venus

Mercury to Luna

Venus to Luna

Luna to Earth

Luna to Mars

Mars to Victoria

Victoria to Jupiter

Jupiter to Saturn

Saturn to Uranus

Uranus to Neptune

Neptune to Pluto

Pluto to Nero

Travel Time

1d6+3 days

1d10+8 days

1d6+3 days

3d6+12 hours

1d10+6 days

1d4+22 days

2d10+15 days

3d10+28 days

2d20+66 days

1d100+70 days

1d100+60 days

1d10+3 days

Cost

4,990+150 crowns per day

7,940+100 crowns per day

3,940+100 crowns per day

3,990 crowns

5,490+100 crowns per day

14,990+100 crowns per day

* Cost arranged on a case-by case-basis.

For first class, triple the cost. This gives you a single or double cabin, all breakfasts, lunches and dinners included. You'll have access to all the modern conveniences onboard and free drinks till you land. A first class trip is the vacation of a lifetime for most average citizens, but it's the only reasonable mode of traveling for businessmen and officials.

The cost in the table is for second class. This includes a bed in a two-bed cabin and breakfast only (lunch is 50 crowns per day, dinner 100). You'll have access to most conveniences on board—such as stores, cine-

mas, pool tables, gyms, restaurants, rest rooms, libraries or whatever might be at hand—for a smaller fee. All this depends on the quality of the craft, of course. Freelancing businessmen, soldiers on leave, journalists and guys like yourself are common here. Really, this is the only cheap alternative.

In third class, you'll share your cabin, shower and bathroom with 1d100 other passengers. No meals are included, and you'd better bring your own food, books and light, because if worse comes to worst, you won't be let out of the cargo bay until you land on your destination. On the other hand, price is only 30% of the one in the list.



mass over the television network. At other times during the day, the corporations broadcast light entertainment and commercials, which are closely monitored by the Brotherhood.

TRANSPORTATION

Moving about in Luna is sometimes an adventure in itself. On the streets, where cars and taxis battle for supremacy, anyone can become insane from the sheer chaos of traffic. The streets present a clear hazard for pedestrians. Still, for shorter distances, walking is the quickest way of moving around, at least in the «safe» areas. In other areas, whatever you do, don't leave the car.

**KRAMER!
GET DOWN!**





As for longer distances, remember that the city is enormous. Getting from one place to another, even within the same district, might involve several hours of waiting for the right transport to arrive. Your best bet is to take your own car if you don't have any travel connections within the megacorporations. As another option, you might try to take the commuter trains. Otherwise, there are always the cab companies, but they might be very expensive for long-distance drives.

The megacorporations have fleet taxis usable by everyone employed by the company. They are often heavily armored and sometimes use sheer force to push their way through crowds or traffic jams.

THE TRAINS

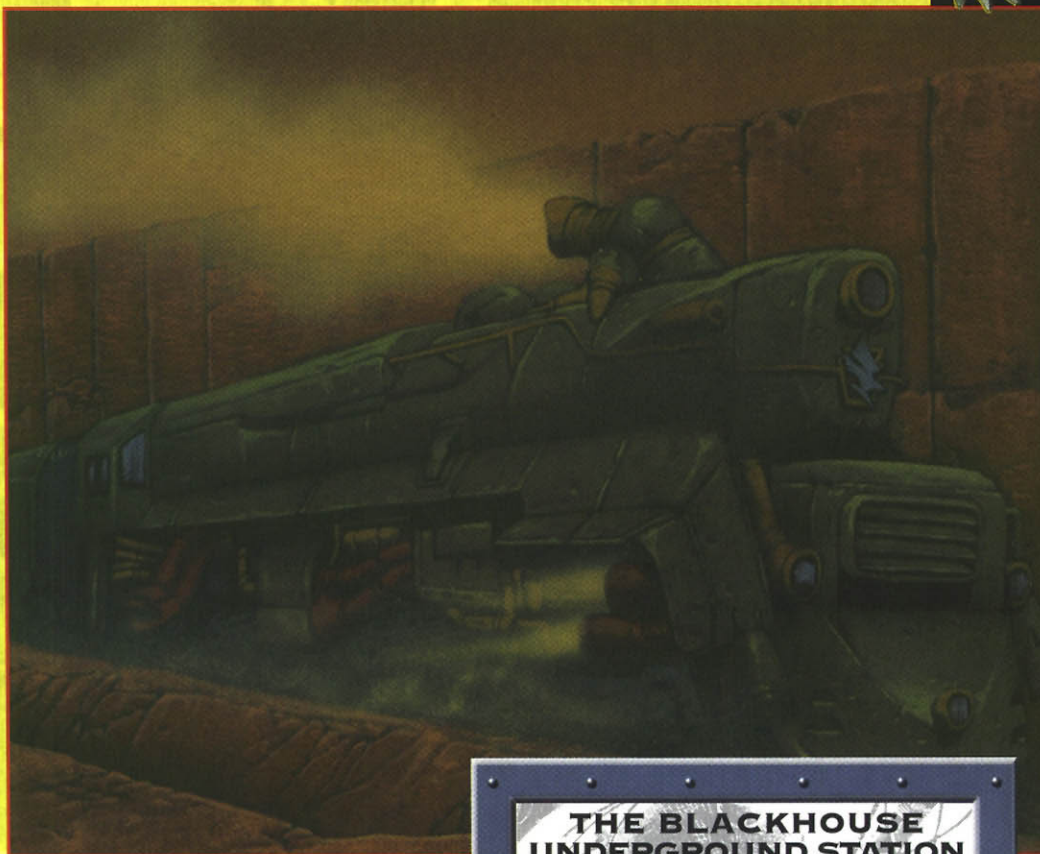
The major means of transportation in Luna are the trains, both the Underground and the commuter trains. The different lines are run by different corporations, and each corporation has limited responsibility for the maintenance and expansion of their lines. The corporations each have a standing force of troopers to patrol the lines in search of terrorists and the evil creatures of the Dark Legion. In guarding the trains, the corporations face an almost impossible task, since the rails have been expanding for hundreds of years, and many of the old lines which have been forgotten now provide sanctuary for the mutant scum and filth that fill the lower levels of Luna.

Most people use the Underground to get to and from work. This dark network of huge tunnels stretches across the city and connects the inner parts, the outer areas, the industrial areas and the ports. The Underground is the best way of reaching different locations in the city, but like all transport systems of this kind, it has its drawbacks.

The tunnels are favorite targets for terrorists and criminals who blow up the tracks and then plunder the trains. The stations are crowded with pickpockets and robbers. The risk of getting into trouble

is high. While the Underground is cheap and fairly reliable, you always run the risk of getting mugged and murdered in some dark tunnel.

And the Underground can be slow. Calculate that a trip from the city center to one of the remote ports can take up to two-days. But only if nothing unexpected happens.



THE BLACKHOUSE UNDERGROUND STATION

The Imperial-controlled Great Circle Lines' most important junction is the Blackhouse Underground station. This complex ties the North, Green and Great Circle lines together where thousands of passengers enter, exit and change every hour. The proximity to the Reading Palace and many official buildings makes this a natural destination for many Imperials. The Bauhaus Twin Towers are also within walking distance of this station.



LAW ENFORCEMENT

The pressure of urban life is nerve wracking. There is no personal space nor any quiet retreat for the common folk. Criminals and subversive elements place bombs on the supermarket shelves just to blow innocents to pieces. People who can't take the pressure run berserk in the Underground stations and attempt to take scores of people with them to their own private hells. Food poisonings, riots and snipers are all part of everyday life in Luna.

Downtown, the corporations keep the order. Their patrollers walk the streets in pairs and remain in constant contact with the station, which is never far away. Patrol and squad cars are occasionally seen on emergency missions using the sidewalks to get around the traffic with

sirens and lights flashing. Alarm posts for emergency use are randomly scattered throughout Luna City, but many are out of order.

In the perimeters, the extent of the megacorporations' patrols is limited to the fashionable areas. Instead of corporate police forces, freelance security companies enforce the law. They often have contracts with the landlords or storekeepers, including everything from constant patrols to occasional checks of locks and window hatches. Freelancers' morale, reliability and equipment differ drastically, as do their fares. But generally, you get what you pay for. Apart from normal law enforcement, squads of Inquisitors and Brotherhood troopers patrol the entire city, searching for terrorists and other criminals, as well as maintaining the peace. These imposing figures move through the neighborhoods, forever searching for the evil within ourselves. They act on information given by informants. Sometimes they find the real terrorists, but only sometimes.

The «Inkies» aren't

known for asking any questions before firing. They rarely interfere in muggings, stickups or burglaries unless they suspect Dark influence. But since anyone is suspect, most people avoid the Brotherhood altogether on the street.

CRIME AND PUNISHMENT

Luna is a liberal city, which reflects in the laws and regulations, but the punishment varies a lot depending on the victim. In other words, you can expect a far stiffer penalty for robbing a corporate executive than for robbing an unemployed freelancer. Carrying arms is not prohibited, but without a special waiver you may only use them for self-defense. Certain areas are restricted to authorized citizens, but the enforcement of this also varies. Of course, unnecessary violence and the seizing of others' possessions (i.e., burglaries, muggings, stickups) are strictly forbidden.

The punishment regulations are a web of paragraphs and exceptions. The most common punishment is on-the-spot execution, as most law enforcers fire first and ask questions later. Too many police officers have been killed to take any chances. Otherwise, common sentences are hard labor (for years) or deportation. Fines are rare.

RYKER'S MOUNTAIN

The largest maximum security prison in Luna, Ryker's Mountain has become renowned through a number of films intended to keep derelict youngsters away from the life of crime. Ryker's is located in the southern part of Luna, in the outskirts of the Capitol industrial district. The prison appears as a huge, black box rising from the slopes of Ryker's Mountain, more than one mile wide in each direction. Surrounding it, 35 square miles of gravel pits provide the prisoners with something to do.

«Security measures» consist of triple minefields and automated cannons reacting to the slightest vibration in the ground. Eighteen-foot-high barbed-wire fences and watch towers every 50 yards complete the efforts to keep the poor souls on penal servitude inside.



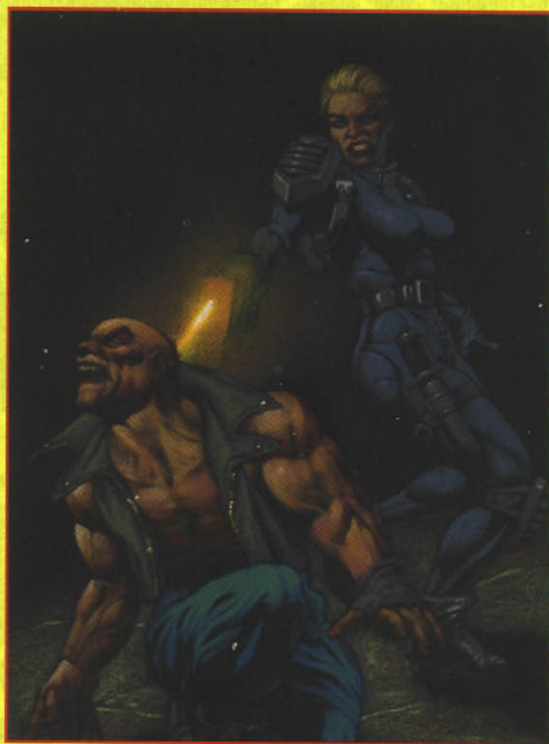
Bauhaus Cop

JAIL

There's one simple rule about doing time—don't! You'll regret it for the rest of your life. Your stripes will never, ever wear out. You're branded for

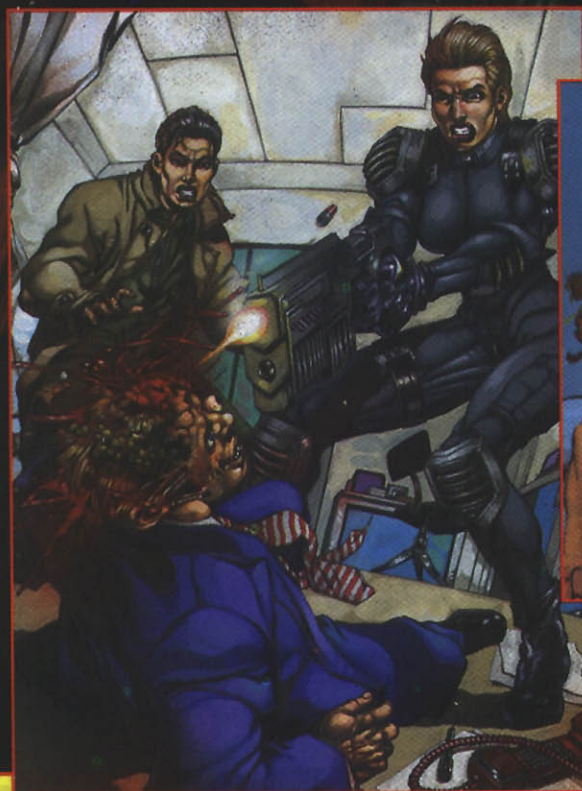
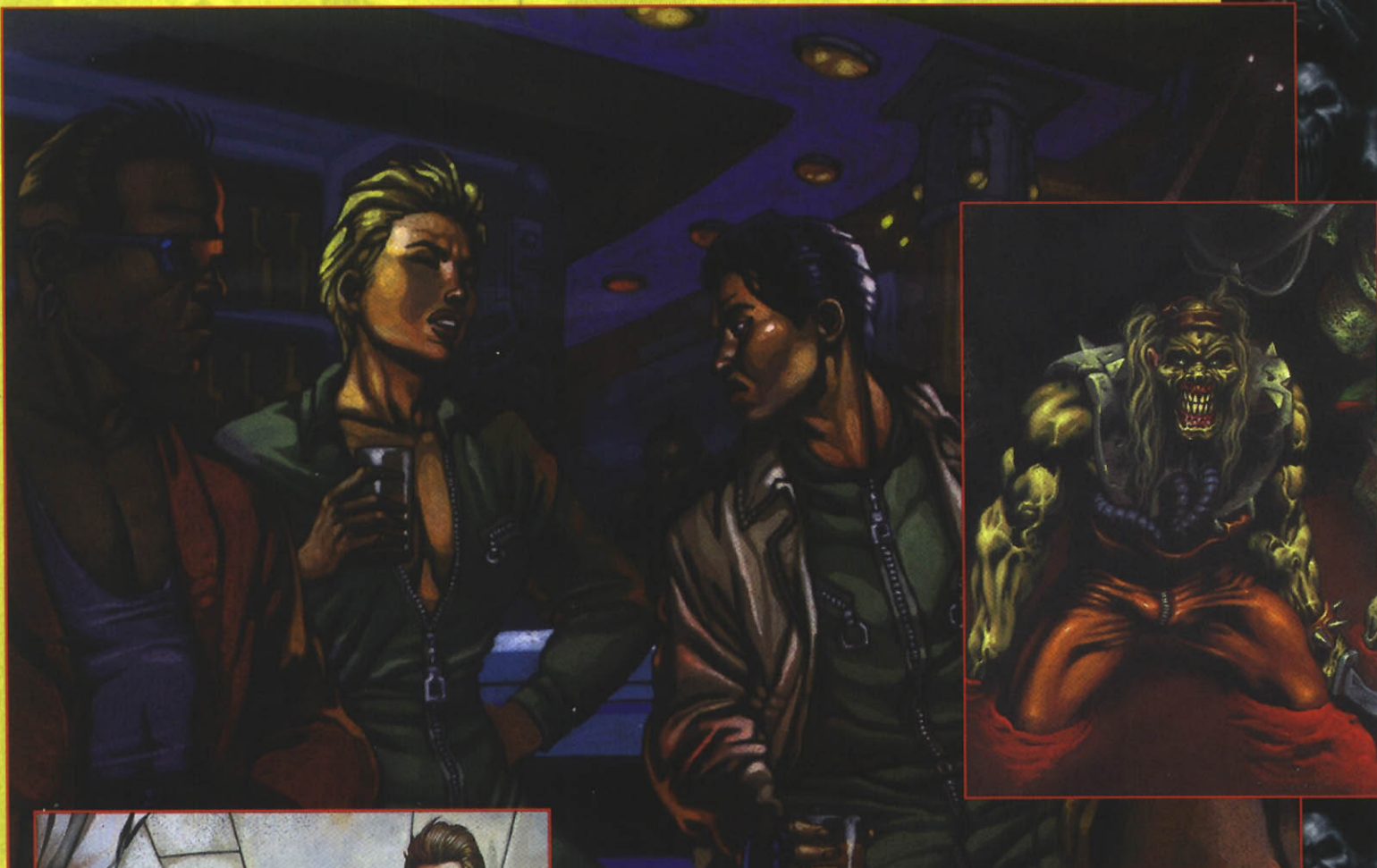
life and can never count on getting a job, getting a place to stay, getting a credit or a friend. You're immediately doomed to a life as a freelancer, and if you're not good at it, you're fried.

There are a few things that will make life easier for you. You will definitely get in contact with the rest of the criminal society in your area and learn everything about burglaries, violence, robberies, heists, etc. You'll learn how to spot the rich houses, how to break in and what to steal. You'll learn where to hide afterwards, how to avoid the brass and the Big B. It's a hard but sometimes valuable experience.





LIFE IN THE EVERYDAY WORLD



THE CARDINAL'S CROWN

The only currency in universal use in the worlds of *Mutant Chronicles* is the Brotherhood's Cardinal's Crown. It is used everywhere by everyone, and it is always the most favored currency in stores and in striking business deals. All the stock markets use the crown, and all trade between the megacorporations is executed in CCs. It's the only currency that you can be sure is legal tender everywhere, even if the Imperial Sterling and the Capitol Dollar are also accepted in almost all parts of the system.

The «heads» side of the coins all carry a stylized picture of the current Cardinal, with his name and number at the bottom. On the «tails» side is the denomination and the device of the Brotherhood and the motto: «The Light and Wisdom of the Cardinals». All coins—they come in 10,000, 1,000, 500, 100, 20, 10, 5, 1 and half CC values—are made in 12-carat gold, and their only difference is size and thickness.

But the Cardinal's Crown represents much more than just money. To most people, it's a symbol for constancy and consistency. For example, some people use them as charms against the Symmetry. It is common practice to swear an oath while holding a CC in one's hand (this is called «Swearing by the Cardinal»). Just about every soldier carries a 10,000, or at least a 1,000 crown coin around the neck, both to bring luck and to pay for medical treatment should they be wounded, or a funeral should they be killed in action.



THE STONE ARCHIVES

Right next to the First Cathedral lies the Stone Archives, the Brotherhood's magnificent library and collection of the written word.

The building contains absolutely everything that is worth saving, from advertising brochures and children's books to dictionaries, hand-written *Chronicles* and constitutional acts.

The enormous library is organized with a complicated system of metallic punch cards, but to use them you have to consult one of the Librarians, the apprentices of the Fourth Directorate. If you don't ask for help, you can be stuck for hours searching in the labyrinthine Archives. It is forbidden to take any scriptures out of the building's mighty stone walls.

THE TUBE DISPATCH SYSTEM

The gigantic official buildings on Luna, with tens of thousands of employees inside, have forced the architects to solve the communications problems in a different manner than with errand-boys and delivery firms.

Virtually all buildings have tube dispatch systems within the walls, connecting the most important departments together. In some cases, the tubes even go between buildings.

LIFE AFTER DEATH

Early in history, the Purgers of the Brotherhood recognized the Dark Symmetry's influence on the remains of humanity's dead and decided that cremation—purging—was the only possible way of permanently avoiding the corpses being corrupted. All the ancient graveyards were dug up and the corpses cremated.

Instead of graveyards and tombstones, the people of Luna raise memoritaphs of their dead: gargoyles, memorial brass plates, carvings in the stone walls, small statues, etc., to commemorate them.



BANKING

It's not a coincidence that people prefer cash before credit vouchers. The financial system in Luna is, to say the least, complicated for the folk on the street. The banks are not designed to take care of private customers. The lines are gigantic, service slow, interest low, and fees high. That's why most salaries come in cash.

THE LUNA MEMORIAL HOSPITAL

Right in the center of Luna Old Town, a couple of blocks west of the Cathedral, the Luna Memorial Hospital rises from the well-furnished garden of Bastillion Park. It is an imposing building more resembling a church or city hall than a medical facility, and many visitors are surprised to hear it is actually one of the largest hospitals in the solar system.

Entirely run by the Third Directorate, Luna Memorial has capacity for 18,000 patients at a time. Most of the rooms are located underground in huge, badly lit and poorly conditioned halls. The survival rate for abdominal gun wounds is at around 35%.

The Luna Memorial is the place to go for those that don't have corporate insurance. Unlike in the major private hospitals, it is almost impossible to get away with a bullet wound without an investigation from the Third or—even worse—the Second Directorate. The medics cannot be bribed.

Luna Memorial also has smaller satellite offices around Luna City and in the rest of the megacities. These smaller clinics can handle 100 additional patients at most, and are mostly for the use of those unfortunate who live at the fringe of society who need to hear the Cardinal's message the most.

LIVING OUTSIDE THE SYSTEM

For those who live outside the system, on and by the street, life is a blur of violence, frustration and fear. The back streets are filled with the dregs of humanity, and death is only a heartbeat away for the unwary. Outsiders support themselves by begging, stealing and by digging through the wastes of the rich.

Many of the inhabitants of Luna are homeless. The exact count of the homeless is not officially known because they are not registered by the Brotherhood and they live outside the corporate world. The homeless can be found wandering the back streets at night, trying to avoid the Brotherhood troopers and their dreaded purges. When they seek shelter in the sewers and garbage dumps, they frequently fall prey to the perverted mutant bands or psychopathic vigilantes.

Many of the homeless live underground, in the vast labyrinths opened when the Ancients laid out their underground railways. They live

close to the filth dumped by the city and by the megacorporations. Diseases and mutations are common. Bands of homeless roam the underground kingdom, preying on the weak and defenseless.

COSTS OF LIVING

Obviously the cost of living varies depending on your lifestyle. Beggars on the streets of Luna can survive on just a few crowns a day, although whether their lives are worth living is open to debate. At the other end of the scale, Luna's corporate aristocracy can throw away 10,000 crowns on a single evening's pleasure.

BRIBERY

Remember, for a bribe to be effective you must make it worth someone's while to take it. If you simply want to oil the wheels of business or get some information from people, then a week's wages or less will do it. If you want them to do something obviously illegal that might cost them their job, you're going to need at least a month's salary and probably many times that. Nobody, except the very greedy and very stupid, is going to take a bribe if he or she is certain to get caught. And corrupt though the times are, there are some people who are simply too honest to be bribed. You'd do well to remember that.



DISEASES AND MUTATIONS

Plagues and diseases hold large parts of the unregistered population of Luna in a firm grip. They vary in danger from harmless but annoying to lethal. The Brotherhood claims that the Heretic cults spread these diseases.

The mutations strike in a more irrational manner. All levels of society can be affected by these horrible distortions that make legs grow backward, arms twist, spines bend inwards, skulls rot, hair fall out, etc. No one has any rational explanation to this horrendous phenomena that turns even top executives into outcast sewer rats.

Note to the GM: While the general population believes these mutations are random, in actuality they are the visible signs, or «Stigmata», of the taint of Darkness. See the supplemental books that detail the Apostles for more information on stigmata.

Before looking at costs, there are a few things worth examining about finance in the worlds of *Mutant Chronicles*.

The first is that for the ordinary people in the street, credit does not exist. The thinking machines that made possible great networks of consumer credit vanished when the old civilization collapsed. The banks and finance houses exist for the benefit of the megacorporations and large businesses, not for the common folk. Most people do not even have a personal bank account.

This is a cash economy, and what people want, they have to buy in hard currency. People can save all their life for a car or a television. Jewelry is a real status symbol because it represents tangible, portable wealth of the sort not everyone possesses. All this means is that, for the man in the street, consumer goods are rare and precious things. It also means that most people spend their money as fast as they

can earn it. Crime is rampant, and what is the good of saving if you can be robbed?

People spend their money in the dance halls and moviedromes and gambling palaces. The forces of the Dark are reaching out for humanity. Life is short, and no one knows what the future holds. These are times of feverish gaiety. Humanity is on the edge.

SAMPLE PRICES

EATING OUT

As with everything else in the world, you get what you pay for. If you want to eat haute cuisine off antique porcelain plates, then you pay though the nose for it. The costs given here are for a meal for one.

High Class Restaurants: 1,000 crowns or more.

Good Restaurants: 250 crowns or more.

Chain Restaurants: 100 crowns or more.

Local Diner: 50 crowns or more.

Fast Food Place: 30 crowns or more.

Street Vendor: 10-20 crowns.

DRINKS. You can, of course, pay monstrous sums for ancient vintages of wine. Most people who drink do it to get drunk. This is a relatively cheap pleasure for the common person.

In a bar, expect to pay the following:

Beer: 10-20 crowns per pint.

Hard Liquor: 10-30 crowns per shot.

Wine: 60 crowns or more per bottle.

Coffee and Soft Drinks: 5-10 crowns.

Buying from a store you will pay less:

Whisky: 100 crowns or more per bottle.

Rotgut: 25 crowns per bottle.

Wine: 25 crowns or more per bottle.

Beer: 50-100 crowns per six-pack.

ENTERTAINMENT

For entertainment, people go to the cinema or the theater or the dance hall. They pay the price of admission, and they have their fun. The costs given here are minimum prices. Good seats at a show can cost much more. Films tend to be very escapist in nature. The theater is the place where society's more intellectual members take their leisure. Dance halls and nightclubs are where you go to meet members of the opposite sex.

Cinema Ticket: 30 crowns and up.

Theater Ticket: 100 crowns and up.

Opera Ticket: 150 crowns and up.

Sports Event: 50 crowns and up.

Dance Hall Admission: 20 crowns and up.

Nightclub Admission: 100 crowns and up.

Exclusive Nightclub Admission: 250 crowns and up.

TRANSPORTATION

Getting around can eat into your budget. In the worlds of *Mutant Chronicles*, there are many different ways of moving about. The cheapest is probably the Underground, but there are many other ways.

In Luna, when you're traveling on the Underground, roll 1d6 to see how many changes your journey needs. When traveling by any other means of transport, roll 1d100 to check for distance in miles. Don't worry. It all averages out in the end.

The costs given below are for standard class on any means of transport. Luxury class costs about double. Third class costs about half. There is no third class on zeppelins.

UNDERGROUND. Most people on Luna commute on the various Underground railway lines. This usually costs a flat 10 crowns per line used. If you switch lines, it costs another 10 crowns.

BUSES AND TRAMS. These cover many surface areas of the megacities. Costs usually work out at about 3 crowns per mile on local routes.

TAXIS. These can either be automobiles or human-propelled rickshaws. Either way, costs set you back about 5 crowns per mile on top of a 10-crown flat fee.

TRAINS. The huge steam trains are the commonest way of traveling long distance. Expect to pay about 10 crowns per 50 miles of a journey. A sleeper bunk costs about 200 crowns on top of that.

ZEPPELINS. These giant passenger airships speed between the megaci-



ties. They are expensive but comfortable. You pay about 1 crown per mile of journey and travel at an average speed of 50 mph.

SHIPS. Where there is water, there are ships. Travel costs are about the same as on the railways.

ACCOMMODATION

You can live in a plush luxury hotel, or you can live in a flea-ridden dive. They are both going to cost you money. Accommodation comes in many shapes and forms.

HOTELS. These can range from palaces in which your every whim is catered to by a legion of staff, to flea-infested dives where the night clerk doubles up as a point man for the local muggers. Needless to say, security gets better the more you pay.

LUXURY HOTELS: These are places like the Capitol Eagle or the Imperial Grand. Here is where the super-rich elite stay when they are away from their apartments. These hotels usually have regiments of staff ready to pamper their guests, and a whole host of discrete personal services are available for the discerning guest. Security is usually top-notch but very understated. A room costs 2,000 crowns a night, minimum, rising to about 20,000 for the best. Suites cost from 5,000 crowns to 50,000 (for the Luna City Capitol Eagle presidential penthouse suite), and these are the last word in luxury and service.

GOOD HOTEL: These are good, often great, hotels without the cachet or the reputation of the luxury hotels. They are extremely comfortable places. Costs range from 400-800 crowns per night.

ORDINARY HOTEL: These are places used by business travelers and people seeking comfortable, secure lodging. They are usually medium-sized establishments. A room costs 200 crowns per night.

CHEAP HOTEL: These are little better than flophouses for the indigent. Residents sleep in huge, shared dormitories. Petty theft and brawling is common. A bed costs 20-50 crowns per night.

APARTMENTS. For folk who are not constantly in transit, it makes more sense to rent an apartment. Usually these are rented by the month, and a landlord may ask for between one and four month's rent as a deposit. Most rented apartments come with furniture and fittings.

LUXURIOUS APARTMENTS: You find these in the best districts of the city, usually overlooking the spots where the rich and powerful work and gather. In some cities, they may be located in mansions. In Luna, they are in skyscrapers. The higher you go, the better your view, and the higher the rent. These apartments are luxurious, with marble baths and thick carpets. Private security firms watch over the buildings. The costs start at 10,000 crowns per month and rise steeply. If you start adventuring with Social Standing 9 or 10, you live here.

GOOD APARTMENTS: These are to be found in the better neighborhoods. They are nicely furnished and relatively spacious. Security most likely consists of a doorman or concierge keeping an eye on visitors. Neighbors keep an eye out for each other. It costs about 5,000 crowns per month for a two-room apartment. Add about 500 crowns per additional room. If you live here, your neighbors probably have a Social Standing of 7 or 8.

AVERAGE APARTMENTS: Average apartments can be found anywhere. They are where most people with reasonably paying work live. It costs about

2,000 crowns for a two-room apartment. Add about 300 per extra room. This equals Social Standings 4, 5 and 6.

POOR APARTMENTS: Poor apartments can be found in run-down and dangerous areas. They are usually one room with a bed and kitchen in the same space. They cost from 1,000 crowns a month to rent. If you start adventuring with Social Standing 2 or 3, this is your home.

THE STREET: If your Social Standing is 1 or less, you're here. Hey, it's free...

COMMERCIAL: You can assume that office space and retail stores go for roughly double the cost of a comparable apartment.



REGULAR EXPENSES

To simplify things, say that utilities such as electricity, gas, water and heat cost an average 10% of an apartment's or office's rent per month.

TAXES. Yes, indeed, nothing is sure except death and taxes. There are local income taxes collected by whatever Corporation controls your part of town to provide policing, street lighting and road maintenance. These come to about 5% of your monthly income. In addition, most people pay the Brotherhood a tithe of 10%. This is voluntary, but non-payment is bad for the soul and may bring you to the attention of the Inquisition.

TELECOMMUNICATION

Phones cost about 1,000 crowns to be connected and 500 crowns per quarter to keep in service. To this, you can add the cost of any phone calls. For the sake of convenience, say that local calls are free, and long-distance calls (between districts controlled by different Corporations, for example) cost a flat 100 crowns per 3 minutes.

Interplanetary calls are EXTREMELY expensive and fraught with technical difficulties, not the least being that you have to wait minutes to get a reply to your questions because the distances are so vast. As an example, the average time delay in a call between Luna and Mars is 8 minutes. Rather than complicate matters with arcane calculations, simply assume that all interplanetary calls cost a flat 10,000 crowns. As such, these calls are usually the prerogative of corporate executives.

You can, of course, get hooked into any service illegally if you know the right people. This cuts your costs by 50%. There is also a small chance that you can be caught. The GM should use this as a hook for a scenario rather than roll a percentage chance every month.

OTHER TYPES OF COMMUNICATION

It is far cheaper to send a telegram. These cost 50 crowns per sentence, although you have to deal with the fact that the telegraph clerk may arbitrarily punctuate your message. It's sent within three hours, but it has to be picked up by the receiver at the local telegraph store (alternatively delivered to a home address within 24 hours for 250 crowns extra).

MAIL. Ordinary packages and letters are very slow and likely to go astray. The cost is 1% of the cost given above for Interplanetary travel per kilo the package weighs. The time taken to deliver it should be multiplied by 1d6. The chance of your package going missing and not arriving at all is a hefty 10%.

Dispatches of courier mail between worlds are quick and reliable, but very expensive. Calculate that a package takes 10% of the prices for interplanetary travel per kilo of weight. This will be delivered on the time scale given above with only a 1% chance of your package failing to arrive.



CONSUMER GOODS

TV: 10,000 to 30,000 crowns

Radio: 1,000 to 5,000 crowns

Set of office furniture (desk, files, swivel chair, etc.): about 10,000 crowns per person

Toaster: 450 crowns

Vacuum cleaner: 1,400 crowns and up

Shoulder holster: 200 crowns

Fresh water canister: 1,800 crowns

Coffee Brewer: 600 crowns

ADVERTISING

You can pay 100 crowns per day to get a small classified ad in the business section of your local edition of the *Chronicle*. You can pay about 30 crowns per day in other papers. Alternatively, you might want to pay 10 times as much for a much larger ad.

Business cards cost about 30 crowns per hundred. No freelancer can afford to be without some.

CLOTHING

In the worlds of *Mutant Chronicles*, clothes really do make you. The way you dress is a powerful

personal statement about who you are and what you do. The better you dress, the better you are treated. People assume that if you dress successfully, you are successful. Your clothes go a long way toward creating your image. Most freelancers are interested in business suits: pants, vests, jackets, hats, shirt and ties.

However, Luna and most other urban areas are motley societies. Styles, fashion and designs are mixed together in a melting pot of cultures and schools. Generally, though, fashion strives toward simplicity.

Those who can afford it wear clothes from the large haute-couture houses, hand-made from the finest of materials. All officials are obliged to own at least one of these suits or dresses. The standard outfit is black or brown leather shoes or boots, a striped dark double-breasted suit, a trenchcoat and a brimmed hat. Officials and businesspeople prefer ties.

TAILOR-MADE. These designer clothes are worn only by the richest and the most successful. They are beautifully made and hand-tailored for each customer in the appropriate style. You would pay at least 5,000 crowns for a suit and consider it a bargain, but 10,000 crowns would be more usual. Bauhaus and Imperial in particular specialize in the production of such stuff. Trenchcoats cost between 2,500 and 5,000 crowns. Shoes are about the same. Hats cost around 500 crowns.

If you start adventuring with Social Standing 9 or 10, you own at least 25 complete tailor-made outfits.

GOOD CLOTHING. This is the best of mass-produced tailoring. It is good looking, durable and well made. You can buy it off the rack in department stores. About 2,000 crowns is a realistic price for a suit. Trenchcoats cost around 1,000 crowns. Shoes are about 500 crowns. Hats are about 250 crowns.

This quality is normally worn by citizens with Social Standing 7 and 8.

AVERAGE CLOTHING. This is the area dominated by Capitol's Universal Garments division. Such a suit costs about 800 crowns. Trenchcoats cost about 300 crowns. Shoes are about 200 crowns. Hats are about 150 crowns. Social Standing 4-6.

CHEAP CLOTHING. Paper-thin fabric, shoddy stitching and a bad fit are all you can expect in this price range. Still, everybody needs to dress, and when you're spending only 200 crowns, you can't complain. Trenchcoats cost about 100 crowns. Shoes are about 100 crowns. Hats or caps are about 50 crowns. Social Standing 1-3.

NOTES ON CLOTHING. In second-hand stores, you can pick up stuff for about half regular price. Of course, they may not have anything in your size, and you can almost never find second-hand tailor-made suits.

The GM should give the players a small bonus on their skill rolls for Dealing and Conning and similar skills if they are dressed well. Remember, these are worlds where often the only clue people have concerning your wealth and status is the way you dress.

Conversely, the players should probably get big penalties if they are not dressed appropriately for their part. It is obviously going to be impossible to convince a roomful of high-powered corporate types that you are a successful dealer if you are wearing cheap rags instead of tailor-made clothes.



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LUNA: AN INSIDER'S GUIDE

Welcome to Luna, the greatest city in settled space, the center of civilization and a great place to visit. Whether you're here on business, pleasure or a little of both, Luna is sure to have what you're looking for. On the following couple of pages, we give you a short introduction and description of the most magnificent city that mankind has ever created. The full details are impossible to learn, even for those that spend their entire lives in Luna.

ferent uniforms, the advertising features different companies, the executives wear different fashions. Some districts are more sensitive to «outsiders» than others, so expect to draw the attention of the local constabulary if your movement might look suspicious.

Here are a few points of interest to be found in Old Town Luna. While there are thousands of sites of historic or corporate interest, these selections provide a general sense of the Old Town.

THE ANCIENT QUARTERS

This is the heart of the city, the hub of business and culture. The Corporations rub elbows here more than anywhere else in space, and the Cardinal is at his most influential. For the traveler with crowns to spare, there's always something to do in the Ancient Quarters!

OLD TOWN LUNA

At the center of the Ancient Quarter is Old Town Luna. This part of the city has grown from the original settlement that first took root on Luna long before the Age of Catastrophe, more than two thousand years ago.

The city is divided into fairly distinct «districts.» Each district is controlled by a Corporation or the Brotherhood, although in some places there's a vague overlap. You can usually tell when you've left one district and entered another: the police wear dif-



THE CATHEDRAL DISTRICT

1. The Cathedral: Who can visit Luna City and not be drawn to this magnificent edifice? The First Cathedral is the largest building in human space – and when you look at the rest of Luna's megagothic architecture, that's saying something. The spire, where the blessed Cardinal Durand XVI himself lives, extends so deep into space that, according to literature available at the Cathedral gift shop, «the gravity falls away and the Cardinal is left to contemplate the fate of Man in a state of weightlessness and purity.»

Most of the facilities around The Cathedral are not open to the public, but The Cathedral itself certainly is. Bring a pair of comfortable walking shoes, because you can expect to walk a full five kilometers from the entrance, through the great hall to the Inner Wall where the First Chronicle (*The Arrival of the Darkness and the Call of the Cardinal*, by Alexander Horatio) is inscribed, through the Cathedral Museum at the back of the building, all the way back to the front. Everyone who makes the walk, from devout pilgrims to cynical sightseers, agree the trip is worth making.

2. The Stone Archives: While visiting the Cathedral, don't overlook the subtle joys of the Stone Archives. Considered the most complete library of human knowledge available today, the Stone Archives keep copies of everything from newspapers to radio transcripts to advertising flyers. It is a popular urban myth that the Brotherhood owns records from long before the Age of Catastrophe, but these records remain securely locked away in the depths of the Archives. Nonetheless, visitors may be surprised at how much information the Brotherhood has kept.

8. Bastillion Park: This is a beautiful oasis set in the middle of the city and maintained by the Brotherhood's missionaries. Memoritaphs and statues honoring passed heroes of the Brotherhood are scattered throughout the park. Despite the park's stewardship by the Brotherhood, though, it's still a dangerous place to be caught after dark.

9. Luna Memorial Hospital: This may look like a Cathedral from a distance, but the Luna Memorial Hospital is one of the finest care facilities around. Rising from the center of Bastillion Park, Luna Memorial Hospital provides care to those unable to afford Corporate insurance. How the unwashed, uninsured Freelancer masses sneak through Old Town Luna to get to the hospital remains a mystery.

The Memorial of Heroes: Memoritaphs to humanity's greatest heroes are gathered here at the Memorial of Heroes. Visitors can read the glorious histories of heroes from days past who fought against the Darkness and protected the human worlds from destruction. There's also a swell gift shop on the premises. The layout of the Memorial is quite beautiful and imposing, with Memoritaphs stacked several stories high and displayed on walls of black marble; well manicured trees and grass give the Memorial a sense of serenity.

LESSER MARS (THE CAPITOL DISTRICT)

3. The Pinnacle (Capitol Headquarters): This well lit Corporate phallic symbol would have risen even higher into space had the Brotherhood not required that no building shall be higher than two thirds the height of the Cathedral. The Pinnacle is visible from almost anywhere in the city, just as the spires of the Cathedral can be seen as far away as the Industrials.

Theater Row: Catch productions of great Capitolian plays and musicals just weeks after they first run in San Dorado. This area offers a rich selection of venues that range from Colding Hall, one of the most prestigious musical venues to play, to tiny off-off-Row warehouse space where struggling artists offer performance art and one-act vignettes. The Brotherhood sponsors a series of short morality plays, but these have proven to be extremely unsuccessful; these plays now are the opening act of more popular Capitolian productions. It's considered a tradition for visitors to Luna to catch at least one showing of the musical *Devil's Cat*, based on a poem about anthropomorphized versions of the carnivorous canines that make such popular pets on Venus. It's not for nothing that *Devil's Cat* is known as «the show that never closes» among jealous theater producers: the musical has been running for close to six centuries, and the parts have been passed down through families of performers.

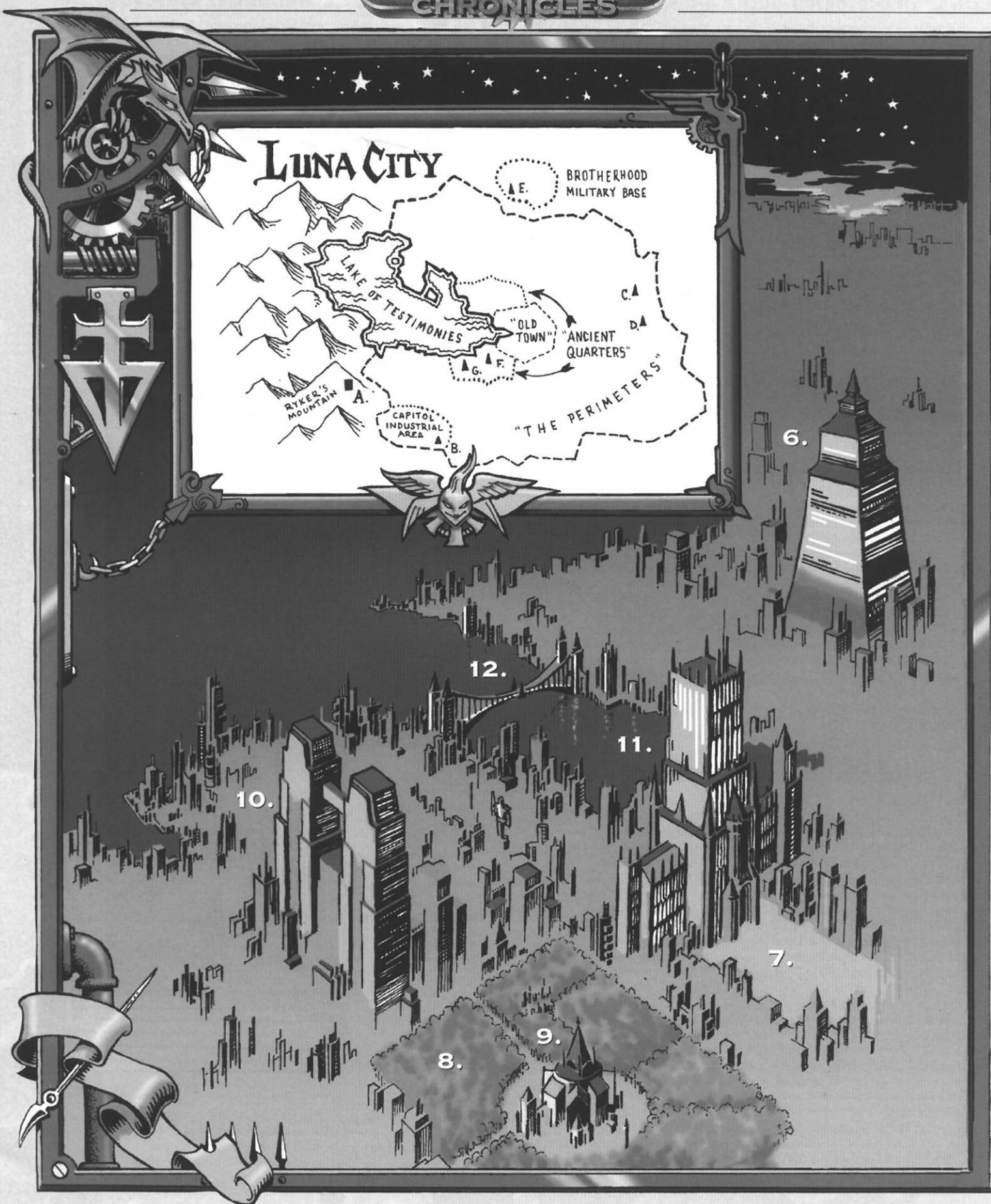
The Garden: One of the highest-profile facilities for professional sporting events in human space. Prize fighters, team sports and special exhibitions perform at The Garden all year long. Tickets are expensive, and being seen at The Garden is considered a status symbol among Young Urban Capitolians (or «yuckies», as the less fortunate call them). Many events held at The Garden are televised.

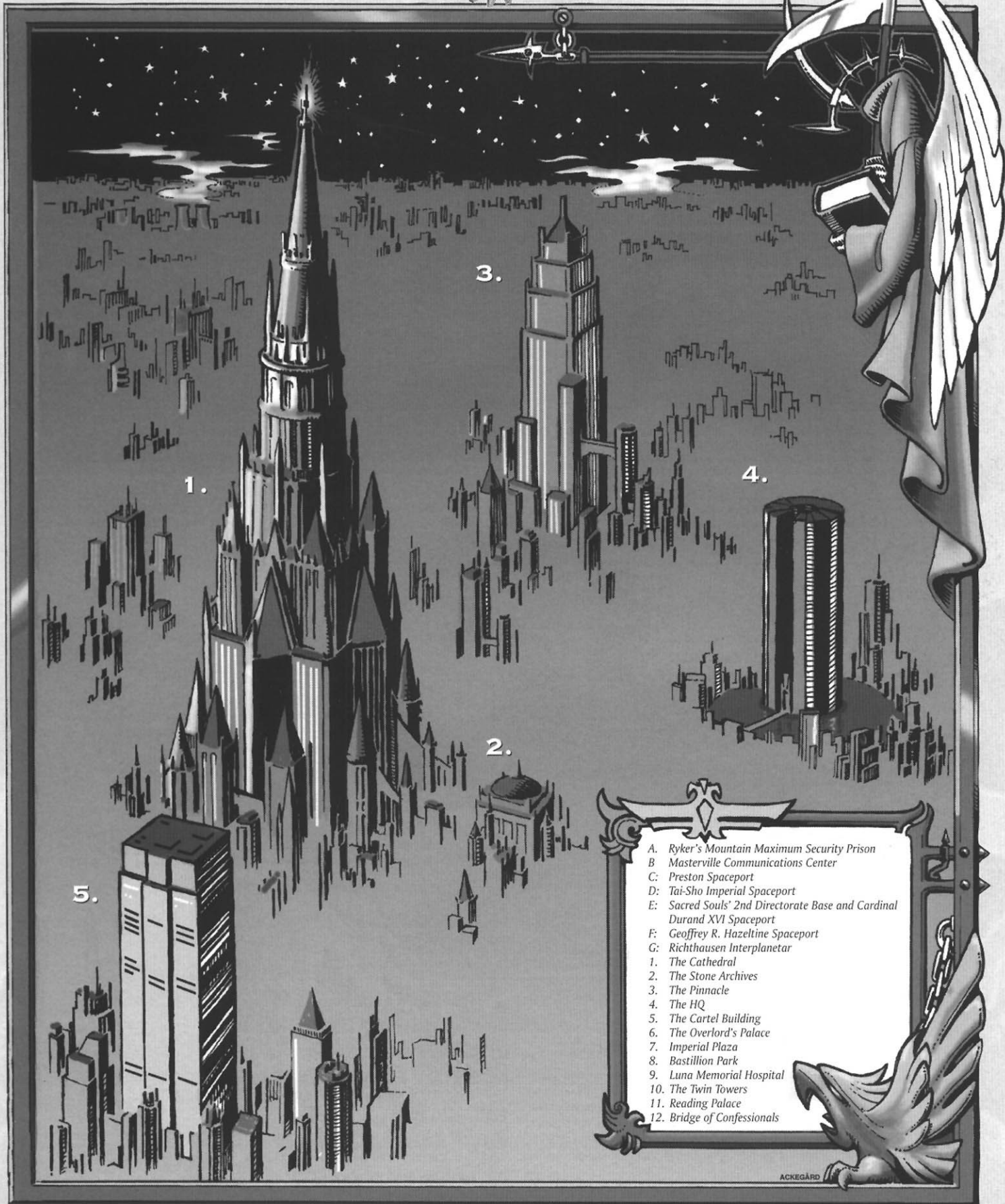


Luna Commerce Center (The LCC Mall): If it's available for human consumption, it can be found here. The LCC Mall offers more than three thousand stores on fifteen floors of shopping fun. All the corporations have stores here, from Bauhaus' *Burgerwerks* restaurant chain to Imperial's high-class *Farrah's* department store to Capitol's vast *Toyland* toy store/warehouse. Other popular stores include Mishima's *Sound World*, which features Luna's most extensive selection of speakers and turntables for the discerning audiophile; *What Smells*, a perfume boutique frequented by high-class Bauhaus ladies; *Locked and Loaded*, a firearms dealer posing as a home defense store; and *Galleria*, a knick-knack shop popular among teens for its selection of music, clothing and drug paraphernalia.

Apollo Landing: A very exclusive, very expensive apartment complex preferred by Yuckies who like to show off their income. Amenities include on-site dry cleaning services, indoor pool, personal trainers and catering services. The Capitolian phrase «Apollo landing» means an unexpected victory or achievement, as in «Selling that stock before it plummeted sure was an Apollo landing, Bob.» The origin of the phrase is unknown.







- A. Ryker's Mountain Maximum Security Prison
- B. Masterville Communications Center
- C. Preston Spaceport
- D. Tai-Sho Imperial Spaceport
- E. Sacred Souls' 2nd Directorate Base and Cardinal Durand XVI Spaceport
- F. Geoffrey R. Hazeltine Spaceport
- G. Richthausen Interplanetar
- 1. The Cathedral
- 2. The Stone Archives
- 3. The Pinnacle
- 4. The HQ
- 5. The Cartel Building
- 6. The Overlord's Palace
- 7. Imperial Plaza
- 8. Bastillion Park
- 9. Luna Memorial Hospital
- 10. The Twin Towers
- 11. Reading Palace
- 12. Bridge of Confessionals

Downside Risk: A popular nightclub for the young professional crowd in Lesser Mars. Live music, alcohol, and a constant ticker-tape running in the middle of the club where the patrons can keep up with their stock

portfolios. Books some of the hottest musical groups on tour in Luna. **Luna Central Exchange (LCE):** Capitol stock trade is an extremely lively business. Many hundreds of thousands of businesses operate under the auspices of Capitol, and most of them have been financed through public stock offerings. The Luna Central Exchange tracks the values of all these stocks (at least on Luna; price fluctuations arrive once per day via interplanetary phone) and provides a moderated forum in which to trade these stocks. Millions of crowns and Capitol dollars have been won and lost on the LCE floor.

Pasquale's Restaurant:

Enjoy fine Archipeligan cuisine as it's traditionally prepared on Venus. The fare is extremely spicy, but it's a welcome break from dull Imperial stews and fatty Bauhaus pasta dishes. If you're not prepared to pay the steep prices at *Pasquale's*, you can find similar food at smaller restaurants throughout Lesser Mars.

Bank of Mars: Capitol's official bank, used mostly by executives and corporations. Very slow service, very arcane finance rules. Not for use by common citizens, although the bank does have special executive services available at a price.

The McCarthy Coliseum: enormous, open-air stadium where team sports are played every weekend. Retractable dome means the games can go on all year long. Tickets are pricy, soaring to 70,000 crowns for a year's rental of a skybox at the top of the Coliseum that can be used for the best seat in the house during a game, or for private meetings. Popular among well-connected executives for wining and dining valuable clients.

CYBERTRONIC DISTRICT

4. The HQ (Cybertronic Headquarters): This extremely new steel and glass tower stands out in stark contrast with the stone architecture that surrounds it. The Cybertronic District barely extends beyond the futuristic C-Base building and its surrounding moat. Cybertronic, anxious for both positive public relations and intense secrecy about its inner workings, offers tours and shows through the Subreal Pavilion, below.

The Subreal Pavilion: Cybertronic's attempt at positive public relations is closed by the order of the Cardinal more than it is open.

When the public is allowed inside, Cybertronic definitely puts on a rousing show in this combination museum and theater. The message of the Subreal Pavilion is that technology can help mankind—and it can be fun, too! Kids can watch isolated, contained computers perform special effects tricks on their screens, while adults can enjoy perfect sound and pictures on some of Cybertronic's demo home entertainment hardware. Cybertronic used to offer a subreal demo, but the Cardinal's «This is your brain, this is your brain in subreality» education program made the demo illegal.

CARTEL DISTRICT

5. Cartel Building (Cartel Headquarters): The Cartel Building is the symbolic center of both Cartel business and Luna administration. While the individual corporations handle their own districts and Perimeter neighborhoods, the Cartel handles relations between districts as part of its general intercorporate communications mission. In short, we can thank the Cartel for keeping war from breaking out in the streets of Old Town Luna.

Government Mall: for political junkies, nothing beats strolling the maze of buildings that comprise the Cartel Government Mall. With only a few concrete plazas to break up the tight walkways between buildings, this area is not for the claustrophobic. Many visitors enjoy touring the Government Mall's Art Walk, which features a series of large «modern» statues built from industrial waste and probably chosen by committee. The local art critics call the Cartel's public art «banal,» but visitors should decide for themselves.

MISHIMA DISTRICT

6. Overlord's Palace: Everybody has a favorite part of Luna City, but this reviewer's vote would have to be for the Mishima District surrounding the Overlord's Palace. The Mishima Corporation meticulously designs all its public areas, using the ancient art of feng shui to align the «energies» of the place and promote harmony. While the Brotherhood has grumbled to no avail about «heretical landscaping,» there's no denying that a peace pervades this area that is pretty much absent the rest of the city.

The glorious Overlord's Palace is at the center of this Eden. The peaks of its timber and granite pagodas reach several stories higher than the rest of the buildings in the district, a fine display of classic Mishiman architecture. Surrounding the palace are a series of terraced gardens and moats. This motif is repeated throughout the Mishima District. The public is often given tours of the Overlord's Palace and grounds.

Longshore Stock Exchange (Luna Satellite): At the center of Mishima corporate life is the Luna satellite trading pit of the Longshore Stock Exchange. Much of Mishima's business on Luna involves the arcane art of financial services; stock trading is at its center. Every day, tens of thousands of Mishiman executives pour into the business district to keep the corporate gears oiled.

Harima Meditation Garden and Firing Range: Extremely popular among Samurai, this beautifully landscaped facility provides a contemplative environment for those seeking inner peace or hoping to improve their target acquisition skills. Some Mishimans go farther, combining the two in a martial arts meditation form that was once performed by archers.





Ancestor Park: The Memoritaphs of Mishiman heroes are collected here for public viewing. Ancient ancestors are honored by ritual chanting performed by the Mishiman caretakers on the premises. Many great Samurai whose family lines were destroyed are honored in the Ancestor Park by having their ancestral swords put on display behind heavy glass.

IMPERIAL DISTRICT

7. Imperial Plaza: Visitors hoping to learn a little about Imperial history and doctrine would do well to visit this open-air plaza that serves as the entrance to the Reading Palace. Liberally sprinkled with memorials, statues and monuments honoring heroes both past and present, the Imperial Plaza offers an almost unbroken history of the Corporation and many of its major Clans. There is also a large grass field and stadium seating where visitors can watch Imperial athletes play traditional team games like rugby or soccer.

11. Reading Palace (Imperial Headquarters): Along with the Cathedral and Capitol's headquarters, The Pinnacle, Reading Palace is among the three largest individual buildings on Luna, and the rest of the planets of humanity for that matter. Soar-

ing high above the Imperial Plaza in front of it and all the surrounding buildings in the Imperial District, Reading Palace is the seat of the Imperial Corporation. Government and business alike are conducted here, and it is the also the home of the entire Serene family. The vast entrance hall is open to the public and functions as both the main entry to Reading Palace, but also as its corporate museum. Tours available every two hours on business days.

Blackhouse Underground Station: This is the central station to which the three major subway lines connect. Newcomers are sometimes confused by the Station's apparently endless selections of tunnels and sub-tunnels, all of which lead deeper until they open onto one of the hundreds of boarding stages. Poor signage makes the problem worse. If you intend to use the Station, buy the guidebook or be prepared to ask for help.

The Ritz: Imperial's Ritz Hotel offers the premiere in luxurious accommodations for those who have crowns burning holes in their trench coats. The penthouse suite has been the honeymoon suite of members of the Serenity family for several hundred years.

The Clansman Cemetery: Imperial puts great stock into honoring their dead, so it comes as no surprise to find that their Memoritaphs are



JUST ANOTHER MORNING

This day started much like any other. Sirens had kept me awake all night, but around five I managed to drift off to sleep.

I got up at seven and shut off the alarm clock. It was ringing like crazy, the little hammer beating on the bell again and again. I hate that sound. Susie was already up and about in the kitchen, and I could hear her turn on the gas to fry some bacon and eggs. The floor was cold, and as I slipped my feet into the slippers I looked out the window.

Between the bars, I could see a red rain coming down, staining the plate glass, making it hard to see outside. I knew the view anyway, the blankly staring gargoyles of the neighboring block of flats. If I opened up the window and leaned out, I could see the great monument of the Sacred Warriors and the Blood Berets, and the great clock towering over the statues.

My head was beating after only two hours of sleep. I was at the pub too long, but I hadn't seen Phil for two years, and we had a lot to catch up on.

I got into the bathroom and turned on the filters. Another 10 minutes, and I would have enough clean water to have a quick cold shower. To heat it up we have to use gas, so I take the showers cold. Susie doesn't take cold showers, but that's one of the few luxuries I'm able to give her.

I took the razor blade and shaved in the stale water left over from yesterday. Using the rest of the water, I quickly brushed my teeth. From the kitchen, I could hear Susie saying that breakfast was ready.

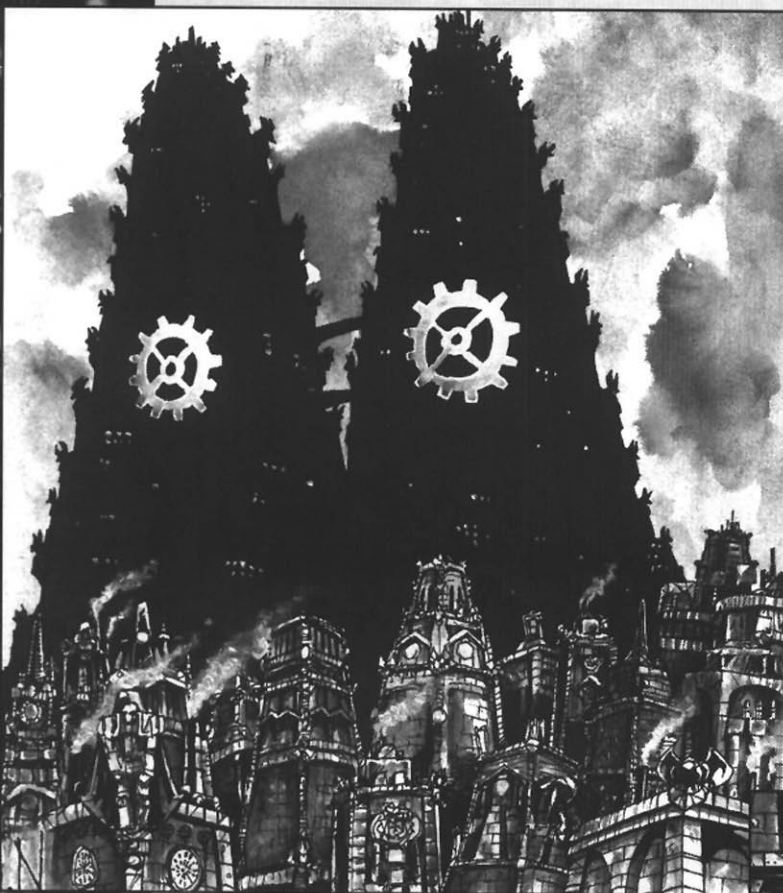
On the way out, I stopped at the radio. It was giving us trouble again, fading in and out. I opened the panel at the back, but all the glass tubes and wiring only confused me. So I gave it good kick, and it seemed to help. The news was on, and they reported live from the Brotherhood mass, where the Cardinal had spoken out against the evil within our society. Then they played a few hymns. A good man, the Cardinal. Where would we be without him?

I fluttered out the Chronicle and sat down in the darkness of the kitchen, trying to at least make out the headline in the gloom. Susie had served breakfast and was getting ready to leave for work. I watched her dress and put on her hat. She was on her way out when I reminded her of her protective vest. And the rain coat. After that she had to run to catch the underground steam train—jeez, I still can't believe they put steam trains on our line after the latest cuts in the transportation budget. Anyway, I don't like to have her running after the train, not in the state she's in. Just another three months now. How will I be able to support them both?

I popped two slices of bread in the toaster and turned on the gas. The blue light fluttered weakly, and I had some difficulties getting it alight. I could hear the rattle of the elevator as it stopped at our level. Someone pushed the metal doors to the side and got out. Then they disappeared along the corridor. I've complained about the elevator several times, but they don't seem to be getting around to fixing it. I heard that Mrs. Stevens got stuck for three hours last week. If it had been a cold night, she might have died. Well, if they don't do anything about it, I'll make sure that the Housing Commission hears of it.

I ate the last of the bacon and got up from the table. I had two hours to get to the job, so I had to get going soon. After the shower, I got out my suit and holster and started to get dressed. I finished off with the protective trenchcoat and the dark hat Susie gave me. I checked that I had all my papers in the briefcase, and I brought out a large pile of grammar tests that I should have corrected last night. Then I checked the gun, made sure it was loaded and in working order. The things teachers have to go through.





among the most glorious and beautiful creations in human space. The Clansman Cemetery is several square miles of statues and plaques describing the heroism of those fallen in the service of their clans and the Imperial Corporation. It is tradition to display something that was of great importance to each hero memorialized here, so visitors can see Memoritaphs draped in the furs of fallen MacGuires, crossed with the swords of ancient Gallaghers, or sprinkled with shells fired by Murdoch gunners. It's also common to see drunken brawls break out in the Clansman Cemetery between rival clansmen visiting their respective ancestors.

The Murdoch Museum of Man: Despite its strained relationship with virtually all the other merchant corporations, Imperial has managed to collect one of the most thorough and public museums charting human history. In this museum, visitors can view pieces brought to Luna from Old Earth, during the Exodus and many centuries before the Age of Catastrophe. While many records were destroyed, the solid remnants of history remained in the care of this museum. Pieces of pre-Exodus human civilization on display include precorporate costumes worn by space explorers, pieces of defunct weaponry and military uniforms that bear a remarkable resemblance to the styles worn today, especially among Imperial forces. It's easy to see why Imperial puts such stock on the traditions of its corporation.

BAUHAUS DISTRICT

10. The Twin Towers (Bauhaus Headquarters): This glorious and massive building holds all the major office and meeting space the Bauhaus Corporation's numerous divisions need to keep operations running smooth on Luna. Everything from manufacturing to mining to media is handled at the Twin Towers Heimburg Square: At the center of the Bauhaus'

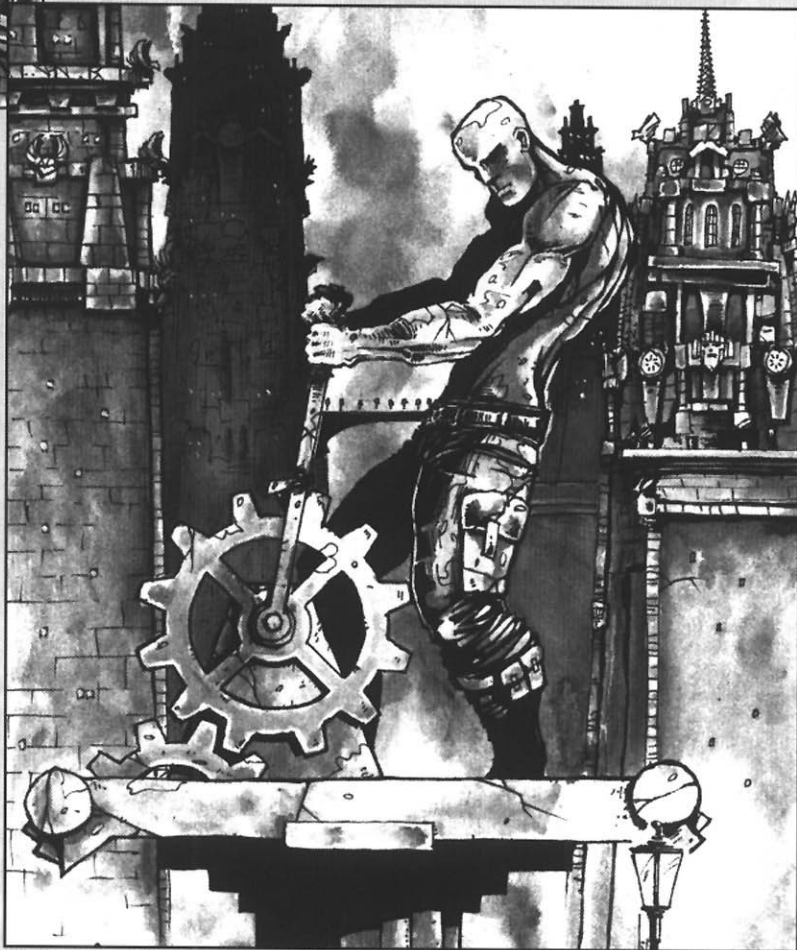
bustling business district is Heimburg Square. Flags representing all the Noble Houses, from Elector down to Lesser Nobles, flap along the edges of this open brick court. There are many large statues around the Square, each commemorating a hero of Bauhaus or a great moment in the establishment of Heimburg at the edge of the Venusian Jungle. Every Saturday, hundreds of peddlers come to the Square to hawk their wares, everything from home-made traditional clothing to costume jewelry to overstock from hardware stores. Great bargains can be found at this sale, but con artists also abound. Keep your Crowns in your front pocket.

Rotherberg Plaza: Not to be outdone by Imperial's *Ritz Hotel*, the Rotherberg family financed construction of its own ultra-luxury hotel. The two buildings are in sight of each other and offer virtually identical services, so it's hard to recommend one over the other. Some visitors prefer the Rotherberg tradition of bidets in all their rooms, while others, especially Capitolian travelers, find the devices strange and hard to use.

Romanov Palace: The Romanov Elector House Palace is one of Bauhaus' many architectural gems. Set overlooking the coast of the Lake of Testimonies, this palace includes offices, living and entertaining spaces, even a division of the Order of the Wolf, House Romanov's elite guards. The Romanov Palace is almost never open to anyone but other Bauhausers and visiting dignitaries from other Corporations.

Bernheim Palace: Accessible from Heimburg Square, this palace is very open to the public. The Bernheim Palace, like the palaces of the other Electors, houses the various offices and facilities needed to conduct business on Luna. This palace also includes a public museum extolling the glorious corporate and military history of Bauhaus.

Richthausen Palace: If the Romanov Palace is set on the most attractive real estate in Luna, the Richthausen Palace is the most richly apportioned. House Richthausen is notoriously reclusive, however, so most of the public never gets the chance to see what lies within the walls of this compound. Other facilities within its walls include laboratories, design studios and a wide variety of workshops capable of building whatever House Richthausen researchers can come up with.





Saglielli Palace: Most people would not realize House Saglielli had a presence in Luna at all if it weren't for the substantial security measures surrounding what appears to be a city block of high-class office space. House Saglielli, always vigilant against the so-called Dark Legion, takes what some may find fanatical precautions to keep their activities secret. There is no public component of the palaces.

Other Noble Palaces: Many of the Bauhaus greater and lesser Nobles maintain residences in the Bauhaus District. Unlike the truly palatial estates of the Duke Electors, these smaller facilities are well-defended spots of green and stone that are scattered throughout the Bauhaus District. Most are designed with security and privacy in mind, so don't expect to see much more than walls topped with barb wire and wrought iron gates.

OTHER POINTS OF INTEREST IN THE ANCIENT QUARTERS

12. Bridge of Confessionals: Arching over the river that runs into the Ancient Quarters, eventually terminating in a lake in Bastillion Park, is the Bridge of Confessionals. It's primarily a walking bridge, although horses are allowed to cross it as well. It is one of the original, undestroyed pieces of Luna architecture built by the Ancients.

G. Richthausen Interplanetar: One of the two main, open spaceports near the center of Luna. Owned by Bauhaus, but open to any who can afford a ticket.

F. Geoffrey R. Hazeltine (GRH) Spaceport: The other main, open spaceport. This complex is much, much larger than Richthausen Interplanetar. Chances are, you flew into Luna via GRH or Richthausen Interplanetar.

THE PERIMETERS

If the Ancient Quarters are the heart of Corporate life, the Perimeters are the heart of freelancer life. Often desperately poor and dangerous, this vast stretch of development nevertheless hides some real gems for those willing to risk life and limb to find them.

The Midnight Star: A notorious club, popular among freelancers but sometimes visited by Corporate bigwigs as well. The local color can be amusing if you're a peo-



THE GRAY MAN

Hopping into the roadster going downtown, I saw the Gray Man for the first time. He was just standing there by the fireplug, looking as if he was waiting for his bus and just minding his own business. His gray Hedges & Brothers trenchcoat—even while tattered and dirty—and the Observer folded in the left pocket suggested he was more than just a bum. Maybe a corporate white-collar down on his luck in love or gambling. I almost walked over to him, as it struck me that I was probably the only soul in the universe that sympathized with him.

The sun just rose over the Lafferty Public Library down the street. It was going to be a fine day, the asphalt steaming from the night's heavy rains. A chilly breeze blew through me as I swung left onto 653rd toward Geek Town—the common name around here for the business area around Heimbürg Square. The Bauhausers were never really popular in this area, and I made a mental note I ought to get some new ties to blend into the rest of the staff at my new division. It was getting colder by the day. In a few weeks, it would probably be sleet falling instead of rain.

What a hell of a day. Seipen clerks on strike; Longshore stock market closed down 18 points last Friday. When the news hit Luna today, Tuesday, the Mishima brokers went berserk in the trading pit. The rest of us just gasped as they gibbered on in their incomprehensible lingo.

It was 11 p.m. Whitney would not be happy. I was three hours late for our dinner date at Il Carabinieri, my briefcase crammed with paperwork.

Impatiently looking for an empty parking slot on the street, I saw him again. The Gray Man looked even grayer in the half-dusk from the street gaslights: identical to when I saw him this morning, only more

tired, more crooked, more gray. Cruising down Alphabet Road, I found an empty slot in front of Chicco's deli and forgot all about the Gray Man.

...

Swell. At least they had the courtesy to leave the car on the pallets instead of just letting it down on the brake discs. Spent an hour in a pay phone to get through to the office and the insurance company. That was it, I thought. I made my decision. Hailed a cab—one of the big, black, bulletproof Imperial ones—slipped him a ten-duke and ordered Heimbürg Square and Richthausen Avenue pronto.

Half-dozing in the leather back seat, sweating, breathing heavily, nervous, morning's Observer still unopened, I saw two Bauhaus brass-and-blue suits leaning hard on this bum with those long, nasty nightsticks of theirs. The gray bundle underneath was cracking up; a steaming red stream ran down the sidewalk into the subway vent shaft. Passing by, I suddenly recognized the hat dropped and abandoned a few feet away. The sticks came down faster and faster, more and more fiercely, but the Gray Man didn't seem to notice anymore. Slowly, the Gray Man slipped into unconsciousness, and the beating stopped.

«Saw that, sir?» The cabby's sudden question nearly scared the hell out of me. «I saw everything—that bum just walked up to the Blues couple and just whacked the shit out of one of them. Tired of life, wouldn't you think, sir?»

Reaching into my left inner pocket with my right hand, I pulled the pin from the frag grenade with the left, pulled out the Punisher from inside the trenchcoat, cocked it quickly—four, three, two seconds to detonation—and blew the cabby's head straight out of the front window. «Who isn't?»

ple-watcher, but on some nights the action may become too interactive for your taste.

Cherry Blossom District: Mostly populated by Mishiman expatriates, this Perimeter neighborhood is home to dozens of warehouses, bars, casinos and opium dens. Many freelancers have gone into the Cherry Blossom District with money in their pocket and hope in their heart, and have ended up getting shipped off to Longshore to work off one night's debts. This is also a good place to find practitioners of Mishima's traditional medicine, who reportedly can cure almost any ailment through combinations of herbs and acupuncture.

B. Masterville Communication Center (MCC): Capitol's main spaceport, located at the edge of Capitol's industrial zone in the outskirts of Luna. One of the most notorious red-light districts in Luna surrounds MCC; interested Capitolians can find everything from topless bars to warehouses to swingers clubs in the immediate vicinity of MCC.

C. Preston: Imperial Corporation's highly secured military and industrial spaceport. Not much for visitors to see, even when they're coming in from Imperial's asteroid settlements.

D. Tai-Sho Imperial Spaceport: Mishima-owned spaceport. Architecturally, this spaceport resembles other Mishiman buildings, especially in its use of terraced landscape. The quickest routes to Mercury are flown out of Tai-Sho.



THE OUTSKIRTS AND OTHER LANDMARKS OF NOTE

There isn't much for visitors to see once they reach the outer fringes of Luna. Heavy industry comprises most of the development at the periphery of the city, and beyond are more homes and factories hidden among the mountains of Luna.

A. Ryker's Mountain: The ultimate prison, and home for both hard cases and white-collar criminals. Automated guns set among gravel pits that stretch as far as the eye can see. No public tours, but if you're really anxious to see it from the inside, any of the Corporate security forces can make it happen for you.

The Industrials: Kilometer after kilometer of factories, refineries, warehouses, garages, loading docks and private zeppelin pads for moving goods to the main spaceports. Just about the same for all the corporations, and usually very secure. No place for visitors.

E. Sacred Souls' Second Directorate Base and the Cardinal Durand XVI Spaceport: The single most secure facility in human space, there are no known photographs of this vast facility and nobody outside the Brotherhood—in fact, outside the Inquisition—is even allowed within several miles of it. The spaceport, often simply called «Durand's», is used by all the Directorates but unless you have business at Sacred Souls, you're immediately shuttled to The Cathedral.

The Blessed Vestal: Located about halfway between the Sacred Souls' base and the northern edge of the Industrials is the notorious hangout of the Sacred Warriors, The Blessed Vestal. This is the main haunt of the hardened, irreverent warriors of the Brotherhood's Sacred Warriors. Admission to the bar isn't restricted to Brotherhood—in fact, the Cardinal has carefully avoided making any mention of the joint—but most non-mystics stay clear anyway. There's no telling what a drunken Sacred Warrior throwing the Arts around might do to an unprotected visitor.

SURVIVING

Your daily life will look quite normal. You have a place somewhere, probably a car, and a decent bank account. You can choose between doing your own cooking or eating out. You go to the bank, pay your bills, get your morning newspaper, watch TV and relax. You're worried about death and taxes, and probably visit the Cathedral regularly. You enjoy busting open a brew every now and then and watching the Sunday game on TV.

Bo-oring! This is hopefully not why you bought this RPG. Your goal is simple: garner glory to include yourself in another page of the *Mutant Chronicles*. Let's move!



THE ADVENTURERS

So, what's your role in the dark and dirty world of *Mutant Chronicles*? Well, there are basically two options—three actually, or maybe four—but we'll get to that later. Ninety percent of you will be either of two categories of people—*freelancers* or *corporate employees*.

Or you can always choose the «way of the pious» and join the Big B—the Brotherhood. Safe but boring—or extremely, extremely nasty and hazardous. Then of course there's the real challenge for those of you who just never can seem to get enough—join the Dark guys, denounce everything civilized and start working for the cause of the Dark Apostles—become a Husher, a Heretic. I don't know very much about that sort of stuff, but I guess those guys with a screw loose have to have something to do. I'd say stay away from it—dig this: I've never met a Heretic over 25, and I assume you have imagined a longer career than that.

FREELANCERS

For the brave and the daring, there are no restrictions. Making money is easy, earning glory is harder. You will gain experience and a reputation, good or bad. Take your pick!

But you won't make it on your own. You need backup. You gather some street pals and start a firm: *We'll do it—anytime!* Welcome to the worlds of free enterprise.

Whoever employs you will also hire a crew of determined, hardened folk. The only thing they know about you is your rep and your price. A bare minimum of trust goes with the turf.

As a good freelancer, your only guarantees are action and adventure. Success depends on your skill, bravery and, of course, a whole lot of luck.

When you first set foot on the world, you have a questionable past and no job. The last thing you want is the suit-and-tie existence of the corporate world, even if it means a steady paycheck. No, you've decided on adventure, intrigue and an occasional large cash deposit in your bank account. Hours are lousy, and the danger is high, but somehow it all appeals to you. That's why you are a freelancer.

Speaking of money, the old crowns are starting to get scarce. Time to hit the streets, drum up some business. Maybe you ought to head down to the Dugout, toss a few back and check the rumor net. Don't forget your vest and piece.

MISSIONS

There are many unwritten laws among the corporations. One of them is that you don't unnecessarily hazard the lives of your own corporation. Why risk valuable employees when there are freelancers? Typical tasks for the free enterprises—you are:

INFILTRATION. One method of gathering information—and not an uncommon one—is to give Freelancers fake identities, drop them off in an industrial plant or some office, and see what happens. As infiltrators, you'll have to rely on your acting skills, earn confidences, and walk out with as much information as you can. Not technically illegal, but definitely questionable.

ANTI-LEGION OPERATIVES. Few things are as feared as the Dark Legion, since the corporations know very little about it. Agents and soldiers returning



from battles and missions have carried with them parasites and infections which have totally devastated populations in the cities and base-camps. After infiltrating the facilities of the Dark Legion, people have been so twisted by the Dark Symmetry that they never will be able to function normally again—and those are the ones who return.

Bottom line: Better 10 freelancers in a Citadel than one corporate agent.

DELIVERIES. There's lots of stuff that's simply too hot to handle. Stolen goods, equipment under restrictions, kidnapped persons, physically hazardous wares, corporate secrets, and much more. Inevitably, all of this at some time has to travel from point A to point B, and in case of failure, the corporation mustn't be connected with whatever it is. Good luck!

INVESTIGATION. When it comes to investigating things—murders, disappearances, mysterious events, abnormal financial increases, acts of heresy, mutinies and rebellions—the corporations don't necessarily want to use their own. After all, some of their own might be involved, or at least suspected.

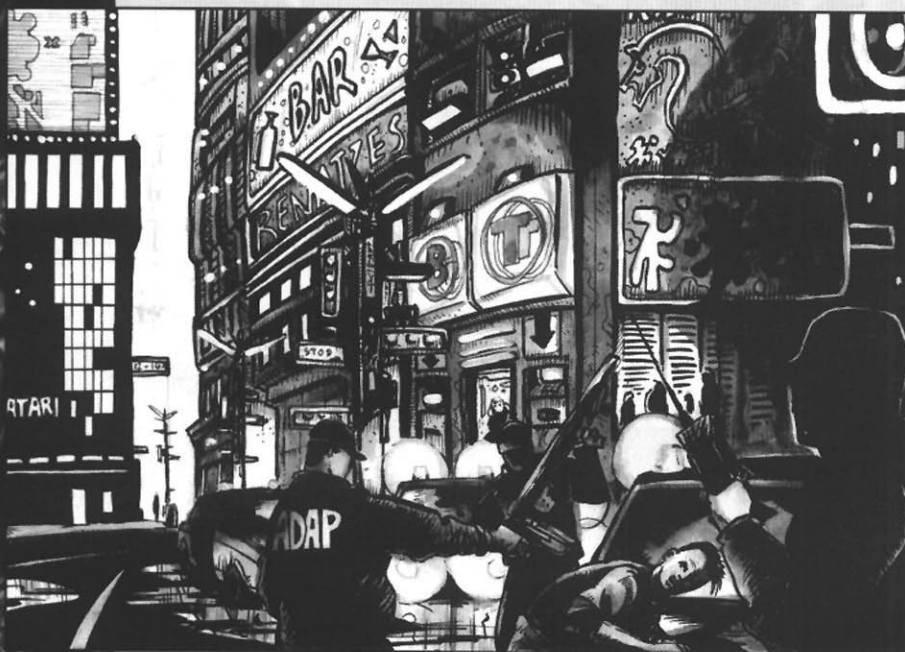
Your tasks will be gathering information and investigating clues with little or no support from your employers.

SURVEILLANCE. The megacorporations' agents know each other at a glance. If a person needs to be shadowed or a building observed, they use freelancers.

EXPLORATION. The exact flows of the Dark Patterns are as mysterious as they are many. Dispatching top agents to explore a Citadel, the Legion's trenches, a Heretic's nest, infested sewers throbbing with the Dark Symmetry, etc., is a waste of valuable resources. Instead, they call for the freelancers.

HAPPENINGS. Somehow, the freelancers always seem to get in trouble, whether they attract it or create it. They witness murders that are supposed to have no witnesses. They are constantly caught in the middle of car-chases. They are mistaken for intercorporational gangsters in the Inquisition's Black Book. Their friends are kidnapped, and their relatives disappear. That's life, especially in this system.

CORPORATE EMPLOYEES



as you are told. With the higher ranks of society involved, the game is much bigger.

And above all, you have your career. It's the natural thing to want, advancement in the organization. While it does happen from time to time that freelancers are hand-picked and put right into the top slots, this won't happen as long as you're there, will it?

COMPETITION

This leads us into one of the most vital things about being employed: competition. You'll soon notice the corruption, jealousy, greed, ruthlessness and dishonor among your colleagues. Stay on top of it.

You'll discover that there are certain files in the office that mustn't be opened, people who are never seen, accounts never touched, people never promoted, deals never fulfilled. You'll sometimes hear whispers in the corridors, faint audible clicks on your phone line, hidden mikes in your office.

Suddenly your budget has been decreased by 50% («We have to make some cuts in our expenses.») Authorizations for your ID are suddenly canceled. Just when you feel you're getting ahead in the game, you're relocated, and your division is closed. Your boss gives you a «no-can-do» when you've finally completed your big project. That's life. Deal with it; otherwise you might just as well go rogue. However if you CAN deal with it, you're bound to go places.

It's not easy being employed when the primary objective is to satisfy the bosses. But at least you'll have a steady income.

CORPORATE DIFFERENCES

There is one other thing to keep in mind when working for one of the Corps: corporate discrepancies. As a freelancer, everyone hates you—a little. As a Capitol employee, you might for example find yourself in a situation where the bad guys won't even wait until you fart to pull the trigger on you, just because you wear a Capitol badge.

On the other hand, in other situations or in other corners of the Universe, you are a greatly honored guest and a natural ally.

As a corporate employee, your friends are always friendlier and your enemies are always meaner than if you were a freelancer. People trust you only because of your position; they trust you wouldn't let your corp down. And as a corporate employee, you won't. Ever.

JOBS

As an adventuring type of corporate PC, your jobs will look similar to the missions that are given to freelancers. Remember the golden rule: if a freelancer can do it, the corp *will* hire a freelancer to do it. The secret or important stuff is left for their own employees, in which the assassin, for instance, has to possess knowledge that is classified for outsiders. Or when failure is not an option. Or when there's simply not time to brief a freelancer well enough. Or when the operative has to be an unusually trustworthy guy. Or when snitching could be fatal. Or when the corporate identity is vital, for example in internal investigations. Most often, it's simply because freelancers are expendable, and they can always be de-

Go rogue? You kidding me, or what? No, between the two of us, if you want to get somewhere in this rat's hole of a joint, you should get a steady employment for one of the megacorps. Doesn't really matter which. You'll be lucky whoever discovers your ugly face. Now, with steady employment, your situation is slightly different than as a contract freelancer. Backup is provided when necessary; your bosses hand you information, money, weapons, equipment and maybe even military

support—whatever you wish, as long as you're good. But the demands on you are also higher. And if you let them down, they will knock you down... hard.

Your tasks don't really differ that much from those of the freelancers, but you trade a steady paycheck for the option of saying no. As an employee, you do

PAY DAY

One of the unwritten laws among freelancers is *cash only* (preferably in Cardinal's Crowns). That's it, and that's that. Either you get paid when the job is done, or for longer jobs, you receive pay monthly. It is common practice to get a small payment in advance, usually around 20% of the total bill. Some well-reputed freelancers, known for being reliable and efficient, can cut deals so that all their costs are paid by the client (expenses such as court costs, bails, health-care expenses and insurance, etc.). You'll be lucky to live long enough to get that sort of consideration.

nied. Remember that: you always get the job because you aren't considered expendable.

As a GM you should never send out your corporate PCs to do boring legwork—that's for freelancers.

There are differences between the corps, though. Cybertronic rarely uses freelancers in the open. Mishima is reluctant to use freelancers that aren't of Mishima descent. Bauhaus, Capitol and Imperial are the corps that most often use freelancers. The Big B sometimes hires rogues, but never when it has anything to do with the Legion.

MORE PROS

First, as a corporate employee, you start your life with a huge net of contacts. You are born with a billion natural friends and colleagues all over the Solar System—people that will help you out only because of the color of your uniform. If you're working for Bauhaus, Bauhaus brass never beat you as hard as they beat your Imperial buddy.

Second, never underestimate the power of pride. Samurai have always been more honorable and reliable than Ronin. Being a part of a team is a responsibility that only the loudest characters and lowliest rats will let down. As a corporate employee, you're part of a huge team, and united you can move mountains. As a



freelancer, it's more likely you'll shovel some gravel at Ryker's Mountain.

Third, there's the slow but steady pay. If you have a family to care for—which most people actually do—there's nothing like having a safe job. It may not be much, but if you can adjust the mouth after the spoon, at least you won't be hungry. And there's always a promotion somewhere at the end of the tunnel if you do your thing right. And a pension.



A SIMPLE REQUEST

Under the overcast sky, the wind ripped into the clothes of the four men assembled behind the Loughton Monument in Pioneer Park. Two men were dressed in the black and blue uniform of the Capitol security forces. They stood closely together while guarding their conversation in hushed tones. One of the men pointed at the other two who were dressed in the bulky jackets of the Cartel, their backs emblazoned with the letters BEI. The letters flashed yellow in the reflected light from the headlights of the large van parked nearby.

A dignified elderly gentleman stepped out of the van. He was shortly followed by a squat powerful man who spoke reverently to the older man.

«General, these are officers Clayton and Johnson of the Bureau of External Investigation. They have requested to speak to you in private.»

The older man, carrying the insignia of a general, carefully examined the two civilians. Then he seemed to reach a decision and turned to his companions.

«Leave me until further orders are given, Sergeant.»

The man acknowledged the order from his superior with a salute. Mystified by the circumstances, the sergeant retreated to the van that had brought him and the general there.

The general motioned the two Cartel officials away from their car. An unseen driver started the car and slowly turned away from the small group gathered before the headlights. The two Capitol security guards quickly patted down both of the Cartel agents. The general waited until the low, rumbling din of the large V12 engine disappeared into the distance before speaking.

«What is it I can do for you, gentlemen?»

Clayton turned toward him, a scornful smile on his lips.

«You know what the problem is, General Wayne. We need of troops

in the Freedom Lands to cleanse the area of the infestations.»

Wayne noted the smile and carefully made a mental note to make Clayton regret his insult sometime in the future. Right now, the demand from the Cartel man disturbed him more.

«I am under orders to provide you with the necessary help. But we need to know what we are up against this time. I don't want another Lorn Valley. I don't want to lose my men.»

«General, I truly am sorry. We can't give you any information about the area apart from what is commonly known. Believe me, it wouldn't make any difference if you knew.»

Angrily Wayne turned from the Externals. He threw his arms in the air.

«When are you going to realize that we're dealing with human lives. You want me to send Capitol men and women to their deaths so that you can... do whatever it is you're doing.»

His voice was strained, and his gestures agitated. The reply from Clayton was the opposite.

«It has to be done. The Cartel knows what it's doing. To save the many, we have to sacrifice a few. I hope you are not going to oppose this operation, General Wayne.»

The last statement was delivered with an edge of threat in the voice. Wayne's shoulders slumped, but he glared into the agents' eyes.

«I'll lead them myself.»

SALARIES AND AREAS OF WORK

For most of the folk of the megacities, life is a constant struggle to find work and survive. Jobs are hard to come by, and casual labor is all too common. Here is what you can expect to make in any given job. Obviously not every occupation can be covered. If you want to try another type of work, compare it to the nearest similar type on this list.

CASUAL LABOR. You eke out a precarious living by casual labor, hanging out around the great street markets and transport terminals and hoping that you will be called on to carry goods or clean up. Alternatively you can work as a taxi-driver or rickshaw puller for one of the agencies. You can work as a stage decorator hoping to get into the movies. You earn 100 crowns a day if you can find work. There is a 50% chance of that if times are good. Less if they are not.

A lot of freelancers see this as a good way to get in touch with new employers, since people looking for muscle or just a warm body often contact this type of clientele for shady jobs. The studios and docks are also very good areas to get info if you're into that.

SKILLED LABORER. You work in a factory or garage, performing manual work that demands some prior knowledge. You earn about 1,000 crowns per week and have little time for adventuring.

OFFICE WORKER. You work as a secretary or a clerk in an office. Your job requires at least basic literacy and numeracy and possibly the ability to

type. You can expect to earn about 1,200 crowns per week for a 60-hour week and a bad back.

MANAGER. You are one of the lucky few who are employed in a large business to oversee a group of underlings. Your salary is paid monthly, and at a low level you can expect to be paid 8,000 crowns per month. If you work for a large company, you can expect to earn a lot more eventually. Lawyers and accountants who work for somebody else can expect to earn about twice this. If you work for a megacorporation, the sky's the limit. At a certain level, like senior partner or CEO, you get to write your own schedule, which leaves a lot of opportunities to get dough on the side. But you have a rep to think of.

COP. As an ordinary beat cop for a Freelance outfit, you can expect to make about 1,200 crowns per week. This rises by about 500 crowns per week with every rank gained. High brass can expect to earn twice this and are paid monthly. If you are corrupt, you can earn many times this, but getting caught can be nasty.

G.I. If you can't get any other job, most people still qualify for some position within the armed forces of their corporation. Pay is around a grand a week, doubled to quadrupled when in front-line duty. Pay for special

forces units is higher than this, but those people rarely live long enough to see the paycheck. Generally, they do it only for kicks.

Increase the pay by 10% for every rank gained. If killed in the line of duty, your family still receives half your salary for the next two years.

Pl. You work for 2,500 crowns per



investigator on the case per day, plus expenses. It sounds good, but first of all you've got to find clients willing to pay. The relatively few days you work have got to cover all the days you don't. Of course, if you make the big time and go far up-market, you can charge what the market will bear. If you are looking for work in the shadowy world of street crime, you can expect to earn about as much as muscle or an assassin. Remember, nobody gets rich working for someone else.

MUSCLE. You do casual enforcement work, repo jobs, leaning on snitches, collecting debts, hanging around with some mid-level mobster and looking tough. You collect 200 crowns a day for just being there—maybe double that if you have to get involved in some rough stuff. In debt collection, you get a small percentage of what you recover. You can't be a rogue muscle—you'll have to have

someone big to cover your ass. And since all big bad guys have contacts in the PDs, they can protect their little siblings as long as they're loyal. If they're not, they're dead meat.

ASSASSIN. You charge what the market will bear. This depends on the relative status and protection of the target. This might run to about 1,000 crowns for some lowlife punk with no friends to well over 100,000 for someone difficult and dangerous to kill.

Hired killers are rarely well-respected, though. Figure this: would you trust someone who'd kill you off point-blank if the price was right?

WHAT IS AN RPG?

Slowly, we slipped further down the alley. The only illumination came from the garbage-can fires at the far end of the street. The flickering, sooty flames gave the entire scene a surreal air of filth and poverty. A few street bums had gathered around the warming flames, but shoeless and clad in rags, they were no threat to us. They certainly weren't connected to the Frazetti brothers. It was dead silent.

There were three of us: Martin, the arms dealer and former commando; Bentoni, disillusioned ex-combat pilot; and me, Sergeant Michael McBride. Just out after a four-year prison sentence, I was as eager as ever to nail those Frazetti clowns who put me behind bars and ruined my military career. This was my mission, my revenge, my way to pay back and put an end to the Frazetti regime of terror in the Palo District, my old neighborhood.

An almost invisible nod from Martin signaled that we weren't alone. "Guys, wait," I stopped, lit a cigarette and took the opportunity to glance around. I noticed four guys at the entrance of the alley. I couldn't see their faces because of their wide-brimmed hats, but they wore long trenchcoats, which are always ideal for concealing SMGs or even assault rifles. They had stopped walking, and they were now nervously looking our way, while two of them were obviously conferring. We were completely trapped if they attacked us now, unless...

"Ambush!!!" Martin's large hand landed on my shoulder and almost scared the hell out of me. I was literally thrown into a doorway just tenths of a second before a slug from a 10-gauge shotgun tore at my footsteps. "I'm sorry, Mike, I knew all about it all the time. I should have warned you earlier, but I..." Martin was actually whimpering.

"Shut up. Let's get outta here!" I snapped, crouching and carefully peering out of the doorway. I would have throttled Martin then and there, but I figured he had a real good story.

No sign of the four guys; they must have taken cover as well. I signed toward Bentoni—who was kneeling behind a pile of scrap wood and sheet metal to cover me. I counted down from three to one and sprinted toward the alley entrance, careful to stay close to the wall and out of Bentoni's line of fire.

His heavy CAR-24 sub-machine-gun rattled behind me for a few moments as I threw myself into another doorway that was closer to our opponents. The sound of a heavy shotgun blasted through the sharp staccato of the sub-machine-gun, and I spun around and pulled out my Bolter handgun.

A shadow leaned out from a window above Martin's doorway and provided a clearly visible silhouette against the darkening sky. It was obviously the guy who had tried to kill me just seconds ago with the shotgun. I placed my red-point laser-sight on him and fired. The silhouette tumbled out of the window and fell to the concrete ground. If the shot didn't kill him, the fall definitely would.

"Mike, get down!" Martin shouted as he leaned out of the doorway with the pin of a grenade clenched between his teeth. In one motion, he pulled the

catch and let the grenade fly in an arch high above my head, landing some five meters short of the alley entrance, bouncing another few meters and then exploding in an inferno of shrapnel and burning phosphorus. Instinctively, I put my arm up to block the blinding explosion.

A growl from behind told me Bentoni hadn't been as lucky. I couldn't count on him for a minute or two, but we didn't have to worry about the men in the alley anymore. With a steady grip around my handgun, I stood and walked slowly toward the alley entrance, prepared to fire at anything that moved.

A couple of meters from the entrance, I stopped, slowly peeking out into the main street. Two massacred bodies to the right were riddled with titanium shrapnel. To the left, sounds of heavy footsteps and dark-red footprints on the ground indicated that the remaining couple had fled, probably to a waiting car or a hideout nearby.

A whirling sound and a circle of intense light started coming closer. "This is Capitol Citizen Security Division. Lay down your arms and put your hands behind your head, or we will shoot to kill."

I turned and ran away from the chopper. If they spotted and followed the two snipers, I might just get away. As for Martin, they could have him. Obviously, he was an informer for Frazetti. And as for Bentoni, I didn't worry. He had gotten out of far worse situations before. I threw off my leather jacket, left it in the street, and ran on toward safety.

I spat out my cigarette on the sidewalk and heard it hiss in a puddle of old rain. They wouldn't bust me again—ever.



(Turn to page 50 for explanations of the footnotes)

The worlds of *Mutant Chronicles* is a world of adventures, a world of possibilities, a world of struggle and a world of heroism. In this game, you control the actions of a fictional character through a series of events. In the example above, you and two friends could have been McBride, Bentoni and Martin.

Imagine you're an actor about to play in an action movie which takes place somewhere in the solar system of a distant future. This futuristic universe is described quite closely in this book. There's no script to the movie; there's no beginning or end. You don't even know what your movie character looks like, what he's called or what he's like. Yet.

This section explains how you create your character—your adventurer—and the following section cover how to resolve the different situations that come up in the game: will you make the shot; will you con the police officer; will you crack the secret computer access code; will you jury-rig the broken chopper; will you withstand the poison of the sewer rats?

Book Four: *The Chronicles* has a lot of information on the role of the Game Master (director, producer and writer), how he or she creates an adventure (script) and how he or she gets things going. This is also where you'll find much more detailed information on the worlds of the *Mutant Chronicles*.

THE GAME MASTER

One of you must be the Game Master (henceforth called GM). This is the referee, story-teller, opponent and designer, all in one person. In short, the GM decides (aided by the rules and the dice) what happens in the adventures. If one of the adventurers says "I take the right corridor!", the GM says "OK, this is what happens:", and then tells the player what the character sees, smells, tastes, etc. The GM also plays the part of any other characters the players might encounter (police, Heretics, monsters).

FOOTNOTES TO «WHAT IS AN RPG»

- 1 The GM makes a hidden Perception skill roll to see if any of the characters notice the four men behind them. It succeeds, so the GM tells Martin what showed up, and his player decides to inform the others with a nod.
- 2 Again, the GM makes a hidden Perception skill roll to see how well McBride perceives the situation. He rolls a «2», which is very good, so the GM decides to give McBride's player a clear hint that the men are hostile.
- 3 Martin's player suddenly decides to help McBride and tells the GM that he immediately throws himself and McBride into the doorway to take cover. The GM foregoes the die roll. If Martin hadn't acted, McBride would probably be dead by now.
- 4 McBride's player makes a Coordination roll to see if the charge is successful. Benton's player makes an attack roll for an area spray attack with his automatic weapon, but it fails, and no one is hit.
- 5 The GM decides that this is such a routine action that it doesn't require a skill roll, but McBride loses one action. The man with the shotgun, firing with a penalty due to the insufficient light in the alley, misses Benton by a hair's breadth.
- 6 McBride's player makes a single shot attack, but without the insufficient light penalty, due to the lit background. McBride hits! Since the man in the window has already made his actions for the round, he has no chance to avoid the shot. The bullet hits the man's shoulder and makes him lose his balance.
- 7 Another roll, and the GM decides that the man falls out of the window, a fall of four meters. And indeed, the fall does at least render him unconscious. The GM rolls 1d6+1 twice for 12 points of damage.
- 8 Martin spends only one action taking out the grenade, arming and throwing it, which gives him -5 on the attack roll. The roll fails, and GM rolls 1d10 (getting a 7) to randomly determine where the grenade lands: one square short and left of the intended target. Another roll; the grenade bounces forward 1 square (≈ 5 feet) and explodes right on target anyway!
- 9 McBride makes a Perception roll to see if he gets the message and acts quickly enough. Had Martin waited another action with the throw, this would have been unnecessary.
- 10 The GM decides that there is a fifty-fifty chance that the officers will spot the crooks before they spot McBride. He makes a roll, and tells McBride's player that the flapping sound seems more and more distant.

The GM might be making up the adventure or maybe describing what is already written in a published adventure.

And so it continues. Whenever there's a conflict, the GM checks the rules, and the players make dice rolls to see how well they manage in combat. The GM describes what their opponents (non-player characters) do and makes all their dice rolls. The whole idea is to have an exciting and heroic game in which everyone has fun.

If this sounds like the job for you, see *Book Four: The Chronicles* for more information on your duties and the game setting.

THE NPCs

The non-player characters, NPCs, are the minor actors and extras in the adventure. They are controlled by the GM, who must decide exactly who they are and what they do.

The GM, must decide how well to define and flesh out the NPCs. The more important ones should be fairly well described, but minor adversaries, like street gangs and police officers, need very little detail.

THE PLAYER CHARACTERS

Your character is your alter ego in the game. What he or she's like is pretty much up to you, so try to get a clear idea of how you would like him or her to act and what role you would like him or her to play before you start character generation. Do you want to be the tough former commando, the disillusioned ex-pilot, the stinking rich ex-stockbroker, or maybe the brilliant scientist who became an illegal arms-manufacturer? The character is ultimately under your control, but his or her abilities are limited by the rules of character generation.

The characters in the game are defined by a set of numbers. These numbers describe the basic attributes of the character (such as Strength, Intelligence and Physique) and what skills he has (for example, how adept he is at using a sub-machine-gun, driving a car or at programming a computer).

If this is what you want to do, this is the right chapter to read. The next section has all the rules for making your character.

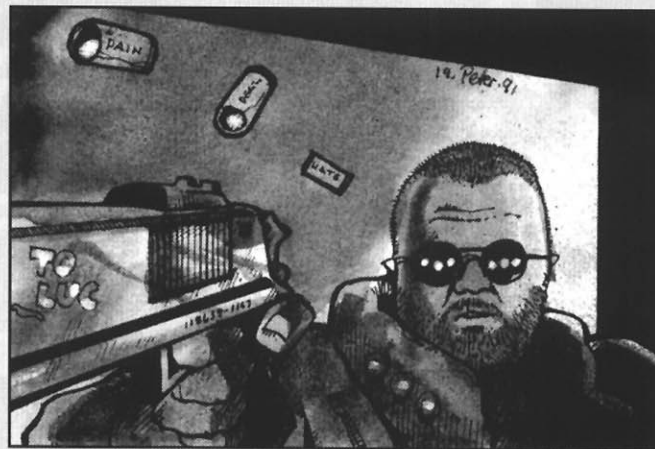


NECESSARY EQUIPMENT

Apart from this rulebook, there are a few things you'll need to roleplay in the worlds of *Mutant Chronicles*. First you will need special dice which are available in most hobby stores. This game uses 4-sided, 6-sided, 10-sided and 20-sided dice.

The character sheets in the back of this book are also very helpful to record all the information about your character, from skills to equipment, from attributes to the people the character has met. You may photocopy these sheets for personal use. Use a pencil when writing on the character sheets, since much of the information can change frequently throughout the game.

In combat, it is necessary to have some floorplans (measured with 20 x 20 mm squares) and some sort of playing pieces to represent the different characters in the game. We suggest you take a look at our Warzone™ metal miniatures, made by Heartbreaker™, which are available through most hobby stores.



Finally, if you want more information on the worlds of the Mutant Chronicles, check out our line of Corporation books, sourcebooks for the major cities, collections of adventures and much more. These materials can be found where you bought this book.

DICE

You are often asked to roll one or more dice. This is indicated by a number and letter combination.

The first number indicates the number of dice to be rolled and the second number is the type of die. Between these numbers, there is the letter «d» which stands for «die». When rolling several dice, add the results together to come up with the total. Any modifications to the roll are given to this total.

GAMING EXAMPLE

«Well, my friends, it's all settled then, eh? Just a last second of your time. As you can see, this whole operation is quite a delicate matter. I take it you'll handle it with the utmost discretion...» The fat man leaned back in the leather armchair, crossed his fat arms above his fat chest and wrinkled his fat forehead.

«And if you mess it up, I have never seen you... and the other way around, I hope, eh?» The fat man's childish giggle popped out of his throat and wobbled the loose skin below his chin.

It was Martin's idea to be here. His version was—afterward, of course—that he'd had no idea of what it was all about: «C'mon, guys, it's just some sort of routine business, you know, a delivery downtown. I promised him we could take care of it. We really do owe him this one.»

Reluctantly we had agreed to meet this Fat Freddie, the boss of the Imperial-connected branch of the Frazetti empire. In one way, I just had to meet him to learn more about the Frazettis, but on the other hand, it might just as well be another set-up. But I decided to trust Martin this time. After all, Imperial was his turf, and I was as lost as a tracer bullet in a lava stream in these quarters.

Fat Freddie lived up to his name. He was huge. Freddie could barely move or even speak properly, his cheeks weighed down on his lower jaw so much. He spoke extremely slowly, articulating every word meticulously, smacking and snorting all the while. It looked as if he had been poured down into his armchair. I instinctively hated him.

Anyway, the deal was simple and lucrative: go to the corner of Gorden and MacGuire, meet with a Frazetti courier,

Example: 3d6 means that you roll a 6-sided die three times and add these results. 2d10+2 means that you roll a 10-sided die twice, add the results, and then add two.

1d2 would stand for a «two-sided» die, but since there is no such die, roll 1d6 instead. If the result is 1, 2 or 3, read it as «1». If the result is 4, 5 or 6, read it as «2».

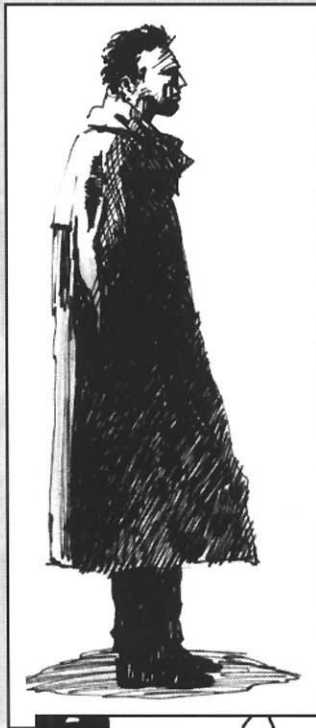
Similarly, the six-sided dice is used when a d3 is required. A result of 1 or 2 is read as «1», a result of 3 or 4 is read as «2», and a 5 or 6 means «3».

give him a parcel, get a briefcase, and return here. And for this, we'd get 5 big ones? Each? It was all so simple the whole thing just screamed «WARNING! SET-UP!», but, what the heck? If we were just careful enough... I almost hoped they would try to pull a trick on us. That would give me a fair reason to shoot this disgusting fat-blob in front of me.

«Certainly, sir, we have a deal, and you won't be disappointed,» I managed to say, even though I was afraid that this meant I would have to shake hands with him.

«Splendid, McBride, that's my man! Take the details with Johnstone, and we'll meet here tomorrow.»

He made no sign of rising, so I just nodded, made a perfect military about face, and swept my long cloak around as strikingly as possible. I marched toward the door, my steel heels echoing against the marble floor. It was my experience from eight years of military service that nothing impressed fat majors and colonels as much as determination and efficiency. By his size alone, Fat Freddie could have been a field marshal.



DESIGNING ADVENTURES

Maybe the probably trickiest thing for an inexperienced GM is to design an adventure. However, it is not really as hard as it seems. Above is an example of how a typical adventure can begin: the characters get a mission or a task from someone, in this case Fat Freddie, and when they're finished, they are to get some kind of reward, in this case 5,000 CCs. Let's assume that Mike plays McBride, Martin plays Martin and Stephen plays Bentoni in the scene above. It would probably have sounded something like this during the gaming session:

WHAT REALLY HAPPENED...

GM [speaking with a British accent, slowly but with a slight

lisp, imitating Fat Freddie]: «Well, my friendth, it'th all thettled then, eh?»

Mike [to Martin and Stephen]: «What do you think, guys?»

GM [pitched voice]: «Jutht a latht thecond of your time. Ath you can thee, thith whole operation ith quite a delicate matter, I take ith you will handle ith with the utmotht dithcretion.»

Martin [to Mike and Stephen]: «I say we go for it.»

Stephen: «Sure.»

Mike [to GM]: «You say he was how fat?»

GM: «Unimaginably. I mean, the guy would crush a car. Almost.»

Mike [to Stephen and Martin]: «C'mon, we know something is very fishy around here. What do you say we rush into it anyway?»



Martin: «Definitely. I'm trigger happy. And remember the four thousand.»

Stephen: «I want five.»

Mike [to GM/Fat Freddie, imitating McBride]: «OK, sir, we'll do it for five grand. We have some expenses.»

GM [as Fat Freddie and Johnstone, his aide]: «What do you thay, Johnthtone, should we give them five?—Alright with me, sir.—Very well, then, let uth thay five thouthand, if that thuitth you better.»

Mike [to GM/Fat Freddie]: «Certainly, sir. We

have a deal, and you won't be disappointed. [To the GM] Euuh, do I have to shake his hand now?»

GM: «Thplendid, McBride, that's my man! Take the detailth with Johnthtone and we'll meet here tomorrow.—No, Mike, he doesn't seem too excited about touching you either. He just sits there. Not that he's physically able to move, but...»

Mike: «OK, I walk out of the room as quick as I can. No, wait, I command myself to attention, make an about face and march out of the room.»

Martin: «I do the same, walking at arm's length behind him.»

Stephen: «Are you guys for real? [To GM] I just follow them as pathetically as I can.»

GM [making a reaction roll secretly]: «Well, Johnstone also rises to strict attention, obviously by instinct, but Fat Boy doesn't look too impressed.»

Stephen: «Hey, maybe that's why he's familiar! Maybe we met at the flight academy?»

GM [muttering]: «Well, maybe...»

Stephen: «C'mon, did I? I should remember that, right? It's just six years ago. I have INT 16.»

GM: «OK, make an INT roll. Normal.»

Stephen: «OK. [rolls 1d20] Five! Made it.»

GM: «Right, you suddenly remember he was in the class above you, but he was flunked and demoted for leaking classified information to Bauhaus agents.»

Mike: «I wonder if Fat Freddie knows that?»

... AND WHAT HAPPENED NEXT...

The GM can use the characters' background to weave in information and hints. The players may soon realize that Johnstone is an undercover agent for Bauhaus, currently employed by an Imperial-allied Mafioso.

The plot thickens, especially when the players get to the rendezvous with the Frazetti agent. The GM's plan (the adventure plot) is to throw in a Bauhaus assault team to attack the players and try to steal the parcel. The assault team fails in getting the parcel, but kills the Frazetti agent and takes his briefcase, which is stuffed with money. They disappear in an armored car, but after just a few seconds it explodes. Obviously, someone planned to kill the players.

If the players open the parcel, they'll find it contains blueprints of a secret fantastic gadget that Bauhaus scientists have invented (however, it takes an expert to see what it is). They were stolen from the Bauhaus research lab by Fat Freddie's gorillas, and Johnstone, of course, told the Bauhaus management all about it.

The players are probably upset with Johnstone who set the trap, with the Bauhaus guys who almost killed them, with Fat Freddie, since they can forget the five thousand, and with Frazetti, who tried to blow them into orbit. They still have the blueprints, though.

On the other hand, Bauhaus wants the players (and the blueprints), Fat Freddie wants them (he had promised Frazetti the blueprints), Frazetti wants them (so that he can sell the blueprints back to Bauhaus), Johnstone wants them (since he's a Bauhauser), and Imperial wants them (and the blueprints, which Fat Freddie has told them about).

There's your storyline—good luck! Only the characters' actions can decide what really happens in the future. The GM's work is to develop stats for the NPCs (Johnstone, the Bauhaus assault team, the Imperial agents, Frazetti, etc.), invent the fantastic gadget that everyone wants, draw maps of the combat scenes and try to make up a logical and believable conclusion that makes everyone happy.



THAT DIDN'T SEEM TOO HARD—WHAT DO I DO NEXT?

If you want to be a player, it's time to make a character. We'll cover that next. If you want to be a GM, look for more information on running adventures in the *Mutant Chronicles*, including additional background information on the worlds of humanity, in *Book IV: The Chronicles*.

CREATING A CHARACTER

The character is your hero, your adventurer in the worlds of *Mutant Chronicles*. Physically, the character is just a set of values on a sheet of paper, but in the game he or she is much more. Below is described how you calculate the figures that help you use your character in the game.

You will need a character sheet, pencil and eraser and the dice. Some scrap paper might also come in handy.

In short, the procedure for generating your character goes like this:

- 1** SELECT AN ARCHETYPE that interests you. This will help guide you through the rest of the character generation process.
- 2** DETERMINE YOUR BASIC CAPABILITIES, using die pools based on your Archetype.
- 3** DETERMINE YOUR INITIAL SOCIAL STANDING using the dice combination noted in your Archetype.
- 4** DEVELOP YOUR ADOLESCENCE SKILLS based on your starting INT.
- 5** CHOOSE A BACKGROUND for which you qualify and go through the «Background loop» as many times as you wish. You can choose a Background that's recommended by your Archetype, or anything else that makes sense to your character's story. Apply any aging effects as soon as they occur.
- 6** DETERMINE YOUR COMBAT STATISTICS.
- 7** Buy equipment, fill out the Personality form, and enter the adventure!



1. SELECT AN ARCHETYPE

There are literally thousands of adventurous types living in the worlds of the *Mutant Chronicles*—how do you decide where to start making your hero? What sets you apart from the rabble?

These are a few ideas for adventurers who are appropriate to the game world as we've envisioned it—the *Archetypes* of the *Mutant Chronicles*. Each includes a brief narrative on the character type, as well as the number of dice you roll for each Basic Capability (you still choose the highest three) and special bonuses or abilities attached to the character during play. They also include background repetitions that are typical to the Archetype, which aren't mandated but give you an idea where these kinds of adventures come from. Background experiences will also set apart various characters within the same Archetype—a Troubleshooter with a background in Media will be much different than a Troubleshooter with a lengthy military history.

This list is the tip of the iceberg, but it's a good place to start. Feel free to discuss new Archetypes with your GM, but keep in mind that their special abilities must be balanced in relationship to the rest of the characters.

FREELANCER

There are two ways to become a freelancer. Your character's social status can drop to zero during background repetitions, which means your character is starting out in the desperate fringe of society. The other possibility is that your character has willingly renounced all corporate affiliations. The biggest advantage to being a Freelancer is that you're free to pursue whatever trade you desire. If you get successful enough, your old Corporation may even come along and offer to buy you out for a substantial profit.

While everyone is ultimately born into a Corporation, different Corporations have different means of expatriation. Capitolians, for example, can sell or trade away their last stock in the company, thereby losing all rights as a citizen. Mishimans must renounce their Lord, but are permanently and publicly dishonored after that. Bauhausers would normally never think to leave their Corporation, but may choose to if they were embarrassed or «blackballed» by the web of Orders and Societies that

rule their lives. Imperials easily move back and forth between their Clan life and Freelancer life because their Clan is also their family. Cybertronic, however, will never, ever go Freelance—anyone who says they're ex-Cybertronic is lying.

TROUBLESHOOTER. Everybody has problems, but they don't know how to solve them. Pick up the phone, and call your troubleshooter. He'll have some ideas.

Troubleshooters can do everything from providing security to investigating spouses. Or perhaps you need a package delivered—call the troubleshooter. In the hectic worlds of *Mutant Chronicles*, no one has enough time to do everything on their own. The troubleshooter is called in to make sure everything runs smoothly.

Troubleshooters are generally streetwise people who have wandered the fine line between legitimacy and crime for years. They have contacts in the dens of the underworld and in the towers of the corporations. It is the troubleshooter's job to know as many people as possible. You never knows where you'll get your next job or from whom you'll be asking a favor.

CLEANER. Every day, the Dark Symmetry seems to be spreading more and more. At first, you trusted the Brotherhood to deal with that problem. But sometimes the Brotherhood can be more trouble than they are worth. That's when you call in the Cleaner.

Cleaners are freelancers who specialize in any problems regarding





TROUBLESHOOTER

BASIC CAPABILITY DIE POOLS

STR:	4	PHY:	5
COR:	5	INT:	5
MST:	4	PER:	5

SOCIAL STANDING: 2d4

BONUSES: Receive a contact in your career pick for every background repetition, even if you remain in the same background for multiple repetitions. Select any single skill or subskill; this skill may be freely improved beyond eight picks, and is never limited by its Basic Capability.

TYPICAL BACKGROUNDS: Military/Law Enforcement, Media, Security/Investigation, Student (any school), Criminal

CLEANER

BASIC CAPABILITY DIE POOLS

STR:	5	PHY:	5
COR:	5	INT:	4
MST:	4	PER:	4

SOCIAL STANDING: 1d10

BONUSES: Can detect a heretic or other darkness-tainted person or object by rolling Mental Strength (MST, see Basic Capabilities above) + the heretic's Rank - 1/2 the heretic's MST.

TYPICAL BACKGROUNDS: Military/Law Enforcement, Media, Security/Investigation, Student (especially military academy), Criminal

MOBSTER

BASIC CAPABILITY DIE POOLS

STR:	5	PHY:	5
COR:	5	INT:	6
MST:	3	PER:	4

SOCIAL STANDING: 3d4 (max 10)

BONUSES: One underworld contact for every repetition of the Criminal background. Starts the game with PER number of underlings, lackies, gun molls, street contacts, etc.

TYPICAL BACKGROUNDS: Criminal

the Dark Symmetry. Corporate executives often have undercover Cleaners investigate their departments for signs of the Dark Symmetry. If the Cleaner finds any Heretics, he or she is also commissioned to eliminate them. Neighborhoods hire Cleaners to purify their area of any contagion. Perhaps local children have been mysteriously disappearing. It's common for a Cleaner descend into a sewer in order to purify an area, all at bidding of the local Neighborhood Council. The kid's families might hire a Cleaner to discover if any Dark creature has taken them, and if a monster is found, perhaps the Cleaner's could be paid to avenge their deaths.

MOBSTER. Crime does pay, especially when you can hide in a megacity of half a billion people.



ple. The corporate life just wasn't for you. It was inevitable that your skills would lead you to join one of the crime families. Maybe you started out as a delivery boy, then you knocked over a couple convenience stores. Somewhere along the line you killed somebody—but life is cheap these days.

Today, you've worked your way up the ranks of criminal life and now have your own «crew.» These tough men and women will do almost anything for you, but remember: you were on somebody's crew once, too.

Mobsters can make their money in all kinds of ways. Corporations usually won't deal with them, preferring the no-strings-attached deniability of a Troubleshooter. However, there is a vast population of «unregistered personages» in the megacities, freelancers and others who

have slipped through the cracks of Corporate society and now live on the fringe. To the outside world, it's the crooks and con men and drug addicts that make life in the megacity so dangerous. But to you, they're your profit.

CAPITOL

GRIP. Capitol is renowned for its entertainment industry: movies, books, magazines, etc. No other corporation rivals Capitol in this area. But Capitol realizes that it must constantly innovate if it wants to maintain its leading edge in entertainment. Capitol executives are always searching for what will capture the hearts and minds of the masses.

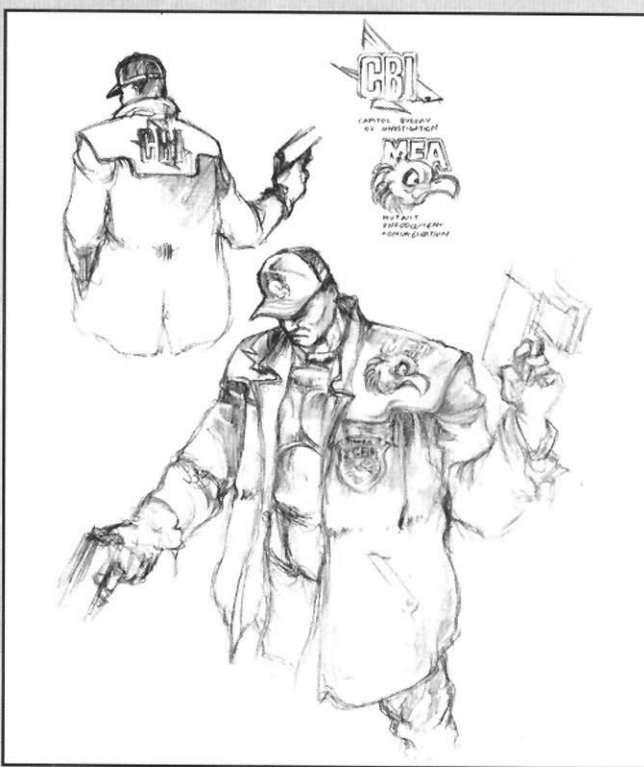
Marketing research determined that audiences enjoy stories based on reality. As long as a tale relates to some real events, Capitol discovered that fans delight in it—and consequently spend money on any products relating to the story. In order to reap greater profits, Capitol's entertainment divisions decided to scour the system for stories and events which might capture their customers' imagination.

Capitol created a new position—called a Grip after an ancient cinema term. Grips are dedicated to traveling everywhere in search of the next great entertainment concept. They go anywhere, investigate everything, do anything in order to find something for the creative teams back in Capitol. Grips often enter actual battlegrounds and engage in combat so that they might discover something unique which no one has ever written or filmed. Grips enter Citadels side by side with Doomtroopers just to record the event. Because of the constant danger, Grips are usually trained in wide variety of skills which might preserve their lives. On the other hand, a good death story can be a best seller.

VIGILANTE. A recent phenomenon has swept through many Capitol settlements. Certain individuals and groups, under assumed names and disguises, have been committing acts of vigilantism. Some say that these Vigilantes are psychotics taking the law into their own hands. Other privately laud the actions of these individuals. Despite the contradictory opinions, Vigilantes do seem to be decreasing crime rates in particular cities.

Vigilantes do not just track down run-of-the-mill burglars or street gangs. They have even revealed nests of Heretics within Capitol itself. Some Vigilantes have tracked down and killed the beasts which hide in the darkest corners of the human settlements.

Undoubtedly, many of these Vigilantes are typical hard-working Capitol employees. To protect their private lives, they develop secret identities so that they can strike out at the evil in and around their society.





ENTREPRENEUR. Capitol, the corporation of opportunity, is a breeding ground for ambitious young men and women who want to make a name for themselves. This corporation makes it easy for talented employees to strike out and start their own business, usually in the hopes that they'll eventually get co-opted by Capitol and retire with Crowns in the bank. Entrepreneurs cash in everything they own to secure their first big loan from Capitol. While this sometimes gets abused by con artists who know how to work Capitol's over-liberal bankruptcy system, Capitol has found their entrepreneurial system has kept them on top of all the other Corporations.

There is a demand for every kind of service and product in the human worlds. Some megacities are more open than others, but you can always get a foothold somewhere. Entrepreneurs often lead the way to Capitol expansion in smaller cities as well, like Volksberg, Gibson or Port Mac Arthur. Starting a new business is never an easy business. The larger Corporate entities and contractors who don't want the competition, and sometimes resort to armed resistance when a snot-nosed entrepreneur shows up in their area. But if an Entrepreneur is successful, he or she can build a dynasty that will last generations.

BAUHAUS

CAVALIER. Nearly everyone of importance in Bauhaus society belongs to an Order. When walking through any Bauhaus corporate building, you can see on every executive's chest dozens of medals which indicate memberships to the various Orders. Some Orders have purely ornamental meaning. The Aster Order merely indicates that one has achieved a prominent standing in the realm of astronomy. Other Orders were created merely for leisure activities. The Order of the Mensa is a fellowship which meets once a month for a festive banquet. But a few Orders are immense organizations which pursue clandestine activities in order to achieve unknown goals. Sometimes, the majority of the members have no idea that their Order is merely a front for a vast, ultra-secret soci-

ety. Other times, the Order is open in its desire to achieve a particular goal, such as Raven Order and its stated aim to eliminate the Dark Legion.

In order for the Orders to strive for their aims, they employ special agents trained in a variety of skills. In the Bauhaus media, these agents have been popularly referred to as Cavaliers. Everyone believes that Cavaliers exist and that they are secretly accomplishing various missions, but no one is exactly sure how many Cavaliers the Orders command.

Cavaliers are commonly used whenever the officials of an Order need something to be done quietly. Perhaps one of the Order is suspected of being a Heretic. The Order does not wish to be embarrassed at having one of its members being revealed as a Heretic, so a Cavalier is sent to investigate. Or maybe the Order is dedicated to repatriating comrades lost to the Cybertronic corporation. Cavaliers might be sent to kidnap Cybertronic employees and to deprogram them once they are caught. There are hundreds of Orders in Bauhaus society. Who knows how many are pursuing their own secret agendas?



GRIP

BASIC CAPABILITY DIE POOLS

STR:	4	PHY:	5
COR:	5	INT:	6
MST:	4	PER:	6

SOCIAL STANDING: 2d6 (max 10).

BONUSES: You have access to an additional budget equal to the available starting cash two Social Standing levels higher than your current level. This budget may be allocated into staff and equipment of your discretion (although all of it is ultimately Capitol property). **TYPICAL BACKGROUNDS:** Media, Military/Law Enforcement, Student (especially Media)

VIGILANTE

BASIC CAPABILITY DIE POOLS

STR:	6	PHY:	5
COR:	6	INT:	4
MST:	5	PER:	4

SOCIAL STANDING: 1d10

BONUSES: You have a second identity and notoriety in Capitol media. Roll PER (modified at the GM's discretion) or less when the vigilante is «in character» to secure additional help from bystanders, frightened hoods or give the authorities the slip.

TYPICAL BACKGROUNDS: Military/Law Enforcement, Security/Investigation, Administration/Economics/Law, Franchiser, Student (any)

ENTREPRENEUR

BASIC CAPABILITY DIE POOLS

STR:	4	PHY:	5
COR:	5	INT:	7
MST:	3	PER:	6

SOCIAL STANDING: 1d6+2

BONUSES: Starting wealth is figured two levels higher than your final Social Standing, but this additional wealth is locked into equipment, office space and employee wages that are directly related to your Capitol-sponsored enterprise.

TYPICAL BACKGROUNDS: School (especially Business), Administration/Economics/Law, Science/Construction



QUALITY CONTROL. Bauhaus, more than any other corporation, is obsessed with perfection. Bauhaus strives to produce the finest merchandise in the entire system—regardless of the cost. But sometimes divisions fall behind in their production. Whenever this occurs, Bauhaus sends in Quality Control.

Quality Control is a catch-all phrase for the troubleshooters of Bauhaus. Wherever there is a Bauhaus problem, you'll find Quality Control. On the mundane level, Quality Control investigates any division which might be falling behind in production numbers or quality. Usually, Quality Control infiltrates the suspected department with one or more undercover Controls (as agents are called). If possible, the Controls identify and neutralize the problem quickly and quietly. But Controls can be involved in far more than merely this type of mission. If a Bauhaus installation has been seized by another corporation or by the Dark Legion, Controls are sent in to recon the area and recapture the installation if feasible. Otherwise, Controls call for military back-up.



Nearly every Bauhaus department head constantly threatens the employees with the thought of Quality Control holding an evaluation. But who knows who would pay the price, the boss or the employees?

NOBILITY. Status in society is everything to a Bauhauser, and when your status is high, you have everything—usually delivered on a silver platter. Everyday life is easy for you, maybe a little too easy. You feel confined by palace life and seek adventure normally reserved for soldiers or Quality Control.

Those around you in Bauhaus treat you with extreme deference, but you wish they'd welcome you in their ranks. Others suspect that, because of your sheltered life, you might not be up to the job. Maybe you succeed because you try harder than those around you—or maybe it's because, since you're a noble, you get all the breaks.

Life as a Bauhaus noble, for good and ill, can never be lived the same

CAVALIER

BASIC CAPABILITY DIE POOLS

STR:	5	PHY:	5
COR:	5	INT:	5
MST:	4	PER:	6

SOCIAL STANDING: 1d6 + 2

BONUSES: one Bauhaus contact per background repetition. Attached to one or more Orders, and can tap on these patrons for equipment and funds at two levels higher than the character's Social Standing would allow.

TYPICAL BACKGROUNDS: Security/Investigation, Military/Law Enforcement, School (any)

QUALITY CONTROL

BASIC CAPABILITY DIE POOLS

STR:	4	PHY:	5
COR:	5	INT:	6
MST:	4	PER:	6

SOCIAL STANDING: 1d6 + 2

BONUSES: Start with a number of Bauhaus contacts equal to the number of your background repetitions. Select a single Movement skill; this skill may be increased beyond eight picks and is never restricted by its Basic Capability.

TYPICAL BACKGROUNDS: Military/Law Enforcement, Security/Investigation, Science/Construction, Student (any), Administration/Economics/Law

NOBILITY

BASIC CAPABILITY DIE POOLS

STR:	3	PHY:	4
COR:	4	INT:	7
MST:	4	PER:	5

SOCIAL STANDING: 1d6 + 6 (max 10, but you can trade levels in excess of ten two-for-one with any other stat, both at the start of character generation and at any point your Social Standing should increase beyond 10 again)

BONUSES: +5 to all Communications skills.

TYPICAL BACKGROUNDS: School (any), Military/Law Enforcement, Administration/Economics/Law

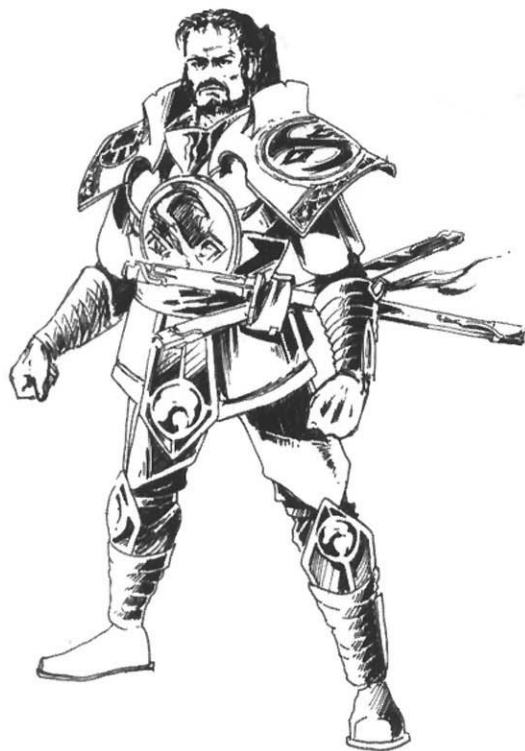
as those beneath them. While the media has glamorized military life as an endless adventure, you've found that it's really months of extreme boredom punctuated by moments of sheer terror. So, as a noble, you've been able to pick the best career paths and find the greatest adventure.

MISHIMA

SAMURAI. The Mishiman society is a caste system. At the top of the social scale, the Lord Heirs rule supreme. Underneath the Lord Heirs, there are the Lords who do most of the actual controlling of the Mishima empire. And beneath the Lords, there are the Samurai, who do most of the day-to-day management of Mishiman business and combat.

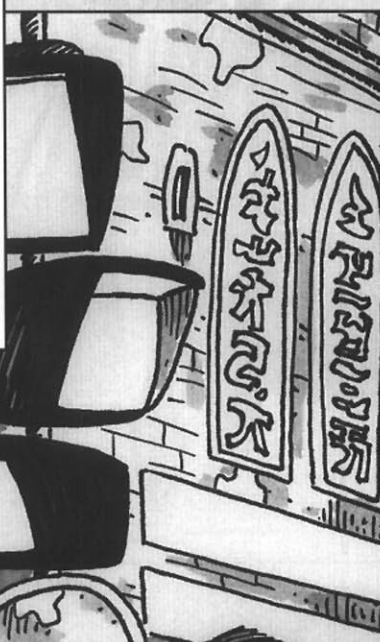
The Samurai are the elite of Mishima. They have been raised from birth to rule over the Commoners with a firm but strict hand. While the Samurai dominate in most management positions within the corporation, they also perform all the extraordinary tasks. A Mishiman would not dare to imagine that a Commoner could be trusted with any important task.

The Samurai live by a code of honor dominated by one particular commandment: Obey. The Samurai must obey their Lords and their Lord Heir without question. The Lords typically use Samurai for any vital chores. Samurai tasks range from ensuring the security of their Lord to the assassination of a rival. One often sees Samurai throughout the system, carrying out the deeds given to them by their Lord.



manded by the commoners but officially unavailable from the Lord Heirs. Because of the Triads' close relationships with the Corporation, they are often hired by preference for jobs normally assigned to freelancers—sabotage, robbery, assassinations, and so on.

They often spread out far beyond the reaches of their home Corporation. In the cities of the other Corporations, Triads are considered no different than the rest of the criminals who haunt the population. To the local (usually ghettoized) Mishima population, though, these Triads receive the same respect and fear as they would in their homelands.



SPY. The Mishimans engage in industrial espionage more than any other megacorporation. Mishima believes that it is cheaper to copy and improve someone else's designs than to create a brand-new design. Because of this practice, every Mishiman Lord employs a host of Spies who can infiltrate both other corporations but also other Mishiman operations to steal any new inventions.

Some Spies specialize in undercover infiltration; such Spies pose as another employee to gain access to important documents. Other Spies specialize in secretly entering installations and extracting valuable information without being seen. Regardless of their specialty, Spies are a valued commodity to the Mishiman Lord.

Some Lords cannot afford to train and maintain a full complement of Spies. On account of this, a number of societies arose to perform acts of espionage for a price. Every Lord knows how to contact many of these societies. It never hurts to have options. When the Lord needs something done, he or she contacts the society in the prearranged method. If the society accomplishes the mission, payment is due upon completion.

TRIAD. There's a powerful criminal element within formal Mishima society. Because these crime families—Triads—are often headed by powerful Mishiman Lords, their presence has become a way of life. Mishima police and Triads maintain an uneasy alliance. The cops keep tabs on the known Triad members and stays out of their business, and the Triads keep their activities low profile. If either side breaks this agreement, war can break out.

Triad members live a shadow existence within Mishima society. They deal in drugs, illegal weapons, prostitution and the rest of the vices de-

SAMURAI

BASIC CAPABILITY DIE POOLS

STR:	5	PHY:	5
COR:	5	INT:	4
MST:	4	PER:	6

SOCIAL STANDING: 5+1d6 (max 10)

BONUSES: Social Standing never changes except due to Special Event rolls. Start play with a number of staffers equal to your PER. These may be office workers, bodyguards, technical staff or anything else short of a military division. Always start in the service of a Lord, who has complete control over the Samurai unless the Samurai later goes ronin (i.e. Freelancer).

TYPICAL BACKGROUNDS: Military/Law Enforcement, Administration/Economics/Law, Student (any)

SPY

BASIC CAPABILITY DIE POOLS

STR:	4	PHY:	5
COR:	6	INT:	7
MST:	5	PER:	3

SOCIAL STANDING: 2d4

BONUSES: All Movement skills may be freely increased beyond eight picks, and are never restricted by their Basic Capabilities.

TYPICAL BACKGROUNDS: Criminal, Military/Law Enforcement, Security/Investigation, Student (any)

TRIAD

BASIC CAPABILITY DIE POOLS

STR:	6	PHY:	5
COR:	5	INT:	5
MST:	4	PER:	4

SOCIAL STANDING: 2d4+1

BONUSES: Receive a Criminal, Corporate (determine randomly) or Mishiman Law Enforcement contact for every background repetition. Law Enforcement contacts will always be friendly to the Triad member and will protect him if necessary.

TYPICAL BACKGROUNDS: Criminal, Student (any)



IMPERIAL

ISC AGENT. The Imperial Security Command is responsible for protecting Imperial's interests both internally and externally. Because Imperial is so active in acquiring other megacorporations' property, ISC constantly has its hands full trying to protect Imperial's sovereignty. All four of the other megacorps engage in industrial espionage and sabotage against the upstart Imperial.

To fulfill its directorate, ISC intensively recruits and trains numerous agents throughout the system. Agents can be sent in under-

its ugly head with in Imperial. But since the Symmetry has invaded even the previously pure ranks of Imperial, ISC has begun investigating Imperial executives and installations for any signs of the Symmetry's evil influence.

ISC AGENT

BASIC CAPABILITY DIE POOLS

STR: 5	PHY: 4
COR: 6	INT: 6
MST: 4	PER: 5

SOCIAL STANDING: 1d10

BONUSES: +3 to all Movement skills. 1 Corporate contact per background repetition (determine randomly). Select ONE Firearms or Combat skill; your character may freely improve this skill beyond 8 picks, and is never limited by the Basic Capability value of that skill.

TYPICAL BACKGROUNDS: Military/Law Enforcement, Security/Investigation, Student (especially military), Administration/Economics/Law

WOLFBANES

BASIC CAPABILITY DIE POOLS

STR: 7	PHY: 5
COR: 7	INT: 4
MST: 4	PER: 3

SOCIAL STANDING: 2d4

BONUSES: Starts the game in possession of an ancestral Wolfbane sword, which provides +5 protection against Dark Symmetry effects (see Book 3: *The Darkness*). Wolfbanes can call on a number of Wolfbane contacts equal to their PER; these contacts are spread across all the inhabited planets.

TYPICAL BACKGROUNDS: Military/Law Enforcement, Criminal

M&A

BASIC CAPABILITY DIE POOLS

STR: 4	PHY: 4
COR: 5	INT: 7
MST: 4	PER: 6

SOCIAL STANDING: 1d10

BONUSES: One free pick in every skill at the start of character generation—M&As are extremely versatile!

TYPICAL BACKGROUNDS: Military/Law Enforcement, Administration/Economics/Law, Student (any), Science/Construction.

cover to investigate any possible threat to Imperial. Or they can be used as a strike force to surgically remove any problems. Imperial Agents are constantly foiling the wicked plans of the other corporations.

The ISC has only recently begun dealing with the issue of the Dark Legion. Because Imperial is so tightly intertwined with the Brotherhood, Imperial has deferred to the Brotherhood's Inquisition whenever the Dark Symmetry has reared



ISC Agents are popularized in film and the media as suave, debonair secret agents. The reality is that very few ISC Agents live to retire.

WOLFBANE. The Wolfbanes welcome any Imperial clansfolk, regardless of their past. Many dishonored Imperials find a new home and family among the Wolfbanes. Despite the rag-tag membership, the Wolfbanes are fiercely proud of their name. Wolfbanes are characterized by their ponytails and fur cloaks. Many even carry swords which have been passed down for generations within the Wolfbane clan. But the Wolfbanes are not a clan which demands that its members live in one location. On the contrary, Wolfbanes constantly wander the galaxy in search of adventure. The Wolfbanes relish the challenge of combat and derive personal honor from battle.

According to Wolfbane lore, the Age of Heroes is upon us again—a time where people of honor can write their names in legend. Every Wolfbane hopes that his name will be sung in the clan sagas forever.

M&A. M&A's, or Mergers and Acquisitionists, or simply Expansionists, are the core of Imperial's corporate philosophy. These brave soldiers and businessmen scour the galaxy looking for new opportunities for Imperial expansion. This may involve wooing a valuable non-Imperial asset, like a Bauhaus manufacturer or a Capitol retailer. If an M&A finds an asset that won't listen to «reason», they resort to guns and simply take the property as their own. M&As are perhaps the most adversarial Corporate operatives in the *Mutant Chronicles*.

Imperial's Conquistadors are a special kind of M&A. These explorers establish Imperial footholds where other Corporations dare not go—new asteroids, Venusian jungle clearings, unexplored Mercurian caverns, unmapped miles of Martian soil. Some Conquistadors have reportedly ventured beyond the asteroids, in direct opposition to the Cardinal's edict, and established new mining facilities and hydroponic farms. Humanity is at its greatest risk to the Darkness in the outer planets, but the opportunity to establish a fresh start is too great for Imperial to ignore.



CYBERTRONIC

GOODWILL AMBASSADOR. Cybertronic has realized that most of humanity fears and despises them. Aside from Bauhaus, nearly every other megacorporation considers itself in a constant state of war against the new corporation. Every day, Imperial seems to launch some new assault against Cybertronic. Even though the Brotherhood has an official policy of tolerance toward Cybertronic, some Inquisitors continue to harass and even attack Cybertronic installations and employees. Of course, nothing can ever be proven.

In order to improve its position, Cybertronic has started a new policy of sending Goodwill Ambassadors into other megacorporations to help fight against the Dark Legion. The megacorporations may feel free to assign this Ambassador wherever they like and use the Cyber's talents in whatever way they desire. The Ambassadors are willing to be thoroughly studied, interrogated and investigated to prove that they intend no harm. Cybertronic hopes that contact between a Cybertronic citizen and other humans will promote a greater understanding all around.

The megacorporations have greeted this policy with mixed enthusiasm. At first, the Ambassadors were terrific test subjects. Everyone hoped these Cybers would reveal some new information on Cybertronic, but they hoped in vain. The Ambassadors, called by the derogatory term *Goodies*, were eventually assigned to duty alongside megacorp regulars fighting the Dark Legion both on the battlefields and in the back alleys.

Of course, no one is sure if these Goodies are some sort of spies for Cybertronic, but no seems to care. Cybertronic's technology is so far superior to everyone else's technology, why would they spy?

RESEARCH SCIENTIST. Cybertronic is the premier megacorporation in the field of technology. No other corporation can possibly compare to Cybertronic's innovations in the fields of medicine, cybernetics and biogenetics. In order to main-



tain this cutting edge, Cybertronic spends an inordinate amount of its budget on research and development.

While the scientists of other corporations do their work in

sterile laboratories, Cybertronic believes in sending its researchers right into the thick of things. If a new weapon is invented, Cybertronic sends a scientist into a combat operation in order to test it. If Cybertronic needs more information on a particular Nephrite or Citadel, the megacorporation sends its researchers to investigate. Nearly all of these scientists have training in not only the usual array of science skills but also a full complement of combat skills.

TIFF. Short for *tempus fugit*, these operatives are different than the typical Cybertronic employee because they retain a strong sense of self-motivation and creativity. While this makes them unpredictable and dangerous (at least in the minds of their Cybertronic employers), TIFFs are also vital to keeping the corporation from stagnating.

TIFFs are the main operatives of the Cybertronic Corporation, and may be tapped for all kinds of hands-on duties. Cybertronic is unlike the rest of the Corporations in that it doesn't wage war with its peers. Through the efforts of its Goodies, Cybertronic tries to work in partnership with any Corporation that will have it. TIFFs, therefore, may show up side-by-side with virtually any of the other Corporations (except Imperial, which believes Cybertronic is in league with Darkness), even the Cartel's Doomtroopers.

GOODWILL AMBASSADOR

BASIC CAPABILITY DIE POOLS

STR:	5	PHY:	5
COR:	5	INT:	7
MST:	4	PER:	4

SOCIAL STANDING: 2d4

BONUSES: +5 to MST when resisting any Dark Symmetry effect. One corporate contact per career choice (but not multiples for multiple repetitions of the same career)

TYPICAL BACKGROUNDS: Administration/Economics/Law, Military/Law Enforcement, Security/Investigation, Student (any), Science/Construction.

RESEARCH SCIENTIST

BASIC CAPABILITY DIE POOLS

STR:	5	PHY:	6
COR:	6	INT:	7
MST:	3	PER:	3

SOCIAL STANDING: 1d6+1

BONUSES: +5 to all Technical skills. +5 to MST when resisting any Dark Symmetry effect.

TYPICAL BACKGROUNDS: Science/Construction, Military/Law Enforcement, Student (especially Tech), Security/Investigation

TIFF

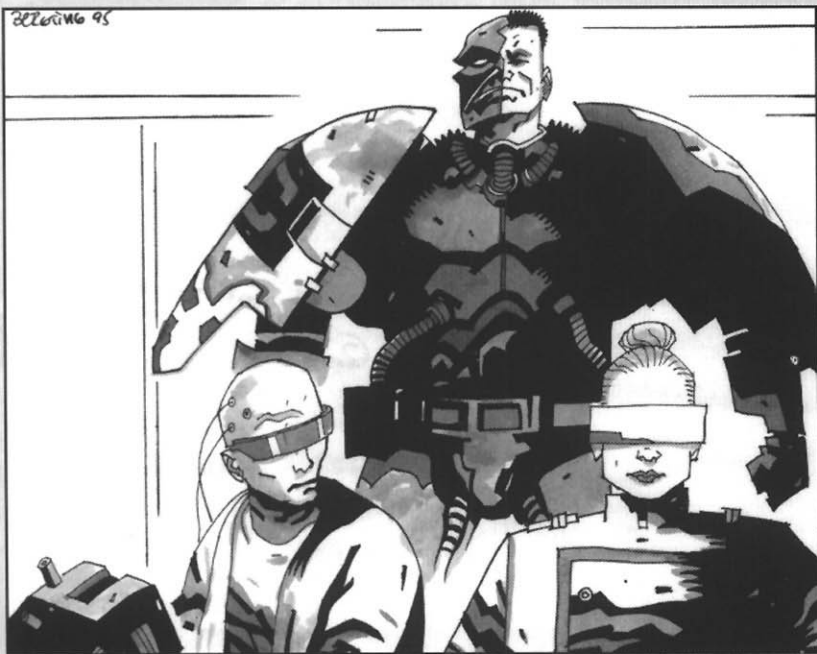
BASIC CAPABILITY DIE POOLS

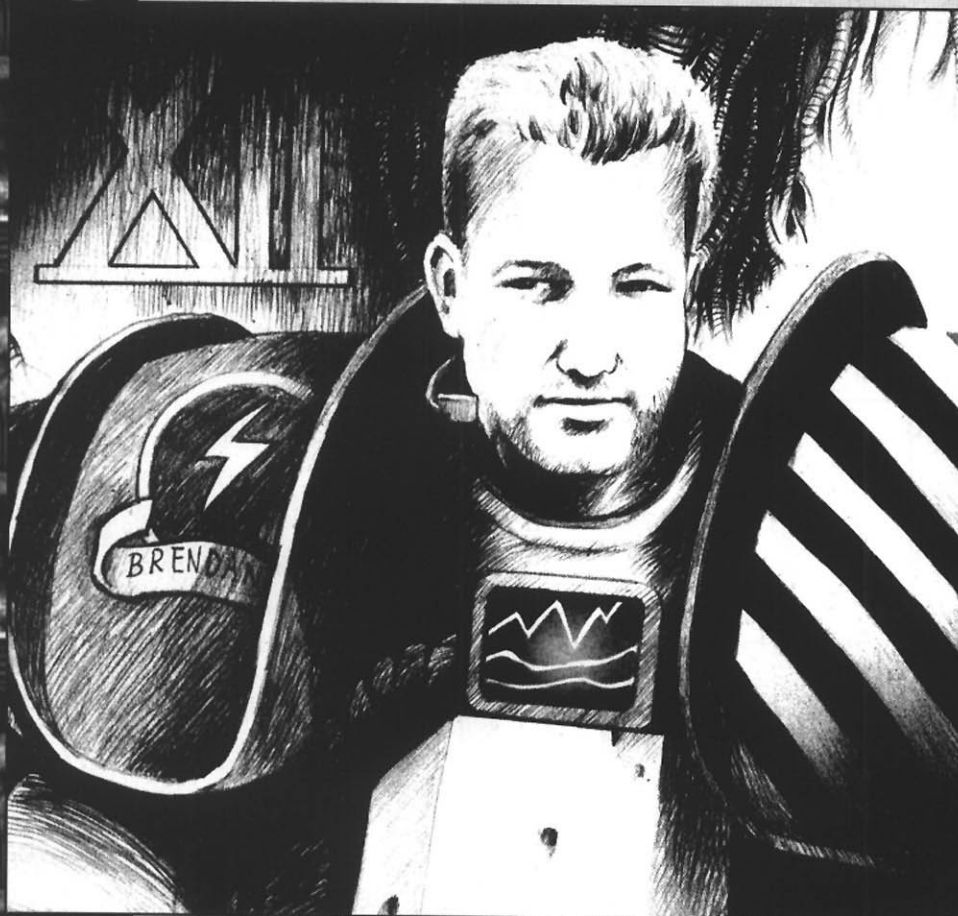
STR:	6	PHY:	6
COR:	6	INT:	4
MST:	3	PER:	4

SOCIAL STANDING: 1d6+2

BONUSES: Select one Basic Capability at the beginning of character generation; this Capability is determined by adding 4 of the dice from that pool, and may exceed 20 at the start of play (this represents one of the various cybernetic enhancements the TIFF receives when he becomes a Cybertronic operative).

TYPICAL BACKGROUNDS: Military/Law Enforcement, Security/Investigation, Student (especially Military)





DOOMTROOPER

BASIC CAPABILITY DIE POOLS

STR:	6	PHY:	6
COR:	6	INT:	3
MST:	5	PER:	4

SOCIAL STANDING: 2d4

BONUSES: Select ONE Firearms or Combat skill (depending which skill group is your specialty); you may freely make more than 8 picks in this skill, and are never limited by your Basic Capability of that skill.

TYPICAL BACKGROUNDS: Doomtrooper (required, at least one repetition), Military/Law Enforcement (required, until you have gained SV 13 or better in three skills from the Firearms and Combat skill groups), Student (especially Military)

ADVISOR

BASIC CAPABILITY DIE POOLS

STR:	3	PHY:	3
COR:	4	INT:	6
MST:	6	PER:	6

SOCIAL STANDING: 2d4

BONUSES: One Corporate contact (determine randomly) per background repetition. +5 to all Communication skills.

TYPICAL BACKGROUNDS: Administration/Economics/Law, Security/Investigation, Student (especially Business or Military), Science/Construction

must choose what field of expertise you want the character to specialize in, either close combat or support fire. You must choose either the Combat field of

expertise or the Firearm field of expertise as the specialization (4 skill picks per background repetition). The field you don't choose is called the secondary, with only one skill pick per background repetition. You must stick to this specialization for the rest of the background development (i.e., from one increase occasion to the next, you can't swap from Combat specialization to Firearms).

ADVISOR. These are the diplomatic corps of the Cartel. Along with Brotherhood advisors, the Cartel's diplomats are present in the boardrooms of every Corporation and show up at almost every large-scale Corporate conflict. Cartel advisors have helped negotiate more than one intercorporate cease-fire during the Second Corporate Wars. While Corporations disregard most of what the Cartel has to say regarding day-to-day operations, the Advisors are among the best peacemakers in the human worlds. They are, in theory, impartial participants.

Advisors also serve as intelligence operatives for the Cartel. This function isn't well known and is never publicly acknowledged, although every Corporation suspects it. Even staunch supporters of the Cartel in Capitol hear murmurings of a «one Inner Planet government» among their arch-conservative employees. Why the Cartel gathers intelligence on all its members isn't known, but it can be suspected that all that inside knowledge is partly responsible for the Cartel's peace-making powers.

THE BROTHERHOOD

The only way to become a Brotherhood Mystic or Inquisitor is join the Brotherhood during your character generation. The character must begin Brotherhood training at the onset of background generation.

After being trained as an Inquisitor or Mystic, you cannot leave the Brotherhood to start adventuring on your own. The dedication to the Cardinal and his mission is too great to be overcome by petty quests for

THE CARTEL

DOOMTROOPER. The Doomtroopers are the ultimate warriors in the system. The Cartel culls the finest soldiers from all the corporations when it recruits for the legendary Doomtroopers. Just a handful of these men and women can defeat entire cohorts of the Dark Legion. The player and the GM may agree to allow a character, after his or her background is created, to join the Doomtroopers. But the character should have some sort of extraordinary ability that would attract the notice of the Cartel.

You may choose to have your character have a background as a Doomtrooper. Such a character is created in much the same way as any other, and the Doomtrooper background can be chosen just like any other. The main difference is that the Doomtroopers' training is more specialized than other backgrounds, and the resulting warriors are superior to any other soldiers in the corporate forces. The extreme demands of the service is represented by harder conditions when you check to see if you keep the job: instead of making an INT/PER roll, you must make an inverted INT/PER/PHY roll, i.e., the roll may not be higher than either INT, PER or PHY.

The player creating a Doomtrooper





excitement and wealth.

Leaving the Brotherhood is considered heresy and punishable by purging (death).

All Inquisitors and Mystics are trained from an early age when they have first become aware of their mystic powers. They undergo rigorous physical and mental training which transforms their bodies and minds into those of superbeings. They become superior to normal folk. These characters are the only ones who will ever learn to master the mystical powers of the Art.

Being an Inquisitor or Mystic is no easy task. The demands are high, and the trials many. «Burn-outs», Inquisitors that fail, end up as Archivists or Scribes.

A NOTE TO THE GAME MASTER. If one of your players insists on playing an Inquisitor or a Mystic, make clear their vows and the punishment for dropping out. A Brotherhood character can participate just like any other character in an adventure, but he or she will never be able to conceal allegiances, and he or she must never oppose the Brotherhood.



Independent Inquisitors and Mystics acting undercover in the field with freelancers are rare, but quite possible. The other players may not know of the Mystic's true identity, but as a Mystic, the character must report all signs of the Darkness to the Brotherhood or destroy them personally.

Refer to *Book 2: «The Light»* for further details on how to create an Inquisitor or Mystic character. Players should use one of the following Archetypes to determine stat pools:

INQUISITOR. Inquisitors are the soldiers of the Cardinal most likely to do battle against the Darkness. They are the feared, some may say fascist, hunters of Heretics. Inquisitors are trained from a very early age to exceed almost all other humans in spiritual, physical and mental abilities and their dedication to the cause is unquestioned.

MYSTIC. These are the spiritual leaders of the Brotherhood who send their minds and souls into the unknown in search of new aspects of the Light. They are extraordinarily powerful in the Arts and zealous believers in the Cardinal and the Book of Law.

MISSIONARY. The Brotherhood employs a vast army of missionaries to spread the word of the Cardinal to the masses. They do not receive training in the Arts, but are still considered «chosen» by the Cardinal and receive preferential treatment at the hands of the Brotherhood. Cynical corporate employees call the Brotherhood's Mission the best welfare program available, but it is still an important part of bringing the Cardinal's faith to the world.



INQUISITOR

BASIC CAPABILITY DIE POOLS

STR:	5	PHY:	5
COR:	5	INT:	4
MST:	4	PER:	4

SOCIAL STANDING: 5, until your level of Perfection exceeds this, and then Social Standing = Perfection (see *Book 2: The Light*)

BONUSES: At the start of character creation, select one aspect of the Arts in which to specialize. This specialization will never change. However, you can only check to see if your Perfection level is improved if you are currently in the Inquisitor background.

TYPICAL BACKGROUNDS: Military/Law Enforcement, Student, Inquisitor (required once you qualify to join; see *Book 2: The Light* for details).

MYSTIC

BASIC CAPABILITY DIE POOLS

STR:	4	PHY:	4
COR:	5	INT:	5
MST:	10+2d6	PER:	4

SOCIAL STANDING: 5, until one of your levels of Perfection exceeds this, and then Social Standing = Perfection Level (see *Book 2: The Light*)

BONUSES: Each background repetition, select an aspect of the Arts in which to specialize. This may change between repetitions, although each aspect will have its own level of Perfection. However, you can only check to see if your Perfection level is improved if you are currently in the Inquisitor background.

TYPICAL BACKGROUNDS: Military/Law Enforcement, Student, Mystic (required once you qualify; see *Book 2: The Light* for details).

MISSIONARY

BASIC CAPABILITY DIE POOLS

STR:	4	PHY:	4
COR:	4	INT:	5
MST:	6	PER:	3

SOCIAL STANDING: 1d6

BONUSES: +5MST versus any Dark Symmetry effect (see *Book 3: The Darkness* for more information). They can also Bless a person or thing as if they were a Mystic, albeit at a lower level (see *Book 2: The Light* for details). Missionaries are never unemployed if they fail their employment roll, instead joining any Student background regardless of prerequisites.

TYPICAL BACKGROUNDS: Student, Franchiser, Military/Law Enforcement

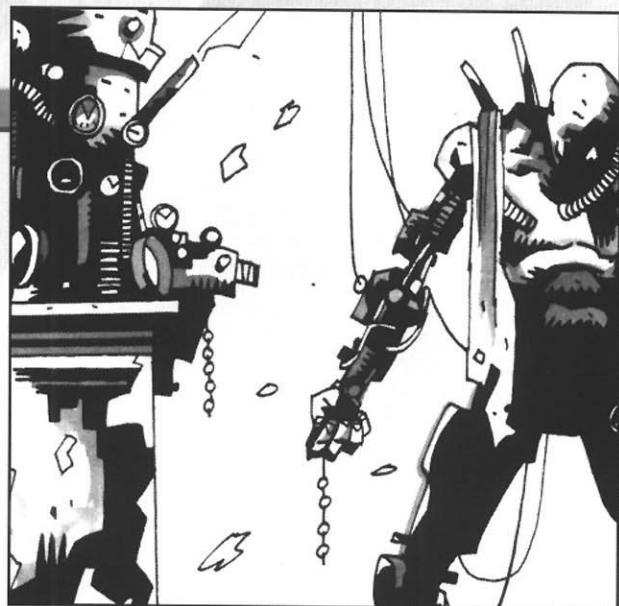
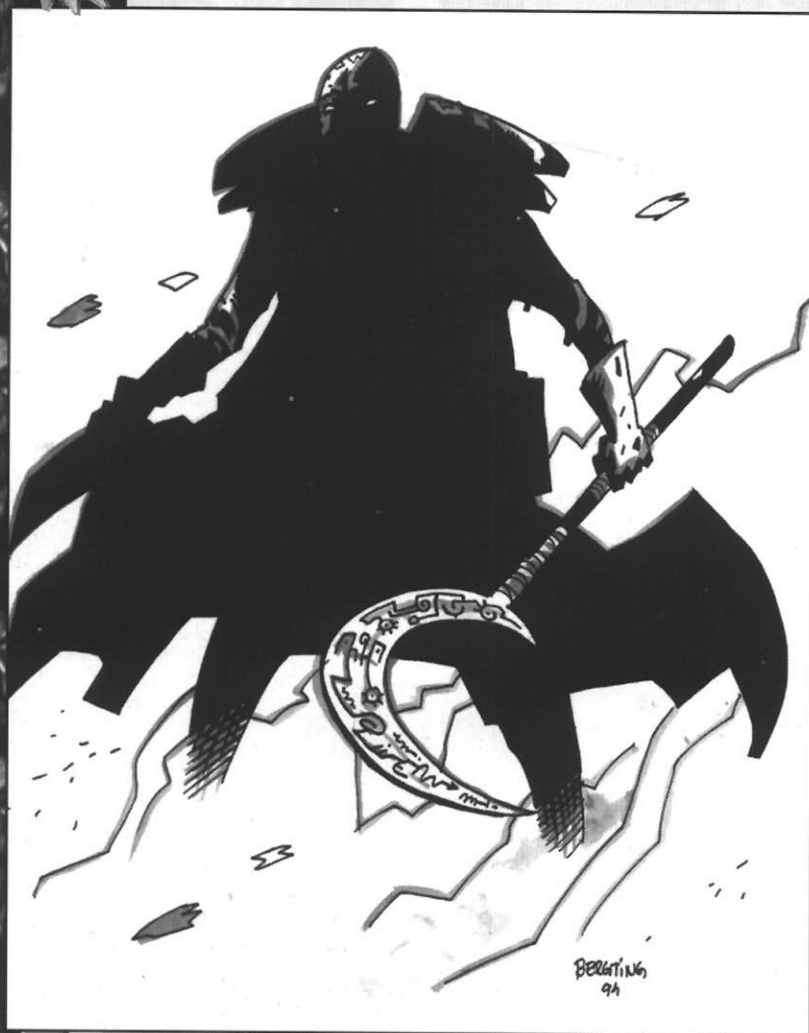


HERETICS

The worlds of the *Mutant Chronicles* are corrupt almost beyond redemption. The Darkness is seductive to many as a path to power and wealth. Someday, you will be approached by a friend or trusted ally and be offered an opportunity to quickly improve your lot in the world, either through corporate maneuvering or studies of ancient and forbidden magicks. Later you will discover that you have assisted in the growing power of the Apostles.

Life isn't easy as a Heretic, especially with the Inquisition, but at least you have a shot at real power, instead of living your life as a wage slave to a Corporate employer, or as a deniable—and disposable—Freelancer.

If you want to play a Heretic character from the beginning, you must have the permission of your GM. Only the GM can decide if a player Heretic fits into his or her game. Refer to *Book 3: The Darkness* for further details on how to create a Heretic character, and go back and pick an ordinary archetype that will serve as your «cover».



FIRST MEETING

Fear filled Kinsey. Not for the first time, he wondered why he'd come to this isolated spot. Maybe it was a robbery. Maybe it was a trap. Maybe he'd step through that door into the old abandoned warehouse and a couple of Inquisitors would be waiting for him. He hated that thought. He hated nothing more than the Inquisition, just as he'd done ever since he was five years old and they'd dragged his father away to a confession cell. He'd never seen his old man again after that.

Maybe that was why he'd listened so eagerly to Gibbons's talk of rebellion and Heresy. Maybe that's why he'd allowed himself to listen on that first drunken night, when Gibbons had first started to hint about forbidden things. He'd listened, and he hadn't reported Gibbons to the Brotherhood. Looking back on it now, Kinsey thought that Gibbons must have been pretty sure of him to talk even as much as he had. A good citizen would have reported him at once. Maybe Gibbons knew about his dad. Maybe Gibbons had checked him out pretty thoroughly.

Kinsey took a deep breath and gave the knock that Gibbons had taught him. His heartbeat raced. He was committed now. The door opened quickly, and Kinsey looked down the barrel of a Bolter. «Kinsey,» he said. Strong arms grabbed him and pulled him inside. He was quickly and professionally patted down. Checking for wires or concealed weapons, Kinsey realized.

A rough, black robe was thrust into his hands.

«Put it on,» said a hard voice, he barely recognized as Gibbons's.

Kinsey pulled the robe on and fumbled with the toggled buttons at the

front. A rough hand jerked the cowl of the robe forward to cover his face, then pushed him toward another door. Sweat was running down Kinsey's back now. He felt foolish, embarrassed and afraid. He stepped into another chamber. The lighting was dim. The place smelled of incense. Memories of his first visit to a Cathedral came flooding back to him.

Half a dozen cowed heads turned to look at him. He scanned the room, quickly taking in the heavy drapes, the makeshift dais and the flickering candles. In niches in the walls, he thought he saw armed figures, but he couldn't be sure. By the light, this was frightening.

Suddenly the lights dimmed. Kinsey was sure he heard a woman's voice shriek. Others gasped. He struggled to gain control of himself.

A calm, resonant voice began to speak. Kinsey found his eyes irresistibly drawn to the dais. On it stood a cowed figure, his face covered by some kind of horrible metal mask.

«Brother-in-Darkness, welcome!» said the voice, echoing strangely from within the mask. Kinsey shuddered. He knew he had passed the point of no return.





2. BASIC CAPABILITIES

The Basic Capabilities are the most important of your character's values. One of their most important functions is that they are used to calculate your Combat Statistics. They also define the highest starting value of the skills they affect. Because the Basic Capabilities can change a lot during the character generation process, it is best to wait to compute your Combat Statistics until you begin the adventure. We'll explain them here, although you won't determine them until after you've chosen an Archetype below.

The Basic Capabilities range from 1 to 20 or more, where 1 is bad and 20 is usually the highest level of development for a normal human — good thing our heroes aren't normal humans! They are:

STRENGTH (STR). Your physical strength and your ability to use it properly in different situations. It is essential in hand-to-hand combat and also restricts which firearms and weapons you may use.

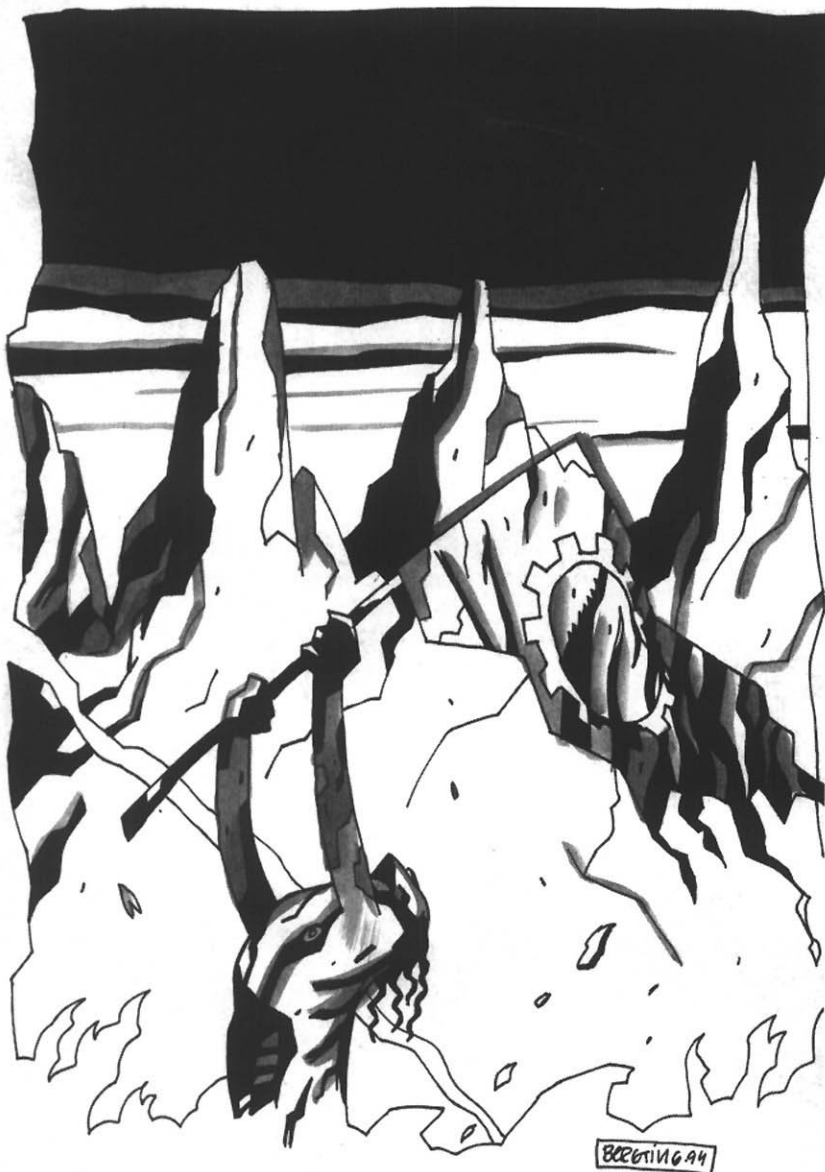
PHYSIQUE (PHY). Your physical stamina in terms of endurance, shock, pain resiliency and immune defense. It is mainly used to determine how much damage you can take.

COORDINATION (COR). Deftness, speed, agility, coordination, etc. COR determines your accuracy when using missile weapons, how fast you can act in combat, and your defensive capabilities. If you want to be a good fighter, a high COR is essential.

INTELLIGENCE (INT). Reasoning, memory, perception, the ability to learn. An important capability for all characters, since you won't be able to acquire many «academic» skills with a low Intelligence.

MENTAL STRENGTH (MST). Willpower, determination, resiliency to pain and things mystical. This capability is mainly used for determining your damage capacity and how fast you can act in combat situations. It is also es-





sential when you face the terrors of the Dark Legion or the powers of the Brotherhood. A low value results in a panicky character.

PERSONALITY (PER). Charm, leadership, experience, «backbone»—this is the undefinable quality of heroes and leaders. The higher the value, the more charismatic and level-headed you are. With a low value, you won't be able to impress anyone. If you are unimpressive, you might not get an occupation, which means you won't learn anything. This is the capability that varies most during the game. It is also used to help determine where in the combat sequence the character may act.

DETERMINING THE BASIC CAPABILITIES

Roll the number of dice indicated by your Archetype for each Basic Capability, and take the best three dice

for each. You may transfer points from one Basic Capability to another on a two-for-one basis, i.e., reducing one value by two, or two values by one, allows you to raise another Basic Capability by one.

3. SOCIAL STANDING

Your Social Standing primarily decides how much money and what possessions you have when the game begins. A result of 1 means you've been raised on the street, while a result of 0 (=10) would mean your parents are top officials of a major corporation.

Check your Archetype to see how many dice you roll to determine your Social Standing. It will be modified several times during the character generation process, and it is only the final result that counts (i.e., even if you have a very high income during some of your background years, you can't save anything for later).

RAISING YOUR SOCIAL STANDING

However hard, it is possible to break with the past and try to raise your Social Standing. By spending one point each of PER and PHY, you may raise your Social Standing by one, up to a maximum of 8. If your initial Social Standing is 8 or more, you may not raise it. Raising Social Standing may only be done before you continue with the rest of the character generation.



4. SKILLS

There are 32 skills described in this game, listed under «Fields of Expertise». How proficient you are in a skill is described by a Skill Value (SV), which normally ranges from 1 (worthless) to 20 (a real master).

BASE SKILL VALUE (B-SV)

Your Base Skill Value is every skill's starting number. Base Skill Values are usually later modified during character generation through skill picks, changes to Basic Capability Values, etc. The higher the value, the more effective a character is at that skill. To use a skill successfully, a character must roll under the Skill Value on 1d20.

The Base Skill Value depends on the value of the Basic Capability connected with a particular skill. (For example: all skills which involve dexterity usually use COR to determine the B-SV.) This B-SV never changes during the game, even if the Basic Capability should change. For the Special skills, the B-SV is derived from the Combat Statistics, which are calculated later on.

You can improve proficiency with skills during character background generation by making skill picks. After you have spent a pick learning a

skill, you may raise your ability in that skill by spending extra skill picks on it. Every time you spend an extra pick on a skill, the SV on that skill is raised, as indicated in the skill pick boxes on the character sheet. For the first pick, the SV is increased by +3, for the second and later, it is increased with an additional +2 (for a total of +5, etc.). The maximum value of any skill cannot exceed its basic capability value (except by using Hero Points you acquire during the adventure).

BASE SKILL VALUE TABLE

BASIC CAPABILITY VALUE	BASE SKILL VALUE
1-5	2
6-9	3
10-14	4
15-16	5
17+	6

ADOLESCENCE SKILLS

Your adolescence skills reflect what you have learned before you get yourself a job, which is normally everything you learn until the age of 16. Adolescence skills consist of elementary education skill picks and three rolls on the Adolescence Events Table.

ELEMENTARY EDUCATION

You may make a number of skill picks depending on your INT. Also, you must make 3 rolls on the Adolescence Events Table. These events come in chronological order. Reroll if a result marked with ♦ comes up twice.

After making your adolescence skill picks, you are 16 years of age and ready to go adventuring in the worlds of *Mutant Chronicles*. However,

you are young and inexperienced. Unless you have very high Basic Capabilities you won't last very long out on the street. Therefore, you'd better get a job before you go adventuring.

ELEMENTARY EDUCATION TABLE

INT	# OF SKILL PICKS FROM START
1-5	4
6-9	5
10-14	6
15-16	7
17+	8

AGING EFFECTS

The effects of age are critical in the worlds of *Mutant Chronicles*, where the average life-span is about 40 years due to the hostile environment. See the Aging Table below. When you reach the age on line 1 (27, 33, 39, etc.), apply the modifications in the column to your Basic Capabilities. For example, a 38-year old character becoming 39 would have to lower STR, PHY and COR by one and raise his MST and PER by one.

When you start reaching ages that have maximums for certain basic capabilities, lower the capabilities by either the listed amount or an

AGING TABLE

	27	33	39	45*	51*	60*
STR	±0	-1	-1	-1	-2 (max 14)	-2 (max 12)
PHY	-1	-1	-1	-2 (max 15)	-3 (max 12)	-4 (max 10)
COR	±0	-1	-1	-1	-1 (max 15)	-2 (max 12)
INT	+1	+1	±0	±0	-2	-2
MST	±0	±0	+1	+1	+1	+0
PER	±0	+1	+1	±0	-2	-3

*: Roll 1d20 every year; if it is higher than your PHY value, you die from old age. If any of your Basic Capabilities reach «0», you die anyway.



amount that will bring you to the maximum, whichever is greater. Also note that capabilities that are enhanced via necrobionics or cybernetics aren't restricted by age maximums.

All effects of aging are applied immediately and the Combat Statistics are recalculated.

ADOLESCENCE EVENTS

2D20 ADOLESCENCE EVENT

- 2 DISABLED.** You have a terrible accident which almost cripples you. Your Movement Allowance values should always be read from the line above the normal in the Combat Statistics Table.
- 3 WIMP.** In frightening situations, you tend to pass out. Your Actions/Round value should always be read from the line above the normal in the Combat Statistics Table.
- 4 WEAK BONE STRUCTURE.** Subtract 5 from Total Body Points.
- 5 DIMWITTED.** Your Defensive and Perception Bonuses should always be read one line above the normal in the Combat Statistics Table.
- 6 SERIOUS CRIME COMMITTED.** Guilty or not, you are sentenced for a serious crime for which you spend 1d6+3 years in a labor camp (add these to your age). Incarceration affects your characteristics: +3 to STR, PHY and PER, but -1 to COR, INT and MST. +4 to Brawling. Also, apply the results of 8.
- 7 MINOR CRIME COMMITTED.** You are found guilty of a minor crime which results in 1d3 years in prison (add these to your age). Even the time in a low-security prison has affected your characteristics: +1 to STR and PER and +2 to Brawling, -1 to PHY. Also, apply the results of 8.
- 8 CRIMINAL RECORD.** You've taken part in some criminal and your name is recorded in criminal records—probably for the rest of your life.
- 9 BAD COMPANY.** Unfortunately, you've spent a lot of time in the wrong company. +2 to Brawling and Dealing, but -1 to Social Standing (1 is the minimum).
- 10 TRAGIC ACCIDENT.** Both your parents died in a terrible accident, and you were sent to an orphanage. Social Standing is lowered by 3 (1 is the minimum).
- 11 INFLUENTIAL GODPARENT.** You have a godparent with connections everywhere. The first time you try to get a job, there are no requirements whatsoever. You only have to make the INT/PER roll to see whether you get employed. This event does not have any effect on the Student background.
- 12 INFLUENTIAL BENEFACTOR.** Your family has a very influential benefactor that allows you to choose any higher education (choose one of the results under 13) through 16) below).
- 13 MILITARY HERITAGE.** You come from a family of high-ranking soldiers. You may spend two years (add these to your normal starting age) in a military academy and make the skill picks for the military academy. Raise your INT to 7 if it is lower.
- 14 TECHNICAL TALENT.** You receive a scholarship that enables you to spend two years in a technical university (add these to your normal starting age). Make the proper skill picks for a technical university and raise your INT to 12 if it is lower.
- 15 BUSINESS FAMILY.** You come from a family of ambitious businesspeople and therefore have the option to attend a business school for two years (add these to your normal starting age). You may make the proper skill picks for a business school and raise your INT to 10 if it is lower.
- 16 MEDIA FAMILY.** A close relative manages to enroll you in a media college, where you may stay for two years (add these to your normal starting age). You may make the proper picks for a media college and raise your INT to 9 if it is lower.
- 17 MILITARY CONNECTIONS.** You have the right connections within the military, and you may ignore all requirements if you want to become an officer.
- 18 APPRENTICE SCIENTIST.** Because you have worked for in a science lab in your spare time, you may ignore the requirements if you want to become a scientist.
- 19 AMATEUR PHOTOGRAPHER/WRITER.** Your deep interest in the media is noticed among some reporters. You ignore all requirements if you want to become a reporter.
- 20 BUSINESS SENSE.** Your interest and talent in the stock market is highly appreciated. You ignore all requirements if you want to choose a background in administration/economy/law.
- 21 SAFE JOB.** You don't have to make any INT/PER roll the first time you wish to be employed.
- 22 STEADY JOB.** You may choose one background where you will never have to make any INT/PER rolls to get employed or stay employed, but you still have to meet the normal requirements.
- 23 SLICK SPEAKER.** You get +1 in all Communications SVs.
- 24 NATURAL TECHNICIAN.** You get +1 in all Technical SVs.
- 25 SLENDER BODY.** You get +1 in all Movement SVs.
- 26 WEAPONS FANATIC.** You get +1 in all Firearm and Weapons systems SVs.
- 27 MARTIAL ARTS TRAINING.** You get +1 in all Combat SVs and may make a Free pick from the Combat field of expertise. Add +2 to PER.
- 28 ANATOMICAL SIXTH SENSE.** Somehow you always seem to hit people where it hurts the most. Add +1 to your Offensive Bonus.
- 29 SUPERB SENSES.** You get +1 to your Perception and Avoid SVs.
- 30 STRONG WILL.** Add +1 to MST and +3 to Interrogation SV.
- 31 CHARISMATIC VOICE.** Raise your PER and all Communication SVs by 2.
- 32 GOOD BODY CONTROL.** Raise COR by 1 and all Movement SVs by 2.
- 33 CONTACT WITHIN A MEGACORP.** You have a contact within one of the megacorporations (Roll 1d6. 1=Bauhaus, 2=Mishima, 3=Capitol, 4=Cybertronic, 5=Imperial, 6=The Brotherhood.) The GM decides exactly how the contact works, but it should be a considerable advantage whenever you want information about the corporation's doings or whenever you need a favor from that corporation.
- 34 LUCKY STIFF.** You win a fortune on the lottery. Raise Social Standing by 3 (10 is still maximum).
- 35 RELATIVE WITHIN THE POLICE DEPARTMENT.** Should you ever get in trouble with the law, roll 1d20. If it is lower than your PER, the case is immediately dismissed.
- 36 RESISTANT TO PAIN.** Add +1 to your BPs in each body part.
- 37 SOLE HEIR TO WEALTHY AUNT.** Raise your Social Standing by 5 (10 is still maximum).
- 38 GIFTED STUDENT.** You may make your adolescence skill picks again.
- 39 GIFTED BODY.** Add +3 to any Basic Capability.
- 40 COMMANDO TRAINING.** You are picked by a corporate elite-forces talent scouts and spend four years becoming a commando (equivalent to Military academy; add these four years to your normal starting age of 16). Add +2 to all Basic Capabilities and make two picks from each field of expertise and four Free picks. +5 to PER, +2 to Social Standing (10 is still maximum).

SPECIAL EVENTS

2D20 SPECIAL EVENT

2 DISABLED. • You have a terrible accident which almost cripples you.

Your Movement Allowance values should always be read from the line above the normal in the Combat Statistics Table. An operation to fix you would cost you about 100,000 crowns. Also, see result 9.

3 BONE DISEASE. • Subtract 5 from your total Body Points. An operation to fix you would cost about 50,000 crowns. Also, see result 9.

4 SEVERE CONCUSSION. • You never quite healed from that last blow to your head. Your Defensive and Perception Bonuses should always be read one line above the normal in the Combat Statistics Table. Also, see result 9.

5 INVOLVED IN SERIOUS CRIME. Guilty or not, you've been sentenced to 1d6+3 years of hard labor (adjust your age immediately). Add +3 to STR, PHY and PER, but subtract 2 from INT and MST. Also, see result 8.

6 INVOLVED IN MINOR CRIME. You get involved in some petty organized criminal business and sentenced to 1d3 years (adjust your age immediately) of prison. -2 to STR, PHY and MST. +2 to PER. Also, see result 8.

7 SPEEDING TICKET. You are fined a small amount for a petty crime. Nothing serious, but bad enough. See result 8.

8 CRIMINAL RECORD. Your name is mentioned in connection with a criminal act, and you are recorded somewhere in criminal records—probably for the rest of your life. You are automatically unemployed, and you must start your adventuring career immediately. Your Social Standing drops to 1.

9 FIRED! Intrigue and/or mistakes make you lose your job and force you to be unemployed for 1d3 periods of two years each. You may avoid this period of unemployment if you start your adventuring career right away.

10 INTENSE EDUCATION. Subtract 2 years from your age (or spend a two-year employment period without adding any years to your age).

11 PART OF UNEMPLOYMENT PROGRAM. • Should you ever be unemployed, you may automatically choose the Student background instead, even if you do not meet the requirements (you still have to make the PER/INT roll to see if you graduate).

12 GOOD NEGOTIATOR. You always have +2 on your Social Standing rolls.

13 GLAMOROUS EMPLOYMENT. • Your PER modifier at your current occupation is raised by +1 (if you're unemployed, raise your PER by +1).

14 CONTACT WITHIN A MEGACORP. You have a contact within one of the megacorporations. (Roll 1d6. 1=Bauhaus, 2=Mishima, 3=Capitol, 4=Cybertronic, 5=Imperial, 6=The Brotherhood.) The GM decides exactly how the contact works, but it should be a considerable advantage whenever you want information about the corporation's doings or when you need a favor from within that corporation.

15 CIVIL DEFENSE TRAINING. You may make one Free skill pick from each of the Firearms and Combat fields of expertise.

16 TECHNICAL CRASH COURSE. You may make two Free skill picks from the Technical field of expertise.

17 ADMINISTRATION NIGHT CLASSES. You may make two Free skill picks from the Communications field of expertise.

18 GYMNASTICS CLASSES. You may make two Free skill picks from the Movement field of expertise.

19 EVENING CLASSES. You may make one Free skill pick from any field.

20 INTERESTING CHARACTER. You always seem to fascinate people. Add +1 to your PER.

21 HARD LABOR. Manual labor has toughened your body. Add +1 to your STR.

22 STRONG WILL. Emotional turmoil and mental distress has hardened your outlook. Add +1 to your MST.

23 HEALTH CARE. Eating health food and taking vitamins has really paid off. Add +1 to your PHY.

24 AMATEUR GYMNAST. Add +1 to your COR.

25 GOOD IMMUNE SYSTEM. • Your body is extremely resistant to alien organic substances. Add +5 to PHY every time you have to make a Resistance roll against such (i.e., diseases, parasites, etc.).

26 EXTRAORDINARY CHEMICAL TOLERANCE. • Your body is extremely resistant to artificial substances. Add +5 to PHY every time you have to make a Resistance roll against poisons or gases.

27 GIFTED CHILDHOOD. You get two Free skill picks, but not in the Special field of expertise.

28 WEALTHY LOVER. Your lover is very wealthy, and also quite generous. Add +1 to your Social Standing (10 is still maximum).

29 STEADY EMPLOYMENT. • Choose a background. If you stay within this background, you may ignore any roll or event which would render you unemployed. But this event is always overruled by result 9 on this table.

30 AMATEUR ATHLETE. • Add +2 to STR and PHY. Your increased characteristics depend upon regular attendance at a gym. Should your Social Standing drop below 4, you must remove these bonuses (if it already is 3 or lower, it may not drop further).

31 CHANCE OF A LIFETIME. You may choose any background, regardless of its requirements and make your INT/PER roll to see whether you are employed in it.

32 CONTACTS WITHIN POLICE DEPARTMENT. • You will never, ever get your name on a criminal record. If you've been recorded as a criminal, your record is expunged.

33 SOLE HEIR TO WEALTHY AUNT. Your extremely rich aunt remembered you in her will. Add +3 to your Social Standing (10 is max).

34 POWERFUL, FANATIC ENEMY. • Somehow, you manage to get yourself a deadly enemy who unfortunately also happens to be quite powerful. Your enemy might be a district attorney, an old girlfriend, a jealous classmate, or whoever—be creative.

35 LONG LEGS. • Your Movement Allowance values should always be read from the line below the normal in the Combat Statistics Table.

36 FAMOUS FACE. • You happen to look a lot like a very famous person. +5 to PER.

37 MOVIE STAR. • You've had a couple of small parts in soap operas and B-movies. Add +1 to Social Standing, +2 to PER and make one Free pick in each of Social and Conning fields.

38 PROMOTION. Add +3 to Social Standing and PER.

39 SUBJECT TO EXPERIMENTS. • You volunteer to take part in a secret medical experiment which happens to succeed. Add +5 to MST.

40 COMMANDO TRAINING. • Instead of your next two background periods, you may spend four years in elite commando training (which is considered equivalent to attending a Military academy). Add +2 to all your Basic Capabilities, make two picks in each field of expertise and four Free picks. Add +5 to PER and +2 to Social Standing (10 is still maximum).

5. BACKGROUNDS

Your background development provides your character with initial skills. You spend a number of two-year periods either working in one of eight occupation categories (referred to as «backgrounds» below) or as unemployed. You also learn much about your character's background from rolls on the Special Events Table.

PROCEDURE

(Also, see chart on page 73)

- 1 Choose one of the backgrounds below, either following the suggestions of your chosen Archetype or whatever suits your fancy. Most of them have requirements that have to be met before being considered for employment (the requirements only have to be fulfilled the day of employment or re-employment, if you left that profession and are returning to it.).
- 2 Roll 1d20. If it is lower than or equal to either your INT or your PER, you get the job and continue with step 3; otherwise, see «Unemployment» below.
- 3 Make the number of skill picks appropriate to your background. Adjust your PER and roll for Social Standing as modification noted in

your background. Make two rolls on the Special Events Table (reroll if a result marked with «•» comes up twice at any point during character generation). Add +2 to your age and apply any aging effects.

4 Roll 1d20. If it is higher than both your PER and your INT, you're unemployed and must choose a new background (return to step 1; a roll of 20 always means the sack). If it is lower than or equal to either your PER or INT, you have the option to sign up for another two years (go to step 3), but you can also opt to try to get a new background (return to step 1).

5 Continue steps 3 and 4 until unemployed. After this, you may try to get a new background (go to step 1) or go adventuring.

UNEMPLOYMENT

For each period of unemployment (always two years at a time), make four Free skill picks. Lose 2 from your PER and lower your Social Standing by 2. Make two Special Events rolls. Adjust your age (+2) and apply any aging effects. Two years pass, and you may return to step 1 or start your career as an adventurer. If your Social Standing is ever reduced to 0, you must immediately start adventuring as a Freelancer.

BACKGROUND DESCRIPTIONS

REQUIREMENTS: The requirements you have to meet for the occupation. The requirements only have to be fulfilled the day of employment or re-employment, if you left that profession and are returning to it. Social Standing 1 is a requirement for all backgrounds. Some backgrounds require higher education, which can be acquired by being a student for one or more background repetitions.

AGE MAXIMUM: This is the oldest possible age the character may be on the first day of employment, or re-employment if the character is returning to this profession.

FIELDS OF EXPERTISE: The figure after each field of expertise tells how many skill picks you may make from the field of expertise after each period of service. Free picks may be made from any field of expertise, including the Special skills.

SOCIAL STANDING: Roll the dice combination. If the result is higher than your current Social Standing, it is raised by 1. If the result is lower than your current Social Standing, it is lowered by 1. If you roll equal to your current Social Standing, it is not changed.

PER MODIFICATION: This modifier is applied to your PER every time you make your picks.



MILITARY/LAW ENFORCEMENT

REQUIREMENTS:

GRUNT: STR 9, COR 9, PHY 9

OFFICER: Max. 25 years. Military academy

GRUNT

OFFICER

Combat:.....	1	1
Firearms:.....	2	2
Communication:.....	1	1
Movement:.....	1	1
Technical:.....	1	1
Free:.....	1	2
Social Standing	2d4	2d6
PER Modification	+2	+1

MILITARY/LAW ENFORCEMENT

You work as a soldier, security guard, law enforcer or internal investigation agent, probably within the security detachment of a larger freelance corporation. It is doubtful that you will see any real action, but your basic training and tasks involve firearms and combat.

MEDIA

The media background covers reporters, journalists, photographers in the field, freelancing muckrakers, paparazzi, etc. You are either employed on a freelance





SCIENCE/CONSTRUCTION

You are employed by a smaller freelance corporation as an engineer, mechanic or scientist. Your experiences and education are mainly within the Technical field of expertise. Because of the sterile and isolated environment in the labs, you may have lost contact with reality. People might find you cold, distant or even a little crazy.



basis or have a steady job as a reporter. Your employer might be a smaller freelance media company or one of the huge megacorporate information/entertainment combines. Your basic training and experiences are focused on collecting information and dealing with people on all levels of society.



MEDIA

REQUIREMENTS:

FREELANCER: Max. 25 years. PER 13;
REPORTER: Max. 25 years. Media College.

FREELANCER

REPORTER

Combat:.....	—
Firearms:.....	—
Communications:.....	2.....4
Movement:.....	1.....1
Technical:.....	1.....1
Free:.....	3.....2
Social Standing.....	1d10.....2d6
PER Modification.....	±0.....±0

SCIENCE/CONSTRUCTION

REQUIREMENTS:

MECHANIC: Max. 25 years. INT 13;
SCIENTIST: Max. 25 years. Technical university.

MECH

SCIENTIST

Combat:.....	—
Firearms:.....	—
Communications:.....	1.....2
Movement:.....	—
Technical:.....	3.....4
Free:.....	2.....2
Social Standing.....	2d4.....2d10
PER Modification.....	-1.....-2



SECURITY/ INVESTIGATION

Your area of work is security matters and private investigation. You are probably employed by a small freelance surveillance or investigation bureau, although you might work for one of the large corporate security divisions. Your training is flexible and multi-faceted.

SECURITY/INVESTIGATION

REQUIREMENTS:

Max. 25 years. Any higher education.
No criminal record.

SECURITY/INVESTIGATION

Combat:	1
Firearms:	1
Communications:	1
Movement:	1
Technical:	1
Free:	3
Social Standing	1d10
PER Modification	+1

ADMINISTRATION/ ECONOMY/ LAW

You are an office clerk, secretary, lawyer, accountant or some sort of manager or director employed by a minor freelancing company or a branch of a megacorporation. Your primary tasks are employee administration, law affairs and/or business. You are well aware of how the megacorporations work, which is very useful in a career as an adventurer.



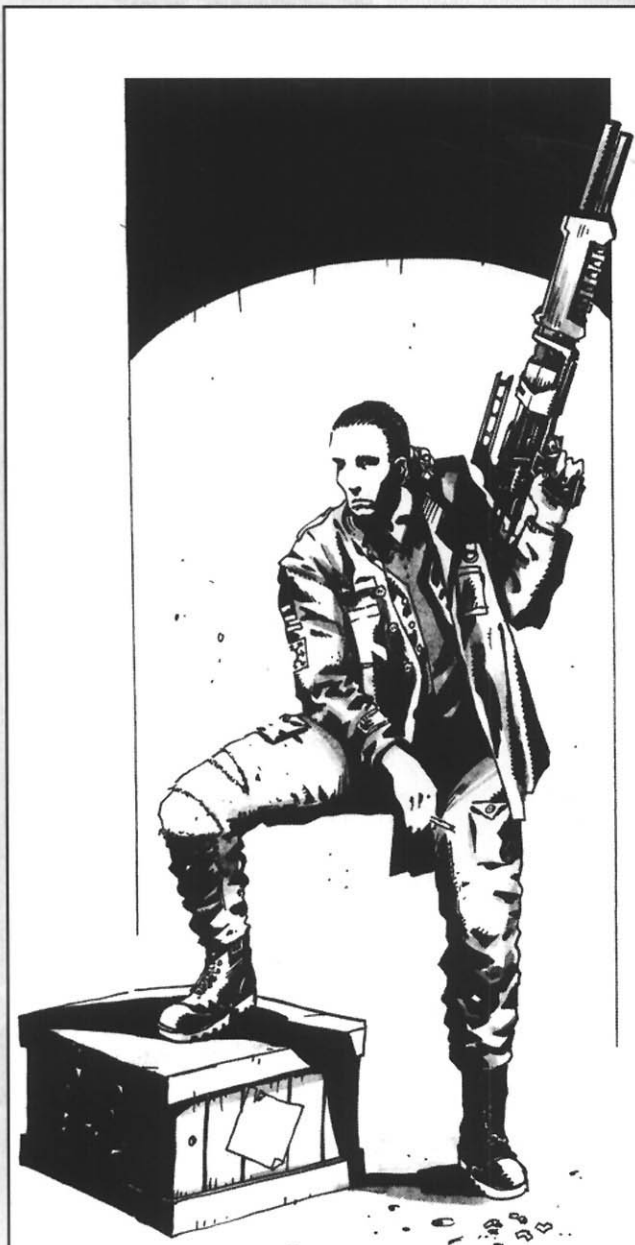
ADMINISTRATION/ ECONOMY/LAW

REQUIREMENTS:

Max. 25 years. Business school.
No criminal record. Social Standing 5.

ADMINISTRATION/ECONOMY/LAW

Combat:	-
Firearms:	-
Communications:	3
Movement:	1
Technical:	1
Free:	2
Social Standing	1d20
PER Modification	-1



CRIMINAL

As a criminal, you make your living on the street; as a thief, arms-dealer, owner of an illegal bar or just a common burglar. Being a criminal is varied and flexible living, but also a hazardous one. If your «re-employment roll» is unsuccessful at any time, you must immediately make a roll on the Special Events Table with 1d4+4 instead of 2d20 before you begin applying the results of unemployment.

STUDENT

You have spent a couple of years as a student at some sort of school or academy which provides the higher education necessary for many well-paid jobs. You must first chose which institution you are attending (military academy: officer/military; media college: reporter; business school: administration/ economy/ law; technical university: scientist). Being a student can be an expensive life, but you can live without too many restrictions, and you are secluded from the mainstream of life. Whenever you fail your «re-employment roll», you have received your degree.



CRIMINAL

REQUIREMENTS:
None.

	CRIMINAL
Combat:.....	2
Firearms:.....	1
Communications:.....	2
Movement:.....	1
Technical:.....	1
Free:.....	1
Social Standing.....	2d6
PER Modification.....	+1

STUDENT

REQUIREMENTS:
Max. 25 years. INT 7. Social Standing 4.

	MILITARY	MEDIA	BUSINESS	TECH.
	ACADEMY	COLLEGE	SCHOOL	UNIV.
Combat:.....	1	—	—	—
Firearms:.....	1	—	—	—
Communications:.....	—	2	2	—
Movement:.....	1	1	—	—
Technical:.....	—	—	1	3
Free:.....	2	2	2	2
Social Standing.....	1d4	1d4	1d4	1d4
PER Modification ..±0	-1	-1	-1	-1



FRANCHISER/WAGE SLAVE

As the title suggests, you don't have a particularly exciting life, but you spend your time working at a typical low-level job with no exacting requirements or responsibilities, but for only minimum wage and minimum excitement.



6. COMBAT STATISTICS

The Combat Statistics are calculated directly from a character's Basic Capabilities and are used every time you enter into a combat situation. Whenever a Basic Capability changes, the Combat Statistics are immediately recalculated, except when a character temporarily loses MST points due to use of the Art or the Dark Symmetry.

Add the two Basic Capabilities connected to the Combat Statistic and check the Combat Statistics Table. Find the result in the leftmost column and read the Combat Statistic Value in the equivalent column to the right.

COMBAT STATISTICS DESCRIPTIONS

MOVEMENT ALLOWANCE. You have two values: one value indicates how many squares you can move on the game board for each action spent while the other value is meters per minute, which is used in other situations when you don't use a game board. Both values may be doubled if you choose to sprint (only possible if you are unencumbered and the circumstances allow it).

OFFENSIVE BONUS (OB). The bonus is added to the damage you inflict in hand-to-hand combat.

ACTIONS PER ROUND. How many actions you may perform every combat round.

DEFENSIVE BONUS (DB). This bonus is the base for your ability to avoid incoming fire.

PERCEPTION BONUS (PB). The bonus is the base for your ability to detect hidden objects, sudden threats and phenomena not normally perceivable to the five senses.

INITIATIVE BONUS (IB). This bonus is added to your Initiative die when determining order of combat.

BODY POINTS (BP). Just add your PHY and MST. The result is your Total BPs, which is used to calculate how much damage you can take in each part of the body before it is incapacitated (according to the Body Points Table).



FRANCHISER/WAGE SLAVE

REQUIREMENTS:

None

FRANCHISER/WAGE SLAVE

Combat:	
Firearms:	
Communications:	2
Movement:	1
Technical:	
Free:	2
Social Standing	1d6
PER Modification	±0

DOOMTROOPER

REQUIREMENTS:

STR 13, PHY 13, COR 13, INT 9, MST 9, SV 13 in at least three skills from the Combat and Firearms fields of expertise. Must choose the Doomtrooper Archetype.

Specialization	4
Secondary	1
Communication	
Movement	1
Technical	1
Free	3
Social Standing	2d10
PER Modification	+2

SOCIAL STANDING AND EQUIPMENT

Your Social Standing determines your available cash, the status of your accommodations and your starting equipment.

The «Available» heading gives you your starting capital without having to sell anything. If you have something to sell that can boost your starting capital, this is mentioned in the text along with the value.

0 • LOW-LIFE PUNK

AVAILABLE: 500 Crowns

You are one of the thousands of non-registered citizens. Your only possessions are the rags on your body. You survive by begging, dumpster diving and stealing from the rich and giving to yourself. It can't get worse.

1 • HOMELESS NOBODY

AVAILABLE: 2,000 Crowns

Extremely poor, but you could be worse off. You don't have your own home, but you live at a friend's place, in a borrowed flat, in a self-made shelter made out of corrugated sheet metal and scrap wood, or in an abandoned warehouse. Your only possessions are a couple changes of clothes, some toiletries and a few worthless family heirlooms. You live on social aid or minimum wage, which is barely enough to feed yourself.

2 • POOR SUCKER

AVAILABLE: 5,000 Crowns

You are poor but at least have a place of your own, a joke of a car (value 2,000), and the basic household necessities (1,000). You have a decent wardrobe with a Sunday suit (total value 1,000), but none of the basic luxuries of life such as a stereo, a TV or a washing machine.

3 • POOR BUT HAPPY

AVAILABLE: 10,000 Crowns

You have managed to obtain most of the things needed to lead a decent life, such as a place of your own (small shabby rented flat), a working car (value 5,000) and basic home electronics (5,000), but you do not have any savings, and you can not afford any extravagant expenditures.

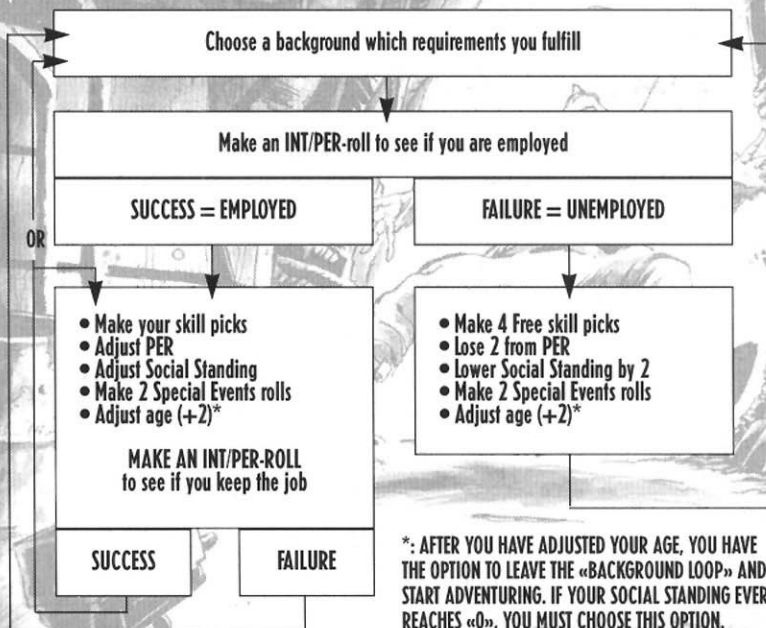
4 • LOW STANDARD

AVAILABLE: 20,000 Crowns

Even though your living leaves much to be desired, you get along pretty well. You live in a small rented apartment, but you have your own car (value 10,000) and a fair amount of furniture, appliances, home electronics and clothes (total value 15,000).

BACKGROUND REPETITION CHART

(See page 68 for full details)



BODY POINTS TABLE

PHY+MST	HEAD	ARM	STOMACH	LEG	CHEST
2-10	2	4	4	5	5
11-20	3	5	5	6	6
21-34	3	6	6	7	7
35-40	4	7	7	8	8
41-50	4	8	8	9	9
51-60	5	9	9	10	10
+10	+0.5	+1	+1	+1	+1

COMBAT STATISTICS TABLE

RESULT	MOVEMENT ALLOWANCE SQR/ACT (COR+PHY)	MOVEMENT ALLOWANCE M/MIN (COR+PHY)	OFFENSIVE BONUS OB (STR+PHY)	ACTIONS PER ROUND ACTIONS/CR (COR+MST)	DEFENSIVE BONUS DB (COR+INT)	PERCEPTION BONUS PB (INT+MST)	INITIATIVE BONUS IB (COR+PER)
2-10	2	150	-1	2	+2	+2	+1
11-20	3	175	none	3	+3	+3	+2
21-30	3	225	+1	3	+4	+4	+3
31-40	4	275	+2	4	+5	+5	+4
41-50	5	325	+3	5	+6	+6	+5
51-60	6	400	+4	6	+7	+7	+6
61-80	7	500	+5	7	+8	+8	+7
+20	+1	+100	+1	+1	+1	+1	+1

5 • AVERAGE GUY

AVAILABLE: 30,000 Crowns

Well, you have managed to become an average citizen, with average income, average living standard (decent rented flat), average car (value 15,000), average home electronics (10,000), average wardrobe (10,000), average furniture (10,000), average jewelry (10,000), average hobby equipment (10,000) and everything else just about average (total value 10,000).

6 • COMFORTABLE

AVAILABLE: 40,000 Crowns

You have managed to climb on the ladder of society up to a point where you can feel economically independent. All your possessions are worth about double those of someone who has an Average (5) Social Standing. In addition to these things, you have purchased a place of your own (value 300,000).

7 • WELL-TO-DO

AVAILABLE: 50,000 Crowns

You have reached the stage where you can lean back and feel pretty comfortable, you are above average but not wealthy. You have a place of your own (value 500,000), a fairly new car (50,000), the more expensive products from the home electronics' manufactur-

ers (value 50,000), some real collectibles (50,000), a gold-plated watch (50,000), designer-made furniture (50,000), clothes (50,000) and most of the other stuff that makes life worth living (total value 100,000).

8 • WEALTHY

AVAILABLE: 200,000 Crowns

You are almost part of high society, reaching sky-high above the average folk but still far below the real *crème de la crème*. The values of all your belongings are valued at roughly double that of someone of the Well-To-Do level (7).

9 • VERY RICH

AVAILABLE: 1,000,000 Crowns

You have succeeded pretty well in life and managed to get most of the things you ever dreamed of. You have a really nice place of your own (value 2,000,000), a couple of fancy cars (value 500,000 each). Your total belongings, valuables, collectibles and everyday items have an estimated value of 2,000,000 Cardinal's Crowns.

10 • STINKING RICH

AVAILABLE: 20,000,000 Crowns

You are one of the successful people, a mega-yuppie with an unlimited checkbook. You live in a minor palace (value 5,000,000), own 1d4+1 of the most expensive cars on the market (2,000,000 each). Your possessions (stereos, TVs, household appliances, collectibles, etc.) are insured to a value of 10,000,000 Cardinal's Crowns. You're on the top now and can only go one way.

RANKS

If you choose the «Military/Law Enforcement» background, you will eventually get a rank. Every time you are «re-employed» (i.e., succeed with the INT/PER roll to keep the job), you gain one rank on the table below. Before the slash are given examples of military titles; after the slash, «civilian» (law enforcement) titles:

GRUNTS

Repetition Military/Civilian Rank

- 1 Private/Patrolman
- 2 Private 1st Class/Senior Patrolman
- 3 Corporal/Patrol Commander
- 4 Sergeant/Commanding Supervisor
- 5 Staff Sergeant/Sergeant
- 6 Sergeant Gunnery/Senior Sergeant
- 7 Sergeant 1st Class/Acting Supervisor
- 8 Sergeant Major/Acting Supervisor

OFFICERS

Repetition Military/Civilian Rank

- 1 Cadet/Trainee
- 2 Cadet Officer/Lieutenant Cadet
- 3 Second Lieutenant/Junior Lieutenant
- 4 First Lieutenant/Lieutenant
- 5 Captain/Captain
- 6 Commander/Chief
- 7 Major/Commissar
- 8 Commodore/Commissioner
- 9 Colonel/Chief Commissioner
- 10 General/Superior Commissioner

The exact title varies from one employer to the other, but these are general guidelines.



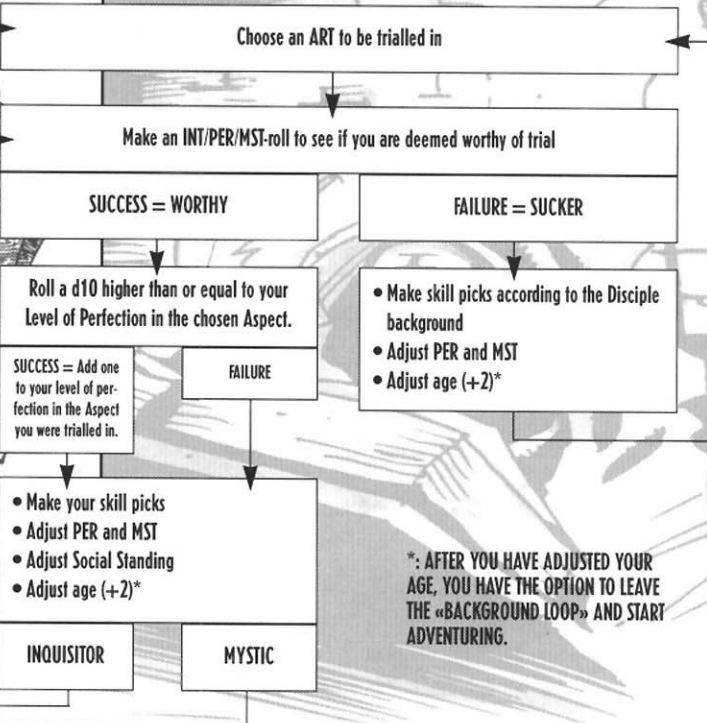
Capitol Army Captain



Capitol Army Colonel

MYSTIC BACKGROUND REPETITION CHART

(See page 109 for full details)



*: AFTER YOU HAVE ADJUSTED YOUR AGE, YOU HAVE THE OPTION TO LEAVE THE «BACKGROUND LOOP» AND START ADVENTURING.

THE PERSONALITY FORM

The personality form should be completed when you feel that you have the character developed. It is an aid both to yourself, your fellow players and to the GM when you create the campaign and eventually go adventuring. There are no restrictions when you fill all those empty boxes on the sheet. Let your imagination loose to create an interesting character (however, you should consult your GM before deciding that your character is a mutant famous all over the galaxy for his extreme heroism during gladiator freak shows—it just might ruin the intended campaign). Of course, Social Standing fluctuations, special events and other important factors should be reflected in the personality description.

Remember that the background generation detailed in this rulebook should be used to help in roleplaying. The GM and the players should feel free to amend any character in a manner appropriate to the campaign.

STAFF SERGEANT MICHAEL MCBRIDE

Below is described the complete generation of the player character belonging to Mike. In the beginning, he only knows he would prefer a military type of character, skilled primarily in combat.

ARCHETYPE. The player looks through the various archetype choices and decides he wants to be a Freelancer, specifically a Troubleshooter.

BASIC CAPABILITIES. First, he rolls the dice indicated for each Basic Capability, taking the highest three for each and disregarding the rest. The results are STR 12, PHY 14, COR 17, INT 15, MST 13, PER 10. He writes the numbers in the boxes in the top left of the character sheet.

He checks the Combat Statistics Table and makes a preliminary calculation. Because he can't increase any of the Combat Statistics by shuffling a few capability points, he chooses not to make any transfers of Basic Capability points.

SOCIAL STANDING. Next, he rolls 2d4 (as specified by the Troubleshooter Archetype) to determine his initial Social Standing, 5, and records this on the Social Standing line also in the top left. Knowing that this will be changed several times during the character generation, he chooses not to raise it any further at this point.

ADOLESCENCE SKILLS. Now it's time to record the adolescence skills. Referring to the Base Skill Value Table, McBride gets a Skill Value of 4 in all skills based on STR, PHY, MST and PER, while he gets 5 in the INT-based skills. Lastly, he gets a free Skill Value of 6 in all COR-based skills. Perfect. He records all these values in the B-SV column.

Next, it's time for McBride to make his first skill picks. His INT of 15 allows him to make seven Free skill picks from any skills. He makes two picks in each of the Special skills (Avoid and Perception) and one pick each in Handguns, Rifles and Dealing.

He also makes his three rolls on the Adolescence Events Table. The results (3 times 2d20) are 23, 34 and, finally, 17! Not only is McBride a slick speaker (+1 to all Communication SVs), he is also truly a lucky stiff (Social Standing +3)! The modifications are noted where appropriate, and he also sees that he

can automatically choose the Officer background if he wants to (due to the result of 17).

He notes the special bonus for the Troubleshooter Archetype, «Receive a contact for every background repetition, even if you remain in the same background for multiple repetitions.» He will keep this in mind as he makes his background choices.

Finally, he records that he is 16 years old. If McBride should choose to start adventuring right now, he would have some proficiency in handling light weapons (SV 9 in Handguns and Rifles), have fair defensive capabilities (SV 2 in Avoid, plus his Defensive Bonus) and be just slightly more perceptive than normal (SV 2 plus his Perception Bonus). Also, he is quite adept in Dealing (SV 9).

DEVELOPING BACKGROUND. Without hesitating, Mike

chooses to develop within the Officer background. Since he has military connections, he ignores the requirement that he must have attended a military academy.

He rolls 1d20 to see if he is employed as an officer. The result is 14, higher than his PER but lower than his INT, so he succeeds and continues down the diagram in the Employed column.



SKILLS

FIREARMS

	SV	B-SV	MOD	NOTES	SKILL PICKS
Handguns (COR)	6				X
Rifles (COR)	6				X
Light Automatics (STR)	4				
Heavy Automatics (STR)	4				
Shoulder-launched (INT)	5				
Grenade Launchers (COR)	6				

COMMUNICATIONS

	SV	B-SV	MOD	NOTES	SKILL PICKS
Administrations (INT)	5			+1 (SLICK SPEAKER)	X
Oratory (PER)	4			+1	
Dealing (INT)	5				
Social (PER)	4			+1	
Interrogation (PER)	4			+1	
Conning (PER)	4			+1	

SPECIAL

	SV	B-SV	MOD	NOTES	SKILL PICKS
Avoid (DB)					X
Perception (PB)					X



As appropriate to the Military/Officer background, he makes one skill pick in each of the Combat (he chooses Thrown weapons), Communication (Interrogation), Movement (Stealth) and Technical (Weapons Systems) fields of expertise, and two skill picks in the Firearms field (Rifles and Heavy Automatics). In addition, he may make two Free skill picks, with which he chooses Rifles and Avoid.

PER MODIFICATION. As an officer, McBride gains +1 to his PER, increasing it to 11.

SOCIAL STANDING. McBride rolls 2d6, 5, which means his Social Standing is lowered (by 1) to 7.

SPECIAL EVENTS. McBride rolls twice with 2d20, resulting in 27 (Gifted childhood) and 19 (Evening classes)—altogether three Free skill picks (Handguns, Agility and Ground Vehicles). Looks good so far.

ADJUST AGE. All these adjustments have taken two years of training, which

means McBride is currently 18 years of age. No aging effects take place so far. Right now, he has the option to quit the training and go adventuring, but McBride decides it is better to get some more flesh on his bones before facing cold reality.

MAKE INT/PER ROLL FOR EMPLOYMENT. He makes another roll with 1d20, and rolls <5>, well below the required <15>. By going through the Officer background, he also records he now has the rank of Cadet. He now has the option either to go through Officer development again (and be promoted again) or to choose another background. In either case, he has to make a new INT/PER roll to see if he is employed. Naturally, he opts for the Officer background again.

REPEATING THE BACKGROUND

In this way, McBride continues to develop into an experienced character. As long as he makes his re-employment rolls and no critical results are rolled on the Special Events Table, McBride just gets more and more experienced as a soldier, but he also gets older and older.

REPETITION #2. McBride uses his background picks on Brawling, Light Automatics, Shoulder-Launched Weapons, Administration, Sleight of Hand and Weapon Systems. The Free picks are Light Automatics and Avoid. The PER is increased by one; he rolls 9 for Social Standing, so he increases it by 1.

The Special Events rolls are: 34—Powerful enemy (GM decides that one of McBride's nosebleed teachers, Major Carrington, will sometime in the future get him flunked out of the military); and 13—Glamorous em-

ployment (GM decides McBride is detached to some sort of special unit, slightly more glamorous than normal military units; this is, after a long discussion, determined to be the Imperial Blood Berets).

Finally, his age is set to 20, and he rolls a 9 for re-employment—a comfortable success. McBride notes he is now a Cadet Officer.

REPETITION #3. When repeating the Officer background, McBride uses his picks on Melee Weapons, Handguns, Rifles, Oratory, Stealth and Medicine. The Free picks are Perception and Rifles. The PER is now increased by 2—due to the «Glamorous employment» rolled on the Special Event table to 14. His Social Standing roll is an 11, so McBride again increases his Social Standing by one.

He rolls for Special Events: First a 23: Health care, which suits him fine. GM decides the training with the special unit is harder than usual and awards him a +1 bonus to PHY. The next roll is another 23, and since this event doesn't have a «+»-mark, he gains another +1 to PHY. Very hard training, obviously.

Finally, his age is increased to 22, and the re-employment roll is 15—he can't get closer to unemployment than that, but he gets his 2nd Lieutenant stripes.



REPETITION #4. The skill picks are Parrying, Heavy Automatics, Grenade Launchers, Social, Stealth and Chemistry. Both Free picks are spent on Avoid. PER is increased another two steps to 16, the Social Standing roll fails, a 4, reducing it to 8.

The special events rolls are 27: Gifted childhood and 18: Gymnastics classes, and without further reflecting on an explanation, McBride has two picks in each Agility and Sleight of Hand.

His age is increased to 24, and the re-employment roll is 6—McBride is promoted to 1st Lieutenant.

REPETITION #5. Skill picks: Melee Weapons, Rifles, Light Automatics, Conning, Stealth and Weapon Systems. The Free picks are Perception and Melee Weapons. PER is increased to 18. The Social Standing roll fails again (a 6, reducing Social Standing to 7), maybe a bad omen.

The first Special Events roll is 9: Fired! The GM grins cheerfully while he explains that McBride's powerful enemy, Brigadier Carrington, gave McBride some stupid order that he just couldn't obey. McBride faces immediate dishonorable discharge, loses his officer's stripes and is demoted to Staff. Anyway, he makes his second roll, 16: Technical crash course, but the

CHARACTER GENERATION SHEET

Use this sheet for track-keeping while creating/improving your character. During play, your GM should keep this sheet for his own reference.

SKILLS

COMBAT	SV	B-SV	MOD	NOTES	SKILL PICKS
Missile weapons (COR)	6	6	5		X
Brawling (STR)	7	4	5		
Wrestling (COR)	6	6	5		
Thrown weapons (COR)	9	6	5		X
Melee weapons (STR)	4	4	5		X
Parrying (COR)	9	6	5		X
FIREARMS	SV	B-SV	MOD	NOTES	SKILL PICKS
Handguns (COR)	6		5		X
Rifles (COR)	6		5		X
Light Automatics (STR)	4		5		X
Heavy Automatics (STR)	9	4	5		X
Shoulder-launched (INT)	8	5	5		X
Grenade Launchers (COR)	9	6	5		X
COMMUNICATIONS	SV	B-SV	MOD	NOTES	SKILL PICKS
Administrations (INT)	9	5			X
Oratory (PER)	8	4			X
Dealing (INT)	9	5			X
Social (PER)	8	4			X
Interrogation (PER)	8	4			X
Conning (PER)	8	4			X
MOVEMENT	SV	B-SV	MOD	NOTES	SKILL PICKS
Sleight of Hand (COR)	6				X
Stealth (COR)	6				X
Agility (COR)	6				X
Climb (STR)	4	4			
Flying Vehicles (MST)	4	4			
Ground Vehicles (COR)	9	6			X
TECHNICAL	SV	B-SV	MOD	NOTES	SKILL PICKS
Chemistry (INT)	8	5			X
Weapon systems (INT)	5	5			X
Computers (INT)	5	5			X
Electronics (INT)	5	5			X
Medicine (INT)	5	5			X
Mechanics (INT)	5	5			X
SPECIAL	SV	B-SV	MOD	NOTES	SKILL PICKS
Avoid (DB)	9				X
Perception (PB)	9				X
OTHER SKILLS	SV	B-SV	MOD	NOTES	SKILL PICKS
()					
()					
()					
()					

GM interferes immediately and decides this is part of an unemployment program with the purpose of promoting first-aid skills. Instead of picking from the Technical field, the GM forces McBride to make the two skill picks in Medicine.

McBride, now 26 years of age, realizes he can't re-enlist in most of the careers that interest him due to the 25-year maximum requirement, thinks this is it and decides to start a new career rather than to go unemployed (thereby losing PER and money and becoming subject to aging effects while gaining little in the form of skill picks. McBride feels pretty satisfied so far).

FLESHING OUT

With this, Mike has finished McBride in the sense that he can be thrown into the game. But maybe the most important thing is still to come: the fleshing out of the character McBride. Right now, McBride is just a set of figures on a paper, not a hero.

So, in cooperation with the GM, Mike starts to create McBride by filling the blanks on the Personality Form. Because he's built his character around the idea that he'd eventually be a troubleshooter, he makes some quick notes on the contacts Mike has acquired along the way: five contacts in the Military in which he served (the player hasn't thought about McBride's Corporation of origin, so decides he was an Imperial before going freelance. That way, he'll still be able to return to the fold if he needs support from his clan).

CHARACTER SHEET #1

BASIC CAPABILITIES

Name: MICHAEL MCBRIDE
Corporation: EX-IMPERIAL
Employer: FREELANCER
Profession: EX-OFFICER
Rank/Title: STAFF SGT.
Social standing: 7

STR	PHY	COR
12	16	17
INT	MST	PER
15	13	18

COMBAT STATISTICS

Total BPs:	
Movement Squares/action:	3
Movement Meters/minute:	
Offensive Bonus (OB):	
Actions/Combat Round:	3
Defensive Bonus (DB):	
Perception Bonus (PB):	
Initiative Bonus (IB):	

SKILLS

COMBAT

Missile Weapons (COR) —
Brawling (STR) —
Wrestling (COR) —
Thrown Weapons (COR) —
Melee Weapons (STR) —
Parrying (COR) —
FIREARMS
Handguns (COR) —
Rifles (COR) —
Light Automatics (STR) —
Heavy Automatics (STR) —
Shoulder Launched (INT) —
Grenade Launchers (COR) —

COMMUNICATIONS

Administrations (INT) —
Oratory (PER) —
Dealing (INT) —
Social (PER) —
Interrogation (PER) —
Conning (PER) —
MOVEMENT
Sleight of Hand (COR) —
Stealth (COR) —
Agility (COR) —
Climb (STR) —
Flying Vehicles (MST) —
Ground Vehicles (COR) —

TECHNICAL

Chemistry (INT) —
Weapon Systems (INT) —
Computers (INT) —
Electronics (INT) —
Medicine (INT) —
Mechanics (INT) —

SPECIAL

Avoid (DB) —
Perception (PB) —

OTHER SKILLS

ARMOR & DAMAGE

LEFT ARM

Armor type: —
AV: — MAX BP: 6

LEFT HAND

Armor type: —
AV: — MAX BP: 7

CHEST

Armor type: —
AV: — MAX BP: 7

LEFT LEG

Armor type: —
AV: — MAX BP: 7

LEFT FOOT

Armor type: —
AV: — MAX BP: 7

RIGHT ARM

Armor type: —
AV: — MAX BP: 6

RIGHT HAND

Armor type: —
AV: — MAX BP: 7

STOMACH

Armor type: —
AV: — MAX BP: 6

RIGHT LEG

Armor type: —
AV: — MAX BP: 7

RIGHT FOOT

Armor type: —
AV: — MAX BP: 7

HEAD

Armor type: —
AV: — MAX BP: 3

1 BP LEFT

5 CL in attacks — Arm useless

LEG

1 stepacuta — 2 stepacuta

CHEST

1 actionCR — Unconscious

STOMACH

1 actionCR — Unconscious

HEAD

1 actionCR — Unconscious

1 BP LEFT

5 CL in attacks — Arm useless

LEG

1 stepacuta — 2 stepacuta

CHEST

1 actionCR — Unconscious

STOMACH

1 actionCR — Unconscious

HEAD

1 actionCR — Unconscious

1 BP LEFT

5 CL in attacks — Arm useless

LEG

1 stepacuta — 2 stepacuta

CHEST

1 actionCR — Unconscious

STOMACH

1 actionCR — Unconscious

SUMMING UP

The values found in the skill picks boxes to the right are transferred to the Modifications column, and the B-SV and Mod columns are added together in the Skill Value column. This is the total Skill Value used whenever attempting to perform something that falls within that skill. McBride waits to calculate the SVs in the Special skills until he has calculated his Combat Statistics.

CALCULATING COMBAT STATISTICS. McBride's total Body Points, PHY+MST, is 29. The Body Point Table shows that this means that McBride has 3 BPs in the Head, 6 BPs in each Arm and the Stomach and 7 BPs in each Leg and the Chest.

Referring to the Combat Statistics Table, McBride sees his Movement Allowance is set to 3 squares per action/225 meters per minute; he has a +1 Offensive Bonus; he has three actions per round; and he has a +4 for both his Defensive Bonus and Perception Bonus, which gives him SVs of 9 and 8 in Avoid and Perception respectively. His Initiative Bonus is +4, reflecting his high PER that resulted from his years in the field.

Pretty standard all over.

BUYING EQUIPMENT. McBride is still «Well-To-Do» and decides to keep all those things that he has earned so far, which gives him 50,000 Cardinal's Crowns to spend on equipment. Also, the GM tells him his running expenses (rent, gas, electricity, fuel, etc.) will be 5,000 crowns per month.

FIELDS OF EXPERTISE

The five different fields of expertise and their associated skills are described in the following section. They are Combat, Firearms, Communications, Movement and Technical. Under each Field of expertise, you will find six skills. In addition to the five major fields of expertise, there is also a «Special» field of expertise which includes Avoid, Perception and the Art. These skills work as normal skills, but their Skill Value is calculated differently than the other skills.

THE SKILL VALUE

The Skill Value (SV) comes into play whenever you want to use a skill. It is the sum of your Base Skill Value, any modifications achieved from your skill picks and any other skill modifiers. In short, the SV is a measurement of how capable you are at the different proficiencies that fall under the skill. For example, with a high SV in Handguns, you are a crack shot with

a pistol; with a high SV in Oratory, you can talk people into doing just about anything; with a high SV in Agility, you could be a circus acrobat. The SV usually ranges from 1 to 20, where 1 means you are totally unskilled and 20 means you're an expert. The Basic Capability listed under each skill is what determines the skill's Base Skill Value.



COMBAT

MISSILE WEAPONS

BASIC CAPABILITY: COR

This skill covers bows and crossbows, blowguns and other primitive missile weapons.

BRAWLING

BASIC CAPABILITY: STR

Your ability to fight without weapons, using your fists (normal damage: 1d3+OB) and feet (normal damage: 1d4+OB).

WRESTLING

BASIC CAPABILITY: COR

Grappling, wrestling and immobilizing opponents. The skill is also used when throwing your opponents. These attacks don't normally inflict any damage, but if an attack succeeds, you and your opponent roll against your STR+SV in Wrestling. If you achieve more successes on the roll, your opponent is down and immobilized. Otherwise, your opponent has escaped your grappling effort.

THROWN WEAPONS

BASIC CAPABILITY: COR

Your ability to use all kinds of thrown weapons, such as shuriken, hand grenades, throwing knives and spears.

MELEE WEAPONS

BASIC CAPABILITY: STR

This skill is used for all kinds of hand-to-hand weapons, both one-handed and two-handed: swords, knives, axes, clubs, etc.

PARRYING

BASIC CAPABILITY: COR

This skill is used whenever you want to parry or deflect a melee attack.

FIREARMS

HANDGUNS

BASIC CAPABILITY: COR

This skill is used whenever using firearms with one hand, normally pistols and sub-machine-guns. It is used in all attacks, but when making automatic-function attacks, the appropriate Automatics skill is also required. The Handguns skill is also used for repairing and maintenance of the weapons.

RIFLES

BASIC CAPABILITY: COR

This skill is used whenever using firearms with two hands, normally rifles, sub-machine-guns, assault rifles, machine-guns, shotguns, etc. It is used in all attacks, but when automatic-function attacks, the appropriate Automatics skill is also required. This skill is also used for repairs and maintenance.

LIGHT AUTOMATICS

BASIC CAPABILITY: STR

The ability to fire controlled automatic fire with light firearms, such as assault pistols and sub-machine-guns (weapons with a STR requirement of 16 or less).

HEAVY AUTOMATICS

BASIC CAPABILITY: STR

The ability to fire controlled automatic fire with heavier firearms, such as assault rifles, carbines and machine-guns (weapons with a STR requirement of 17 or more).

SHOULDER-LAUNCHED WEAPONS

BASIC CAPABILITY: INT

Use this skill when you operate and maintain shoulder-launched weapons

systems, such as anti-tank rifles and infantry anti-aircraft missiles. This skill is used in all attacks, but when making automatic-function attacks, the appropriate Automatics skill is also required (usually Heavy Automatics).

GRENADE LAUNCHERS

BASIC CAPABILITY: COR

Used when firing grenade launchers and when maintaining the equipment for firing. It is used in all attacks, but when making automatic-function attacks, the appropriate Automatics skill is also required (usually Heavy Automatics).



COMMUNICATION

ADMINISTRATION

BASIC CAPABILITY: INT

The knowledge of how the official administration works: how to fill out forms, what phone calls to make, who you should talk to and what to say to get things done, how to deal with officials, etc. Useful when trying to make appointments with high officials. Knowledge of the law also falls into this skill.

ORATORY

BASIC CAPABILITY: PER

The ability to convince people that the speaker is right. A combination of saying the right words and making the right impression. A must for politicians, lawyers, careerists, clergymen, high-ranking officers, gang leaders, etc. Often used when addressing crowds or appealing to people's feelings.

DEALING

BASIC CAPABILITY: INT

This skill covers most of a character's involvement with money, economics and the financial system, from haggling with street peddlers to making bargains on the stock market. The character knows how to cut deals and where to get the best offers. The cornerstones of successful dealing are evaluation, calculation and persuasion.

SOCIAL

BASIC CAPABILITY: PER

This is the knowledge of how to behave properly and how to be socially correct. The Social skill is also a working knowledge of who's who in the worlds of *Mutant Chronicles*. It is used when trying to impress people from beggars to chief executives, and this skill is a must at cocktail parties unless you want to make a fool out of yourself.

INTERROGATION

BASIC CAPABILITY: PER

This skill is used when extracting information from someone, either during an interview, an interrogation, a cross-examination or just an ordinary conversation. With the right technique, the «victim» will not realize that he or she is giving away privileged information. The skill is absolutely essential for journalists, attorneys, inquisitors, agents, policemen, interrogators, etc. The interrogation skill runs the gamut from rhetoric to pure intimidation.

CONNING

BASIC CAPABILITY: PER

This skill is used whenever the character tries to pull a trick on someone, such as impersonating someone else, bluffing past security guards, etc. Es-



pecially useful for undercover agents, muckrakers, corporate infiltrators, spies, inquisitors and common con artists.

MOVEMENT

SLEIGHT OF HAND

BASIC CAPABILITY: COR

This skill is useful for picking pockets and similar small thefts which are performed in the presence of witnesses. It is also used when picking mechanical locks, performing small tricks with cards, disarming traps, etc.

STEALTH

BASIC CAPABILITY: COR

This is your capability to blend with the surroundings so that no one notices you. It is also used when sneaking up on people or when shadowing someone.

AGILITY

BASIC CAPABILITY: COR

This skill covers jumping, running, acrobatics, swinging, pole-vaulting and other athletic actions.

CLIMBING

BASIC CAPABILITY: STR

This skill is used for most climbing and scaling maneuvers, such as climbing walls, ropes, ladders, hills, etc.

FLYING VEHICLES

BASIC CAPABILITY: MST

Rather than the purely technical act of flying, this skill reflects the ability to keep cool and do the right things in a critical situation. Used in dog-fights, stressed battle situations, chases, etc. Failure results in a crash, a stall, engine breakdown, etc. The skill covers the handling of airplanes, helicopters, hovercraft, spacecraft, etc.

GROUND VEHICLES

BASIC CAPABILITY: COR

As Flying Vehicles, except that this skill covers all types of ground vehicles (cars, tracked vehicles, motorcycles and so on).

TECHNICAL



fire, ammo capacity, etc. The skill is also used when priming or disarming explosive charges.

COMPUTER

BASIC CAPABILITY: INT

With this skill, you can program, modify, use and repair computers. Many computer programs can be used by anyone and do not require this skill. This skill makes you a computer expert.

ELECTRONICS

BASIC CAPABILITY: INT

With this skill, you can build, modify and repair electronic gadgets such as robots, household appliances, alarm systems, detonators, weapons accessories, etc. It is also useful when dealing with computers.

MEDICINE

BASIC CAPABILITY: INT

Your character can dress wounds, set and splint broken legs, treat concussions and shock, and so on.

Medicine also includes pharmaceutical knowledge; i.e., your character has a fair knowledge of which medicines to use against a particular disease and which help against a certain poison.

MECHANICS

BASIC CAPABILITY: INT

This skill is used when your character wants to build, modify or repair mechanical equipment, e.g., robots, engines, vehicles, machines, tools, etc.

CHEMISTRY

BASIC CAPABILITY: INT

Knowledge of chemical compounds and the ability to prepare such. Can be used to identify unknown substances, to create explosives, to prepare poisons and gases and much more.

WEAPONS SYSTEMS

BASIC CAPABILITY: INT

This skill is used for using, repairing, maintaining and designing all kinds of weapons systems. It also includes weapons accessories such as ammunition, sights, clips, etc. For example, the skill can be used to modify an existing weapon to use with another type of ammo, to increase its rate of

SPECIAL SKILLS

AVOID

BASIC CAPABILITY: Special

This skill is used whenever you want to avoid incoming gunfire or other potential threats that come up extremely quickly. It is more of a sixth sense than a normal skill. Use your DB Combat Statistic, derived from COR and INT, as your Base Skill Value.

PERCEPTION

BASIC CAPABILITY: Special

Whenever the GM needs to check if you perceive something hidden, either if you are actively searching for it or if you just happen to notice it,

the GM should make a hidden skill roll in Perception. Use your PB Combat Statistic, derived from INT and MST, as your Base Skill Value.

THE ART

BASIC CAPABILITY: Special

This «skill» is only mentioned here for consistency, to show that spells of the Art are purchased with the Free skill picks. Learning spells is resolved separately from the rest of the skills. Only Inquisitors and Mystics may learn spells. Refer to the chapters covering «the Brotherhood» and «the Art» for details.

INDIVIDUALIZED SKILLS

Each skill for each character might cover a different range of applicable abilities. A reformed cat burglar with a high Social skill probably knows who's important in the underworld, at which bars to pick up information, which fence is honest to sell merchandise to, etc. A high-society playboy's Social skill provides information on who are the richest families in a particular city, what restaurants are excellent, etc. A movie star might use Oratory to enhance her acting capabilities, while a gang leader would use the same skill to inflame his followers. Although all characters have the same Social skill, each applies the skill differently. The GM and the player should always keep a character's background in mind when using skills.



CREATING NEW SKILLS AND SUBSKILLS

The skills presented here have been carefully chosen to provide you with a wide selection for all kinds of characters in *Mutant Chronicles*. However, we can't describe every single skill there is, since the rulebook couldn't cover them all. Therefore you should feel free

to create your own skills and place them within the field of expertise that seems most fitting.

If a skill is very similar to an already existing skill, make it into a «subskill», meaning that half the SV of the «old» skill is transferred to the new (for example, a character with SV 14 in Administration would get SV 7 «for free» when learning the new Law subskill).

In *The Freelancer's Handbook* (supplement with the Game Master's Screen), you will find a more detailed system for generating sub-skills. Also, in each of the corporate sourcebooks there are descriptions of new skills that reflect each of the corporations' specialties.

Some suggestions on new skills and subskills:

COMBAT: All different kinds of Martial Arts (COR or STR), Commando Fighting (COR), Polearms (COR), Team Fighting (MST), Two Weapons (COR).

FIREARMS: Incinerators (STR or COR), Mounted Guns (COR), Cannons (STR, COR or INT), Hipshots (COR), Specific Weapons Systems (INT, COR or STR).

SKILL ROLL MODIFICATION EXAMPLES

Circumstance	Wounds	Light	Weather	Stress	Movement	Equipment
Modification -1	You have taken one or two hits in one body part	Dawn/dusk outdoors or single torch indoors	Wind or light rain	Someone fires at you	You're jogging	The powder in your cartridges is moist
Modification -2	You have taken three or four hits in one body part	Full moon outdoors or single candle indoors	Heavy wind or heavy rain	People fire at you from several directions	You're running	You're in a car chase with a flat tire
Modification -3	You are wounded in more than one body part	A single candle in a gym	Gale, snowfall or hail	«WARNING! Three seconds to autodestruct»	You're sprinting	Your rifle's sight is broken or uncalibrated
Modification -4	One body part has zero Body Points left	Shrouded moonlight outdoors	Snowstorm or hailstorm	Your clothes are on fire	You're running for your life	You try to scramble a TV network with a Walkman
Modification -5	Two or more body parts have no Body Points left	Pitch black or blindfolded	Hurricane or blizzard	You're in midair, falling toward certain death	You're hanging from a helicopter	You try to bribe a prison guard with toothpicks



COMMUNICATION: Bribing (PER), Lying (PER), Evaluation (INT), Hagglng (PER), Interviewing (PER/INT), Law (INT), Economy (INT), all kinds of Languages (INT), Knowledge of the Dark Legion (INT), Religion (INT), Psychology (INT), Philosophy (INT).

MOVEMENT: Fly Jet-Fighter (MST/INT), Fly Helicopter (INT/MST), Drive Tracked Vehicle (COR), Drive Motorcycle (COR), all kinds of Sports (COR or STR), Skiing (STR), Hiding (COR), Acrobatics (COR/STR), Sailing (COR), Tumbling (COR), Falling/Diving (COR), Riding (COR).

TECHNICAL: Cybernetics (INT), Math (INT), Physics (INT), Nuclear Science (INT), Surgery (INT), Knitting (COR), all kinds of Crafts (INT or COR).

THE SKILL ROLL

Whenever you want to do something and there is a reasonable risk that you won't succeed, make a skill roll. The GM decides which skill is the most appropriate at the moment and which modifiers apply.

It is impossible to put up exact guidelines for every situation that might come up in the game, so as the GM you must be prepared to be flexible and apply your own modifiers. Remember, it normally takes about 4 years of training to get +5 in a Skill Value.

INTERPRETING THE SKILL ROLL

The skill roll is always made with 1d20 and compared to the CS. A skill roll can have four different results: perfect success, success, failure and fumble.

DIFFICULTY LEVEL MODIFICATIONS

Task difficulty	DL modification
Embarrassingly common, pulling on socks	+20
Very easy; typical task with lots of advance preparation	+10
Easy; the GM is feeling generous	+5
Average difficulty; typical task under ideal conditions	+/-0
Hard; the GM is feeling stingy	-5
Very challenging; a task of heroic proportions	-10
Extremely challenging, superheroic	-20
Beyond superheroic; impossible	-25

MODIFICATIONS

It is more difficult to balance on a slack rope than on a tight one. It is more difficult to climb an icy skyscraper than a common ladder. It is easier to hit with a rifle if you're on a shooting range during a calm and sunny Sunday afternoon than when you're severely wounded in the middle of a desperate fight against hordes of fierce and screaming Necromutants in the smoky, stinking, slippery, pitch-black catacombs underneath Nephariite Overlord Alakhai's Citadel on Venus.

Therefore, the characters' Skill Values are modified by the GM. Some typical modifiers:

NEGATIVE MODIFIERS

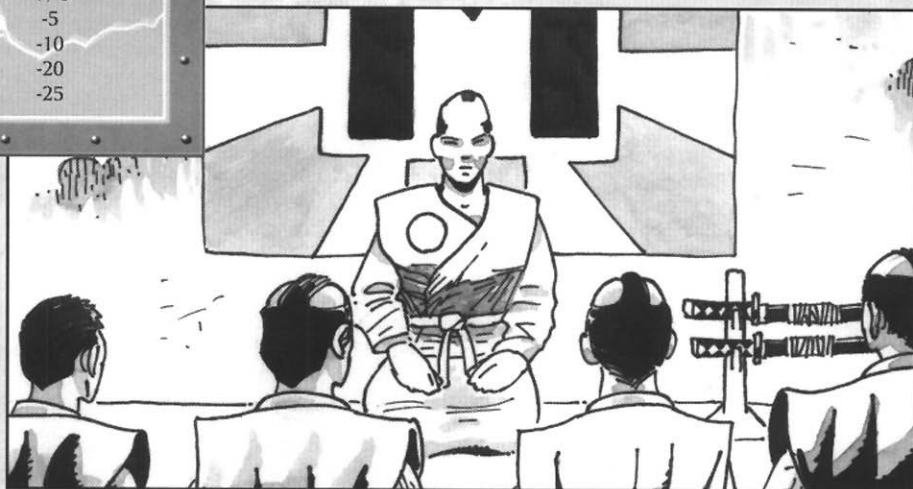
- Wounds
- Insufficient light
- Adverse weather conditions
- Extreme stress
- Movement
- Awkwardly equipped

POSITIVE MODIFIERS

- Preparations
- Experience
- Perfect conditions
- Completely calm
- Stationary
- Special equipment

For every negative modifier that applies, temporarily lower the SV with between -1 and -5. For every positive modifier that applies, increase the SV with between +1 and +5. The result-SV with all modifiers applied-is called Chance of Success (CS).

On the previous page there is a table to give you an idea of how extreme modifiers should be. Also refer to the for «Combat» section of these rules for modifiers in combat situations.



PERFECT SUCCESS. Any skill roll of 1, is always a perfect success. The exact effects of a perfect success are decided by the GM, but it should always be the most positive outcome possible. For example, in combat, a perfect success means you automatically inflict maximum damage without deducting for armor.

SUCCESS. If you roll lower than or equal to the Chance of Success, you have succeeded in your attempt.

FAILURE. If the skill roll is higher than the CS, you have failed in your attempt.

FUMBLE. Any skill roll of 20 is always a fumble. The exact effects of a fumble are decided by the GM, but it should always be the most negative outcome possible. The outcome should be worse for a character with a low CS or SV than for a character with high values.

USING THE BASIC CAPABILITY VALUES

In some situations, your earlier experiences aren't worth peanuts, and you must rely totally on your basic physical and mental resources, the Basic Capabilities. Some examples are when you try to budge a 400-pound steel pillar away from the chest of your combat companion, when resisting a mental attack from an utterly evil creature using the Dark Symmetry to distort your mind, when resisting poisons and gases, when trying to decipher obscure arcane symbols written in blood and unknown to humanity, etc.

These are all situations when you use your Basic Capability Values instead of a Skill Value. Most of the time, it's stated in the text whether it is appropriate to use a Skill or a Basic Capability Value.

Like when rolling against skills, the difficulty of rolling against your Basic Capability Value is modified by the circumstances, to which the GM arbitrarily submits a Difficulty Level (DL) of +25 to -25. If the modified

BCV becomes 1 or less, you automatically fail. If the modified BCV becomes 20 or greater, you automatically succeed.

When two characters are directly comparing values, like if they are arm wrestling (STR) or playing chess (INT), each player rolls and then compares the amount by which they succeeded (or failed) at the roll. Whoever succeeds by the most (or fails by the least) wins the contest.

Example: McBride is exposed to nerve gas with a DL of -10. Nerve gas attacks the body, so the player and GM consult McBride's PHY, which is 14. This value minus the DL of 10 means McBride must roll 4 or lower with 1d20 to resist the effects of the gas. Against a gas with DL 14 (which would have resulted in a modified roll of 0, impossible to roll on the dice), McBride would be helpless.

Here are some guidelines for applying difficulty levels to rolls:

HERO POINTS

As the adventures progress, your character gains experience in old skills and learns new skills. This is reflected by awarding the characters Hero Points which can be converted into skill picks or can raise Basic Capabilities. The Hero Points may be spent when they are awarded or saved for a later use. Unused Hero Points should be recorded on the character sheet.

- For one Hero Point, you may make one Free skill pick, but not in a skill in which you already have eight skill picks (normal maximum). You may always make up to eight skill picks in all skills, and in certain skills even more.
- For two Hero Points, you may make increase your skill on top of the eighth skill pick, provided your SV is lower than the value of the Basic Capability that the skill is based on. You get +1 for skill picks above the eighth. (You may never have more than eight skill picks in the Special skills, except for with spells from the Art.)
- For one Hero Point you may raise your Personality by one. There is no limit to how high your Personality can be, but you may only raise it one point at a time.
- For three Hero Points, you may raise any other Basic Capability Value by one. There is no limit to how high your may be, but you may only raise them each one point at a time.
- A member of the Brotherhood can increase his Perfection level by spending three times his current Perfection level in Hero points.
- A character can spend Hero Points to resist a spell or Dark Gift that attacks his or her mind. See Book 2, *The Light* and Book 3, *The Darkness* for details.

A character cannot accumulate more Hero Points than twice the cost of the most expensive increase the character can buy. For most characters

this will be six Hero Points because increasing a basic capability for three Hero Points is the most expensive improvement you can buy. For members of the Brotherhood, though, it could be much higher if their next level of Perfection is very high.

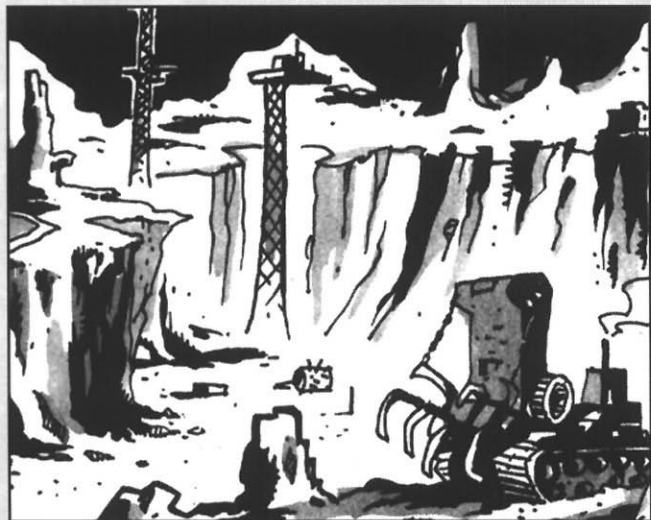
All increases of the Basic Capability Values immediately affect any connected Combat Statistics. The increases also affect the calculation of the SV. Remember that an increased Basic Capability might also increase the B-SV of all the related skills.

AWARDING HERO POINTS

One of your most important tasks as GM is to award Hero Points. If you're too greedy with them, the players will be bored to death, and if you're too generous, the players will be spoiled and the challenge will disappear.

Typical examples of when to award Hero Points:

- When a character, against all odds, succeeds spectacularly with a die roll that really, really saves the day. (1 HP.)
- When a character single-handedly performs an act of extreme heroism, e.g., slays a Nephrite Overlord or rescues an entire armored assault division. (5-10 HPs.)
- When a character/player substantially takes part in the completion of an adventure. (2-4 HPs.)
- When a player roleplays very well. (2-4 HPs.)
- Also, for every two months of intensive, goal-oriented training, the character receives one Hero Point. However, it costs 10,000 Cardinal's Crowns a month for the trainer's expenses.



COMBAT

In combat, you should use floorplans and miniatures to visualize the situation. It is recommended that each combatant has its own miniature (a painted Warzone metal miniature by Heartbreaker is best). Try to set up the whole scene as accurately as possible, with tables, walls, chairs, stairs, doors and other features marked by a simple drawing or with some kind of object.

If you use graph paper divided into squares or hexes, we recommend that each square/hex be counted as 1.5 meters/5 feet. In all our descriptions of characters, weapons, etc., we have included movement and range in squares as well as meters for your ease. You may of course play on a tabletop without graph paper—in which case you would have to determine the appropriate scale. For example, 1 inch could be 1.5 meters or 3 meters or 4.5 meters, etc.

Combat is one of the most important and exciting elements of roleplaying in the worlds of Mutant Chronicles. It is also one of the most obvious hazards to the characters, and because of all this, the rules for combat are fairly extensive. The order of combat is divided into rounds of about five seconds each which proceed like this:

- Determine the order of battle.
- The character with the highest initiative begins, doing all its actions. However, he or she may save one or more actions in case he or she is attacked by the characters that have not yet acted. For each saved action, the character may make one Avoid roll later in the round.
- If the character does attempt any attacks, they are resolved immediately. The character makes one or more skill roll to see if the attacks hit. The target may make Avoid rolls, but if he or she is hit, damage is rolled and applied immediately.
- When the first character is finished, the character with the next highest initiative goes, until everyone has completed his or her turn. After this, the combat round (CR) ends. Then you roll initiative again to start another round. Continue until the battle is over.

ORDER OF BATTLE

To determine the order of battle, each character rolls 1d10 and add his or her Initiative Bonus (IB). The GM rolls for all the NPCs. Each result is called an initiative score. Should there be a tie between two or more characters, reroll to determine the order between those specific characters. It's a good idea to make a list of all combatants and note their initiative scores.

The combatant with the highest initiative acts first in the round, then the combatant with the second highest initiative score, etc. When it is a combatant's turn, that character performs all actions that he or she has left (i.e., not already spent on avoiding).

However, player characters have the option to hand over the initiative and act last of all, instead of during their turn. In this way, they can



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await the actions of their opponents and see what happens. On the other hand, it is always an advantage to fire first...

Player characters may also save actions so that they can make Avoid rolls later in the round, but they may not save actions for the next round. Actions saved for avoiding are lost if they aren't used within a combat round.

Effects of damage and avoiding are applied immediately (i.e., a character losing actions due to a wound early in the round might not be able to do anything at all).

TYPES OF ACTIONS

There are four different types of actions, representing things which take time in the game. It doesn't take time much to speak, to think or to turn around, and therefore these aren't actions. Actions that don't fall into regular combat, such as priming explosives, starting a car, toppling a shelf, etc. usually take three actions (one entire combat round for the average character).

The four different combat actions are:

- Movement
- Avoid
- Attack
- Special Actions

THE DIFFERENT ACTION TYPES

MOVEMENT

You may move up to your full **MOVEMENT ALLOWANCE**.

When necessary, use appropriate Movement skill (GM's call).

ATTACKING

You may make either one Missile attack or one Melee attack.

Use appropriate Combat or Firearm skill.

For Missile weapons,

- line of sight is required,
- you can spend two actions to make an Aimed attack.

AVOIDING / PARRYING

You may avoid (all attacks) or parry (melee attacks only) at any time in a combat round, provided you have at least one action LEFT.

Use Avoid or Parry skill.

The Chance of Success for an Avoid roll should never be higher than 10 regardless of circumstances and skill value.

SPECIAL ACTION

Includes using the Art (takes one action), invoking a Dark Symmetry Gift (also takes one action), reloading weapons, detonating bombs, and other heroic deeds...

When necessary, use appropriate skill (GM's call).

The Special action takes one or more actions, and requires no, one or more skill rolls; all according to the GM's good judgment...

MOVEMENT

The rules for movement are simple: one square=one step. Refer to your Combat Statistics to find your squares per action value. For our purposes, one square is approximately 5 feet, or 1.5 meters. You may move forward, backward, sideways or diagonally. Changing the facing doesn't cost any steps. Opening a door costs one extra step.

A character may always move at least 1 square per action as long as he or she is alive and has at least one BP left in one leg.

Some terrain may be more demanding than others and cost two steps per square, e.g., stairs, mud, tightropes, etc. This is up to the GM.

Finally, the amount of weight the character is carrying, including armor, weapons and other equipment (but not clothing), will impact the character's movement. Consult the table to the right to determine the character's penalty to his actions/round.

CURRENT TOTAL CARRIED WEIGHT

PENALTY

STR	none
STR x 2	-1 squares/action
STR x 4	-2 squares/action
STR x 6	-3 squares/action
STR x 10	-4 squares/action

NOTE: A character may always move at least 1 square per action as long as he or she is alive and has at least one BP left in one leg.

ATTACKING

For each attack action spent, you may make one:

- Missile attack (firearms, thrown weapons, missile weapons); or
- Melee attack (all hand-to-hand attacks)

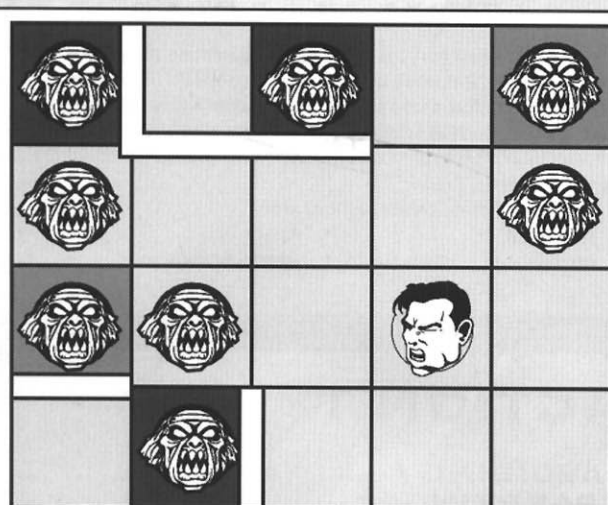
LINE OF SIGHT

In order to be able to fire at an opponent, you must have a line of sight to him or her; i.e., there mustn't be any objects blocking the path of the projectile. Imagine a straight line between you and your target. If the line is stopped by a wall or cuts through another combatant, you don't have a

line of sight. Be generous. Remember that a character can avoid slight obstructions to line of sight with a tilt of the head. Refer to the illustration on the following page for easy reference.

RANGE

Range between two combatants is counted in squares (1 square is about 1.5 meters or 5 feet). Range is counted like steps. The range to an adjacent square is 1. The Range value for the weapons gives the limit on maximum range. At longer ranges, the weapon is not effective enough to motivate a die roll.



These figures are not within Line of Sight (blocked by other figures)



These figures are not within Line of Sight (blocked by walls)

UNCONTROLLED ATTACKS (1 ACTION)

RANGE	CS MODIFICATION
1 square	-3
2-5 squares	±0
6-8 squares	-1
9-11 squares	-2
12-14 squares	-3
15-17 squares	-4
18-20 squares	-5
+3 squares	-1

Normally, a missile attack—i.e., the act of pointing the weapon in the right direction and pulling the trigger—one action. If you want accuracy, you must spend two actions, one to aim and one to fire. If you spend two actions aiming, you would use the range modifier for the attack from the Aimed Attacks Table. All other attacks must use the range modifiers from the Uncontrolled Attacks Table.

AIMED ATTACKS (2 ACTIONS)

RANGE	CS MODIFICATION
3-150 m (2-100 squares)	±0
150-300 m (100-200 squares)	-3
300-450 m (200-300 squares)	-6
450-750 m (300-500 squares)	-9
750-1050 m (500-700 squares)	-12
+300 m (+200 squares)	-3

Note the -3 penalty if firing at someone in an adjacent square. Also note that it is impossible to spend an extra action aiming at someone within two squares (about 3 meters or 10 feet).

AVOIDING & PARRYING

Avoid rolls may be made against any successful missile or melee attack, whether it's your turn during the round or not. As soon as you are attacked, you may spend an action to avoid. It takes one action to make an Avoid roll, so if you have no actions left, you may not avoid.

To avoid, roll 1d20 lower than or equal to your modified Avoid Skill Value. If the roll is successful, the attack misses.

A NOTE ON AVOIDING

The Avoid skill reflects the combat experience and awareness that allows a heroic character to avoid incoming missiles. Of course, in reality, it is impossible to dodge a bullet traveling some 1000 m/s, but this is not reality but a saga in which the characters are the heroes, and it is not very heroic being killed by a sniper's bullet. Therefore, we have included the Avoid skill.

If you really wish more realism in the game, the unmodified Defensive Bonus should be used instead of the Avoid or Parrying SV in situations where the target is unaware that he is attacked. Also, the CS in an Avoid skill roll should NEVER be more than 10.

PARRYING. Parrying works exactly like Avoid rolls, but it can only be used against melee attacks. If you don't have a weapon or other object to parry with and you successfully parry a melee assault, the attack automatically hits one of your arms (choose which yourself).

When you parry, roll 1d20 lower than or equal to your modified Parrying Skill Value. If the roll is successful, the attack is parried.

COMBINED ACTIONS

Combine actions merge several different maneuvers together. A character must usually spend a number of actions to accomplish a combined action.

CHARGING. Charging takes one action and allows you to move one or two squares and then make an attack as usual. If it is a missile attack, you may move only one square, and you must halve your CS (rounded up). If making a melee attack, you may move one or two steps (if you are physically able) but get -4 on the CS per step (i.e., -4 or -8).





OTHERS. Combined actions may also be combined with each other, unless otherwise stated. They may only be executed by heroes, i.e., player characters and prominent NPCs.

Example: McBride combines an accurately aimed melee attack with a charge. The first action, he charges one square, which lowers his CS to 10 instead of normal 14. In the second action, he aims accurately, adding a bonus of +3, so the final CS is 13. In the third action the attack would have come, but since this is part of the charge, and he has already been pe-

ACCURATE AIMING. Accurate aiming can be done in both melee and missile combat. Accurate aiming takes one action. Immediately after you have spent an action accurately aiming, you must attack or else you will lose all bonuses from aiming. When you aim, you can choose between getting +3 on your CS or modifying the hit location roll with up to ± 5 (i.e., if you roll 12, you may choose any hit location between 7 and 17. For three actions, you may spend two actions aiming (to nullify range penalties) and one action accurate aiming. Your attack must come with your fourth action.

FOCUSING. Focusing can only be made in melee combat and takes one action. The attack must follow immediately after the focusing with your next action. When you focus your powers, you should make a Normal MST roll. If it succeeds, you roll for damage twice (roll hit location once) if you hit in melee combat. If the MST roll fails, you only inflict half the damage (rounded up).

TAKING COVER. Taking cover means you throw yourself toward the nearest shelter (cupboard, desk, corner, bomb crater, etc.) up to 1 square away. It also means you may make Avoid rolls against all successful missile attacks made against you during the round. Taking cover requires all of your actions. If you have already spent one or more actions during the round, or if you are wounded so severely that you are losing actions, you may not take cover. You may not take cover in order to avoid melee attacks.

In awkward situations, when there is absolutely nothing to take cover behind, the GM may modify the player's Avoid rolls.

A character that has taken cover may stay there, covering himself up. In all subsequent rounds, attackers have a -5 penalty to their CS (missile attacks only). After having taken cover, a character must spend actions to avoid as normal (i.e., one per successful attack). A character covering up may not move or attack, but it is a fairly safe strategy if you have to reload or fix a weapon jam.

AMBUSH. Ambush is a very useful, but also quite hazardous maneuver. It takes two entire actions. Ambush allows the character to move one square, make an attack, and move back to the original square. The ambusher has no penalty to his or her CS (as opposed to when charging), but before he may make his attack roll, any character within line of sight, who has actions left, may attack the ambusher. The ambusher may not spend an action to avoid these attacks.





nalized, it takes no action. The entire maneuver takes two actions, one for the accurate aiming and one for the charge. Had it been a missile attack, McBride would have used the Uncontrolled Attacks Table modifiers.

DIFFERENT FIRING MODES

There are five different firing modes. The «Weapons» chapter describes which firing methods are available to each weapon.

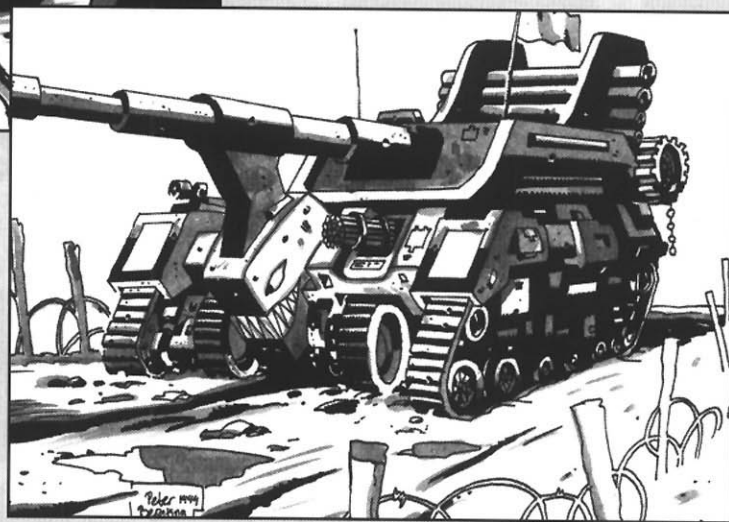
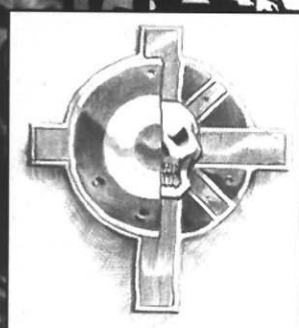
All the firing modes normally take one action, unless aimed or combined.

SINGLE-ROUND ATTACK. With a single-round attack, make an attack roll with the appropriate skill (Handgun, Rifle, Shoulder-Launched Weapons, or Grenade Launchers) for every action spent. If the skill roll succeeds, roll normal damage. Lose one ammo. The attack can be avoided as normal.

BURST. With a burst attack, make an attack roll with the appropriate skill (as above). If it succeeds, roll normal damage and make an additional attack roll with the appropriate Automatic skill (Light if the weapon's STR requirement is 16 or less; Heavy if it's 17 or more). If this second roll also succeeds, roll normal damage once again and add it to the previous damage roll. Lose 3 ammo. One single Avoid roll (one action) can be made for both attacks.

FULL AUTOMATIC. A full automatic attack works exactly like a burst, but make a third roll if the second roll is successful. Damage is rolled for each successful hit. Lose 10 ammo. If the target wants to avoid, separate Avoid rolls must be made for each successful attack roll.

RAPID VOLLEY. With a rapid volley attack, decide how many bullets to fire (minimum: 2; maximum: 5). For each bullet, you make a separate single-round attack, executed as normal. For each bullet, you may shoot into one adjacent square, so five bullets could cover a five-square width. For every bullet, you receive a -2 to your CS (i.e., 2 bullets: -4; 5 bullets: -10). This modifier applies to all the attack rolls. If the target wants to avoid, separate Avoid rolls must be made for each successful attack roll. The attacker must finish the volley, i.e., fire as many bullets as announced in the beginning.





AREA SPRAY. With an area spray attack, decide how large an area you want to cover (minimum: one target; maximum: 90°). All combatants within line of sight in the chosen area are each subject to one attack. Roll the appropriate Automatics skill (Light or Heavy) with -3 on CS for every target within the area within line of sight. Avoiding characters have +3 on their Avoid SV if they try to avoid this type of attack. Lose 20 ammo. This attack cannot be aimed.

PERFECT HITS AND FUMBLES

A roll of 1 on the CS, called a perfect hit, can never be avoided. It automatically inflicts maximum damage (cannot be less than 3) without any rolls against Armor Value (see *Calculating the Attack Result*, below). For grenades, incinerators and other weapons that affect multiple combatants, only one of the targets takes maximum damage, while the others take normal damage. If someone rolls a perfect hit with such a weapon, none of the targets may avoid. A perfect hit with an automatic attack means that only the initial damage roll inflicts maximum damage, not the subsequent damage rolls.

A fumble, a roll of 20 on the CS roll, is always a miss, even if the barrel is inside the mouth of an unconscious victim or the blade rests against his throat. The result is that you automatically lose your following 1d6 actions, even if these actions would span into subsequent rounds. During this time, you may not perform any actions at all, not even avoiding or taking cover. Also, see «Weapon Jams» and the special rules for fumbling hand grenades.

RELOADING

You may not execute an attack unless you have sufficient ammo. When you are out of ammo, you need to reload. Reloading time depends on the weapon, and the figure given under «Reloading Time» (see the «Weapons» chapter) is the number of actions it takes to reload the weapon. During these actions, you may not do anything else.

To reload, make a skill roll in the appropriate skill (Light Automatics for SMGs, etc.). If the roll succeeds, everything is fine and the weapon is ready to be used after the given number of actions. If it fails, you must try again during the next action. If you fumble, you drop the magazine (use the Grenade Chart to see where it lands) and must spend actions to go and get it. Then you may try to reload the gun again.

WEAPON JAMS

If you've fumbled while firing a firearm, roll 1d10. If the result is higher than the Jamming Factor of your weapon, it is jammed. The Jamming Factor is listed in the weapon description. If the roll of 1d10 is equal to or less than the Jamming Factor, you only lose the «normal» 1d6 actions. Remember that these actions can carry over into the subsequent round.

To fix a jam, you must succeed with two skill rolls in the most appropriate skill (Heavy Automatics for carbines and machine-guns, etc.). Each skill roll takes one entire combat round, during which you may not do anything else. If the skill roll fails, the combat round has been wasted. The weapon may not be used for missile attacks in the meantime.

HIT LOCATIONS

CLOSE COMBAT	MISSILE COMBAT	TARGET AREA
1-3	1-3	Left leg
4-6	4-6	Right leg
7-9	7-8	Left arm
10-12	9-10	Right arm
13-15	11-14	Stomach
16-18	15-19	Chest
19-20	20	Head

CALCULATING THE ATTACK RESULT

If an attack succeeds and is not avoided, it inflicts damage (the target is hit).

- 1 Roll 1d20 to determine hit location/ target area.
- 2 Roll the proper damage dice for the weapon.
- 3 Roll 1d10 against the target's Armor Value, deducting damage equal to the amount by which the roll was made *plus one* (but not adding to the damage if the roll is missed). Therefore, an AV 3 ballistic vest would stop 3 points of damage on a roll of 1, 2 points on a 2 and 1 point on a 3.
- 4 The result is the number of hits the target takes from the BPs in the target area.
- 5 Apply the effects of the damage immediately.

HIT LOCATION

There are two tables to determine where the attack hits: one used in missile combat and one used in melee combat. Roll 1d20 and find the value in the correct column. Follow the line to the right and read the hit location. Special actions (such as aiming) and weapons (like hand-grenades and incinerators) have special rules for this (see below).



SPECIAL WEAPONS ATTACKS

GRENADES

Grenades are either thrown (hand grenades) or fired with a barrel-mounted grenade launcher. It takes one action to launch a grenade, and it always explodes immediately.

Hand grenades take two actions to use: one to arm it and one to attack (this second action may be a charge). It is possible to throw and arm it in one action, but you get -5 on the attack roll, and the grenade, if possible, continues 1d4 squares (1d6 meters) in a straight line after it has landed.

All grenade damage may be avoided as normal, but separate Avoid rolls must be made for each piece of shrapnel that hits.

When using a grenade, choose one target square. The line of sight may be traced through squares blocked by miniatures, but not through walls and other obstructing objects. If the attack roll succeeds, the grenade lands and explodes in the intended square. If the attack roll is unsuccessful, roll 1d10 and refer to the Grenade Chart to see where the grenade explodes. If this is impossible (something is blocking it), it explodes on impact with the blocking structure.



Intended target square. This may be empty or obscured.

		1	2-3	4	
		5		6	
		7	8-9	10	

(The attacker is located in this general direction)

Everyone within shrapnel range (SR) and line of sight of the detonation are subject to grenade shrapnel. Depending on the grenade, between 1 and 1d10 pieces of shrapnel hit each victim, each piece inflicting the given damage. The weapon description lists under «#TA» what dice are used to calculate shrapnel for each grenade. Separate hit locations are rolled for each piece of shrapnel (damage roll), thought it's quite possible to get multiple hits in the same body part.

Example: The GL-240 grenade launcher has the following stats:

#TA (# Target Areas): 1d3

SR (Shrapnel Range): 1

DAM (Damage): 1d6+1

This means that all targets within range 1 (the squares adjacent to the detonation) take 1d6+1 points of damage in 1d3 Body Parts.

FUMBLING A HAND GRENADE. There are two ways to release a hand grenade, in one or two actions (see above). If you chose the slow method and have

fumbled the CS roll, roll another 1d10. If you get a 9 or 10, the grenade explodes at your feet. Otherwise the grenade explodes in a square adjacent to your square (which is not blocked by walls or other barriers). You choose which.

If you've chosen the quick way to get rid of it, in one action, you can cancel the fumble by spending another action (provided you have one left) and trying again, making a new quick release this time. However, if this is also a fumble, follow the procedure for the slow method.

INCINERATORS

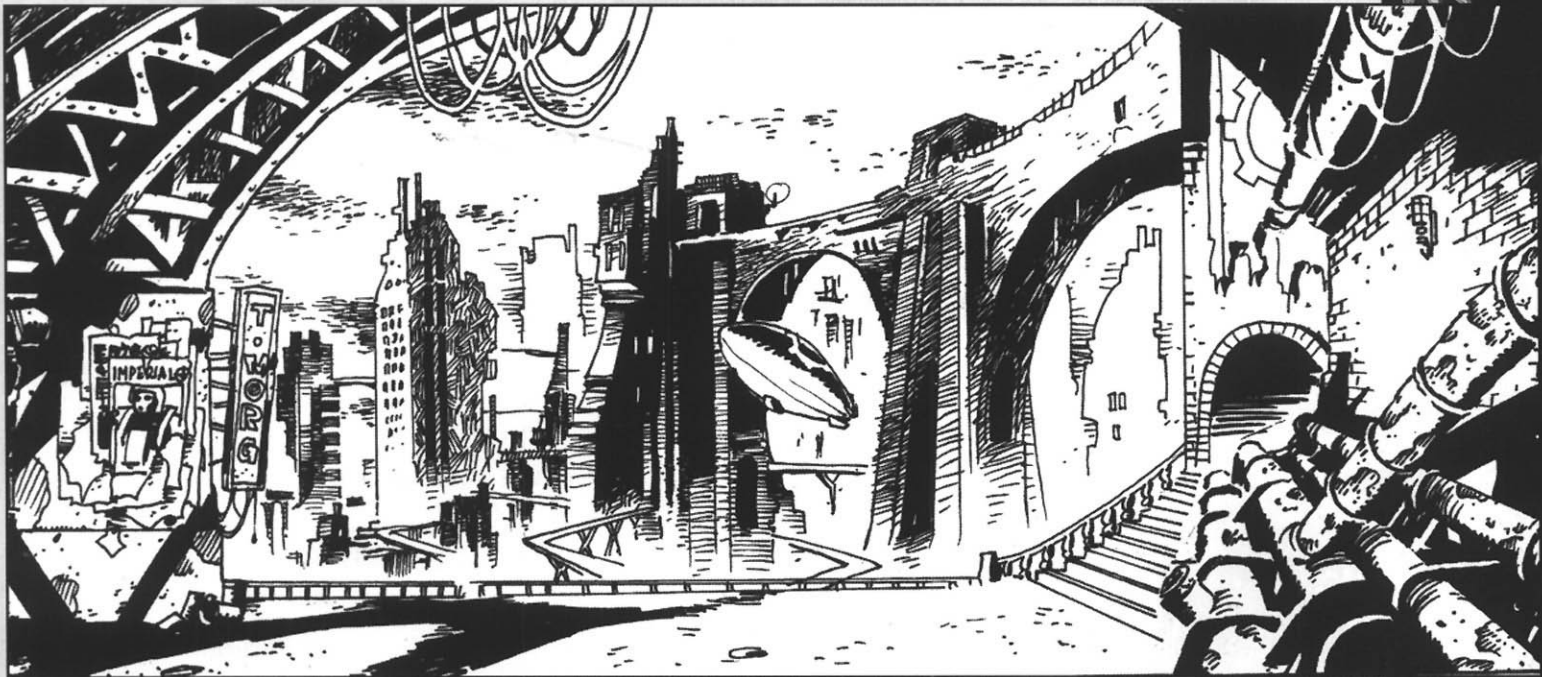
Incinerators emit a stream of fire which is directed against one target. All targets in the line of sight between the attacker and the target square take damage in 1d4 body parts. The attacker makes one damage roll for all attacks. Note that incinerators do not require a CS roll to hit. Armor protects targets as it would against fire.

Incinerator fire can be avoided as normal. One Avoid roll is made for the entire attack. The damage rolled for the incinerator is decreased by one for every square of range (round down). If the range is 7, the damage is reduced by 3.

SHOTGUNS

Shotgun attacks are made as normal, but damage and hit location are rolled twice. Another difference is in avoiding. A successful Avoid roll won't fend off all the small fragments inside a shotgun cartridge. It only halves the damage (round down, not less than 1). Slugs (a special kind of ammunition with only a few, very sharp fragments) can be avoided completely with a single Avoid roll.

Example: McBride is subject to a successful shotgun attack. The damage rolls were 6 in the chest and 3 in the head. However, McBride makes his Avoid roll, and the damage is reduced to 3 in the chest and 1 in the head.



EFFECTS OF DAMAGE

ARMS. When you have only one BP left in an arm, you have -5 on your CS in all attacks and all skill rolls where you have to use that arm. When you have no BPs left, you may not use that arm at all.

LEGS. When you have only one BP left in a leg, you move one square less per action than normal. When you have no BPs left, you move two squares less than normal. The effects are cumulative, so if both legs are out, you move four squares less than normal.

STOMACH, CHEST AND HEAD. When you have only one BP left in the stomach, the chest or the head, you may make one action less than normal each

round. When you have no BPs left, the pain is so intense that you pass out and are rendered unconscious. The effects are cumulative, so if both your chest and stomach only have one BP left, you can only make two actions less than normal.

CRITICAL WOUNDS & BLEEDING

In short, a body part with zero Body Points left is useless due to pain and shock. When the Body Points in a body part go below zero, it has become seriously wounded.

An arm or a leg which has taken twice as many Body Points as its maximum is considered critically wounded and must come under qualified medical care within the hour, or else it becomes permanently useless. Also, a critically wounded limb bleeds so much that you lose one Body Point from your chest every second combat round, so eventually you bleed to death unless you're attended to. The bleeding can be stopped with a successful Medicine skill roll (takes three entire combat rounds and requires first-aid kit or the equivalent).

If the head, chest or stomach is critically wounded, you die.



HEALING & MEDICAL CARE

Natural healing for normal damages is two BPs every day in all damaged body parts, provided you're under medical care (i.e., lying like a parcel in a hospital bed with kind nurses and skilled doctors running all around you). If you're only resting as usual at home, you heal one BP per day in each body part. If you have to get up and move around, you heal one BP every other day.

Critical wounds heal at half this rate (they are considered critical until the body part has reached zero BPs).

All these healing rates can be boosted by drugs and surgery. A Corporate or Brotherhood operated hospital, using the most advanced medical technology or the Arts, can boost healing to as high as 4 BP per day in each body part, and can return destroyed limbs to normal use in 4 to 8 weeks.

Example: A critically wounded leg (normal BP 8, currently at -6), takes 10 days to be completely restored in the hospital (6 days to reach zero, 4 days to reach eight). If you're lying low in a sewer to avoid inquisitive doctors, it takes 20 days, and if you're on the run and must change your shelter twice every day, it takes 40 days.

SPECIAL SITUATIONS

DAMAGE FROM FIRE AND HEAT

Natural fire causes 1 BP of damage per combat round in all exposed body parts. Non-fireproof armor reduces damage by its total AV, but the AV is decreased by one every combat round. When AV reaches zero, the armor is destroyed by the fire and doesn't protect any more. Fireproof armor works similarly, but it's considered to have AV 10, and it doesn't lose any AV to fire each combat round. Being exposed to extreme heat—for example standing in a burning room without

to land on his feet, and the GM allows him to make an Agility roll to see if he makes it. The roll succeeds, McBride lands on his feet, and the GM decides that he only takes two damage rolls, one in each leg. McBride rolls a 6 and a 2, so the GM adds the 3 for the 3-meter distance, so the damage is 9 and 5 BPs in each leg, respectively. The GM decides that the left leg is broken and the right ankle is sprained.

POISONS, DISEASES & GASES

There are billions of different poisons, diseases and gases in the worlds of *Mutant Chronicles*.

All poisons, diseases and gases have a Difficulty Level (DL), which is subtracted from the victim's PHY before rolling. If the roll greater than the number listed, the character suffers its full effects. If the roll is equal to or less than the number listed, he or she only suffers half the effect. If the result is an automatic success (i.e. you roll a 1, or the victim's PHY is 10 or more greater than the DL of the poison), nothing happens. If the result is an automatic failure (i.e. you roll a 20, or the victim's PHY is 10 or more lower than the DL of the poison), the character suffers twice the effect of the disease or gas.

being in contact with the flames—causes 1 BP of damage every third combat round. Non-fireproof armor protects as against fire, and fireproof armor gives full protection.

DAMAGE FROM FALLS

A falling character takes 1d6 BPs in damage from a three-meter fall (determine hit location with the Melee Table). After the first three meters, add +1 to the damage and one body part per meter. Armor does not protect against falling damage, except helmets, which only protect the head.

Example: McBride falls five meters out of a window. According to the rules, he takes 1d6+3 BPs of damage in three body locations. McBride struggles and tries



EFFECTS OF ARMOR PENETRATION ON VEHICLES

If you fire against a vehicle and hit and penetrate its armor, this can have several consequences. For each penetrating hit (i.e., of at least 1 Body Point of damage after AV is rolled for and, if the roll is successful, damage is deducted), make one roll on the Vehicle Damage Table. Add the number of Body Points of damage inflicted to the 1d10 roll on the Vehicle Damage Table.

NOTE: Heat-seeking missiles add +10 to their Chance of Success on the attack roll and +1 to all rolls on the Vehicle Damage Table.

Example: McBride makes a full automatic attack against a «Grapeshot» Assault Helicopter with a Southpaw automatic rocket launcher. The GM decides that firing against this distant, small, moving target gives him a modification to CS of -10. He makes the first Shoulder-Launched Weapons skill roll, but fails the second (Heavy Automatics) skill roll, and therefore can't make a third roll. He loses 10 grenades.

The Grapeshot, of course, can't avoid. The # Target Areas roll (1d6) is 3. McBride rolls 1d10+6 three times to determine the damage: 8, 14 and 9. The GM rolls for the Grapeshot's AV and gets a 1. Deducting the Grapeshot's AV of 6 means that the modifiers to the three rolls on the Vehicle Damage Table are +2, +8 and +3, respectively. If the Grapeshot had AV 10 (assuming the pilot rolled a 1), only one roll would be made with a +4 modification.



VEHICLE DAMAGE TABLE

1D10+MOD	EFFECT	20+	CRITICAL DAMAGE. Roll 1d10 roll to see what is destroyed:
1-9	NO DAMAGE.		(1) Communication gear. Also, see result 16-17 on the main table.
10-15	MINOR DAMAGE. Roll 1d10 roll to see what is damaged:		(2) A weapon. Ammo explodes. Everyone in the vehicle suffers the effects of result 16-17 on the main table.
	(1) Communication gear.		(3) Fuel tank. The entire vehicle explodes immediately. Everyone in the vehicle suffers the effects of result 16-17 on the main table.
	(2) A weapon. It's jammed until it's taken to the shop.		(4) A windscreen. The vehicle must reduce speed to 30 mph or less. Also see result 16-17 on the main table 1d6 times.
	(3) Fuel hose. The vehicle is out of fuel in one minute.		(5) Wheel/landing gear. A ground vehicle crashes; an aircraft crashes upon landing.
	(4) A windshield. The vehicle must reduce speed to 30 mph or less.		(6) Gas regulator and brakes. From now on, there's only one way of stopping the vehicle: crashing.
	(5) A tire/landing gear. A ground vehicle must reduce its speed to 30 mph or less; an aircraft has a 10% risk of crashing at landing.		(7) Exhaust pipe. A ground vehicle stops on the spot; an aircraft must make an emergency landing.
	(6) Brakes. From now on, the vehicle can only slow down naturally or by running into something.		(8) Engines. Engine and fuel and ammo storage explodes immediately. Everyone within 15 meters of the vehicle suffers the effects of 16-17 on the main table.
	(7) Exhaust pipe. The engine chokes and suffers result 8 on this subtable in one minute.		(9) Total Armageddon. Everyone within 15 meters of the vehicle suffers the effects of 18-19 on the main table.
	(8) Engine. A ground vehicle stops on the spot; an aircraft must make an emergency landing.		(10) Reroll twice, ignoring results of 9 and 10.
	(9) Reroll twice, ignoring results of 9 and 10.		
16-17	CLEAN HIT. One of the crew/passengers takes 1d10 points of damage in 1d6 body parts. Determine randomly who, and calculate the effects logically (i.e., if it's the pilot or driver, tough luck).		
18-19	VERY CLEAN HIT. One of the crew/passengers is killed, determine randomly who, and calculate the effects logically.		

HINTS FOR LARGE BATTLES

The standard combat system is primarily designed for skirmishes and street fights. In combat situations where many combatants are involved or where ranges are very long, miniatures and floorplans might not be used. Therefore, all weapon ranges and range modifiers are given in meters as well as in squares (1 square = 1.5 meters = 5 feet).

Making initiative rolls for every participant in a large combat situation could be tedious. Instead, take a piece of paper for every combatant, write his or her name on it, and shuffle them together. In the beginning of each CR, randomly pick one of them to determine who begins. When that character is done, pick another piece, and so on. Characters with high COR (say 15+) get two pieces each, doubling their chance to move early (when the second one is picked disregard it).

SPECIAL SIGHTS MODIFIERS

LASER SIGHT. With a red-point laser sight, aimed attacks take one action only. «Accurately aimed» aimed attacks take two actions instead of three. Range 100 meters.

TELESCOPIC SIGHT. Divide range with magnification to get new range, when calculating range modifier. Weapon can not be used for aiming if range is less than [magnification factor x 10 squares].

Example: A weapon with a x6 telescopic sight may not be used for aimed attack if range is shorter than 60 squares.

NIGHT SIGHT. Night sights can work in many different ways, but the effect is that negative light modifiers are canceled. Some have limited range, other designs can't see through rain or snow, while some have no limits what so ever.



COMBAT MODIFIERS

The following are modifiers specific for combat situations. Also, see the general modifiers given in the «Fields of Expertise» section of the rules.

SITUATION	CS MODIFIER
Rapid volley attack.....	-4 to -10
Area Spray.....	-3
Charging (missile).....	x0.5 (rounded up)
Charging (melee).....	-4 or -8
Aimed attack.....	+3 to CS, OR ±5 to hit location roll
Attacking someone covering up.....	-5
Attacking someone partially covered up.....	-3
Running target.....	-3
Rapidly moving target.....	-5
Dark (dusk, dawn, shady alley).....	-1
Very dark.....	-5
Target static (unconscious, etc.).....	+2
Attacker wounded.....	-1
1 hit left in «attack arm».....	-5
Range.....	varies

SITUATION	# AVOID ROLLS ALLOWED/REQUIRED
Single round attack.....	1 Avoid roll
Burst attack.....	1 Avoid roll goes for both attack rolls
Full automatic attack.....	Separate Avoid rolls must be made for each successful attack roll
Rapid volley attack.....	Separate Avoid rolls must be made for each successful attack roll
Area spray attack.....	1 Avoid roll with +3
Grenades.....	1 Avoid roll must be made against each shrapnel
Incinerators.....	1 Avoid roll goes for entire attack
Shotguns.....	Successful Avoid roll halves the damage, but doesn't avoid the attack
Taking cover.....	Any number of Avoid rolls may be made during the round, but nothing else
Covering up.....	As normal

STUNNING AND SHOCK RESISTANCE

Optional Rule: Every time you are hit, you are stunned and lose one action unless you succeed in making a shock resistance roll, a Normal PHY roll. If you succeed, nothing special happens. Non-heroic characters, such as innocent bystanders, pedestrians that happen to be in the way, etc., are automatically transformed into screaming bundles when hit, and the remain in this state until attended to.

FIRING AGAINST OBJECTS

Making attacks against vehicles and buildings works almost like ordinary combat, except that the GM may have to make up a table for hit loca-

tions. Also, it is possible to fire through walls and shelters, both of which are treated as if they had armor. The AVs for different materials are given in the table.

MATERIAL	AV
Wood	1 per inch
Stone	3 per inch
Steel	5 per inch
Normal indoor wall	6
Normal outdoor wall	15
If you're firing at a moving vehicle, the GM should apply a negative modifier of -3 to -15.	

COMBAT EXAMPLE



Martin, McBride, with the highest initiative, is supposed to act first, but instead he chooses to move last of all, so that he can wait and see what happens.

1 Crook #1 makes his three actions (moves, fires at McBride, and moves again). The attack is successful despite the -2 penalty for range, and McBride spends one action trying to avoid the attack. He makes the Avoid roll, and nothing happens except that McBride loses one action.

2 Martin also has three actions. He fires twice at Crook #1 and saves his last action for later. He has a -1 penalty for range (7 squares). The second attack is successful, and since Crook #1 has already used all his actions, he may not avoid. Martin rolls hit location, a <20! Crook #1 takes 4 hits in the head and passes out.

3. (CROOK #2)

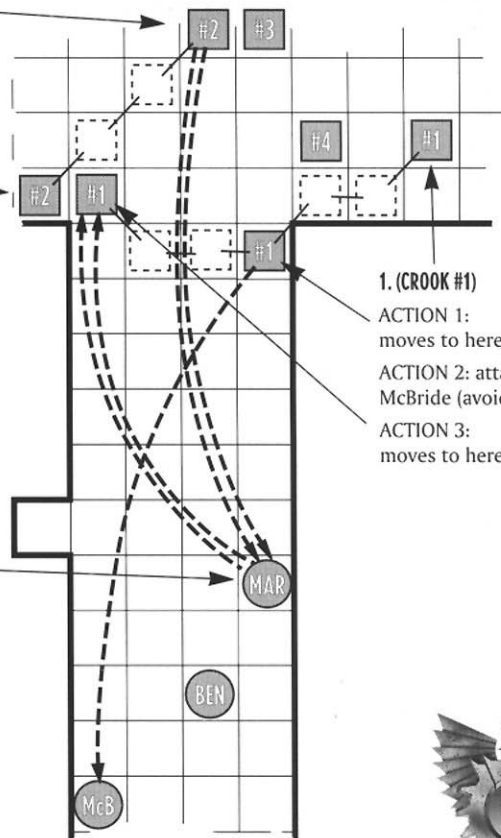
ACTION 1: attacks Martin (attack avoided)
ACTION 2: attacks Martin again (miss)
ACTION 3: moves to here

2. (MARTIN)

ACTION 1: attacks Crook #1 (miss)
ACTION 2: attacks Crook #1 again (HIT!)
ACTION 3: saved (used later to avoid attack from Crook #2)

1. (CROOK #1)

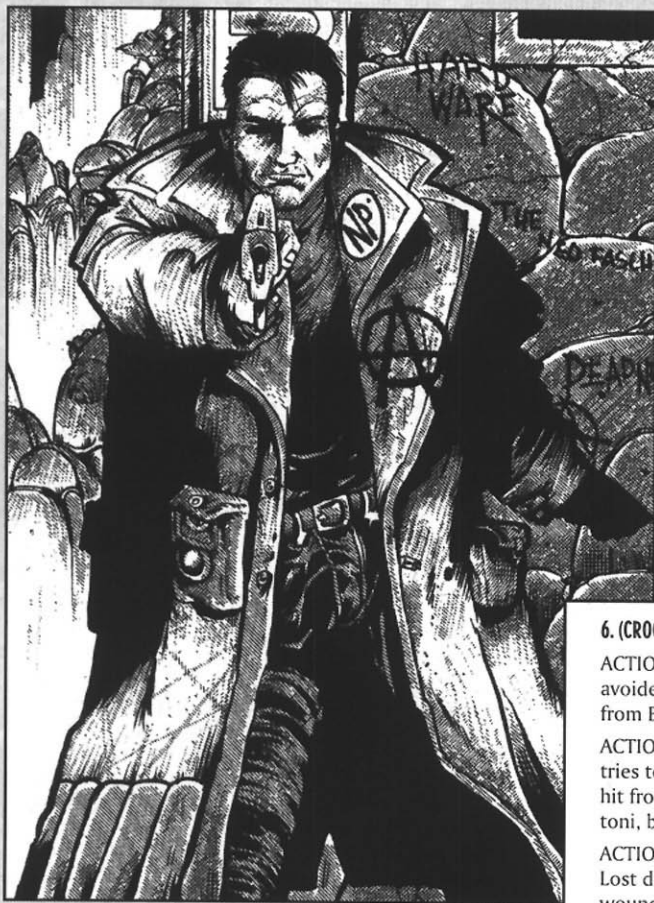
ACTION 1: moves to here
ACTION 2: attacks McBride (avoided)
ACTION 3: moves to here



McBride and his two friends Martin and Bentoni are ambushed by four gangsters in an alley (all combatants have three actions and no armor). The players each roll for initiative, and GM rolls for the crooks. The results are:

McBride	16
Crook #1	14(8)
Martin	14 (5)
Crook #2	13
Crook #3	9
Bentoni	8
Crook #4	5

Since both Crook #1 and Martin had the same result, they rerolled 1d10 each, and since Crook #1 had a higher result, he got the initiative over



3 Crook #2 fires once at Martin, who is closest, hits, and Martin uses his single saved action to avoid. He makes the roll, so nothing happens. The crook fires another time, misses, and spends his third action moving into cover behind a corner.

4 Crook #3 makes a full automatic attack at Martin, who may not avoid any more. The first roll (with the Pistol skill, since he holds his CAR-24 in one hand) hits, and Martin takes 3 hits in the chest. Also the second roll (skill: Light Automatics, since the CAR-24 only has a STR requirement of 15) succeeds, 4 hits in the right arm, but the third roll fails. Crook #3 continues with his second action, another full automatic attack at Martin. The first roll is a hit, another 3 hits in the chest, but the second roll misses (and therefore no third roll is made). Martin, who only saved one action for avoiding, is now badly wounded. Crook #3 uses his last action to move away from the player characters' line of sight.

5 Bentoni hasn't done anything so far. He spends his first two actions to move up to a good position to fire at both Crook #3 and #4, who stand in adjacent squares. He spends his third action to make a rapid volley attack with four bullets, two at each target, which means he has -8 on all his attack rolls (no range penalty, though). The first bullet hits Crook #3 in the right arm inflicting 6 hits, rendering it useless. The second hits Crook #4, who spends his first action of the round to avoid it easily. The third bullet, aimed at Crook #3, misses, and the fourth hits Crook #4, who spends his second action, trying to avoid it. He fails and takes 5 hits in the stomach, meaning he has only one Body Point left there.

6 This means that Crook #4 loses one action per CR, and since he has already spent two actions on avoiding, he may not do anything more this round.

7 It's finally McBride's turn. He has spent one action on avoiding and has two left. He is last and can summarize the skirmish so far. Crook #1 has passed out; #2 is OK, standing behind the left corner; Crook #3 got his right arm shot off, even though he covered up behind the right corner; and Crook #4 is seriously damaged in the stomach. McBride decides this is a good opportunity to use his Tirpitz shrapnel grenade. He aims at the square immediately left of Crook #3 but fails with his skill roll. The GM rolls 1d10, a «4», and consults the Grenade Chart to see where it lands—at Crook #4's feet!

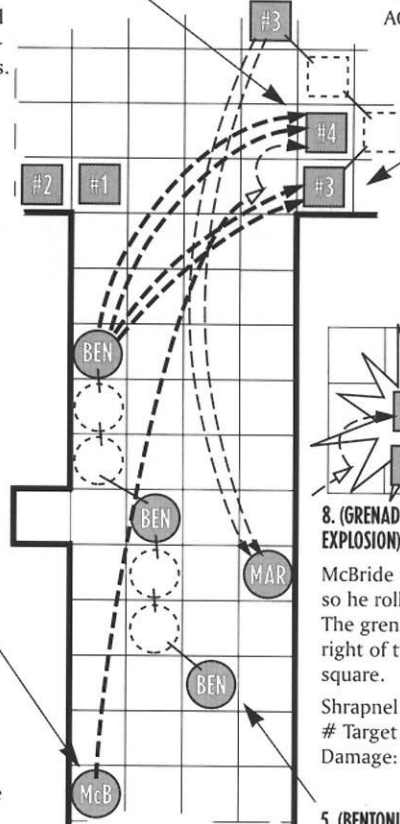
8 The grenade inflicts 1d6+1 of damage in 1d4 body parts on both Crook #3 and Crook #4, and none of them may avoid (they have no actions left)! McBride rolls damage for Crook #3—3 hit locations: 4 hits in right leg, 2 hits in the stomach, and another 6 hits in the right arm, making it critically wounded. As for Crook #4, McBride rolls a 1 when rolling 1d4 to determine the number of hit locations, meaning that only one body part is damaged. He rolls hit location, a 12! Another 3 hits in the stomach, and Crook #4 is also out.

6. (CROOK #4)

ACTION 1: avoided hit from Bentoni.
ACTION 2: tries to avoid hit from Bentoni, but fails.
ACTION 3: Lost due to wounds.

4. (CROOK #3)

ACTION 1: Full auto against Martin (2 x hits)
ACTION 2: Full auto against Martin (1 hit)
ACTION 3: moves to here



7. (MCBRIDE)

ACTION 1: successfully avoided attack from Crook #1
ACTION 2: arms grenade
ACTION 3: throws grenade, but misses and rolls for deviation.

8. (GRENADE DEVIATION & EXPLOSION)

McBride missed his attack roll so he rolls for deviation; a «4». The grenade lands beyond and right of the intended target square.
Shrapnel Range: 1 square
Target Areas: 1d4
Damage: 1d6+1

5. (BENTONI)

ACTION 1: moves
ACTION 2: moves
ACTION 3: rapid volley (hit #3, hit #4 avoided, miss #3, hit #4)

MUTANT CHRONICLES



– BOOK II: THE LIGHT –



And so Nathaniel gazed over the worlds, and all he saw was evil. The worlds were filth and waste, decay and destruction. Civil wars were waged on endless battlefields, and brother fought brother in the chaos we had inherited. We had turned the cradle of humanity into a burial pit. Traitors and renegades hid in the dark. Outside the borders of the cities, mutants and beasts from the pits of Darkness roamed.

Then the veil was lifted, and Nathaniel saw the Light. He saw the winding road to salvation and he felt the warmth of the cleansing fires that would burn the filth away and once again brighten the world. A great power surged through Nathaniel, and he found that he could shape the powers of the Light at will. He once again gazed over the world, and spoke:

«Let this be the end of Darkness and the beginning of the triumphant Light that will shine over the human worlds forever.»

And around him he gathered those of faith, and they called him their leader. So it was that the Brotherhood was formed to do battle against the Darkness. Nathaniel was the first of our sacred Cardinals.

He raised the banners of the just and right and lit the fires of redemption. And their light did shine over the worlds, filling the skies. And the fallen did end their wars and looked to the Light and wondered what it would bring.

– *The First Chronicle, The Arrival of the Darkness and the Calling of the Cardinal,*
by Alexander Horatio

THE CALLING OF THE CARDINAL

The Brotherhood has been endowed with a mission to eradicate the Darkness around and within us. This is the Calling of the Cardinal. This mission is the all-governing policy of the Brotherhood. Anything interfering with the Calling is dealt with swiftly and with extreme measures.

The mission is based on the Word, as it is interpreted by the Cardinal, and the Third Directorate. The Calling of the Cardinal is central to the mission, and the Brotherhood relies heavily on its charismatic leaders to personify the Calling.

The phrase «The Calling of the Cardinal» can be found all over the system, shouted on the battlefields, sprayed as graffiti on walls and spoken in the preaching of the Inquisitors.

and assigned him the task of compiling the knowledge of the Brotherhood into a Chronicle. As the first Cathedral was erected, Alexandros personally carved into its sacred marble walls the First Chronicle, out of reach of the Darkness.



THE CHRONICLES

In the early days, Cardinal Nathaniel recognized the influence of the Dark Symmetry in the written word. When studying the ancient tomes, registers and scrolls summarizing the history of humanity, everything he read was perverted by evil and infested by the Darkness.

So Cardinal Nathaniel summoned his Lord Scribe Alexandros to appear before the Curia

To further deny the Dark Symmetry any chances to distort the flow of history, there was an order from the Cardinal himself on the handling of the Chronicles. No man or woman for times eternal would be allowed to duplicate the Chronicles.

As more Cathedrals were erected, further Chronicles came to adorn their indestructible

THE BOOK OF LAW



The Word has been collected into one gigantic tome: the Book of Law. This book forms the basis of the mission and the Inquisition. All the faithful carry a copy of the book with them wherever they go.

The book is written on sacred paper manufactured by the Mystics of the Brotherhood. Each copy is handwritten by the disciples of the Third Directorate in halls protected by the powerful Mystics and their apprentices.

The Book of Law is used by the preachers of the Mission when addressing the masses. It is used by the sacred brethren when offering advice and solace to the faithful. It is used as a law book by the Inquisitors.

Wherever the Brotherhood can be found, there will also be the Book of Law.





walls. The Chronicles were inscribed so that they would be untouchable to the Dark Symmetry and to last as long as the Brotherhood itself.

Today, the number of Chronicles has reached eight, each one engraved into the walls of a Cathedral. The Chronicles are forbidden words to speak or write, and not even the Keepers of the Art themselves dare at anytime divulge even one word of the sacred scriptures. It is forbidden to speak the Chronicles on penalty of death.

The pillared halls of the Cathedrals are always filled with apprentices of the Brotherhood who silently learn the Words by heart. Commoners and visitors are allowed entrance under very strict surveillance only. Photographers are executed on the spot.

THE ART

Under the guiding light of the Cardinals, the Brotherhood learned how to tap into ancient powers long lost to common folk. When this source of power was opened up, the Mystics devoted their lives to understanding and ultimately controlling this new force.

Though several lifetimes have been spent studying this force of life, precious little has been learned. It is known that it can be controlled by beings pure of thought and soul, and shaped into different forms, both for offensive and protective purposes. And it is not only for destruction that the power can be used.

Mystics who have devoted their life to the Art of Premonition have achieved powers of perception far beyond the normal senses. These Mystics spy into the future trying to predict the flow of time. They search the minds of millions upon millions, searching for even the most meager trace of Darkness and evil. They peer into



Valkyrie

CHRONICLES AND CHRONICLERS

THE FIRST CHRONICLE (the Luna Cathedral): *The Arrival of the Darkness and the Calling of the Cardinal* by Alexander Horatio

THE SECOND CHRONICLE (the Heimburg Cathedral): *Ilian and the Dark Symmetry* by Plinius Varro

THE THIRD CHRONICLE (the Longshore Cathedral): *The Corporate Wars* by Valerius Catullus

THE FOURTH CHRONICLE (the San Dorado Cathedral): *The Arrival of Semai and Muawijhe* by Lapidus Asolvos

THE FIFTH CHRONICLE (the Burroughs Cathedral): *Algeroth and Demnogonis* by Horka Mikhalos

THE SIXTH CHRONICLE (the Volksburg Cathedral): *The Crusades and the Inquisition* by Galileo Achrostidies

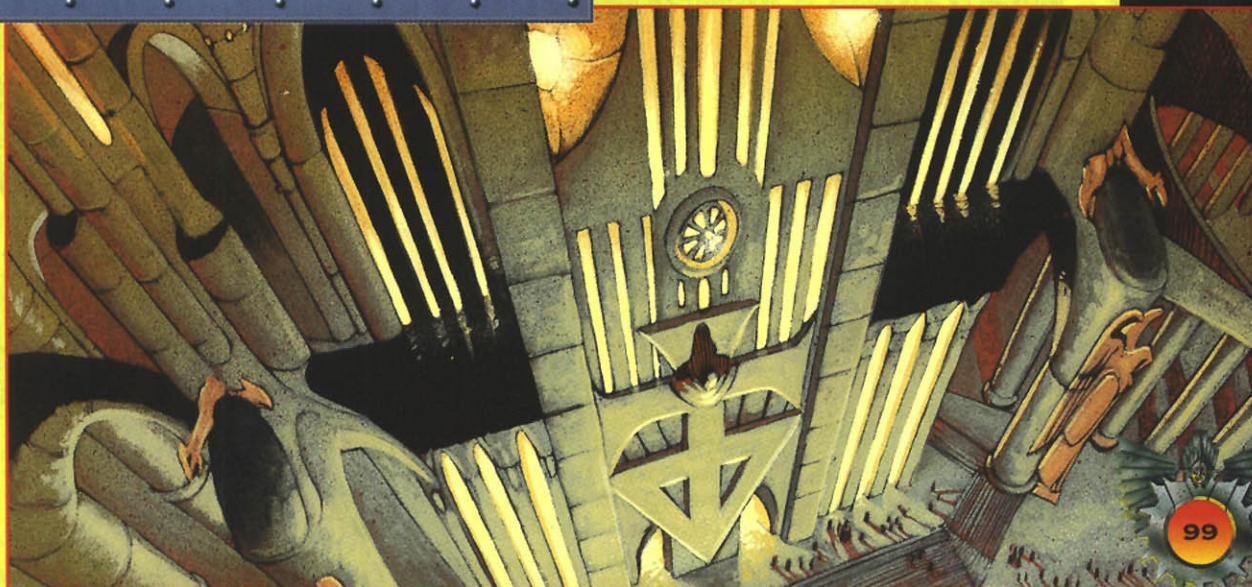
THE SEVENTH CHRONICLE (the Gibson Cathedral): *The Venusian Fury* by Pius the Elder

THE EIGHTH CHRONICLE (the Fukido Cathedral): *The Megacorporations and the Cartel* by Lucretius Marcellianus

the darkest chambers of the Dark Legion, trying to find the way to their undoing.

But the future is not their only domain. The Mystics also search the past, scribing the events that shaped our present age.

The powers of the Mystics and the different ways of controlling the Art are described in the section «The Art».



STRUCTURE

The order of the Brotherhood is strictly hierarchical. The leader is the Cardinal, and directly under him is the Curia. The Curia is a council of highly ranked brethren who govern the Four Directorates. Each of these Directorates takes care of the different cells under its authority.



THE CARDINAL

The Brotherhood is led by a worldly and spiritual leader, the Cardinal. His power and enlightenment are unquestionable. He has been given the authority to rule the Brotherhood until he is called into the Light. His Calling, and final goal, is to purge our solar system of all infestations of evil, be they the Dark Legion, mutants or cesspits of plague and degeneration. This eternal Calling is carried on from Cardinal to Cardinal, and it will be their eternal mission until they have succeeded.

The powers invested in the Cardinal gives him an insight into the spiritual world unequaled by any living being. The Cardinal is the absolute supreme leader. He is at the same time supreme commander of the military forces of the Brotherhood and the High Inquisitor, the wisest and most powerful of Mystics and the foremost preacher of the Word.

THE CURIA

Directly under the Cardinal is the Curia. This council is made up of highly esteemed

brethren whom the Cardinal appoints to govern parts of the Brotherhood's sphere of influence. Brethren assigned to the Curia remain members for life.

The Curia directly governs the four Directorates and is vested with the power to perform internal inquisitions, investigations and purgings. The Curia only answers to the Cardinal and the High Inquisition.

THE FURY. The Fury Elite Guard is the Cardinal's and Curia's own personal elite troops, responsible at all times for their physical well-being.

THE FOUR DIRECTORATES

Under the Curia, the four Directorates run the Brotherhood. These are departments within the Brotherhood devoted to one aspect of the Brotherhood's cause. They all have one area of responsibility and have almost unlimited authority within this area. Each Directorate is divided into cells, and each cell has its own network of departments under it.



Bishop Dominic of Luna

CARDINAL DURAND. Cardinal Durand has governed the Brotherhood longer than any living person can remember. Before he was called upon to lead the Brotherhood, he was the greatest Mystic and Sacred Warrior ever known. His insights as Inquisitor were remarkable, and he could wield the ancient powers as none other before him.

Durand is an imposing man and wears armor which outshines even those of the Sacred Warriors or the Inquisitors. He is involved in all matters concerning the Brotherhood. Cardinal Durand is always ready to lead his elite guard to battle against the Dark Apostles.

The Cardinal is the most charismatic man in the solar system. He stands over two meters tall, and his broad features are enhanced by the armor and the flowing capes he wears. He is normally dressed in this combat armor, brandishing the Bringer of Light in one hand and a holy automatic gun in the other. Over his shoulder, secured by a golden chain, hangs the Book of Law, forever by his side.

Durand's sword, the sacred Hammer of Holiness, was once the weapon of Nathaniel, the first of the Cardinals. Since his death, it has been passed down from Cardinal to Cardinal. It has been blessed by the powers of the Light, and it bestows holy powers upon its rightful wielder.





THE MYSTICS



The First Directorate is that of the Mystics. It is divided into three major cells: the Distorters, the Seers and the Chancellors.

The *Distorters* use the Art to manipulate reality, to create physical phenomena for offensive, defensive and divertive purposes. They are the masters of illusion and of the distortion of the elements.



Keeper of the Art

Those Mystics devoted to the secrets of the mind are titled *Chancellors*. They use their powers to search and manipulate the minds of sentient beings. They have the power to look behind the normal mental barriers to understand people's thoughts, memories, feelings, emotions and subconscious activities. They are possibly even more feared than the *Distorters*.

The *Cell of the Seers*, divided into the *Cell of the Prophets* and the *Cell of the Chroniclers*, researches the past. They draw upon mysterious powers to look back into our history and gaze into our future. Their apprentices perform the eternal task of writing down the current events of the world and depicting the flow of the Dark Symmetry for future *Chroniclers* to interpret. Also, the *Seers* channel the energy of the dynamic future and try to predict the flow of history.

The *Keepers of the Art* are the most mysterious of the Brotherhood's Mystics. They have, in their chosen field, attained such insight as to rival that of the Cardinal. They are extremely powerful and form the inner circle around the Cardinal, acting as his advisors in mystic matters.

THE INQUISITION

The Second Directorate is the Inquisition. This organization is divided into several minor cells. The most important are those of the *Inquisitors*, the *Intelligence* and the *Sacred Warriors*.

The Inquisition is the Cardinal's most important means of completing his enormous task. This organization controls all the Brotherhood's military forces in direct confrontation with the Dark Legion. All campaigns are led by *High Inquisitors*.



INQUISITOR. The Inquisitors are the most imposing soldiers of the Brotherhood. Dressed in enormous battle armor, these formidable warriors can cut down almost any enemy with their might. Their large helmets are designed according to an ancient tradition and contain advanced electronic equipment and vision enhancers. They often wear cloaks adorned with the runes of the Brotherhood.

The Inquisitors are armed with a large-caliber handgun and always carry the Book of Law.

INQUISITOR MAJORIS. These are senior Inquisitors, and they are distinguished by their black cloaks. Another distinguishing feature is their helmet, which indicates the rank of the Inquisitor Majoris.

KEEPER OF THE ART. The Keepers of the Art are strange Mystics with an unmatched insight into the ancient Art. They are often dressed in heavy armor which includes extensive life-support systems. They always wear their helmets. Few have seen a Keeper without the stately robes.





The Inquisition searches for Heretics that have fallen under the sway of Darkness, and it seeks out the agents of the Dark Legion all over our solar system. The Inquisitors stage trials and investigations condemning those who have weak souls. They are forever searching for those who have collaborated with the Darkness. Spreading the cleansing fire, the Inquisition has the authority to act on any judgment it makes. The Inquisitors themselves are always ready to carry out their sacred mission.



MORTIFICATOR. The assassins of the Brotherhood, they are dressed in traditional black garments with a black cloak used to confuse enemies in combat. The helmet is the traditional Inquisitor helmet with several advanced targeting and sensor systems. The Mortificator's combat harness is also distinctive. It keeps a grappling hook and several types of grenades. The Mortificators are armed with the twin-edged Mortis sword and a Nemesis handgun.

to as the Mortificators. The Mortificators are Inquisitors who specialize in stealth and covert missions.

The Sacred Warriors are the Brotherhood's elite soldiers for the battlefield. Sacred Warriors can be found fighting side by side with corporate and Cartel forces on nearly every planet in the system.

The Intelligence are the eyes and ears of the Inquisition. They are deposited covertly throughout the solar system and assigned to search for signs of the Dark Symmetry. Your neighbor might actually be working for the Intelligence, reporting your every move.



The Inquisitors are the elite members of the Brotherhood, possessing powers beyond normal humans. Highly trained in the Art of Warfare, they are among the most formidable warriors humanity has ever produced. They are rivaled only by the best of the Sacred Warriors and the Doomtroopers. They are vested with an enormous authority and will never hesitate to use whatever force is necessary to eradicate evil from the worlds of humanity.

The special forces of the Inquisition which are assigned for pure assassination missions are referred



Mortificator



THE MISSION



The Third Directorate is often referred to as the Mission. It is the task of this department not only to bring forth the message of the Brotherhood, but also to keep it and nourish it so that it will not be lost in the Darkness of our times.

This is the largest of the Directorates and is divided into the greatest number of cells. The most important of these are the Cells of the Mission, the Artifacts and the Scribes.

The *Cell of the Mission* spreads the Word in all manners of ways. Using both its own and the corporations' media channels, the Brotherhood hammers the viewers with messages on how to be a good citizen and how to recognize the spread of the Darkness. Preachers walk the streets, and missionary groups visit factories to spread the Word and give the people something to believe in. Through these agents and the media, the Mission spreads the Word to billions of people.

It is the task of the *Cell of the Artifacts* to keep and preserve all those holy—and unholy—artifacts that have seen the light of day since the age of Cardinal Nathaniel. These learned men and women, often scientists and Mystics, have the responsibility of tracking, researching and storing these items of power. The *Cell of the Artifacts* also destroys those items which are too dangerous for humanity to keep.

The *Cell of the Scribes* has a tedious but important task, that of updating and learning the *Chronicles* and the *Book of Law*. The Scribes must preserve the true readings of all parts of the Word. Under the watchful eye of the interpreters—the

Archivists—and the *Inquisitors*, the scribes fill the scriptoriums in this endless but essential task. No faith is put in mechanical devices as a means of copying the Word. Too many machines have been infested with the *Dark Symmetry* for them to be reliable.

THE VOW OF THE CARDINAL

Upon entering the Brotherhood and before being elevated to the First level of perfection, every apprentice has to swear the Vow of the Cardinal, pledging to obey every word of a superior, to reveal everything of Darkness and never to go against the Brotherhood.

LEAVING THE TRAIL

Defecting from the Brotherhood is regarded as an act of heresy and punished accordingly—with purging. This is not out of malice. In the wrong hands (i.e., the hands of a follower of Darkness), a scholar of the Art might become extremely dangerous. The secrets of the Brotherhood are too many and too dangerous to be spread among the common people. Therefore, Apostates are hunted even more frantically than Heretics.



Missionary



Administrator

THE ADMINISTRATION

The most worldly of the Directorates is the Fourth: the Administration. It is involved in the everyday running of the Brotherhood as well as the supervision of the activities of the megacorporations. Most of the people working within this Directorate are diplomats or businesspeople.

One of the main focuses of the Fourth Directorate is to ensure that the Brotherhood has enough resources to carry out its Mission. These resources are partly generated by conquests and through donations from the faithful, but a large part of income stems from the Brotherhood's financial involvement in the megacorporations. Through shares in associated enterprises, the Brotherhood can control parts of the operations of the corporations. This power is sometimes used to make demands or to have the corporations back down on important issues.

The diplomatic operations of the Fourth Directorate are extensive and are carried out within the Cartel as well as within the megacorporations. The diplomats of the Brotherhood are extremely skilled and ruthless. They regularly employ threats of violence, excommunication or inquisitorial investigations.



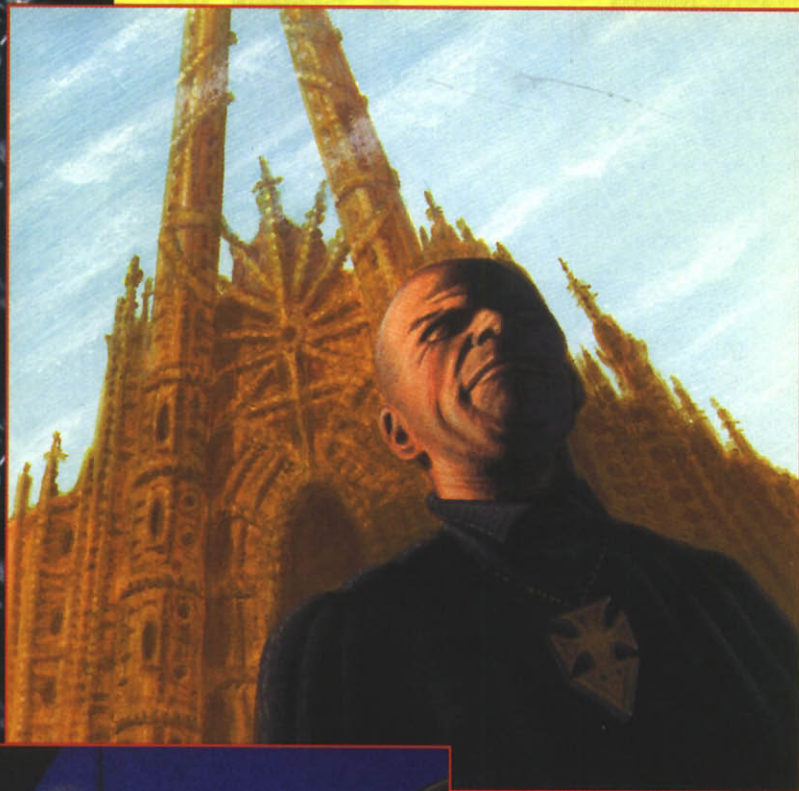


THE BROTHERHOOD



THE CATHEDRALS

THE CATHEDRALS



In places where the Brotherhood has established a strong presence, it is customary to erect a Cathedral.

The Cathedral is adorned with immense towers, swirling spires, leaded windows and stone gargoyles. Arches and huge domes create an atmosphere of serenity and piety. Statues of holy martyrs and sacred warriors stand in the open courts, while busts of all the Cardinals gaze down upon their followers in the endless hallways. All of these architectural details create the impression of force, power and invincibility.

A Cathedral acts as a symbol of the movement and as a gathering place for the followers. All Cathedrals are sacred places which are dedicated both to the faithful and to the activities of the Brotherhood. The enormous Cathedrals house military bases, secret organizations and the dungeons of the Inquisition, as well as vast halls devoted to meditation. In larger Cathedrals, there are deep catacombs given to the Scribes for storing the immense libraries of the Brotherhood.

The largest Cathedral is, of course, the Sacred Dome on Luna which contains the sacred tomb of Nathaniel, the first Cardinal. The second largest Cathedral—the Hieronymus Dome—stands in Fukido on Mercury. The third in size is in San Dorado, Mars.

MILITARY

The military forces of the Brotherhood are many and diversified. The most famous are the elite guard of the Cardinal—the Fury—and the devoted soldiers of the Inquisition—the Sacred Warriors.

THE FURY

The Fury consists of veteran soldiers with years of service within the Brotherhood, who have proven their devotion to the cause. This body of soldiers acts only on orders from the Cardinal or the Curia. The Fury are kept separate from the rest of the Brotherhood. They are trained by the Cardinal and the Keepers of the Art. Only hand-picked Inquisitors are allowed to command the Fury in battle.

APPEARANCE. Fury Elite Guard are easily recognized by their armor, which has been designed with traditional values in mind. The armor covers the whole body. Weapons used by the Guard are the Deliverer battlesword and the Retributor Carbine. They rarely wear helmets. Guards also carry the holy Punisher gun in a holster, and fastened to their belts is a small bag carrying the Book of Law.



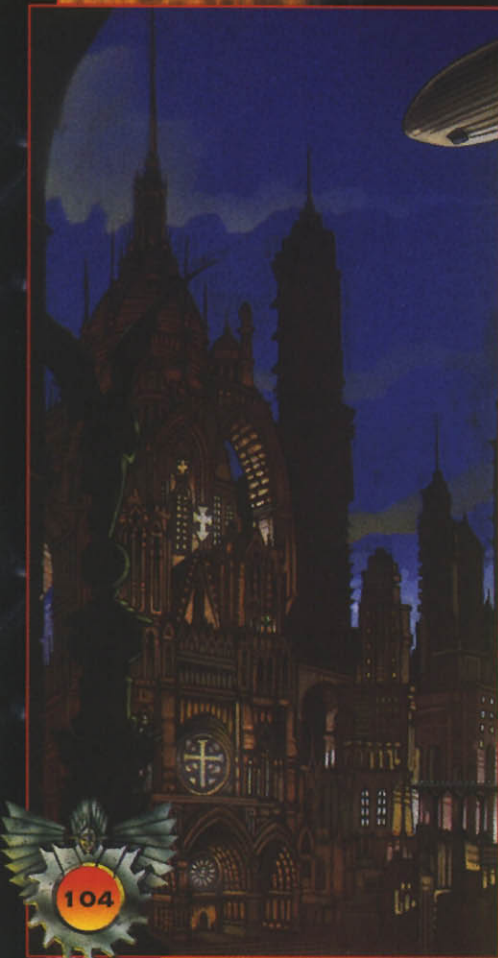
Fury Elite Guard

THE TROOPERS

The remainder of the military might of the Brotherhood is governed by the Inquisition. This covers everything from common troops to the elite special commandos that have gathered under the banners of the Brotherhood to do battle against evil. This common goal and the work of the Third Directorate has resulted in a very high morale within the armies of the Brotherhood. Deserters are few and far between, and the fear of the Inquisition is as tangible as the fear of the evil Darkness.

The soldiers of the Brotherhood are picked from the organizations of the Brotherhood, the megacorporations and the free enterprises. The bulk of the Brotherhood's troopers are made up of volunteers who are rigorously screened before they enter the Cardinal's service.

All soldiers who join the forces of the Brotherhood receive training in the Art of Warfare, but they are also given lectures from the Book of Law.





Brotherhood Trooper

factor in common: complete devotion to the cause of the Brotherhood. They have been given the task to eradicate evil from our solar system, and nothing will stop them.

The demands on a Sacred Warrior are heavy, and few applicants are given the honor. Those who make it are highly esteemed and gain certain privileges no other citizens enjoy. They are often sent directly to the worst combat areas of the system. Torn by war and infested with evil, these battlefields provide the ultimate test of faith for the Sacred Warriors. They often operate behind enemy lines and form strategic spearheads when major offensives are launched.

The Sacred Warriors are never used against troops not associated with the Dark Legion. But as the rot spreads within our system, it is difficult to tell when evil is at large. So the Sacred Warriors battle on.

APPEARANCE. The Sacred Warriors are drawn from every level of our society. Their armor has broad shoulder pads and intricate decorations on the armor plates. They carry an Avenger sword, the Protector Power shield and the Book of Law in a chain hanging from their belts.



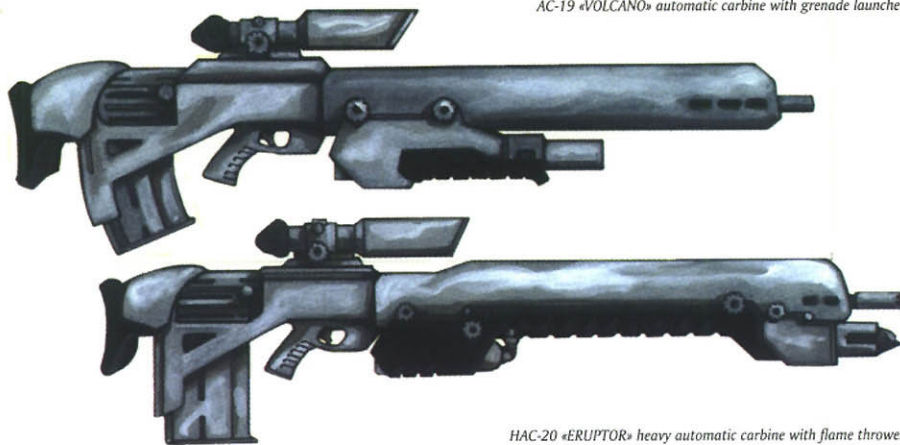
Sacred Warrior

APPEARANCE. The standard Troopers of the Brotherhood do not differ much from their counterparts in the megacorporations. Their coveralls are the standard Brotherhood gray and white. Their equipment is similar to many other troopers. They are armed with a heavy assault rifle and carry a handgun in their belts.

The Elite Troopers are given more advanced armor than the mere troopers. This armor often covers the whole of the body and provides the trooper with good protection against enemy attacks. The design of this armor is based on the armor of the Inquisitors, but Elite Troopers wear a simple tunic over their armor instead of the cloaks favored by the Inquisitors.

THE SACRED WARRIORS

The Sacred Warriors are the very finest of the fanatical soldiers who take part in the battle against evil come from every part of society. These Brotherhood troopers sign up alongside megacorporate Doomtroopers. They have one



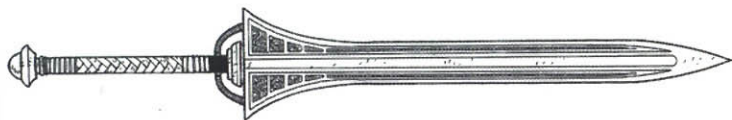
AC-19 «VOLCANO» automatic carbine with grenade launcher

HAC-20 «ERUPTOR» heavy automatic carbine with flame thrower

AVENGER SWORD

The large Avenger swords are used by most Inquisition Troopers as close combat weapons. They come in many different versions, with the most advanced having multiple integrated sensor and alert systems.

W	L	STR	DAM (1H)	DAM (2H)	COST
5.7	114	16	1d6+1	1d6+3	24,600



MORTIS SWORD

The Mortis swords are forged using the ancient smithing methods of Mishima's most skilled swordsmiths. Today, they are only used by the Mortification and a few special units within the Mishima security service. They are extremely sharp, easy to handle and easily concealable. The scabbard can be used as a blow-gun.

W	L	STR	DAM (1H)	DAM (2H)	COST
1.7	65	8	1d6	1d6+1	37,500





THE ART

The Art is the merchants' name for the mystical astral powers that, with the proper training, can be used to manipulate reality. The Art was given to Cardinal Nathaniel so that he could do battle against the Dark Legion. It is a sacred source of power, and under the guidance of the Cardinal it has been thoroughly researched and sanctified. Despite intense study, the Brotherhood understands only a few aspects of the Art.

The Brotherhood has divided the known uses of the Art into three disciplines. The Art of Kinetics can be used to affect reality by thought rather than physical action. With Art of Kinetics, the Brotherhood has devised numerous uses in war and destruction. The Art of Premonition allows its practitioners, called the Seers, to spy on the Darkness while gazing out across the void and into the swirling clouds that shroud our past and our future. Although the Art of Premonition provides invaluable foresight for the forces of the Brotherhood, it is a fickle Art at best. The Art of Changeling includes wide-ranging capabilities such as mind reading, illusion and exorcism.

When the Sacred Domini teach the Art, they often describe and visualize the Art as the White Light. By reflecting, focusing, breaking and dividing the White Light into colors and patterns, the practitioners of the Art can create effects beyond the normal laws of nature.

— The Sixth Chronicle, *The Crusades and the Inquisition*, by Galileo Achrostidies



THE DIRECTORATE OF THE MYSTICS

The First Directorate of the Brotherhood is a mysterious organization devoted solely to studying the Art and to finding ways of using it for the benefit of the Brotherhood.



Apprentices sit in massive halls, going through the Tomes of Control while studying the flow of the Light and ways of shaping it into spells. The older brethren help in their education by sharing their power and experience with their younger adepts.

Within the First Directorate, there are three larger cells, which are each devoted to one dominant aspect of the Art: the Cell of the Distorters (the Art of Kinetics), the Cell of the Seers (the Art of Premonition) and the Cell of the Chancellors (the Art of Changeling).

These three cells all take part in training, shaping and preparing apprentices for their future as Mystics. After the apprentice has completed a series of rigorous exams and has successfully passed the First Trial, the apprentice may carry the title of Mystic and openly use his or her powers in the Art.

He let his eyes fall on the creature standing ten or twenty meters away from him.

It was tall, as tall as Thorsen, but it was not as heavily armored. It had broad shoulders with long, thin arms and hooked claws for hands. The armor was covered with writhing patterns, forever changing shape and color, like worms or maggots. From the creature's head sprouted fat worms, moving to a rhythm Thorsen couldn't hear, reaching out toward him, beckoning him closer. It was a Nepharite, one of Muawijhe's lieutenants.

Thorsen felt a surge of satisfaction. He had been right.

The Nepharite regarded Thorsen with an insane calm, a coldness that froze the air between them. Its features were twisted in a demented grin. As Thorsen watched, the Nepharite took two steps forward, bringing out a large, hooked sword from behind. The sword seemed to quiver as it was turned toward the Inquisitor. Thorsen could faintly hear a screaming wind from far dimensions.

Even though Inquisitor Thorsen knew it would be pointless, he brought up his Hammer and let it deliver three mighty thunderclaps. The Hammer's explosions filled the room with noise and the smell of cordite, but the shots were also followed by the laughter of the beast. The bullets had struck it in the chest, but it was unharmed.

With care, Thorsen holstered his pistol, never letting his eyes from the hideous apparition. He brought his hands to the sword sheathed on his back. The steel sang as it was removed from the scabbard, and the runes on the blade glowed. It shone with a clear, white light. Then Thorsen reached up and removed the clasps on his great helmet, revealing his dark and weathered features. As the helmet fell to the floor, the Nepharite took a step backward, regarding Thorsen with a puzzled face.

The Inquisitor was smiling.

This would be a battle long remembered.

TRUST IN THE LIGHT

The dark shape of Inquisitor Thorsen slid down from the opening in the sewer outlet. He was dressed in his heavy combat armor and carried his «Hammer», the trusted Punisher automatic pistol. It had taken him several hours to reach this far down into the catacombs and mazes under the city, but he knew that he was on the right track. The only diversions had been mutants, and he had let the Hammer fall mightily on them.

Silently he dropped to the floor of the room. It was dark, and the only sound was that of dripping water. Inquisitor Thorsen concentrated and let his feelings reach out to the far corners of the empty hall, searching for a sign of life—or death.

Then the wall at the far end suddenly lit up, and Thorsen was bathed in a sickly green light, his ears ringing with an insane laughter. His mind reeled back, and he instinctively erected a protective shield. Thorsen did all of this without moving an inch, never showing surprise or alarm.

He felt the shield shudder as something struck it, but it held fast, and Thorsen was unharmed.

THE MASTERS OF THE ART

Any mastery of the Art initially begins with a special talent. Perhaps the candidate, as a child, was different from the other children. He or she might see or hear things which no one else can sense. But innate talent is not enough to master the power of the Art. The Brotherhood shapes and tempers this ability with discipline and learning. The training takes several years and begins at an early age.

The Prophets, who carry the message of the Brotherhood to the masses, search out young talents and recruit them into the Brotherhood. These recruits have great opportunities to become powerful users of the Art.

Those who are not blessed with great inborn talent may still serve the Brotherhood. These young recruits are trained for years in the Word of the Brotherhood and also in the ways of War. These men and women, called Inquisitors, are the sword with which the Brotherhood defends and purifies humanity. Even though the Inquisitors also study the Art, they never rival the mastery of the Art which the Mystics achieve. The Inquisitors make up the bulk of the Second Directorate.

TO THE GAME MASTER. For the players, the only characters who control the Art are the Mystic and the Inquisitor. These two backgrounds are special and are described separately from the other backgrounds. Unless the player chooses to play a Mystic or an Inquisitor, that character can never learn the Art. If a player wants to use mystic energies, but does not wish to join the Brotherhood, the only other option is for the character to join the ranks of Darkness (see book 3: *The Darkness*, for more information on making a heretic character).

THE LEVELS OF PERFECTION

A Mystic is ranked according to skills and control of the Art. This is represented by levels of perfection, a measurement of how much power a Mystic is able to channel through his or her body to use on the spells. Levels do not indicate the number of spells known. They simply indicate how much power a Mystic can unleash.

For example, even an apprentice, without any level of perfection, is able to master all the spells of the Art, but he or she won't be able to channel the power required to use them. At the first level, a Mystic taps just enough power to make the effects perceivable, but at the 10th level, such a person can move mountains.

The higher the level of perfection, the more power a character holds, and the more respected he or she is. In theory, there are infinite levels of power within the Art, but few Mystics ever reach past the 10th. Those who do reach the 10th level are some of the most powerful beings in the universe. Mystics who reach levels beyond the 10th often join the secret society called the Keepers of the Art. Not much is known about the Keepers except that they answer only to the Cardinal. Many believe that the Keepers' exploits are kept secret to prevent the Apostles from finding out anything about them.

Using the light metaphor, your level of perfection determines how much Light you are able to channel through your body. Until you reach the first level, you can't even channel the faint glow of a burnt-out match, while at the 10th, you can master the all-consuming rays of a burning sun.

THE ASPECTS

There are many different approaches to channeling the Art and transforming its energies into spells with physical effects. These approaches are fundamentally different and give different results when used. Every different approach to the Art taps into only one aspect of the all-powerful White Light. Imagine that the Mystic is a prism who can divide the White Light into a variety of colors. Each color represents the different methods of the Art: red/Kinetics, blue/Premonition, green/Changeling.

Every such method—window—is in itself called an Art. The best known Art is the Art of Kinetics, used by many Inquisitors and the warbands of the Mystics. The two other major aspects are the Art of Changeling and the Art of Premonition. It is rumored that there are other obscure and ancient Arts which the Keepers use—but these are just rumors.

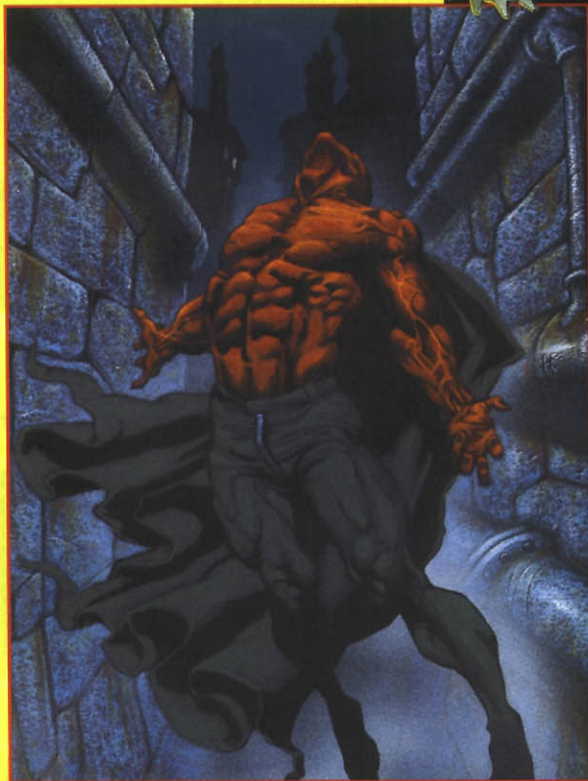
The three major aspects are described in detail further on in the text.

THE SPELLS

Within each Art, there are many different ways of manipulating the power—of reflecting, focusing and dividing the light. Each way is called a spell. Depending on how much power—light—you use for the spell, it can have different effects.

For example, using the Spell of Striking from the Art of Kinetics, you can do anything from bumping someone's shoulder to crushing a ribcage. Alternatively, you can reduce the impact and use its excess power to add a special effect to the spell (such as a burning flame).

During character generation, individual spells can only be purchased with Free skill picks.





Apprentice

BECOMING A MYSTIC

The only way to become a Mystic is to train from childhood. If the player chooses either Mystic or Inquisitor as their Archetype, the character has spent his or her life as an apprentice and begin the game as a first-level Mystic or Inquisitor. The Base Skill Values are calculated as normal, but the rest of the adolescence development is skipped.

The apprentice is given comprehensive training in the Art, namely how to control it and shape it into spells. All apprentices are given training in all three major aspects of the Art and so learn the different ways of approaching the channeling. In their future as Mystics, they can choose either to specialize in one Art or to attain a limited training in two or more Arts. The only way to become really proficient is to specialize in a single Art.

The only limit to how powerful a Mystic or Inquisitor can become depends on how much effort he or she spends and how specialized he or she wants to become. Only Free skill picks can be spent on learning individual spells.

The Inquisitors rarely attain higher levels than the fifth, since they spend their time tracking down Heretics and staging the purging trials, but exceptions do exist.

THE APPRENTICESHIP

Instead of normal elementary education, Brotherhood apprentices receive five picks in the Communications field of expertise and two picks in Movement. In addition to these, they get four Free picks to be distributed in the Combat, Firearms and Special fields of expertise only (none of these picks may be spent on spells). This replaces their elementary education and their rolls on the Adolescence Events Table, but they get Base Skill Values as normal.

As apprentice, you are not allowed to use your powers because of the strain on your body and the risk of the Dark powers which might enter your mind and turn you into a Heretic. Until you have learned how to protect yourself from this influence, you will not be given the rank of Mystic.

Your apprentice is now 16 years of age and may hopefully soon be elevated to the rank of True Mystic (perfection level 1) and begin with the background development. If you choose to be an Inquisitor, you must now choose which of the three Arts that you wish to master. You may only choose one, and this choice follows you for the rest of your life. As a Mystic, you may change which Art you study in between each background development period.

INSTANT JUSTICE

At the long table, seven men were seated, three at each long side and one at the head, whose back was turned to the large stained-glass window behind him. They were dressed in the suits common to the high officials of the Capitol corporation. A young man stood up and addressed his senior.

«Why has the Brotherhood demanded to see us here, today? I have better things to do than wait for them. We've been sitting here for two hours without a sign of them showing up.»

The man at the end of the table made an impatient gesture to the young man. His voice floated across the room, resigned and colorless.

«Sit down, Jenkins. They will come when they so choose. Remember that. As to why they want to see us, I can only guess.»

Six heads turned toward him, the question evident in their faces. Jenkins sat down, a frown creasing his forehead. The older man continued speaking as an answer to their silent question.

«Capitol is the most powerful free corporation on the worlds of humanity. We strive to give our employees the best, a freedom of mind and will. But this is not enough for everyone. There are those who crave for more power than they are given and who are willing to use any means to reach that goal. There are even those who would turn to the Dark Legion for aid.»

Jenkins regarded the chairman intensely, then let his gaze wander over the features of those gathered with him. Some looked anxiously back while a few turned their gaze to the table.



Exorcist Glove



Spellfinder Glove

«Pardon me, Mr. Krajicek. Are you telling me that the Brotherhood is coming here today to discuss infiltration from the Dark Legion? At what levels?»

The question was never answered. Suddenly the doors of the room burst open and the frame of the archway was filled with the imposing figures of two Inquisitors in ceremonial armor and garb. They were carrying the Book and a grotesque-looking pistol with a thick black muzzle pointed at the floor. The voice of the senior Inquisitor was filtered through the helmet, but you could still hear the threatening tone.

«Okogawa, Simmons, Banks.»

The three men stood up, caught in the spell of authority radiating from the Inquisitors.

«Mr. Krajicek.»

Casualty the two warriors lifted their guns, firing two shots each. The bodies of the men tumbled down, knocked the chairs back and finally rested in twisted shapes on the floor. Jenkins felt grateful that he was already sitting down, choking on the smell of blood and gunpowder.

Without another word, the Inquisitors turned and strode out of the room.



MYSTIC BACKGROUNDS

The background development differs slightly from that of the normal characters. The most important difference is that you can never become unemployed. Instead of being out of work, you are put in the scriptorium to penetrate the Art more deeply before being eligible for a new trial two years later.

INQUISITOR

Inquisitors must specialize in one Art only. They may never change their Art between background developments.

REQUIREMENTS:

STR 15, PHY 14, COR 16, INT 12, MST 9, PER 9.
Must choose the Inquisitor Archetype.

Combat & Firearms:	3
Communication:	3
Movement:	1
Technical:	1
Free:	4
Social Standing:	±0
PER Modification:	+2
MST Modification:	+1

MYSTIC

Between background development repetitions, Mystics may change which Art to be tried in. Mystics, as opposed to their Inquisitorial brethren, usually have a greater breadth of Art spells.

REQUIREMENTS:

STR 9, PHY 9, COR 12, INT 13, MST 13, PER 9.
Must choose the Mystic Archetype.

Combat & Firearms:	—
Communication:	2
Movement:	1
Technical:	1
Free:	6
Social Standing:	±0
PER Modification:	+1
MST Modification:	+3

DISCIPLE

This is the way you have to go if you don't stand up to a trial for elevation. Disciples are sent to the Scriptoriums for more study. It is not in any way considered dishonorable, but it surely slows your career to be at school for two years. But even the greatest Keepers have had their setbacks.

REQUIREMENTS:

As for the profession (Inquisitor or Mystic)

	INQUISITOR	MYSTIC
Combat & Firearms:	3	—
Communication:	2	1
Movement:	1	1
Technical:	1	1
Free:	3	5
Social Standing	±0	±0
PER Modification	±0	±0
MST Modification	+1	+2

PROCEDURE

1 Choose an Aspect in which you want to undergo trial (Kinetics, Changeling or Premonition). Inquisitors must choose one Aspect in which to specialize, but Mystics may change Aspects between repetitions.

2 Roll 1d20. If the result is lower than or equal to your INT, PER and your MST, you may continue. Otherwise you are deemed unworthy and must spend another two years of studies before being tried again. See «Studies» below.

3 Roll 1d10. If the result is higher than or equal to your level of perfection in the chosen Art, you pass the trial (10 is always a success). Continue at step 4 below. If the roll is Lower than your level of perfection, you may make the skill picks for your profession, but you are not elevated. Continue at step 5.

4 Raise your perfection level in the chosen Art by one.

5 Make your skill picks according to your profession (Inquisitor or Mystic—which Art you've chosen doesn't matter). Adjust your PER, your MST and your Social Standing. Add 2 to your age and apply any aging effects.

6 Repeat steps 1 through 5 until your character is ready to be part of the game. Since Inquisitors and Mystics are so special, the GM has to set a limit as to how proficient they may be in your game. Remember that only a handful of Mystics have reached over perfection level 10. The GM should set the limit before the character's development begins.

STUDIES. For each period of studies (which always takes two years), make skill picks according to the Disciple background. This is executed just like normal background development, but you don't acquire a new perfection level.

BACKGROUND DESCRIPTIONS

REQUIREMENTS. As normal. The requirements only have to be met the day you enter your life in the Brotherhood.

FIELDS OF EXPERTISE. The Combat & Firearms picks may be used from either of these fields of expertise. Only the Free picks may be used for spells. Others are treated as normal.

SOCIAL STANDING. A member of the Brotherhood always has Social Standing 5 until reaching level of perfection 6 in any of the Arts. Thereafter, the Mystic's Social Standing is equal to his or her level of perfection (10 is maximum, although Perfection can be increased beyond 10 by rolls on the special events table or by spending Hero Points).

PER MODIFICATION. As normal.

MST MODIFICATION. The extraordinary mental training that Inquisitors and Mystics receive is reflected by the fact that they get a modification to their MST every time the background is repeated. This is treated exactly as the PER Modification.





LEARNING SPELLS

Learning how to use spells is done in two steps. First, you have to learn the spells themselves, the phrases, gestures, patterns, etc. Second, you have to learn how to control the power, the Light, in such a way that the spells are effective.

Each of the three Arts can be described as three different fields of expertise, and in that sense, each spell is a skill.

Spells are developed exactly like any normal skill. They can only be purchased with the Free skill picks. You get a Skill Value in each spell, just like with normal skills, and when you use them, you make skill rolls just as normal. The perfection level you have reached only determines the effect of the spell, not your chance to use the spell successfully. Perfection levels can never be purchased. They are only earned through successful elevations (background repetitions).

THE BROTHERHOOD AND HERETICS

Because Mystics and Inquisitors are so in tune with the Art and the Dark Symmetry, both have the innate ability to sense any Heretic near them. If a Heretic is within 50 meters of a Mystic or Inquisitor, roll 1d20. If the roll is under the level of the Heretic, the Mystic or Inquisitor senses the corrupted evil of the Heretic. If the roll is equal to or over the level of the Heretic, nothing is sensed. Every Mystic and Inquisitor has this ability, regardless of their mastery of the Art.

THE BLESSING OF THE LIGHT

Every member of the Brotherhood, from the lowliest Missionary up to the Cardinals themselves, is trained in rituals to stave off the Darkness. They can bless anything from a scrap of cloth to a Cardinal's Crown to the ammunition in a righteous warrior's firearm. The ritual takes about five minutes, and can be performed anywhere with no special equipment. If the ritual is performed within a Cathedral, the effect is much more powerful. A blessing lasts until the object or person is destroyed, or until the blessing is superseded by a more powerful blessing (it cannot be superseded by a lesser blessing). Blessings on particular objects or persons are not cumulative, but a blessed person can gain the additional bonus of a blessed object.

Any taint of the Darkness in the soul of one who has been blessed will cause the blessing to be void. This is largely up to the GM's discretion, but if a roll is needed, make a MST roll (boosted by the blessing) against the DL of the temptation or other pallor of Darkness.

Apply the following bonuses to any rolls the characters have to make when dealing with the Dark Legion or the Dark Symmetry. These can be bonuses to damage, bonuses to temporary MST when defending against a Dark Gift, or additional MG when casting the Arts against a foul servant of Darkness.

CASTER	BONUS
Ranked Brotherhood member	the caster's perfection level
Bishop	+15
Cardinal	+20
Cardinal Durand	+25
OTHER MODIFIERS	
Cast in a Chapel	+1
Cast in a Cathedral	+3
Cast in The First Cathedral	+5
Cast on an object bearing the symbol of the Brotherhood	+5
Cast in the physical presence	-1 to 20 (i.e. a heretic's rank, of Darkness (GM's discretion) a Nephrite's MST, etc.)

USING A SPELL

It takes one action to use a spell, and it takes effect immediately. What effect a spell has depends on how much power you put into it. You have two limits for this: your perfection level and your MST.

The power put into a spell is measured in magnitudes (MGs). A spell of the first magnitude is the weakest, and a magnitude 10 spell is more than most Mystics are able to handle. The magnitude can normally not be higher than the perfection level that the Mystic has reached in the Art to which the spell belongs.

Further, each magnitude put into a spell causes the Mystic to temporarily lose 4 points of MST. Thus, a Mystic with MST 14 will not be able to use spells of more than the third magnitude. If the MST reaches zero, the Mystic passes out from the mental exhaustion. If the Mystic's MST reaches below zero, his or her soul withers and dies.

Temporarily lost MST points are regained by resting—one point per one hour of undisturbed rest (i.e., sleep or meditation).

MODIFICATIONS TO THE SKILL ROLL:

Normal spells:

- The Mystic's perfection level in the Art used is added to the Chance of Success (CS)
- The magnitude of the spell is always deducted from the CS.

Normal combat modifiers are also used in combat situations, e.g., modifications for stress or wounds.

Some spells affect the mind of the target, and in this case, use the following modifications. (Also, there are special rules for failure in many spell descriptions.)

- The target's MST is deducted from the CS.
- The magnitude of the spell is added to the (CS).
- The Mystic's perfection level in the Art used is added to the CS.

RESISTING THE ARTS

Normally, the Light is so powerful that normal people, and most Heretics, cannot stand up to it. That's why there's only one die roll to see if a spell activates, and usually no way to resist their effects.

However, player characters aren't normal people. If they are faced with a spell that affects their mind, they have the option of spending Hero Points and reducing the magnitude of the power at the same rate it was raised: 4 MST per MG. The GM or player casting the spell or Gift does not have to tell the





resistor the MG of the spell, or even if the spell was successful; the player must judge the power of his opponent and live with the consequences.

Each Hero Points spent in this manner doubles the amount by which the MG is reduced: two Hero points will lower the MG by 2 for every 4 MST, three hero points will reduce the MG by 4 for every 4 MST. Characters must still purchase reductions in multiples of 4 for the Arts. Each incident of resistance affects only one incident of mind control or manipulation, and an identical attempt may not be attempted for the duration of the scene (or at the GM's discretion).

As always, these MST points are regained at one point per hour, and if you use up all your MST, your soul withers and dies and the character is out of the game.

Resisting these powers has other consequences, too. If a character successfully resists the Arts they will have the «taint of Darkness» upon him or her, which will last for the duration of the «scene» or at the GM's discretion.

INTERPRETING THE SKILL ROLL

Using a spell is handled just like using an ordinary skill.

PERFECT SUCCESS. If you roll a 1 when making the skill roll for the spell, the magnitude is automatically increased by two at no extra cost of MST points. The Mystic decides what effects the extra magnitudes have.

SUCCESS. A successful skill roll means the spell works.

FAILURE. A failed skill roll means the spell loses two magnitudes. However, it draws 8 MST points less than normal. The mystic decides himself which effects the lost magnitudes had, i.e., in what way the spell is weakened. A failed spell of the first or second magnitude has no effects at all, and doesn't cost any MST points.

RESISTED. If the subject resists the spell by spending Hero Points to buy down the spell's MG below zero, the spell has no effect but still costs the Mystic the full MST (unless the Resisted spell was also a failed roll by the caster, in which case it costs the caster 8 less MST).

FUMBLES. A roll of 20 means the spell has no effect, and the Mystic loses the full amount of MST points.

EXAMPLES: Brother Michael throws a *Crimson Blow* spell of the first magnitude and the die roll is a 11. This means the spell takes effect as a strike of the third magnitude, but it still only draws 4 MST points. Michael chooses that the two extra magnitudes cause extra damage: $1d6 + 4$ in total.

The next round, Brother Michael tries again, with a *Blow* of the fourth magnitude (3 targets, damage +4), but this time he fails. The effect is reduced to the second magnitude, and Michael loses 8 MST points (normal cost for a second magnitude spell). Michael decides that the lost magnitudes were those he put in to increase the damage done, so the total damage is only

1d6. Even though the skill roll failed, the spell hits automatically, but with reduced effect.

Faced with defeat, Michael makes a last desperate try to cripple his opponent. He unleashes another *Blow* of the first magnitude, but fumbles! This means he must pay 4 MST points even though the spell has no effect at all.

EXAMPLE 2: Ignatius the Inquisitor is interrogating Howard the Heretic, played by a



THE ART

MUTANT CHRONICLES

GAINING MENTAL STRENGTH

player who has saved up a few Hero Points. Iggy has achieved a Perfection Level of 5 in the Premonition Aspect, and is using The Probing Cobalt Light (Magnitude

3; he doesn't have much MST to spare) to get the location of Howard's secret temple. Iggy's SV in the spell is 12; so far, his CS is 12+3 (the MG)+5 (the Perfection level) = 20. Howard has a MST of 14, bringing the Inquisitor's CS to 6.

Howard most definitely wants to resist the Inquisitor's spell. Howard doesn't know what Iggy's CS is, but he doesn't want to take any chances. He decides he'll spend 2 Hero Points, thereby doubling the value of the MST he's going to put into resisting the Art. Howard then spends 8 MST, which reduces the spell's MG by 4 (8 MST/4 per MG = 2; x2 for the 2 Hero Points = 4). That reduces the MG of the spell to below zero, thereby deactivating it. Iggy and Howard spend their MST, ending in a stalemate and forcing Brother Iggy to resort to a hot poker to extract Howard's secrets.

GAINING MENTAL STRENGTH

During their apprenticeship and through experience, Mystics and other Brotherhood warriors develop more and more MST. Every time they make their skill picks, they gain an automatic bonus to their MST. Also, in return for one Free skill pick, the MST may be raised by one. There is no limit to how high their MST can be.

Example: When Brother Michael (initial MST 16) was elevated to the first perfection level, he gained a +3 bonus to his MST, and he also spent two Free skill picks on raising his MST, thereby getting a total MST of 21, enough for throwing five spells of the first magnitude per day without passing out.



Death Angel

THE PRICE

General Hawkins stopped at the door, uncertain if he should proceed or not. Reluctantly he raised his hand to knock, but he was startled when the door opened. A soft voice drifted out from the dark room.

«Enter, General. We have been expecting you.»

Hawkins stepped into the circular chamber. It was thirty meters in diameter and twice as high. It was dark, with no windows, and the only light to see by came from seven flickering candles placed around a large oak table in the center of the room. Around the table, three robed and cowed figures sat, their feet suspended in the air.

As Hawkins took another step into the room, the door slowly closed. Turning, he strained to see who had opened the door, but all he found was darkness and fleeting shadows.

Uneasily he walked up to the mysterious figures in the middle of the room, stopping a couple of meters from them. A voice drifted in from behind him, soothing and electrifying at the same moment.

«So, the soldier has finally turned to the powers of the Light. You seek guidance, so that you can help your troops.»

Hawkins closed his eyes and made an effort to steady his voice.

«Yes, I need to know what the Dark creatures have planned for tomorrow. I must know.»

Another voice chimed in, mixing with the first, confusing Hawkins who had to strain his senses to hear what the voices told him.

«It is true that we can show you the future. And by doing that you could be able to save your soldiers. But remember, the future has a price.»

Hawkins didn't hesitate a second. He knew that if he didn't concentrate his forces at the right place tomorrow, the Dark Legion would sweep through his defenses like a tidal wave, killing all and leaving the city open for plunder and pillaging.

«Show it to me. I will pay your price.»

The three Seers linked their hands together, and slowly the air in the circle started to swirl and change color. Soon Hawkins saw the battlements of the fortress, the two towers at the south end. And there, in the southern part, the force of Screaming Legionnaires assaulted the battlements, raised their ladders, fired their cannons and quickly breached the wall. Then his own soldiers appeared, well prepared. Now he knew what he would have to do.

But suddenly his gaze fell on a familiar figure: a man wearing his own armor, carrying his own weapons, leading his troops against the onslaught.

Then suddenly the vision focused on the general as his armor exploded and he fell to the ground, soon overwhelmed by the Dark Legion.

In shock, Hawkins cried out and the vision disappeared. The voice of the Seers drifted in his mind.

«None can glance at the future without paying the price.»

DESCRIPTIONS OF THE ARTS

The three major aspects and six spells associated with each are described here. Many of the spell names reflect the colors with which their Art is associated. In most cases, the color descriptions are colors sensed only by the spell caster. The spells are not necessarily visible to anyone but the caster and perhaps other trained Mystics and others adept at the Arts. All spells are all given in the same format:

AREA OF EFFECT: How large an area the spell affects. P=Personal; it only affects the Mystic.

RANGE: The maximum range of the spell, from user to target. P=Personal; it only affects the Mystic. T=Touch; the Mystic must touch the subject.

DURATION: How long the effect lasts. I=Instantaneous. C=Concentration; as long as the Mystic concentrates (i.e. spends each action doing nothing but concentrating on the spell).

DAMAGE: Any damage caused by the spell.

NOTE: All stats are for a spell of the first magnitude. In the spell description are given the effects for increasing the magnitude.

EXAMPLE: A Crimson Blow of the first magnitude inflicts 1d6 points of damage on one target within 15 meters. By increasing it to the second magnitude, the Mystic may choose to (1) inflict the same damage on two targets within the same range; (2) inflict the same damage on one target within 45 meters; or (3) inflicting 1d6+2 points of damage on one target within 15 meters.

A Blow of the third magnitude might be a combination of these, or the effects might be cumulative (i.e., three targets, range 75 meters, or 1d6+4 in damage). This is all up to the Mystic.

NAMING THE ARTS

In the past, the Mystics named the Arts according to simple explanations of their effects (i.e. Strike, Teleport and so on). Cardinal Durand has since deemed that all Arts shall be referenced by their lengthier, but more evocative, Second Directorate names. The Inquisitors have always had a flair for the dramatic.

To the right is a table that converts the old spells to the new format. This table includes new names for all of the spells listed in *The Brotherhood sourcebook* as well.

SPELL NAMES TABLE

THE ART OF KINETICS

Associated color: Red

FIRST DIRECTORATE NAME

Explosion

Levitation

Phantasm

Strike

Shield

Teleportation

SECOND DIRECTORATE NAME

The Ruddy Bloom of the Fire Flower

The Lift of the Ruby Light

Mirror of the Mind's Eye

The Cardinal's Crimson Blow

Vermilion Barrier

The Scarlet Disc of Disappearance

THE ART OF PREMONITION

Associated color: Blue

FIRST DIRECTORATE NAME

Gaze

Item Vision

Premonition

Presence

Telepathy

True Path

SECOND DIRECTORATE NAME

The Teal Gaze

Reading the Azure Aura

The Turquoise Flash of the Future

The Sapphire Sensation

The Probing Cobalt Light

The Cardinal's Holy Hunch

THE ART OF CHANGELING

Associated color: Green

FIRST DIRECTORATE NAME

Command

Empathy

Exorcism

Domination

Hypnosis

Mind-Wall

SECOND DIRECTORATE NAME

The Irresistible Force of the Word

Empathic Heart

Exorcism/Purification

The Cardinal's Sacred Domination

Siren's Call

Emerald Bastion

THE ART OF EXORCISM

Associated color: Yellow

FIRST DIRECTORATE NAME

Exorcise Dark Influences

Exorcise Disease

Exorcise Evil Thoughts

Exorcise Infection

Exorcise Poison

Exorcise Wound

SECOND DIRECTORATE NAME

The Sunflower Blooms in the Mind

The Cardinal's Word of Wellness

The Saffron Sanctioning Against Sedition

The Sacred Bilious Bane

The Ancient Ivory Expunger

The Holy Hand of Healing

THE ART OF ELEMENTS

Associated color: Indigo

FIRST DIRECTORATE NAME

Elemental Ball

Elemental Bolt

Elemental Wall

Resist Elements

SECOND DIRECTORATE NAME

The Cerulean Sphere of Power

The Blue Bolt

The Twilight Battlement

The Lapis Coat of Comfort

THE ART OF MANIPULATION

Associated color: Orange

FIRST DIRECTORATE NAME

Discern Truth

Domination

Hypnosis

Suggestion

Telepathic Message

Telepathy

SECOND DIRECTORATE NAME

The Fiery Finder of Truth

The Cardinal's Sacred Domination

Siren's Call

The Holy Hint

The Sacred Message of Might

The Probing Tawny Light

THE ART OF MENTALISM

Associated color: Violet

FIRST DIRECTORATE NAME

Exorcise Self

Fly

Improve Self

Invulnerability

Proficiency

Speed

SECOND DIRECTORATE NAME

The Sanctity of Self-Help

Wings of the Valkyrie

The Augmenter of Ability

The Purple Protectant

The Magnifier of Magnificence

Violet Velocity

THE ART OF KINETICS focuses on the manipulations of material objects. With the Art of Kinetics, Mystics can move or even teleport objects with their mind alone. Their powers are often used in combat for offensive or defensive purposes, since they have the power to create spheres of force which can deflect incoming fire or be hurled into an opponent. Mystics draw on the Art of Kinetics by drawing from the red spectrum of the White Light of the Art.

Six ways of using the Art of Kinetics are described here.

THE ART OF KINETICS

THE CARDINAL'S CRIMSON BLOW

AREA OF EFFECT: 1 target
RANGE: 10 squares/15 meters
DURATION: 1
DAMAGE: 1d6

This spell strikes a hard blow on the target, like a normal missile attack from a firearm. The strike is shot from the palm of the Mystic, and normal line of sight rules apply. As long as you don't fumble, the strike hits automatically, but it can be avoided as normal.

Added magnitudes can cause the following:

- Range increases with 20 squares (30 m) per extra magnitude.
- Damage inflicted increases with +2 per extra magnitude.
- One additional target within the range is hit.

By adding two magnitudes, the Mystic can choose one of the following additional effects:

- The strike ignites the air that it passes, creating exactly the same effects as an incinerator.
- The strike can be directed at anyone within the range; the target does not have to be within line of sight, but the target's presence and approximate location must be known (what room it's in is enough).

THE LIFT OF THE RUBY LIGHT

AREA OF EFFECT: P
RANGE: P
DURATION: C

By tapping into one segment of Kinetic's red light, the Mystic can levitate through the air at a rate of one meter per action. Added magnitudes can cause the following effects:

- Duration 1 minute (every extra magnitude increases this duration by 5 minutes)
- The Mystic moves forward with a speed of 10 squares (15 m) per action. Extra magnitudes will increase this speed by 10 squares (15 m/action). (If needed, count one action as two seconds.)
- Range is changed to Touch. Every extra magnitude on top of this increases the range by 10 squares/15 m (has to be combined with an area of effect increase). The maximum load is still the approximate weight of an equipped human.

- Every extra magnitude increases the area of effect by one subject (has to be combined with a range increase).
- Every extra magnitude doubles the amount of weight that can be lifted with this spell. Two extra levels quadruples the amount of weight, and so on.



MIRROR OF THE MIND'S EYE

AREA OF EFFECT: P
RANGE: P
DURATION: 10 min

The Mystic creates a true illusion that allows him or her to adopt the appearance of another humanoid being. The Mystic's artistic skills and photographic memory determine exactly how close the phantasm comes to reality. No physical abilities are changed by the spell.

Each added magnitude creates the following effects:

- Extends the duration by one hour.
- When someone tries to see through the illusion, extra magnitudes can make this spell more difficult to see through. Add the MG and caster's Perfection Level to the caster's SV if someone tries to resist the spell.

By spending two extra magnitudes, the area of effect is extended to one person, and the range is extended to Touch—meaning the phantasm can be thrown on someone else.

THE RUDDY BLOOM OF THE FIRE FLOWER

AREA OF EFFECT: 1 square
RANGE: 10 squares (15 m)
DURATION: 1
DAMAGE: 1d4 (#TA: 1d4; SR: 0)

With this power, the Mystic shapes the air into a swirling ball of gases, which then is ignited and thrown at an enemy from the Mystic's palm, exploding on impact (normal line of sight rules apply). Extra magnitudes can cause the following:

- The shrapnel range (SR) increases by one square for every extra magnitude.
- The number of targets areas (#TA) increases by +1 for every extra magnitude.
- The damage is increased by +1 for every extra magnitude.
- The range is increased by 20 squares (30 m) for every extra magnitude.



THE SCARLET DISC OF DISAPPEARANCE

AREA OF EFFECT: 1 kg (2 pounds)

RANGE: T

DURATION: 1

A scarlet disc appears which can move an object from one place to another, even through walls if necessary. The destination can be any known location within one kilometer.

For each added magnitude, the following can happen:

- The area of effect increases by 5 kgs (11 pounds).
- The range increases by 10 meters (you don't have to touch the object).
- The range of teleportation increases by 10 km.

VERMILION BARRIER

AREA OF EFFECT: 1 x 1 meter

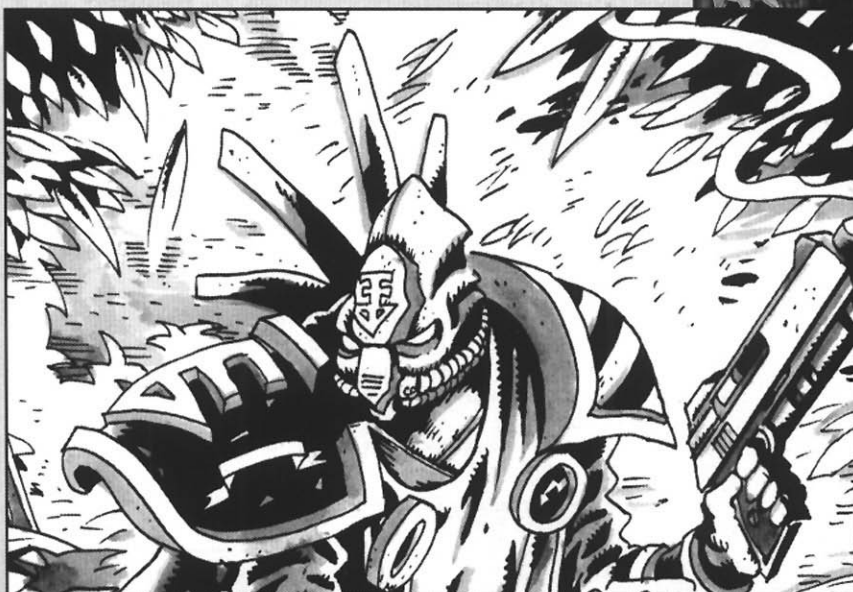
RANGE: 10 squares

DURATION: C (mobile) or 1 min (static)

Produces a flat, red, shimmering force field with an AV of 4. A mobile Shield may be moved freely as long as the Mystic concentrates (use the Parry skill), but once the concentration is lost—for example, if the Mystic is wounded—the shield disappears. A static shield is immobile, as durable as a wooden door and must be broken by brute force.

By adding magnitudes, the Mystic can achieve the following additional effects:

- Increasing the area of effect to MG x MG. (A shield of the fifth magnitude is 5 x 5 meters.)
- Adding a third dimension (an MG 2 Shield creates a cube that's 1 x 1 x 1 meters).



- Increasing the shield's AV by 2 per extra magnitude.
- Increasing the duration by 5 minutes per extra magnitude.
- Increasing the duration of a mobile shield to 1 min (the Mystic doesn't have to concentrate; additional magnitudes spent on this purpose increases the duration by 5 minutes each).

THE ART OF PREMONITION

THE CARDINAL'S HOLY HUNCH

AREA OF EFFECT: P

RANGE: P

DURATION: 1

When using this spell the Mystic can instinctively choose the right way when presented with a choice. It can also be used to finding out which way is the safest. To find the right way, the Mystic must phrase a question in his mind. The answer is an urge to follow one path or the other. (For example: «Which way did the assassin go?» could be answered with an urge to go back, left or right or even nowhere if the assassin is hiding close by).

The more magnitudes spent on the spell, the more exact the answer is. The GM may add one more «word» per MG spent to the answer the Mystic receives.

THE PROBING COBALT LIGHT

AREA OF EFFECT: 1 victim

RANGE: 10 squares (15 m)

DURATION: 1

(If the victim is unaware or unwilling, deduct the victim's MST from the CS and add the spell's MG plus the Mystic's perfection level to the CS. The victim can also use Hero Points to reduce the spell's MG.) The Mystic emanates a bluish light which seeps into a subject. Through the bands of this light, the Mystic can probe the subject's mind. If the attempt is successful, the Mystic may scan the victim's mind and instantly get the answer to a direct question.

Example: «Did this person participate in the assassination of the Inquisitor Marcus?» A successful attempt produces a positive or a negative answer. An unsuccessful attempt does not give anything. The answer only shows in the Mystic's mind as a sudden premonition.

An attempt may not be repeated until 24 hours have passed. The victim is always unaware of the Mystic's efforts. The victim's own memories and thoughts determine the answer, and thus the Art may not be used to

tell the future. Also, implanted or erased memories aren't susceptible to this Art.

This Art is often used when the victim, for some reason, can't be hypnotized by a Changelor.

If the attempt is unsuccessful, nothing happens. The victim is not aware of the fact that someone tried to read his or her mind.

READING THE AZURE AURA

AREA OF EFFECT: 1 item

RANGE: T

DURATION: 1

This spell allows the Mystic to peer into the blue aura which surrounds all objects. This aura records and forecasts both past and future events. When touching the object, the Mystic is able to visualize important events in which the object plays a part. The more well-defined the Mystic is, the more well-defined an answer will he get.

Every extra magnitude can:

- Increase the range by 10 squares (15 m)

THE ART OF PREMONITION: The past and the future are forever shrouded in dark and turbulent clouds, hiding the truth from our gazing eyes. But among the Brotherhood there walk men and women who have the ability to push aside the curtains of time and look upon our past and future, like we would gaze out from a mountain on a clear day.

These are the *Prophets* and the *Chronicles*. They are Mystics who have been trained from an early age to use the spying powers of the Art to look into the flow of time.

The task of the *Chronicles* is to record our history and to bring order to our world.

Looking through the gate to the future are the *Prophets*, Mystics of great powers. They gaze into the Darkness of unshaped time and try to predict the flow of fate.

The *Prophets* and the *Chronicles* are given enormous vaults, pillared halls and catacombs in the Cathedrals. They scribe everything seen in their visions and their enormous ledgers fill shelf after shelf in their endless libraries. These tomes will one day be interpreted by the *Seers* to come.

As the *Seers* grow in skill, they become more able to look into time. The most worthy are elevated to the ranks of *Divinators* and *Canonizers*, who serve the *Grand Inquisitor* and the *Cardinal*.

While *Kinetics* is the red spectrum of the *White Light*, *Premonition* is the blue spectrum of the *White Light* of the Art.

- Make the vision more specific (GM's judgment).
- Add one item to the area of effect.

Example: The question «Is this the dagger that will slay Nepharite Alakhai?» will, if the answer is positive, show how the dagger pierces the Nepharite's armor between the third and the fourth rib, punctures his lung and slits his aorta.

THE SAPPHIRE SENSATION

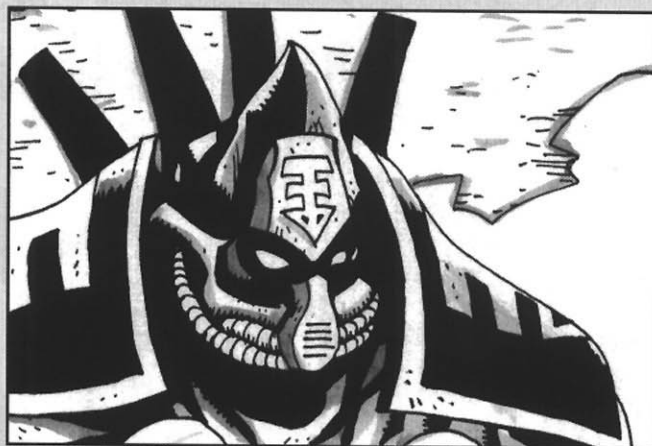
AREA OF EFFECT: 50 squares (75 m) or a familiar or visible location

RANGE: P

DURATION: 1

This Art gives the Mystic an instinctive feeling of any presence of the Dark Legion. By giving the spell three magnitudes, the vision is more specific (e.g., it shows if the presence derives from a human, a creature, an item, etc.). With magnitude five or more, the Mystic is able to determine the exact force.

Every extra magnitude (apart from the above) increases the area of effect by 100 squares (150 m).



Each extra magnitude can:

- Increase the area of effect (how far the Mystic can see) by 10 squares (15 m).
- Provide the Mystic with total nightvision (very useful in other situations as well).
- Increase the duration by 1 minute.

THE TURQUOISE FLASH OF THE FUTURE

AREA OF EFFECT: 1 victim

RANGE: 5 squares (7.5 m)

DURATION: 1

Through a sorcerous blue veil, the Mystic vaguely glimpses some future event in which the victim plays a significant part. The Seers' studies are strongly directed toward interpreting these glimpses; it is very rare that they are concise. When using the Art, the Mystic must specify a certain date, location or event—the more specific, the more exact the vision.

Every extra magnitude can:

- Increase the range by 10 squares (15 meters)
- Make the premonition more specific (GM's judgment).
- Add one victim to the area of effect.

Example: The question «Will this man be exposed to any hazards during his mission?» might, at worst, be answered with glimpses of chains, Necromutants and black suns, which might be interpreted as that he is going to be captured, transformed into a Necromutant and brought to a dimension with a black sun.

Note: It is always the *real* future that is seen—and the future *must not be changed!* The GM must therefore be careful with very distant events; if a character is seen in the vision, he or she can't die until the event has passed.

TEAL GAZE

AREA OF EFFECT: 2 squares (3 m)

RANGE: P

DURATION: 1

When using this spell, the Mystic can gaze through solid materials. It is stopped by lead or any organic matter, such as wood. The vision is unclear and limited.

THE ART OF CHANGELING

THE CARDINAL'S SACRED DOMINATION

AREA OF EFFECT: 1 victim

RANGE: 3 squares (4.5 m)

DURATION: 1 or 6 hours

(If the victim is unaware or unwilling, deduct the victim's MST from the CS and add the spell's MG plus the Mystic's perfection level to the CS. The victim can also use Hero Points to reduce the spell's MG.) With this Art, a Mystic may implant or erase memories of a victim. For short, simple memories (e.g., «Forget this conversation»), only 3 MGs are required; the process is instant and only requires a successful skill roll. For longer or more complicated memories—for example, replacing the agonizing memories of three months of torture with a holiday trip on Venus—maybe 100 MGs are required. The victim must be hypnotized (see hypnosis below) or drugged during the process (it will probably take sev-

eral days until enough MGs have been spent on the victim).

This Art is often used to eradicate memories of interrogations or secret missions.

THE CHANGELLORS, as Mystics of this Art are often called, have the power to look beyond our normal mental barriers to perceive and manipulate our thoughts, memories, feelings, emotions, subconscious activities, etc.

When using the Art of Changeling, there is always a struggle between the wills of the Mystic and the victim, providing the victim isn't hypnotized. Therefore, special modifiers are used for each spell.

The Art of Changeling is the green spectrum of the White Light of the Art.

EMPATHIC HEART

AREA OF EFFECT: 1 victim
RANGE: 10 squares (15 m)
DURATION: 1

(If the victim is unaware or unwilling, deduct the victim's MST from the CS and add the spell's MG plus the Mystic's perfection level to the CS. The victim can also use Hero Points to reduce the spell's MG.)

A successful use of this power reveals the intentions of the victim. It tells the Mystic if the victim intends harm or comes in peace. The general state of the victim's mind is also revealed (e.g., rage, hate, love, apathy, health, sickness, domination, dislike, etc. The better the skill roll, the more detailed the information).

A failed skill roll reveals nothing at all. A fumble gives false information.

THE IRRESISTIBLE FORCE OF THE WORD

AREA OF EFFECT: 1 victim
RANGE: 10 squares (15 m)
DURATION: 1

(If the victim is unaware or unwilling, deduct the victim's MST from the CS and add the spell's MG plus the Mystic's perfection level to the CS. The victim can also use Hero Points to reduce the spell's MG.)

With this Art, the Mystic can command a victim to perform a sudden action that doesn't require any explanation (e.g., «Fire!», «Jump!», «Turn left!» or «Hit the brakes!»). The victim obeys the command instinctively and instantaneously without spending a moment on reflection upon the consequences. The command is subconscious, and afterward the victim can't figure out why he or she acted that way.

The GM should allow up to a 5-point bonus to the victim's MST if the command is exceptionally awkward, such as when a victim is commanded to kill someone (1–5 points) or to harm himself (5 points).

If the attempt is unsuccessful, nothing happens. The victim is not aware of the fact that someone tried to control him or her.

EMERALD BASTION

AREA OF EFFECT: P
RANGE: P
DURATION: C or 1 min per perfection level

The caster forms a psychic barrier which can block any outside forces from entering his or her mind. Emerald Bastion is often used to resist the effects of the Dark Symmetry. When using this Art, the Mystic may add his or her perfection level and +2 for every magnitude placed in the Art when rolling on the Dark Gift Table (see Book 3: The Darkness) in MST versus MST rolls. This Art costs only 1 MST point per magnitude. These are deducted before the roll on the Dark Gift Table is made.

This Art can be used as an Avoid roll. It may be used at any time as long as the Mystic has at least one action left to perform in the CR. Thus, a Mystic can to use this if he or she notices that someone is using the Dark Symmetry.

Example: A Mystic of the fourth perfection level with normal MST 15 casting an Emerald Bastion of the fifth magnitude temporarily has MST 24 when exposed to Dark powers (add the MST of 15 to his or her level, 4, plus 10 points for an Emerald Bastion of MG 5 = 29, minus the five points that the spell itself requires = 24).



SIREN'S CALL

AREA OF EFFECT: 1 victim

RANGE: 3 squares (4.5 m)

DURATION: Until canceled, max. 24 hours

(If the victim is unaware or unwilling, deduct the victim's MST from the CS and add the spell's MG plus the Mystic's perfection level to the CS. The victim can also use Hero Points to reduce the spell's MG.) If the spell is successful, the victim falls into a deep hypnosis. The Mystic can command the subject to perform tasks which lie within his or her normal physical abilities and which don't expose him or her to obvious hazards. The Mystic must have constant verbal contact with the victim.

The victim remembers what happened during the hypnosis, provided the memories aren't removed, but he or she is not automatically aware of being hypnotized.

If the attempt is unsuccessful, nothing happens. The victim is not be aware of the attempt.

This Art is often used when interrogating a victim, forcing out the truth.

PERFECTION LEVELS

- 0 Apprentice
- 1 True Mystic
- 2 True Mystic/Mysticus Minoris
- 3 True Mystic/Mysticus Mediatoris
- 4 True Mystic/Mysticus Majoris
- 5 Lord Mystic
- 6 Lord Mystic/Mysticus Plebeius
- 7 Lord Mystic/Mysticus Autonomus
- 8 Lord Mystic/Mysticus Patricius
- 9 Archmystic
- 10 Archmystic/Dominator
- 11 Archmystic/Divinator
- 12 Archmystic/Canonizer
- 13 Princeps Mysticus
- 14 Rex Mysticus
- 15 Grand Mystic

16+ Keeper of the Art

Note: «Mystic» may in all cases be exchanged for «Distorter», «Changellor», «Seer» or «Inquisitor».

THE MYSTICS' POWER STABILIZER

The Mystics, the powerful spell users of the Brotherhood, hold powers that are difficult to control and master. When these powers have been used without any inhibitors or regulators, users have sometimes sponta-

AREA OF EFFECT: 1 victim

RANGE: T

DURATION: 1

(If the victim is unaware or unwilling, deduct the victim's MST from the CS and add the spell's MG plus the Mystic's perfection level to the CS. The victim can also use Hero Points to reduce the spell's MG.) The caster envelops the target in a green field of holy sorcery. The spell can successfully purge the target of any taint from the Dark Symmetry.

This Art is used when converting Heretics back to «normal». The magnitude of the spell must be higher than the Heretic's rank for the spell to have a chance of working. A successful attempt converts the Heretic completely, and all traces of Dark influence are removed. An unsuccessful attempt lowers the victim's rank as a Heretic by one. A new attempt may be done after 24 hours.

This Art is also used when removing effects of the Dark Symmetry, such as diseases, curses and other signs of the Darkness.



neously disintegrated, been randomly teleported or simply died from heart failure. The greater the flow of energy, the greater the chance of a disaster occurring.

Because of this danger, the theologians of the Brotherhood have developed a machine that can sense the flows of power and absorb the excess flows, thereby reducing the risk of overload: the Power Stabilizer. They are mostly carried as a security device, insurance against mishaps. Most Mystics have full control over their spells.

FREE EQUIPMENT

All Mystics are given a copy of the Book of Law blessed by the Cardinal. This book is sacred for the Mystic, and all Mystics carry theirs at all times. Also, Brotherhood members are always given weapons and equipment which they might need during a mission, but this equipment must be returned on completion of the task.

The Power Stabilizer is an imposing construction carried like a backpack. Four or more tubes, depending on the Mystic's power, protrude like peacock tails over the neck and shoulders of the Mystic. These tubes catch and channel the power into the power dynamo located between the tubes.

If a Mystic attempts the use of the Arts without the assistance of a Power Stabilizer, the chance of critical failure increases. Deduce the MG of any spell cast from the fumble «ceiling» of 20. If a MG 3 spell is cast, the spell spectacularly fumbles on a 17 or greater on the skill roll (20 minus the MG 3). Very powerful spells can become very dangerous without the assistance of a Power Stabilizer.

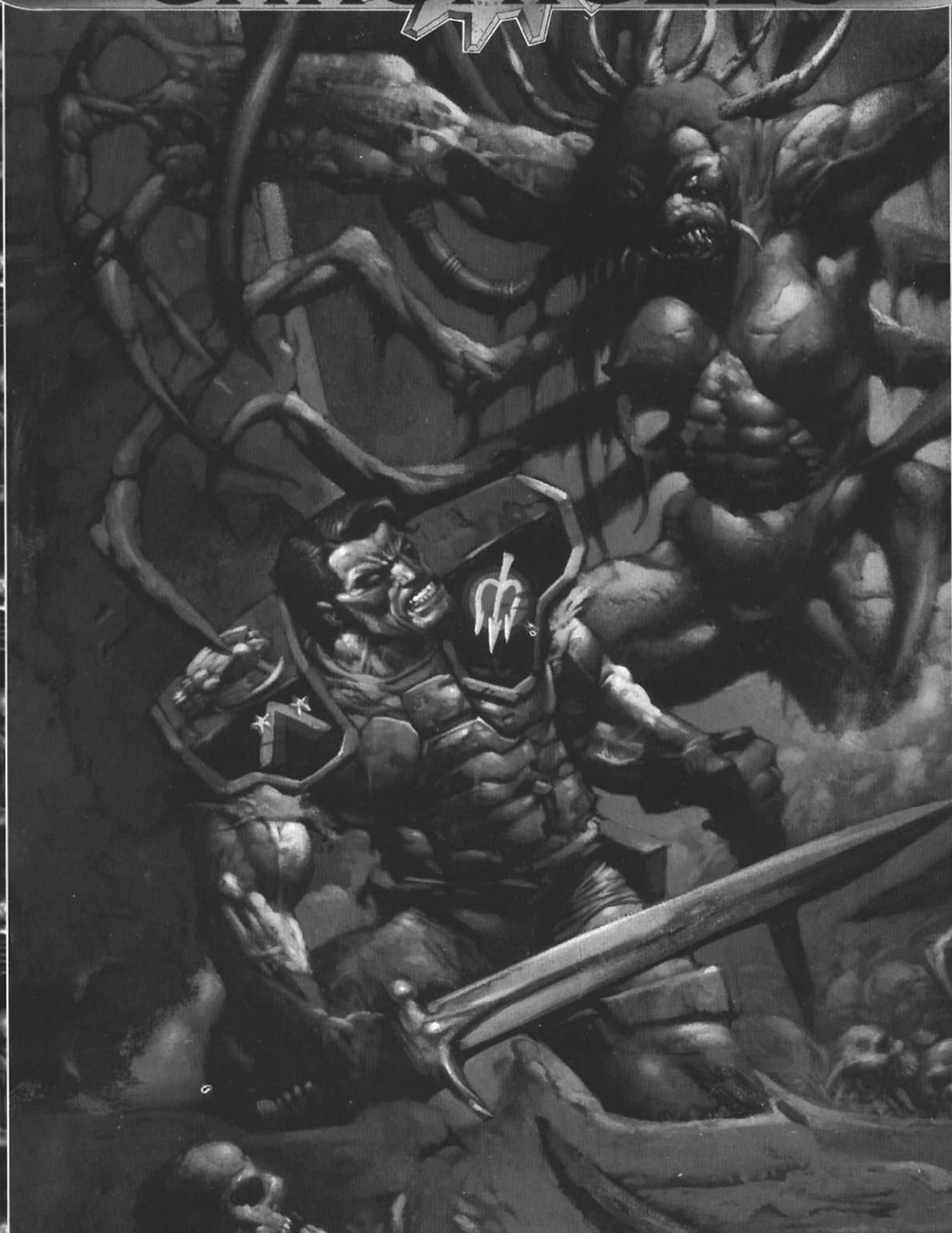
The Stabilizer can also be used as a detector. If there are any abnormal force fields in the vicinity, the stabilizer can sense these and give the Mystic an idea of their direction and type. This is the basis of the Brotherhood's well-known ability to sense Darkness within 50 meters:

a Mystic wearing a Power Stabilizer can detect any heretic within 50 meters by rolling the heretic's rank or less on 1d20. Without the Stabilizer, the Mystic must use the Arts.

THE SACRIFICE

A Mystic who gains any form of treasure or possessions during adventuring is pledged to give these to the Brotherhood. This is called «the Sacrifice» and is a sacred tradition within the Brotherhood. Breaking this tradition is equal to heresy and punishable by Inquisition. Most of the assets gained in this way are used for administrating and running the First Directorate.

MUTANT CHRONICLES



«As the First Chronicler later carved into the gray marble of the Luna Cathedral—and may I one day be forgiven for duplicating these words—'And so did the Dark Legion descend upon us, howling with lust for destruction and corruption. Snarling and barking, the degenerate wolves bared their teeth, smelling the blood and carnage that lay ahead.'»

«The followers of Semai—the Lord of Spite—infiltrate the human societies to corrupt humanity from within. His Corruptors steal in shadows, promising wealth, glory and power to the weak of mind.»

«Ilian—the Mistress of the Void—was the first of the five Apostles to emerge from the shadows of infinity. She is the most potent in interpreting the mysterious ways of the Dark Symmetry.»

«Algeroth—the Lord of Technology—is the Apostle of war and destruction. From the birthchambers deep within his Citadels, endless processions of twisted beasts march towards humanity.»

«Muawijhe—the Lord of Visions—invas the dreams of man and nurtures the insanity latent in our minds. Spinning his webs of confusion, he rules over insane and feeble minded.»

«Demnogonis—the Befouler—brings plague and pestilence to the human worlds, thereby weakening our defenses and paving way for the forces of the Darkness.»

«The face of the Legion is truly a terrible one, but even more horrible is the brain behind it all, the dark and cunning scheme that corrupts mankind and turns good into evil. For centuries we have watched this evil—in the shape of spite, malice, envy and greed—grow in human society, even in my brilliant Brotherhood.»



– BOOK 3: – – THE DARKNESS –

As the merchants laid claim to the 10th planet, they woke the sleeping beast, may its name be forever cursed and despised. Greed and pride led their steps onto the path of eternal damnation as they turned their backs on our glorious and all-seeing prophets, ignoring their holy warnings. The merchants set foot on the planet and defiantly broke the chains that held the Darkness at bay. In their pride and folly, they opened up the gates to our universe, admitting entry to the evil once again.

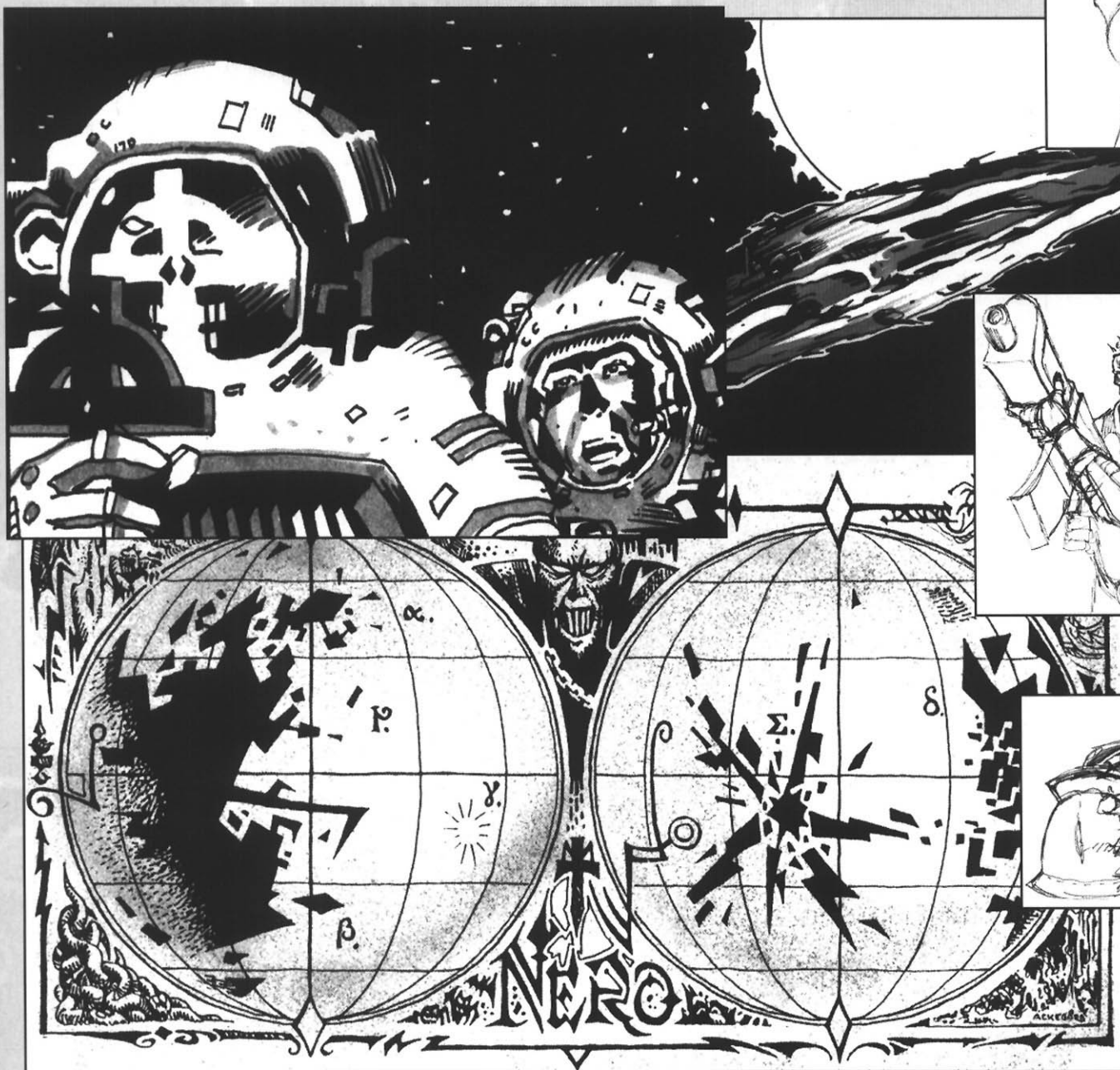
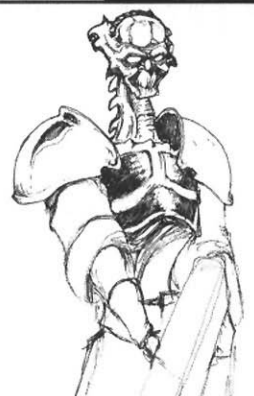
And so did the Dark Legion descend upon us, howling with lust for destruction and corruption. Snarling and barking, the degenerate wolves bared their teeth, smelling the blood and carnage that lay ahead. Hordes of Heretics were whipped into an evil frenzy by the Dark Apostles, and they marched under cursed banners toward the Light of our Brotherhood.

It was the followers of the Cardinal who stood against the Dark Apostles and their Dark Legion. Scores of good men and women answered the holy calling for a crusade against the beasts of Darkness. So the battle was begun.

On the side of evil stood creatures from unholy dimensions, forever doomed to burn in the cleansing fires of damnation.

Against this, the Brotherhood raised the shield of righteousness and wielded the sword of truth.

– *The First Chronicle, The Arrival of the Darkness and the Calling of the Cardinal*, by Alexander Horatio



THE SOUL OF DARKNESS

The Dark Legion has a supreme power, an entity so powerful that other beings are mere reflections of its might. This entity has no name and no known physical manifestation. It has been called the Great Darkness and the Dark Soul.

None but the Apostles and a few privileged Nepharites have ever experienced its presence.

In secret, outside our material spheres, this being exists and works its unfathomable plans. With the patience only attainable by a higher entity, the Darkness struggles toward its final goal. It is well aware that its greatest ally is time.

THE APOSTLES

From the Dark Symmetry, the five Apostles were born. Feeding on the confusion and fear that grips the human worlds, these Dark generals march before the hordes of evil engulfing our solar system.

The Dark Apostles are the five most powerful servants of the Dark Soul, and they command its mysterious armies. They have been given the power to seduce and entrap the

souls of the weak, to create and lead the terrible Dark Legion, to distort and corrupt reality. They are deities to the untold horrors that make up the Dark Legion and to the cursed Heretics who have betrayed the Light.

The five Apostles are each unique. They all have their own Dark missions and control their own troops. These missions are all part of the complex web of power that the Dark Soul is weaving, where the final victory is the extinction of humanity.

SIBLING RIVALRY

All the Apostles have emerged from the same raw power, the Dark Symmetry. Their ultimate master is the Dark Soul, but otherwise they answer to no one. Despite their common origins, the Apostles barely tolerate one another. It is always the nature of evil to turn against itself.

As the First Apostle, Ilian is the leader of the five. Her control of the Dark Symmetry is unrivaled. Algoth is the only Apostle that openly opposes Ilian and actively plots against her. He is supported covertly by Semai, while Demnogonis and Muawijhe work their own Dark and mysterious plans. Demnogonis and Muawijhe do not openly support either Algoth or Ilian, but each hope the two will clash in a mighty duel and leave the scene open for the other Apostles.

Ilian is well aware of the rivalry among her lesser kin and the plots against her, but she stays her hand, since she still has to answer to the Dark Soul, as do her brothers.

Since the final goal of all the Apostles is the same—the quenching of the last Light in our solar system—they have a certain degree of cooperation. Some

powers not available to one Apostle may be given by another, but at a cost. This bargaining has gone on for untold ages. From this cooperation, the Apostles have formed the Dark Legion.

ARMIES OF THE DARK LEGION

The armies of the Dark Legion are made up of scores of lost souls imprisoned by the technology of the Dark Symmetry and infused with the spirit of the Dark Soul.

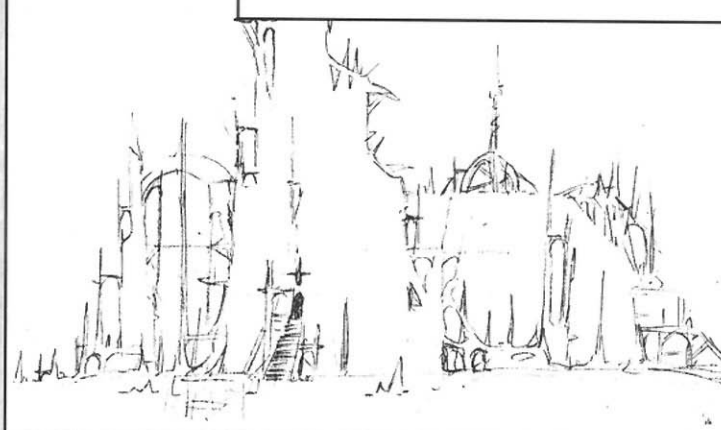
Beings from other dimensions make up the hierarchy under the Apostles. Each Apostle has the eternal service of the Nepharites, who are corrupted by the nature of their master. The Nepharites act as lieutenants in the legions and command the hordes into battle.

Under the Nepharites are other beings—some human. Razides, Ezoghoul, Curators and Defilers, all can be found in the ranks of Darkness. They have been created by the Apostles or recruited on distant worlds to join the crusade against humanity. Each Apostle also has unique beings following it.

By the millions, the Undead Legionnaires gather around the banners of the Apostles. The bulk of the Dark Legion is made up of these doomed souls, prisoners once dead who have been taken from the battlefields and given a wretched new life under the thrall of the Dark Symmetry. These hordes of zombie warriors mindlessly charge across the battlefields, overrunning the defenses of humanity.

THE NEPHARITES

Serving under the Apostles are the Nepharites, the eternal enemies of humanity. The Nepharites are the most powerful creatures in the ranks of the Dark Legion, and they act as the officers in the army of Darkness. The evil lieutenants are ranked in a strict hierarchy, with





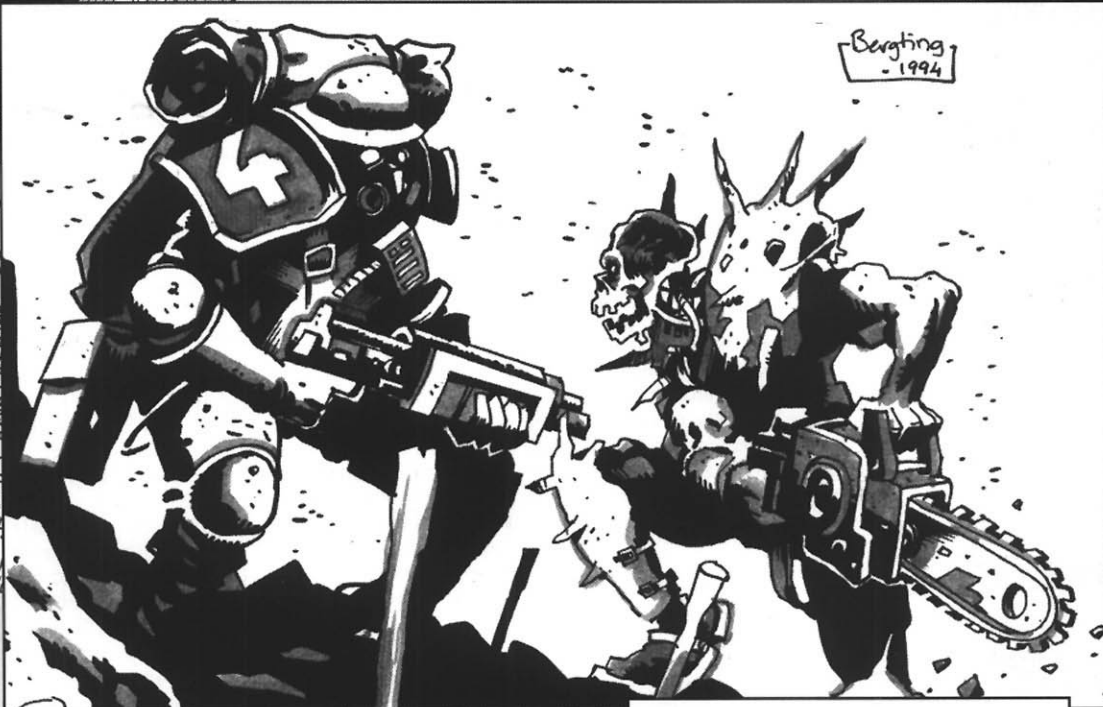
the Nepharite Overlords as the supreme commanders. They only answer to their Apostle.

Every Nepharite has powers and abilities that make it unique. Their natures vary and are ultimately controlled by their Apostles. Some Nepharites have a great understanding of the Dark Symmetry and wield its powers in the battle against humanity.

The Nepharites are the most competitive of the warriors in the Dark Legion. They are battle veterans with the ability to make decisions on their own. Their loyalty is without doubt.

They exercise total control over their subordinates, and the slightest mistakes are rewarded with a fate worse than death.

The physical appearance of the Nepharites varies greatly depending on which Apostle they follow. They all strike a dark and powerful pose, radiating evil. Sharp spikes or metallic implements cover their bodies. Their strength is reflected in their faces, which are a grotesque mockery



of humanity. Their blank, staring eyes lack pupils and their deformed faces give the appearance of macabre masks.

Nepharite Overlords do not conform to these standards. As they grow in power, they become so twisted and corrupted that they are often reborn in shapes more true to their natures. The appearance of these Nepharites varies from individual to individual.



THE DARK PATTERNS

The Dark Legion is surrounded by an aura, Dark and powerful. This aura is known as the Dark Symmetry, and it is the Legion's source of power—a gate to the Soul of Darkness. From this complex field of power, the Apostles, the Nepharites and the Mystics of the Dark Soul channel their evil powers. Heretics are initiated in the use of the Dark Symmetry by beings higher in the hierarchy of the Legion.

Each Apostle represents a unique pattern in the Dark Symmetry, intimately linked to its mission. This pattern gives the followers of the Apostles different powers depending on which master they serve.

ILIAN. As the guardian of the Dark Symmetry, Ilian is the most powerful of the Apostles. There is nothing she cannot accomplish with the aid of the Dark Soul.

The servants of Ilian conjure up beings from other dimensions and open portals to other realms, forever searching to destroy the forces of humanity. They walk the Darkness of the void and control the gates between the planes. Their destructive powers are immense, and they fill the minds of countless millions with Dark dreams and terrible visions.

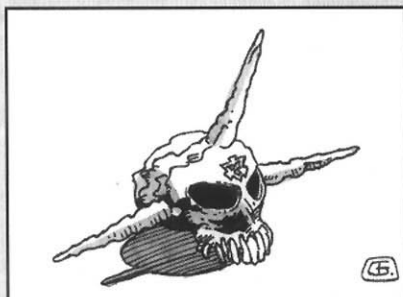
MUAWIJE. Muawijhe uses the Dark Symmetry to further spread insanity across our worlds. His mages are

skilled in distorting minds and inducing terrible visions. They also possess the secret of walking across the dimensions so that they can switch between realities at will.

SEMAI. Semai uses the Dark Symmetry to spy upon the worlds of humanity and to twist the realities around us. His mystics corrupt innocent victims, endlessly trying to find new ways of spreading the heresy of their Lord. They observe the flow of Light and Darkness in order to predict the movements of the Brotherhood and appropriately direct the forces of the Dark Soul.

ALGEROTH. In the Dark Symmetry, Algeroth walks the path of fire and destruction. The mages of Algeroth open gates and portals to other, Darker planes of existence and dimensions. Through these gates, they lure deadly beings which they loose on their enemies.

DEMNOGONIS. Most of all, Demnogonis's minions use decay and rot to fulfill his mission. His mystics corrupt and inflict decay upon our solar system. Demnogonis' followers are forever searching for new diseases and rotting beings to spread the disease.



THE CITADELS

Important to the strategy of the Dark Legion are the Citadels. Mirroring the Dark Citadel on Nero, they strike a deep fear in the hearts of humans.

Wreathed in shadows and dark clouds, these magnificent, yet twisted, structures serve to further the cause of evil. Swarms of Algeroth's Tekrons and their slave labor invade the newly conquered land, and in only one night a Citadel's foundations are laid. After a few days and nights, a Citadel and its corrupted chapel stands finished, covered with the Dark and secret symbols of the Symmetry.

The Citadels have several functions. They act as outposts at the borderline of evil, clearly marking its domain. They also provide fortifications against the enemy and act as training camps, prisons, torture chambers, libraries and mystic temples.

The lord of the Citadel is a Nephrite Overlord. He commands the military force of the Citadel, which is made up of warriors that can defend the Citadel against attacks as well as carry out offensive operations of their own. An important role of this cohort is to bring new victims to the lord of the Citadel so that the ranks of the Legion may swell.

If the lord of the Citadel controls the Dark Symmetry to a high degree or has the aid of the Mistress of the Void, he can open gates to bring new beings into the battle. These portals are also used for communication between the generals of the Apostles and their masters.

All Citadels are placed according to a complicated Symmetry associated with each Apostle. The significance of this Symmetry is only known to the Apostles.

ILIAN. The Citadels of Ilian are huge monasteries with arches and endless stone-floored corridors. Here the disciples of Ilian are trained in the mysteries of the Dark Symmetry. Like hooded monks, they shuffle from lecture to lecture, ever growing in power and knowledge.

These Citadels are erected in places where the Darkness has a permanent influence, where the prying eyes of the Brotherhood cannot reach. Nero and Pluto are her major strongholds, but her presence is strong on Venus as well.

MUAWIJHE. Muawijhe secretly erects his Citadels where his followers have strong cults or where insanity abounds. Because his number of Citadels is relatively few, secrecy is stressed when establishing a stronghold. It is often only by observing the behavior of people that one has clues to the presence of the Lord of Visions, since insanity always follows in his trail.

SEMAI. Semai's Citadels are few and secret, situated on planets where the influence of the Dark Legion is strong and unchallenged. Here, the servants of the Lord of Spite tap into the powers of the Dark Symmetry, trying to seduce those with weak minds.

The majority of the Citadels of Semai are built within the structures of humanity: in the jungles of Venus, on the plains of Mars and deep in our cities. They vary greatly in design but have one feature in common: Semai's citadels contain the mirrors through which Heretics and Corruptors maintain contact with Semai and spy on the weak-minded.

The smaller Citadels function as places of worship for cults as well as hiding places for the agents of the Liar. Only the larger and stronger Citadels are governed by a Nephrite, since a Nephrite's presence would surely attract the attention of the Brotherhood.

ALGEROTH. Algeroth has a great need for bases from which he can launch and replenish his forces. He therefore tries to build his Citadels in well-protected areas hidden from the prying eyes of the Brotherhood.

The Citadels are also important manufacturing centers. Algeroth's need for new weapons, more Legionnaires and more creatures is endless. Therefore, large parts of Algeroth's Citadels consist of mechanical and biotechnological plants where the Tekrons and their slaves constantly toil with new designs.

THE STEEL TABLET

The first humans who landed on Pluto were the Imperial Conquistadors—scientists, astronomers, explorers and astronauts dedicated to expanding the knowledge of the solar system and the universe.

Here, they found the First Steel Tablet. Buried kilometers into the solid surface, it immediately responded to the sensitive instruments. The tablet was puzzling, teasing and tempting to the explorers. After its discovery, it was only a matter of time before the Darkness would manifest physically in the worlds of humanity.

There are no pictures of the Steel Tablet, nor any survivors of the first encounter. A distant, scraping, transmitted voice told us about a radiant and shimmering plaque placed in the center of a gigantic altar which stood in a vault with engravings similar to those of Earth's ancient Neolithic cultures.

Then all was silent.

DEMNOGONIS. The twisted towers of Demnogonis can be seen wherever major battles have ravaged the soil and left deep scars in the surroundings.

To these Citadels, Demnogonis brings victims captured on the battlefields to use as raw material for developing new and wasting plagues. Huge halls are devoted to the research. The stench of death and rot rises from each corner in the buildings. Deep pits contain those not yet blessed with the corruption or those too diseased to be of any use, even for the Great Befouler.



HERETICS

The Dark Legion were a threat that knew no equal. They scoured the human worlds and destroyed all that lay in their way. In their trail followed corruption and disease. But not all of the Legions worked this kind of evil. Within our own cities, on our own worlds, walked the Dark Prophets, the Corruptors, who spoke to the weak of mind and soul. These Unholy Prophets promised power and glory, everything that a human wished, if only we too walked the path of Darkness.

And so the ranks of Darkness swelled as the poison spread from within. The Heretics spread their corruption from world to world, and they caused damage which equaled that of the Dark Legion itself. The Heretics dealt their blows where it was least expected and rocked the foundations which the Brotherhood had laid down.

It was these Heretics the Inquisition was dedicated to tracking down and eradicating from our worlds. But they were strong in their evil ways, and they have long evaded the righteous light of the Cardinal.

— *The Sixth Chronicle, The Crusades and the Inquisition*, by Galileo Achrostidies

THE TAINTED

The universe of *Mutant Chronicles* does not only contain heroic soldiers battling the evil forces of the Dark Legion on the battlefield. Intrigue and espionage, inspired by Corporate ambition or the influence of Darkness, are a vital part of *Mutant Chronicles*. Untold millions have been tempted by the promises of the Dark Symmetry and have been converted to its corrupt ways. People who turn to the Dark are called Heretics, and they plot the downfall of humanity. The Heretics prepare the way for the final assault of the Dark Legion.

In your adventures, you may encounter many foes who have been corrupted by the Darkness and are acting for the Legion in all the settlements of humanity.

It is possible for you play a character who has been swayed by the Dark Symmetry. This variant provides your adventures with an extra dimension. If you choose to be a Heretic, you must constantly evade detection by the Brotherhood as well as complete the tasks of your normal life. The Game Master might include a Heretic in an adventuring group as an extra challenge for all players.

BECOMING A HERETIC

The power of the Dark Symmetry is forever searching to convert weak souls to its unholy cause. The Dark Symmetry promises power and might to untold millions in the hope of planting a seed of evil in their minds. A few of these seeds find nourishment and lead their recipients onto the path of Darkness.

THE CORRUPTORS

The envoys of the Dark Legion travel the worlds of humanity to help secret cults and Heretics. These envoys—called Corruptors—are constantly looking for possible converts to their Dark cause. The Corruptors lead their converts to commit Dark deeds in order to cement their ties to the forces of evil. After their converts have tainted their souls beyond redemption, the envoy confronts the Heretic-to-be with the truth about his or her intentions.

The Corruptors promise wealth, power and glory to anyone who converts to the Dark Symmetry. The Corruptor convinces Heretics of the immense power of the Dark Symmetry and shows them that the Darkness will inevitably triumph over humanity. When faced with such powerful evil, the Heretic soon believes that the only way to survive the future is to join the ranks of the invincible Darkness.

If the misguided soul refuses to convert, the Corruptors try to persuade the Heretic to perform small, relatively harmless tasks for the Dark Symmetry. Sooner or later, the Corruptors claim their prey.

THE INITIATION

When Heretics choose to turn themselves completely over to the power of the Dark, they undergo an initiation rite in which the Well of the Dark Symmetry is opened up for them. Through the Well, the Heretics' souls



bond with the immense, swirling chaos which is the Dark Symmetry. In return for their devotion to the Dark Symmetry, Heretics are given Dark powers to help them in their fight against the «deceiving» Light of the Brotherhood. They are given their first Dark Gift: an evil sorcerous power.

A Tutor is given as a helping hand, teacher, and supervisor to the fledgling Heretics. The Tutor is a direct link to the hierarchy of the Dark Symmetry.

A character may become a Heretic in two ways: at the start of the game during creation, or during the course of play.

BECOMING A HERETIC

A player can become a Heretic during character generation or during the course of roleplaying. If you play your character in a way that is considered as evil or corrupt, and if your character furthers the goals of the Dark Legion, you will eventually be contacted by the Corruptors. After the Corruptors are attracted by your character's Dark thoughts and actions, they will offer to give the character a Dark Gift and convert it to the Dark Symmetry.

A beginning Heretic has already been contacted by the Corruptors and has undergone the initiation rite. He or she may immediately choose any one Gift from the Dark Symmetry (not the Dark Patterns) as a Dark Gift. He or she also has a Tutor, created by the GM, as a contact with the Dark Legion.

As the Heretic performs more and more evil deeds, he or she gains power and status in the ranks of the Heretics, as described below in «The Dark Gifts». He or she gains one additional Dark Gift per background repetition during character generation.

If a character commits an action which would give a Heretic Hero Points, the GM can choose to make a note of the action. When the character has performed enough of these actions, the Corruptors offer him or her a Dark Gift, as described above.

THE DARK GIFT

In the initiation rite, the new Heretic is endowed with the basic powers of the Dark Symmetry. The Heretic is given one Gift and the title of Acolyte, which is also known as the First Rank.

At the same time as the Acolyte is bestowed with a Gift, he or she is given a quest consisting of one or more evil tasks. When these missions have been carried out, the Heretic is presented with a second Gift and another quest. And so the character will continue down the path of the Dark Symmetry.

INCREASING IN POWER

For every quest Heretics tackle successfully, they increase one rank and acquire more powers and responsibility. But danger inevitably follows when characters step up the ladder of the Dark Symmetry. As the Heretics acquire more power and influence in the Dark Symmetry, they stand a greater chance of being detected by the Inquisition, and it becomes more and more difficult for the Heretics to do anything which is good or noble.

An Acolyte (Rank 1 Heretic) might escape a Tutor's notice if he opposes the will of the Dark Symmetry, but a Rank 4 Heretic will quickly be

spotted by Tutor if she commits any actions beneficial to the Light. The Dark Legion rips the soul out of any traitors and places it in the Chambers of Eternal Torture.

THE QUESTS

At every increase in power, a Heretic should be given tasks which are more difficult, more questionable and more hazardous. Each time the character succeeds, he or she must return to his Tutor. There, he or she will be given another Gift, another rank and another quest. Also, his or her MST will increase by +1d6.

As long as the Heretic succeeds, he or she slowly grows in power. A Heretic should also be awarded Hero Points just like any other character whenever he or she acts in accordance with Dark goals (i.e., furthering the cause of the Dark Symmetry).

CHOOSING GIFTS

Every time the Heretic chooses a Gift, he or she may freely choose one of the 10 available to him (five from the Dark Symmetry and five of his Apostle's Dark Pattern). A Heretic is forbidden to take a Gift from the Dark Pattern only at Level 1 (Acolyte).

When a Heretic reaches the rank of 10, he or she is again approached by the Corruptors. This time the Corruptors ask that he or she join their ranks. Becoming a Corruptor is a badge of distinction for services rendered to the Dark Symmetry.

At Rank 10, a Heretic is also given two new powers: first, the power of handing Gifts to other people, and second, being able to receive Gifts from the other Dark Patterns.

RANK	TITLE
1	Acolyte
2	Adept
3	Apprentice
4	Novice
5	Postulant
6	Symmetician
7	Weaver
8	Master Heretic
9	Lord Heretic
10	Corruptor and/or Tutor

THE LIGHT OF THE INQUISITION

The Dark Powers of the Heretics do not go without notice from the Inquisition. Each time a Heretic is elevated in rank or uses Dark Powers in a grand manner, the GM rolls 1d20. If the result is lower than the Heretic's rank, the Inquisitors have had a prophetic vision of the Heretic's deeds. One or more Inquisitors then devote their time to tracking down the Heretic and cleansing the evil of the Dark Symmetry.

The result of the roll should be kept secret from the player playing the Heretic, as well as from any other players.

The Inquisitors also have the ability to sense the presence of the Dark Symmetry when they are close to it. If an Inquisitor is within 50 meters of a Heretic, the Game Master should roll 1d20. If the result is lower than the rank of the Heretic, the Inquisitor senses the presence of the Dark Symmetry. The Inquisitor is unable to pinpoint exactly from where the Dark Symmetry comes, but an Inquisitor should certainly use his authority to seal the area off and perform a trial to find out from where the Dark Symmetry emanates.



THE DARK SYMMETRY

And the howling Legionnaires of Darkness descended upon us and wreaked havoc on our worlds. And around them the Dark aura blazed like a corrupt torch. The Dark Legion commanded power from the dark pits of other planes. With this energy, it corrupted the lands and twisted the world around us.

Strange were the effects of the sorcerous ways of the Legion. The Mystics of Ilian crossed the star-strewn void to enter our minds. The forever-damned Legionnaires felt no pain as they marched through the hail of missiles launched by our troops. The Nepharites called upon forgotten names and hurled destructive balls of fire. Death could be inflicted upon our troops from the far Citadels, and no armor could protect us against these attacks. None of our fortresses could stand against the power of the Dark Symmetry.

— *The Second Chronicle, Ilian and The Dark Symmetry*, by Plinius Varro

THE DARK GIFTS

The Dark Soul projects an aura of power that encompasses all its followers and gives them profane knowledge and powers. This aura is known as the Dark Symmetry.

All beings who have pledged allegiance to the Dark Soul are infused with the spirit of the Dark Symmetry. From the lowly Legionnaires and Heretics to the unforgiving Nepharites, all have their place in the complex pattern of the Dark Symmetry.

The Symmetry gives the followers of Darkness certain abilities called the Dark Gifts. These are powers received either from the Dark Soul or from the Apostle to whom the creature has pledged its allegiance.

Certain Gifts are particular only to the followers of certain Apostles. The Dark Gifts available to all the followers of the Apostles are described in the general section.

THE PATTERNS

The Apostles have been given different aspects of the Dark Symmetry. These aspects are called patterns. Each pattern is unique to each individual Apostle. The Gifts that can be received from each Apostle are detailed under each Apostle's pattern.

It is uncommon but not impossible for followers of one Apostle to have Gifts originating from another Apostle's pattern. When a follower has acquired the Gift of another Apostle, his or her own Apostle has somehow bargained for this power. In such cases, the Apostles have struck a deal and exchanged dark secrets. It is most common for the Legions of Algeroth to have other Gifts, since the Demon of Dark Technology often trades his technology to receive other powers.

LEARNING THE DARK SYMMETRY

You can't learn the Dark Symmetry in the way that you learn skills or spells from the Arts. Instead, the Gifts of the Dark Symmetry are bestowed upon you, implanted into your mind by a higher being, such as a Nepharite or a Lord Heretic.



Normally, Heretics and other followers of the Dark Legion have some sort of contact with higher-ranking followers of Darkness who can serve as tutors. In these cases, the Dark Gifts are given as rewards for accomplished missions and completed tasks. Also, at the same time, one or more new tasks are given to determine what the Heretic must do in order to receive the next Gift.

USING THE DARK SYMMETRY

When a being or a Heretic wants to use a Dark Gift, he or she must mentally invoke the flows of the Dark Symmetry. The Dark Aura picks up the mental signals and shapes the Dark Symmetry according to the wishes of the summoner.

There are no such things as Skill Values or magnitudes within the Dark Symmetry. Everything is a matter of mental strength. Each Gift is given a level between 1 and 25. The level serves two purposes: first, to determine how difficult the Gift is to use, second, to determine how much MST it drains. For most spells, the level is not fixed but can be increased to enhance the effect of the Gift.

Example: The Gift of Baffling Call has level «6+», which means it is normally level 6, but can be enhanced to level 7, 8, 24 or whatever. The invoker decides.

If a being loses all its MST points, the soul withers and dies, and the body becomes a host or provide raw material for the Dark Soul.

All Gifts take one entire action to invoke (not even moving is allowed), and they take effect the on the invoker's following action.

The effects of each Gift are detailed in the descriptions that follow.

GAINING MST POINTS

Temporary losses of MST are regained at a rate of one per hour. Raising the permanent MST can be done by spending Hero Points and by gaining Ranks within the hierarchy of the Heretics.

USING A GIFT

Make a roll on the Dark Gift Table below with your MST as the Basic Capability Value and the Gift's level as the Difficulty Level. This can have four results:

AUTOMATIC SUCCESS: The Gift has the intended effect and drains half its level's points of MST (rounded up). If the Heretic's MST is 10 or more greater than the Level at which he is using the Gift, it is also an Automatic Success.

THE DARK GIFT TABLE

DL	BASIC CAPABILITY VALUE																				
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
1	10	11	12	13	14	15	16	17	18	19	—	—	—	—	—	—	—	—	—	—	—
2	9	10	11	12	13	14	15	16	17	18	19	—	—	—	—	—	—	—	—	—	—
3	8	9	10	11	12	13	14	15	16	17	18	19	—	—	—	—	—	—	—	—	—
4	7	8	9	10	11	12	13	14	15	16	17	18	19	—	—	—	—	—	—	—	—
5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	—	—	—	—	—	—	—
6	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	—	—	—	—	—	—
7	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	—	—	—	—	—
8	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	—	—	—	—
9	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	—	—	—
10	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	—	—
11	†	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	—
12	†	†	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
13	†	†	†	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
14	†	†	†	†	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
15	†	†	†	†	†	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
16	†	†	†	†	†	†	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
17	†	†	†	†	†	†	†	1	2	3	4	5	6	7	8	9	10	11	12	13	14
18	†	†	†	†	†	†	†	†	1	2	3	4	5	6	7	8	9	10	11	12	13
19	†	†	†	†	†	†	†	†	†	1	2	3	4	5	6	7	8	9	10	11	12
20	†	†	†	†	†	†	†	†	†	†	1	2	3	4	5	6	7	8	9	10	11
21	†	†	†	†	†	†	†	†	†	†	†	1	2	3	4	5	6	7	8	9	10

Cross-index the Gift's Difficulty Level and the Basic Capability Value. You must roll lower than or equal to the given number with 1d20 in order to succeed.

†: Automatic failure

—: Automatic success

Example: Hoss the Heretic (MST 15) tries to invoke Creeping Terror (level 5). Referring to the Dark Gift Table, this is an automatic success,

meaning The Gift succeeds and Hoss loses 3 MST points. The next action, he tries to invoke an Ebon Vitriol of level 22, and since he only has 12 MST points left, this is a suicide invocation. Hoss' MST is temporarily raised to 22, and he rolls a «9», success! The spell has the intended effects and Hoss now has one MST point left. Had he failed, his MST would have been 12-1d20, a 40% chance of dying.



SUCCESS: The Gift has the intended effect and drains its level's full points of MST.

FAILURE: The Gift has no effect but still drains its level's full points of MST.

AUTOMATIC FAILURE: The Gift does not function. But the person using the Gift may choose to try to make the Gift work even with automatic failure. In doing this, the person is risking death to enact the Gift. If decided on this, the user's MST is temporarily increased by +10 for this occasion only, and then the roll is made as usual. If the roll succeeds, the Gift has its intended effect, and the user loses all his or her remaining MST points but one. If the roll fails, the spell has no effect, and the user loses 1d20 MST points on top of the 10 temporary points, which is likely lethal.

RESISTING THE ARTS

Like the Arts, the Dark Symmetry is so powerful that normal people cannot stand up to it. That's why there's only one die roll to see if a Gift activates, and usually no way to resist their effects.

However, player characters aren't normal people. If they are faced with a Dark Gift that affects their mind, they have the option of spending Hero Points and temporarily raising the DL of the Gift by 1 MST per Level. The GM or player casting the Gift does not have to tell the resistor how many Levels at which the effect is cast; the player must judge the power of his opponent and live with the consequences.

DARK SYMMETRY GIFTS

Here are five detailed Dark Gifts. These are channeled from the energies of the Dark Soul and are therefore available to any follower of the Darkness.

All ranges are given in both squares and meters.

CREEPING TERROR

LEVEL: 5 for aura or 12 for projected terror
RANGE: 10 squares/15 m radius (aura) or 60 squares/90 m for one target (projected terror)
 The user is able to project an aura of fear. It affects all creatures within a 15-meter radius, including those on the same side as the invoker.

The aura strikes a deep fear in the hearts of the victims. Anyone within the aura must make an MST roll. Those failing an MST roll must use their following 1d10 actions to flee in a random direction, using their maximum Movement Allowance. Those who do not run away have their CS modified by -4 in their next attack against the user.

The invoker may choose to project the Creeping Terror on one target only. The victim must make an MST roll or suffer a heart attack. If the roll fails, the victim takes 1d10

Each Hero Points spent in this manner doubles the amount by which the DL is raised: two Hero points will raise the DL by 2 for every 1 MST, three hero points will raise the DL by 4 for every 1 MST. Each incident of resistance affects only one incident of mind control or manipulation, and an identical attempt may not be attempted for the duration of the scene (or at the GM's discretion).

As always, these MST points are regained at one point per hour, and if you use up all your MST, your soul withers and dies and the character is out of the game.

Resisting these powers has other consequences, too. If you successfully resist the Dark Symmetry, members of the Brotherhood and heretics will immediately detect the «blessing of the Light» upon the character who resisted; this effect lasts for the duration of the scene, or at the GM's discretion.

DARK SYMMETRY NOTES

As with the names for the Art spells, the original names from the first edition of this book were given to the Dark Gifts by the Mystics of the First Directorate. The names in this book are used predominantly by the Inquisitors of the Second Directorate.

This list also includes the gifts described in the *Algeroth Sourcebook*.

points of damage in the Chest from a heart attack and probably dies horribly unless medical assistance is available. If the roll is successful, the victim's CS is modified by -4 for the following 1d6 rounds. There is a 1 in 6 chance of the victim's hair turning white as well.

This Gift does not affect already dead creatures such as the Legionnaires of Algeroth or creatures not possessing intelligence.

THE DARK CURTAIN

LEVEL: 6
RANGE: 10 m
 Make a roll on the Dark Gift Table, with the invoker's MST before deducting MST points for this Gift as the Basic Capability Value, and the victim's MST as the Difficulty Level, roll is successful for the invoker, the victim is struck blind for 1d6 CR.

DARK GIFTS NAMES TABLE

DARK SYMMETRY GIFTS

FIRST DIRECTORATE NAME	SECOND DIRECTORATE NAME
Blindness	The Dark Curtain
Dark Fire	Ebon Vitriol
Invoke Pain	Phantom Pain
Resist Pain	Dark Embrace
Terror	Creeping Terror

GIFTS OF ILIAN

FIRST DIRECTORATE NAME	SECOND DIRECTORATE NAME
Dimensional Hole	Dimensional Storm Rift
Disrupt Power	Ilian's Helping Hand
Hand of Death	Ilian's Annihilating Grasp
Time-Death	Timeslide
True Gate	Dimensional Travel

GIFTS OF MUAWIJHE

FIRST DIRECTORATE NAME	SECOND DIRECTORATE NAME
Confuse	Baffling Call
Insane Dance	The Piper's Irresistible Dance
Send Dreams	Dream Mold
Sleep	Muawijhe's Mad Lullaby
Wind of Insanity	The Insane Wind of the Void

GIFTS OF SEMAI

FIRST DIRECTORATE NAME	SECOND DIRECTORATE NAME
Control Mind	Mindsuasion
Illusion	Memory Chimera
Mind-Melt	Mindrip
Possess	Semai's Soul Grasp
Shroud	The Void's Dark Mists

GIFTS OF ALGEROTH

FIRST DIRECTORATE NAME	SECOND DIRECTORATE NAME
Dark Gateway	Dark Gateway
Dimensional Warp	Dark Banishment
Distort	Protean Transformation
Distort Foe	Arc of Infernal Agony
Distort Mind	Call of Corruption
Distort Object	Material Meltdown
Distort Self	Beckon the Void Within
Earthshock	Earthshock
Flow of Acid	Flood of Acidic Bile
Flow of Asymmetry	The Extinguisher of the Light
Flow of Cold	The Chill of the Void
Flow of Death	The Dead Zone
Flow of Fire	Infernal Gouts
Flow of Madness	Path of Madness
Imprison	Banishment from the Planes
Indigestion	Internal Infestation
Invoke Apathy	The Diabolical Drain of Desire
Invoke Death	Soulsucker
Invoke Frenzy	Algeroth's Frenzied Lash
Invoke Loyalty	The Bending of Belief
Invoke Pain	Ghastly Agony
Invoke Terror	Rampaging Horror
Necrovisual Link	Necrovisual Link
Portal of Dark Healing	The Cleansing of the Void
Portal of Dread	The Threshold of Horror
Portal of the Great Conqueror	The Dark Gate of Power
Portal of Undeath	The Postern Beyond Death
Summon	Bringer of Dark Tools
Teleport	Stitch in Space-Time
Warp of the Jesters	Warp of the Jesters

GIFTS OF DEMNOGONIS

FIRST DIRECTORATE NAME	SECOND DIRECTORATE NAME
Animate Dead	Rouse the Sleep of the Dead
Decay	Decaying Breath
Deform	Quivering Shudder
Infection	Pestilential Plague
Time Rot	Time Rot



THE DARK EMBRACE

LEVEL: 1 per CR

RANGE: Personal

By using this Gift, the invoker can resist all pain for one combat round (ignore all wounds but still take damage as usual). The pain and effects from wounds and other damage don't go away. They're just postponed for one combat round.

EBON VITRIOL

LEVEL: 4+[3 per die of damage]

RANGE: Touch

As this power is invoked, Dark fire flows from the hands of the invoker. This fire can also be channeled through a weapon.

If Ebon Vitriol is used on a weapon or a fist for an attack, the Ebon Vitriol causes 1d6 points of fire damage in all attacks in addition to the normal damage for the attack itself. The Ebon Vitriol also remains on any targets hit, which causes damage each successive round. The Ebon Vitriol dissipates at a rate of 1 die per combat round. But the fire disappears from the weapon/the hands of the user on the next combat round.

Normally, an Ebon Vitriol invocation causes 1d6 extra damage, but for every extra three levels invoked, it does an additional 1d6.

Example: A Nephrite invokes 16 points of MST for the Gift and then directs the power to his sword. The sword causes 4d6 points of extra damage in all attacks this CR. The next round, the victims take 3d6 points of fire damage; the next 2d6, and so on.

PHANTOM PAIN

LEVEL: 1 per square/1.5 m of range

RANGE: 1 square/1.5 m per level

This Gift invokes terrible pain in the victim. Make a roll on the Dark Gift Table, with the invoker's MST (before deducting MST points for this Gift) as the Basic Capability Value, and the victim's MST as the Difficulty Level. If the roll is successful for the invoker, the Gift takes effect immediately. Otherwise, the Gift has no effect.

The pain lasts for the rest of the CR and completely immobilizes the target (who may not perform any more actions this CR). Because this pain is only in the mind, it does not cause any physical damage.



ILIAN'S DARK PATTERN GIFTS

DIMENSIONAL STORM RIFT

LEVEL: 14

RANGE: 50 squares/75 m

This terrible Gift tears the fabric of existence apart and opens up a dimensional hole where specified by the invoker for 1d6 CRs.

Terrible celestial winds tear into the unfortunate targets of this Gift.

Any victim within 10 squares/15 m of the hole is attacked by the cold winds, which cause 1d6 points of damage each CR in a random target area on each victim (use the Close Combat Table to determine hit location). The victim must make a Normal STR roll before being able to leave the hazardous area of this Gift (requires an entire action). Any loose items are sucked into the Void and lost forever.

DIMENSIONAL TRAVEL

LEVEL: 10+

RANGE: 50 squares/75 m

This Gift opens up a portal warping time and space in our universe. The invoker may step through the portal and appear anywhere within 75 meters of the original portal. This Gift can bypass walls and doors, allowing entry to sealed areas.

By adding additional levels when casting this Gift, the invoker may bring other creatures through the portal too. Each additional level allows the passage of one additional creature. If the creature is unwilling, make a roll on the Dark Gift Table, with the invoker's MST (before deducting MST points for this Gift) as the Basic Capability Value, and the victim's MST as the Difficulty Level. A failure means that the creature resisted traveling through the portal.

Also, each additional level can multiply the distance by 2; i.e., 4 extra levels would give a range of 1,200 meters.

ILIAN'S ANNIHILATING GRASP

LEVEL: 3 per CR

RANGE: 50 squares/75 m

The victim feels a cold hand closing around his or her heart. Make a roll on the Dark Gift Table, with the invoker's MST (before deducting MST points for this Gift) as the Basic Capability Value, and the victim's MST as the Difficulty Level. If the invoker is successful, the victim takes 1d6 points of damage in the chest. Armor offers no protection.

ILIAN'S HELPING HAND

LEVEL: See below

RANGE: Personal

This Gift offers protection against arcane powers, Dark Gifts or the Art. For each level channeled into the Gift, the invoker can add +2 to any MST rolls called for on the Dark Gift Table (deduct the MST points spent on this Gift before the check is made).

It can also be used to shape a shield of power which protects against magical attacks that cause damage. For every level channeled into the shield, damage by any magical attacks through the shield is reduced by -5.

TIMESLIDE

LEVEL: 9

RANGE: Personal

The invoker creates a time pocket in which he or she may act and move freely while everything else is brought to a standstill. The invoker may perform 1d6 free actions, before time again gains possession of its domain.



MUAWIJHE'S DARK PATTERN GIFTS

BAFFLING CALL

LEVEL: 6+

RANGE: 50 squares/75 m

The user fills the victim's ears with the cries of the Muawijhe's insane followers. Make a roll on the Dark Gift Table, with the invoker's MST (before deducting MST points for this Gift) as the Basic Capability Value, and the victim's MST as the Difficulty Level.

If the victim fails, he or she is overwhelmed by the powers of the screaming lord and is confused. The victim loses all ability to act and think clearly and is rooted to the spot for 1d6 CRs. He or she can still defend against attacks (e.g., make Avoid and Parry rolls) regardless of who the attacker is, but take -5 to the CS.

For each extra level, one more victim within the range can be confused.

DREAM MOLD

LEVEL: 12

RANGE: special

With this Gift, the invoker can establish a link to any sleeping victim within sight. «Within sight» may mean through the use of some scrying device or by the use of the Dark Symmetry.

The invoker can specify which dreams to send to the victim, often nightmares and insane visions. This is a particularly diabolical power because, in most cases, the subject does not know to resist the effect. Unless the target is a member of the Brotherhood and is using some kind of protective spell, no resistance roll is made.

If the invoker so wishes, the victim temporarily loses 1d6 points of MST for each night affected by the dreams (MST can't go below 1). Because the nightmares disturb the victim's sleep, the victim cannot regain any of these points or MST points lost for some other reason.

This power can also be used to send messages and warnings, either to Heretics or to the enemies of the Dark Soul.

MUAWIJHE'S MAD LULLABY

LEVEL: 14+

RANGE: 50 squares/75 m

The victim hears a strange yet compelling song which bids him or her to sleep. Make a roll on the Dark Gift Table, with the invoker's MST (before deducting MST points for this Gift) as the Basic Capability Value, and the victim's MST as the Difficulty Level. If the victim fails, he or she immediately falls asleep. A sleeping creature cannot normally be disturbed for 1d6 hours but may be aroused if violent methods are used.

For each extra level, one more victim within the range may be affected.

INSANE WIND OF THE VOID

LEVEL: 20+

RANGE: 50 squares/75 m

This powerful Gift conjures up a whirlwind of insanity which can be directed toward the invoker's enemies. The whirlwind lasts for one combat round, plus one extra round for each extra level put into the Gift.

The whirlwind has a diameter of 1 square/1.5 meters and can be moved around at the whim of the invoker at a pace of 12 squares/18 m per CR. If the concentration is broken before the duration of the Gift, the wind dies out.

Anyone caught up in the wind is onset by hordes of insanely screaming spirits. Screams from all these insane creatures echo in the ears of the victims.

Then 1d6 points of damage is caused in the head (armor does not protect) of all victims standing in the way of the whirlwind every CR that they are exposed. This attack can not be avoided. In addition to this, they must succeed with a Normal INT roll every time they are affected. If they fail, they go temporarily insane and fall down on their knees, staring blankly at the sky, mumbling arcane phrases. Nothing can rouse them from this state, but after 1d6 minutes they regain their senses.

THE PIPER'S IRRESISTIBLE DANCE

LEVEL: 10+

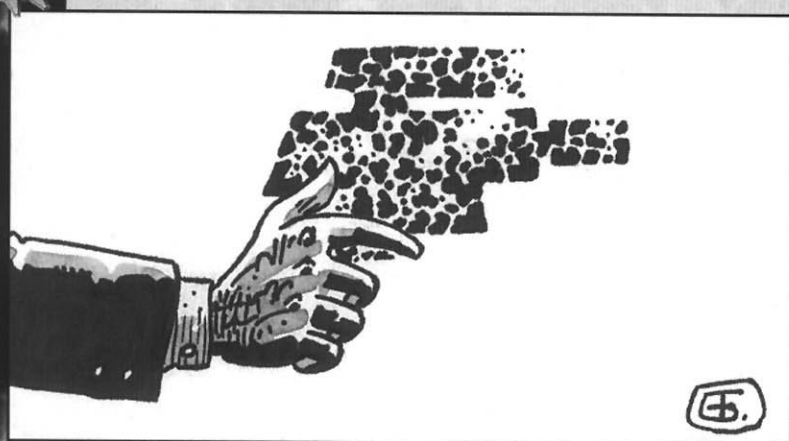
RANGE: 20 squares/30 m

The invoker is able to command his victim to perform an insane dance, totally out of control. The victims dance to the unheard music of the Lord of Visions and are totally oblivious to reality.

Make a roll on the Dark Gift Table, with the invoker's MST (before deducting MST points for this Gift) as the Basic Capability Value, and the victim's MST as the Difficulty Level. If the invoker is successful, the victims dance madly for 2d6 CRs, ignoring the world around them completely. No attempts at reviving these dancing fools has any effect.

All missile attacks made against the dancers have a -4 penalty to CS due to their unpredictable movements.

For each extra level, one more victim within the range may be affected.



SEMAI'S DARK PATTERN GIFTS

MEMORY CHIMERA

LEVEL: 10

RANGE: 60 squares/90 m

The invoker may create an illusion of something previously seen, either in reality, a dream or a picture. The illusion is three-dimensional, but it may not be larger than the invoker. An illusion does not affect the surroundings nor can it cause damage to living beings. With the use of this Gift, the invoker can indirectly lead unfortunate victims to a premature

death by leading them, for example, out on an illusory bridge.

The illusion lasts one hour. It may be extended one extra hour for every level spent on the Gift.

MINDRIP

LEVEL: 16

RANGE: 10 squares/15 m

The invoker mentally attacks the mind of another being. Make a roll on the Dark Gift Table, with the invoker's MST (before deducting MST points for this Gift) as the Basic Capability Value, and the victim's MST as the Difficulty Level. If the invoker is successful, the victim loses 1d6 points of INT and an equal amount of BPs from the head. These points, except for one, can only be regained through extensive brain surgery, but the last point of INT is lost forever and the BP of the head is permanently reduced by one.

If the INT reaches 0, the brain has melted, and the victim dies horribly.

MINDSUASION

LEVEL: 8

RANGE: 20 squares/30 m

The invoker is able to control an intelligent mind by defeating the victim's MST. Make a roll on the Dark Gift Table, with the invoker's MST (before deducting MST points for this Gift) as the Basic Capability Value, and the victim's MST as the Difficulty Level. If the invoker wins, he or she can make the victim perform all actions normally within his or her ability. The invoker cannot make the victim act on his or her own initiative; all of the actions must be due to the commands given by the invoker.

The victim cannot be made to perform any actions which would result in his or her own destruction.

SEMAI'S SOUL GRASP

LEVEL: 15+

RANGE: 50 squares/75 m

Make a roll on the Dark Gift Table, with the invoker's MST (before deducting MST points for this Gift) as the Basic Capability Value, and the victim's MST as the Difficulty Level. The invoker can take possession of the soul of a victim. If the invoker is successful, he or she enters the mind of the victim and takes total control of the person's actions. The invoker can use all skills known by the possessed and may force the host to use special abilities such as Dark Gifts or powers from the Art. The possession lasts one CR, plus one CR for every extra level put into this Gift.

While the victim is possessed, the invoker's body is unconscious, but the mind of the invoker feels anything done to his body, and the invoker can return to his or her own body at will. If the host is killed while possessed, the invoker immediately returns to his or her own body, but the experience of being killed results in him or her losing 1 point of MST permanently.

THE VOID'S DARK MISTS

LEVEL: 4

RANGE: 4 squares/6 m radius

The invoker conjures up swirling shrouds of fog. The visibility within the fog is practically nothing, and the creatures in the area of effect are completely hidden from view. All attacks against or by combatants inside the mists are modified by -7.

The fog lasts for 2d6 CRs and is completely static, unless blown away by ventilation systems or wind.



ALGEROTH'S DARK PATTERN GIFTS

ALGEROTH'S FRENZIED LASH

LEVEL: 4+

RANGE: 30 squares/45 m

If the victim is unwilling, make a roll on the Dark Gift Table, with the invoker's MST (before deducting MST points for this Gift) as the Basic Capability Value, and the victim's MST as the Difficulty Level. The invoker infuses his or her followers with an insane frenzy. At level 4, one creature is affected, but for every extra level invoked in the Gift, one additional combatant can be affected.

Combatants gripped by the frenzy attack all enemies without heed for their own safety and ignore all pain until they are killed. They gain a damage bonus of +1d6 on all close combat damage. They fire indiscriminately, and all missile attacks they perform are modified by -4. Beings gripped by this frenzy never parry or avoid attacks.

The frenzy lasts until the victim is killed or no other enemies are present. The invoker is never attacked.

DARK BANISHMENT

LEVEL: 20+

RANGE: 50 squares/75 m

The dimensional warp opens up a dark portal to the planes on the other side of the universe. The portal sucks in any victim standing in its center.

For a seemingly endless time, the poor victim plummets through the Dark dimensions and touches upon the true evil of the Darkness. After 1d6 CRs, the victim emerges from the Dark dimensions, bruised and half insane and with a withered soul.

For each CR spent in the Dark dimensions, the victim permanently loses 1d6 points of MST. Should his or her MST reach below zero, the victim dies from insanity.

The Gift normally lasts 1d6 CRs, but every extra level put into this Gift prolongs it by one CR.

FLOOD OF ACIDIC BILE

LEVEL: 10+

RANGE: 10 squares/15 m

The invoker opens up a small opening to one of the Dark dimensions. From this portal, a flow of thick acid emerges and rushes toward one target selected by the invoker.

As long as the victim remains in sight of the invoker and the Gift is maintained, the portal shoots acid onto the victim. The acid does 1d4 damage, plus one point per extra level invoked, to all body parts. Armor protects as normal, but it loses as many points from its AV as the acid does damage (of course, uncovered body parts take full damage). Armor reduced to 0 AV falls away in a melted heap.

The acid remains on the victim's body after the attack has ceased, causing the same damage as its most recent attack, -2 for each successive CR, until the damage reaches zero.

Example: A Nephrite directs a Flood of Acid toward a charging trooper. The Nephrite invokes three extra levels, which results in the flow causing 1d4+3 points of damage. The result is rolled, 6.

The trooper's armor value is 10, meaning the initial attack reduces it to 4. The next CR, the acid does 4 BPs of damage, reducing the armor value to nothing, and the third round the acid causes 2 BPs of damage to all of the trooper's body parts.

INTERNAL INFESTATION

LEVEL: 6+

RANGE: 10 squares/15 m

By concentrating all its mind powers on a victim, the invoker summons many small, otherworldly creatures into the victim's internal organs. These creatures adhere themselves to the tissue lining and begin to leech



blood from the victim. Prolonged exposure can lead to death. Damage done is 1d6 per CR; roll hit location as usual on the Close Combat Table.

The attack normally lasts 1 CR but is prolonged by one CR per extra level placed in the Gift.

PROTEAN TRANSFORMATION

LEVEL: 22

RANGE: 50 squares/75 m

By using this Gift, the invoker can warp and distort physical material. Objects the same size of the invoker or smaller may be affected. Dead material may be warped into any new shape at will, while living beings are allowed to escape the Gift's effect by defeating the invoker's MST on the Dark Gift Table with their own MST. Make a roll on the Dark Gift Table, with the invoker's MST (before deducting MST points for this Gift) as the Basic Capability Value, and the victim's MST as the Difficulty Level.

If the victim fails, the Gift causes the poor victim's body to twist and bend into new shapes. Bones are broken, and flesh is remolded like clay. The result is often a quivering heap of living flesh, wracked in painful spasms. The victim also loses 1d10 points from each PHY, COR and STR, and 3d6 from PER. No Basic Capability can become lower than 3.



DEMNOGONIS' DARK PATTERN GIFTS

DECAYING BREATH

LEVEL: 6+

RANGE: 4 squares/6 m

With this Gift, the invoker may breathe upon any inorganic materials within range and have them disintegrate. Decaying Breath is also effective on organic material, such as wood, but it does not affect animals or humans.

The item decays and decomposes in 1d6 rounds. Decaying Breath is an effective tool during combat to dissolve an opponent's armor and weapons. This Gift can also be used on cybernetics inside a body, in order to destroy artificial organs or pacemakers.

Normally, the Gift affects a 1 kg mass of inorganic substance, but for every extra level invoked in the Gift, this is increased by 1 additional kg.

PESTILENTIAL PLAGUE

LEVEL: 4

RANGE: 67 squares/100 m

Make a roll on the Dark Gift Table, with the invoker's MST (before deducting MST points for this Gift) as the Basic Capability Value, and the victim's MST as the Difficulty Level. If the invoker is successful, the victim is struck by a fatal disease within 1d6 hours. He or she is subjected to high fevers and infected wounds all over the body. He or she loses 1 Body Point per day in the chest until cured or dead. All actions and Basic Capabilities are modified by -10 for the duration of the infection.

Persons in physical contact with the infected victim or any items touched by the victim contract the disease if they fail a Normal PHY roll.

The infection may be cured by applying medical expertise, but this is normally only available in large cities and not on the battlefields. It can also be cured with an Art of Exorcism of the fifth magnitude.

For each extra level, one more victim within the range can be infected.

QUIVERING SHUDDER

LEVEL: 12+

RANGE: 10 squares/15 m

Make a roll on the Dark Gift Table, with the invoker's MST (before deducting MST points for this Gift) as the Basic Capability Value, and the victim's MST as the Difficulty Level.

With this Gift, the invoker creates a shudder which wracks the target with uncontrollable fits.

The victim's STR, COR and all skills tied to any of these Basic Capabilities are halved for the duration of the Gift. This is normally 1d6 minutes, but it can be prolonged by one minute for every extra level invoked in the Gift.

After this time, the victim's limbs reverts to normal.

ROUSE THE SLEEP OF THE DEAD

LEVEL: 14+

RANGE: Touch

The invoker may animate a dead body and create an undead slave. The slave is totally mindless and obeys all of its invoker's commands to the letter. If no orders are given or if a task is completed, the slave stands motionless until further orders. All commands must be given vocally.

The animated dead retains its STR and PHY from before it died, but its COR is halved. The corpse retains only skills that are tied to any of these Basic Capabilities, but only at

half their previous Skill Value (i.e., when the corpse was living!).

Combat Statistics are calculated as if the all other Basic Capabilities were zero.

STR, PHY, COR and the Skill Values of all the retained skills may be increased by 1 for each extra level invoked in the Gift.

TIME ROT

LEVEL: 21+

RANGE: Touch

Make a roll on the Dark Gift Table, with the invoker's MST (before deducting MST points for this Gift) as the Basic Capability Value, and the victim's MST as the Difficulty Level.

If the invoker is successful, the victim begins to age at a rate of one year per CR. At level 21 (no extra levels invoked), the victim ages a total of 1d6 years, but this can be increased by 1d6 years for every extra level invoked in the Gift. However, if the invoker expends any MST points for these extra levels, they are permanently lost.

Apply any aging effects immediately, and don't forget to make the death checks every year after the age of 45.

Example: A Nepharite invoking 24 levels (three extra) into a Gift of Time Rot causes a victim to age 4d6 years, but the Nepharite loses 3 points of MST permanently.

CREATURES

The creatures of the Dark Legion are described in the following format. Refer to the «Character Generation» section of the rules for further details.

MOVEMENT: Movement ability in squares per action and meters per minute.

OB: The creature's Offensive Bonus.

ACT/CR: The number of actions allowed every CR.

AVOID/PARRY: The creature's SV in Avoid and Parry.

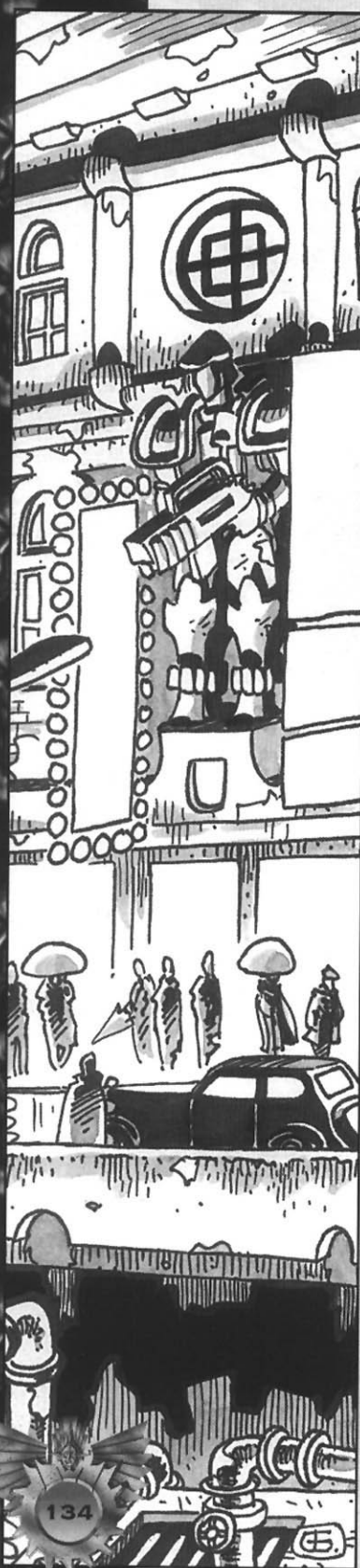
BPS AND ARMOR (AV): The table details the creature's Body Points, Armor and Armor Value in each part of the body.

ATTACKS: The creature's natural weapons (use «Combat SV») and their damage. The order indicates the creature's preference of attack. It will primarily use the first attack type, etc.

FIELDS OF EXPERTISE: The creature's approximate SVs in the different fields of expertise. «Combat 15» would normally mean the creature has between 13 and 17 in all relevant Combat skills.

SPECIAL ABILITIES: Any special abilities that the creature may hold.

DARK GIFTS: What Dark Gifts the creature possesses.



ILIAN

From the nothingness of the void she emerged. The Cardinal stirred in his sleep, knowing in his bones that the world was changed and that new powers were rising. Strange tidings were brought before the Cardinal, omens of ill portent. The seventh star in the seventh constellation was eclipsed, and no light did reach our worlds from that shining beacon, the Guardian of the Gate.

On Earth, tidal waves surged over the land, which left many dead and even more homeless. In the city of Methusalem, the sky was dark with clouds of blood for thirty days and thirty nights. And in the dreams of humanity, a dark beast howled at the moon.

The prophets first told of the Mistress of the Void as she spoke to them in their dreams. She wandered the shrouded paths of the our art, stealing into the corners of our minds. Feeling, observing and learning, Ilian made no mistakes as she entered our world.

Portals to other dimensions were opened, and through them the Mistress of the Void called the keepers of the Dark Symmetry. They did emerge and brought with them the secrets of shaping the Darkness. So the Mistress of the Void became the Guardian of the Profane Secrets.

— *The Second Chronicle, Ilian and the Dark Symmetry*, by Plinius Varro

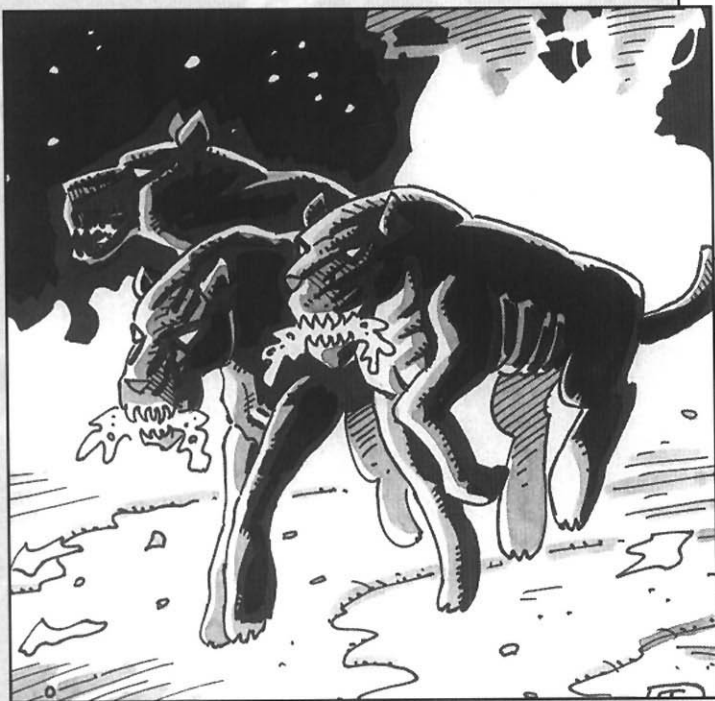
THE MISTRESS OF THE VOID

Ilian was the first of the Apostles, the Harbinger of Darkness and the Mistress of the Void. She was the first born of the Dark Soul, the first to enter the minds of humanity. She is the guardian of the gate, the keeper of the Dark Symmetry and the strongest wielder of the Dark powers. Ilian is the most powerful of the Apostles, and she keeps close watch over her lesser brethren. As they gain in power, her control over them diminishes, and a rebellion against her draws ever closer. But the Darkness' grip on the human worlds grows ever tighter, and victory seems at hand.

Ilian grows in power as the Darkness claims more and more lives. She drinks in the essence of destruction and revels in the despair and desolation that follows in the wake of war and destruction. As the Dark Legion march over the shattered forces of humanity, Ilian casts an ever-growing shadow over our worlds.

Her power lies in her intimate control of the Dark Symmetry. With this knowledge, she conjures up beings from other dimensions and opens portals to other realms. Dark beings of immense power fill the ranks of Ilian's legions and creatures of Darkness crawl before their marching feet.

Her appearance radiates a precise and cold beauty, enhancing her true evil. Lithe and seductive, her long black hair hangs down to her waist, contrasting with her pale skin. She is clothed in the Darkness of space, and mystical runes adorn her robes.



THE LEGIONS OF ILIAN

Ilian was the first of the Apostles, and she has gathered around her creatures summoned from other distant planes, twisted abominations skilled in the crafts of the Dark. Ilian weaves the fragile threads of the Symmetric loom which shapes the energies to assault humanity's forces.

The combat troops of Ilian are few and concentrated only in her Citadels. Many of her lieutenants act as observers and take active parts in the battles fought by the other Apostles. They lend their powers to aid the Darkness as well as to further the cause of Ilian.



NEPHARITE OF ILIAN

BASIC CAPABILITIES

STR 34
INT 21
COR 20
PHY 18
MST 35
PER 28

ARMOR INFO

AREA	BPs	ARMOR (AV)
HEAD	5	NONE 3
ARM	9	PLATE 8
STOMACH	9	PLATE 10
LEG	10	PLATE 8
CHEST	10	PLATE 10

MOVEMENT: 4/275

OB: +4

ACT/CR: 6

AVOID/PARRY: 10

ATTACKS: Grasp (see below), Gifts, 2-H melee weapon

FIELDS OF EXPERTISE: Combat 21, Firearms 15, Communication 18, Movement 19, Technical 14

SPECIAL ABILITIES: If a Nepharite of Ilian grabs a character and overcomes the character's MST with its own MST by achieving more successes on a 1d20, the Nepharite may send the soul of the victim into the Void. The victim is lost forever. A successful grab means that the Nepharite has struck his opponent in hand-to-hand combat and then held on to the victim for one round. The Nepharite may not perform any other actions for that round if he wishes to use his power. Any disruption to the Nepharite's concentration means that the Nepharite has to start concentrating for a new round. A victim may attempt to escape the Nepharite's hold by making an Avoid roll at -6. If the victim does not escape, then proceed to the MST roll. The Nepharite also can see in the dark perfectly and resist pain.

DARK GIFTS: Creeping Terror, Ebon Vitriol, Phantom Pain, Dark Curtain, Dimensional Storm Rift, Ilian's Helping Hand, Ilian's Annihilating Grasp, Time Slide, Dimensional Travel

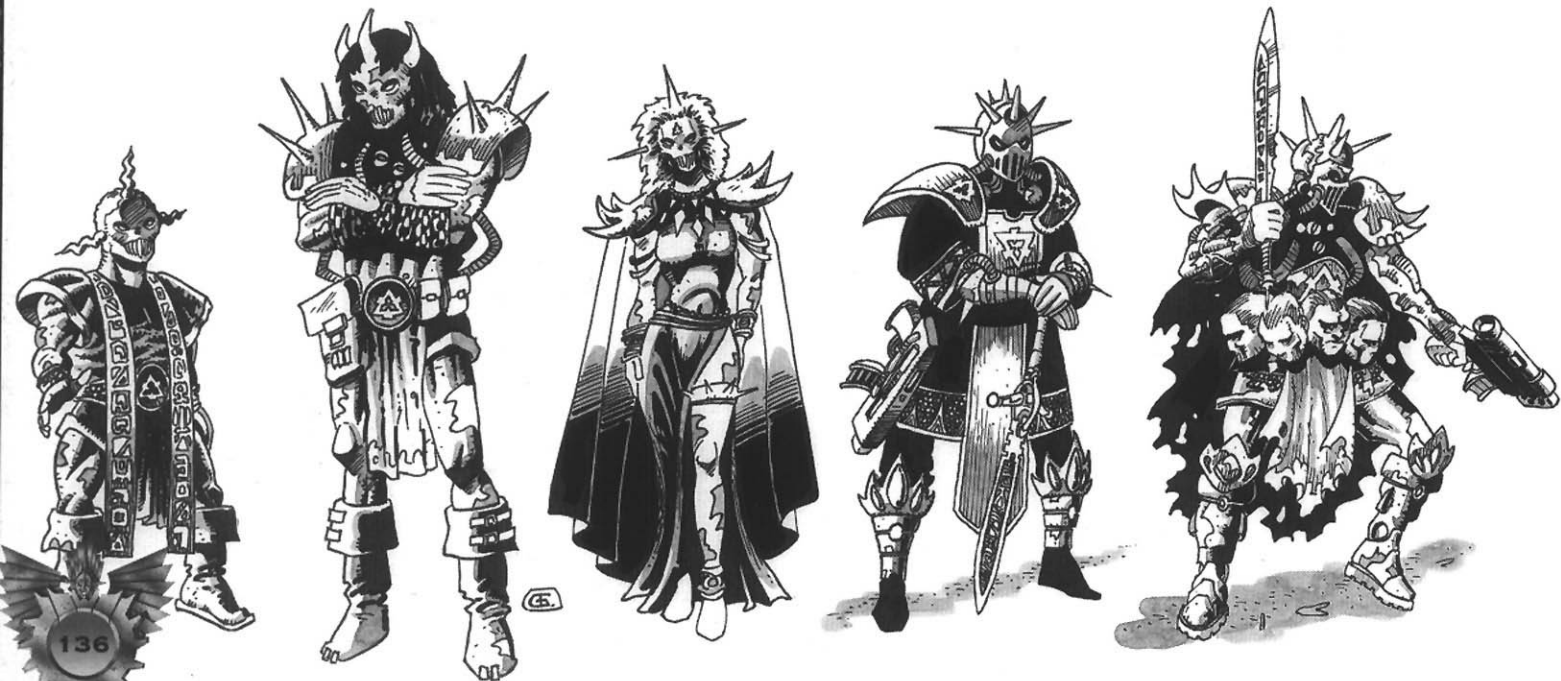


THE NEPHARITES

The eternal enemies that make up the higher echelons of Ilian's court are magicians and powerful warriors. They can open portals to other planes where they gather their troops. They act as Ilian's observers of and advisers to the other Apostles.

The Nepharites of Ilian are dressed in simple tunics, covered with the symbols of the Harbinger of Darkness. Over these tunics they carry heavy plate armor, forever coated with ice and frost from the cold void.

Ilian's Nepharites are covered in living chains ending in wicked hooks. The chains weave back and forth according to the will of their master. They are used to trap and tear victims apart. In addition to these chains, each Nepharite carries a heavy close combat weapon, often endowed with Dark powers.





The Nepharites of Ilian all have a special ability. Upon grasping a victim they may envelop the poor soul in the Darkness of space, sending the unfortunate creature into the endless void. There the soul is pursued forever by the Wild Hunt of Ilian.

THE TEMPLARS

Guarding the Citadels of Ilian are the Templars, or Temple Guards, who are a secret race of half-mechanical warriors. Ilian has taken them from



their native plane of existence and fulfilled their wishes for endless destruction and conflict.

They are shaped like humans but with massive bodies. Their powerful physique enables them to carry heavy armor and weaponry yet still maintain mobility.

Their true appearance is unknown, as they always wear heavy armor and clothing decorated with the constantly swirling stars of their Mistress. A spiked helmet covers the head and is connected to protective systems under the armor. These systems and the heavy armor give the Templars a unique advantage on any battlefield. A Templar will never take cover and will march relentlessly toward its enemies, spreading death and destruction on its way.

The Templars possess minds perfectly attuned to combat. Because they can sense waves of pain and fear from far away, Templars always know the direction of any battle close to them. They can also sense the intent of those causing pain and are therefore used as guards at Ilian's Citadels and temples.

THE CHILDREN OF ILIAN

Among the followers of Ilian are a race of servants simply referred to as the Children of Ilian. These are diminutive beings with twisted and deformed bodies. Their skin is pale, almost transparent. The Children have long arms and short legs, while their large heads are connected to pulsating tubes which link their brains to their central nervous systems. Their faces glow with demented mirth, and they speak in high squeaking voices that seem to endlessly gibber meaningless phrases.

In their tool belts, the Children carry small devices of Necrotechnology. These are used for repairing damaged equipment or constructing new and twisted designs.

The Children are used as servants by the more powerful in the ranks of Ilian. They do not normally participate in combat, but they might, if they are present in large numbers, attack larger enemies in a blood-curdling frenzy.

TEMPLAR

BASIC CAPABILITIES

STR	19
INT	10
COR	15
PHY	21
MST	12
PER	24

ARMOR INFO

AREA	BPs	ARMOR (AV)
HEAD	3	PLATE 10
ARM	6	PLATE 6
STOMACH	6	PLATE 7
LEG	7	PLATE 6
CHEST	7	PLATE 7

MOVEMENT: 4/275

OB: +2

ACT/CR: 3

AVOID/PARRY: 8

ATTACKS: 2-H melee weapon or firearm

FIELDS OF EXPERTISE: Combat 15, Firearms 15, Communication 11, Movement 16, Technical 8

SPECIAL ABILITIES: The Templars may sense pain and fear at a range of 50 squares/75 m. Their senses are sharp enough to allow them to separate individual beings. They can also sense the intention to cause pain at a range of 50 squares/75 m. Templars possess nightvision.

DARK GIFTS: Dark Embrace

CHILD OF ILIAN

BASIC CAPABILITIES

STR	6
INT	9
COR	12
PHY	7
MST	13
PER	3

ARMOR INFO

AREA	BPs	ARMOR (AV)
HEAD	3	NONE 0
ARM	5	NONE 0
STOMACH	5	NONE 0
LEG	6	NONE 0
CHEST	6	NONE 0

MOVEMENT: 3/175

OB: -

ACT/CR: 3

AVOID/PARRY: 4

ATTACKS: 1-H melee weapon or firearm (Kratich)

FIELDS OF EXPERTISE: Combat 6, Firearms 8, Communication 5, Movement 13, Technical 16

SPECIAL ABILITIES: None

DARK GIFTS: None

MUAWIJHE

It was the great prophet Aglialos who spoke of the Lord of Visions. In dreams, the Dark Lord had first emerged, bringing with him fools and jesters to make merry in our minds. Howling hordes were released to haunt our dreams, leaving us no rest or peace. In his dreams, Aglialos wandered far and wide, searching the flows of the future. He walked across the Fields of Desolation and found that his steps had taken him to a great necropolis, a center of evil and rage in the realms of dreams. But the gates were closed and try as he might, Aglialos did not have the power to open them.

In his anger, the great prophet shouted a mighty challenge to the powers that held the gates shut.

With a flare of trumpets and piping flutes, the gates did then open. From the gaping maw of the portal, there emerged hideous creatures, wildly dancing and laughing. Strange colors filled the skies, and Aglialos felt the flow of reality shy back and pure insanity fill its wake.

And then did the Lord of Visions appear. He filled the portal in his might, and the worms that sprouted from his head danced as if enthralled by the music.

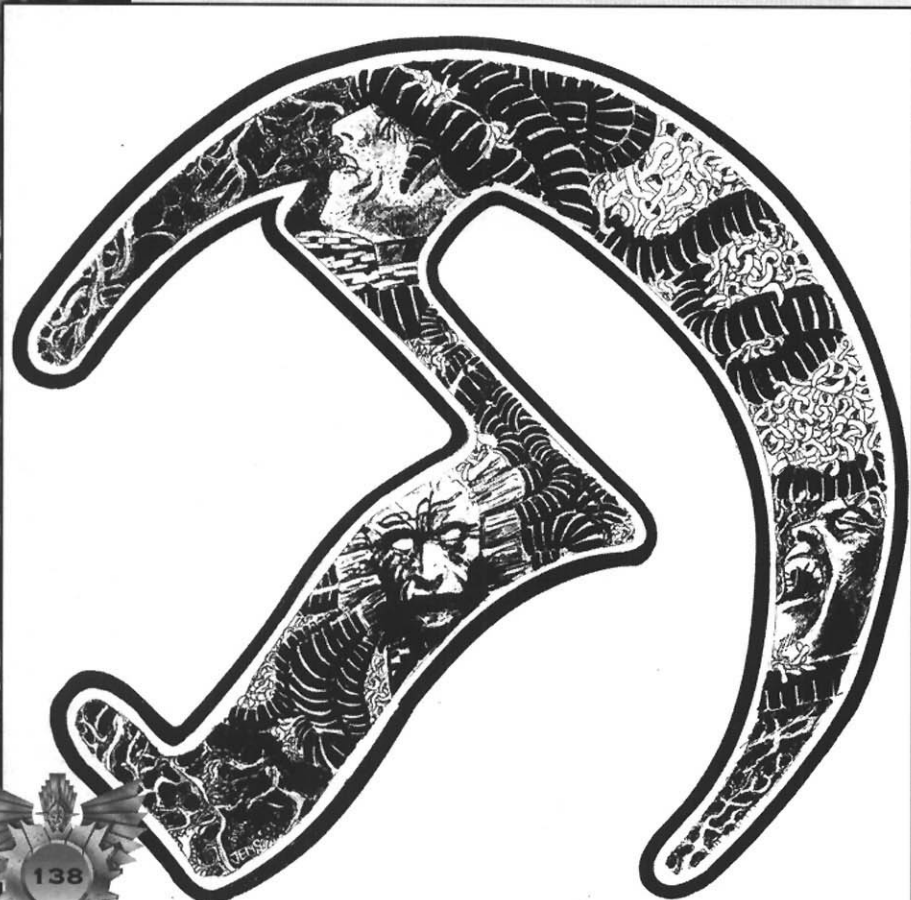
Muawijhe then held up his hand to the great prophet, who could take no more. Turning, he ran for the safety of his cell, to the Light of the Brotherhood.

— *The Fourth Chronicle, The Arrival of Semai and Muawijhe*, by Lapidus Asolvos

THE LORD OF VISIONS

Lord of Visions, the Demon of Screaming Insanity—these are the names given to Muawijhe. He invades our dreams and nurtures the insanity latent in our minds. Spinning his webs of confusion and terror, he rules the insane and weak-minded. Walking between the dimensions of reality and insanity, he is an intangible shadow shutting out the Light of the Brotherhood.

In Muawijhe's hordes, the mad and demented march, snatched from the comforting warmth of humanity. His followers are widely scattered throughout human settlements. All over the solar system, Muawijhe builds secretly builds Citadels which possess gates into the realm of dreams, usable by him and his nightmare beasts.



Muawijhe stands twice as tall as a man, with broad shoulders and long, thin arms which end in clawed hands. Although the Nightmare Lord radiates total and pure insanity, the Apostle outwardly appears to be the calm in the eye of the storm. He is dressed in armor made out of dream-stuff distilled from insanity. His clothing is covered with writhing patterns that constantly change their shape and forever pulsate with an unholy light. His wide cloak shows the images of captured dreamers twisted in insane screams, who are forever trying to escape his grasp. From his belt, long chains and hooks hang, which he uses to capture his prey.

From his head sprout huge, fat worms, which constantly move to the symphonies of insanity. These grubs seem to crawl out of the Lord's head and reach out for victims. At the slightest touch of these worms, a person can be driven over the cliffs of insanity. There is no return from this fall into mania. Anyone exposed to these worms is transformed into a screaming, drooling idiot, forever bound to the service of the Lord of Visions.

THE SCREAMING LEGION

The troops of Muawijhe are the creatures that haunt our worst nightmares and the Screaming Legionnaires, twisted beings driven to insanity by the powers of the Lord of Madness. Muawijhe has gathered his hosts around him over the years, and his ranks constantly swell with new victims claimed by the Darkness of our times.



NEPHARITE OF MUAWIJHE

BASIC CAPABILITIES

STR	32
INT	21
COR	26
PHY	15
MST	27
PER	28

ARMOR INFO

AREA	BPs	ARMOR (AV)
HEAD	4	NONE 2
ARM	8	NONE 3
STOMACH	8	PLATE 8
LEG	9	NONE 3
CHEST	9	PLATE 8

MOVEMENT: 5/325

OB: +3

ACT/CR: 6

AVOID/PARRY: 9

ATTACKS: Kiss (see below), Gifts, Tzoteth or Shrieketh

FIELDS OF EXPERTISE: Combat 19, Firearms 15, Communication 18, Movement 17, Technical 16

SPECIAL ABILITIES: The Kiss of Muawijhe is how the Nepharite adds to his Legion. First the Nepharite must successfully render a victim helpless. Then the Nepharite must gaze into the eyes of its prey unmolested for at least 5 turns. If the GM rolls under a 10 on 1d20, then the Nepharite drains 2d6 points of MST from the victim. If the MST is reduced to 0, the victim rises as a Screaming Legionnaire. The Nepharite also possesses nightvision. Because the Nepharite does not feel pain, ignore any penalties for wounds.

DARK GIFTS: Creeping Terror, Phantom Pain, Baffling Call, The Piper's Irresistible Dance, Dream Mold, Muawijhe's Mad Lullaby, Insane Wind of the Void, Algeroth's Frenzied Lash.

ZENITHIAN SOULSLAYER

BASIC CAPABILITIES

STR	27
INT	12
COR	10
PHY	24
MST	27
PER	26

ARMOR INFO

AREA	BPs	ARMOR (AV)
HEAD	5	NONE 4
ARM	9	NONE 4
STOMACH	9	NONE 5
LEG	10	NONE 5
CHEST	10	NONE 5

MOVEMENT: 3/225

OB: +4

ACT/CR: 4

AVOID/PARRY: 9

ATTACKS: Claws (2d6 damage), Gifts, Blades (2d6+1 damage), Tail (1d6 damage),

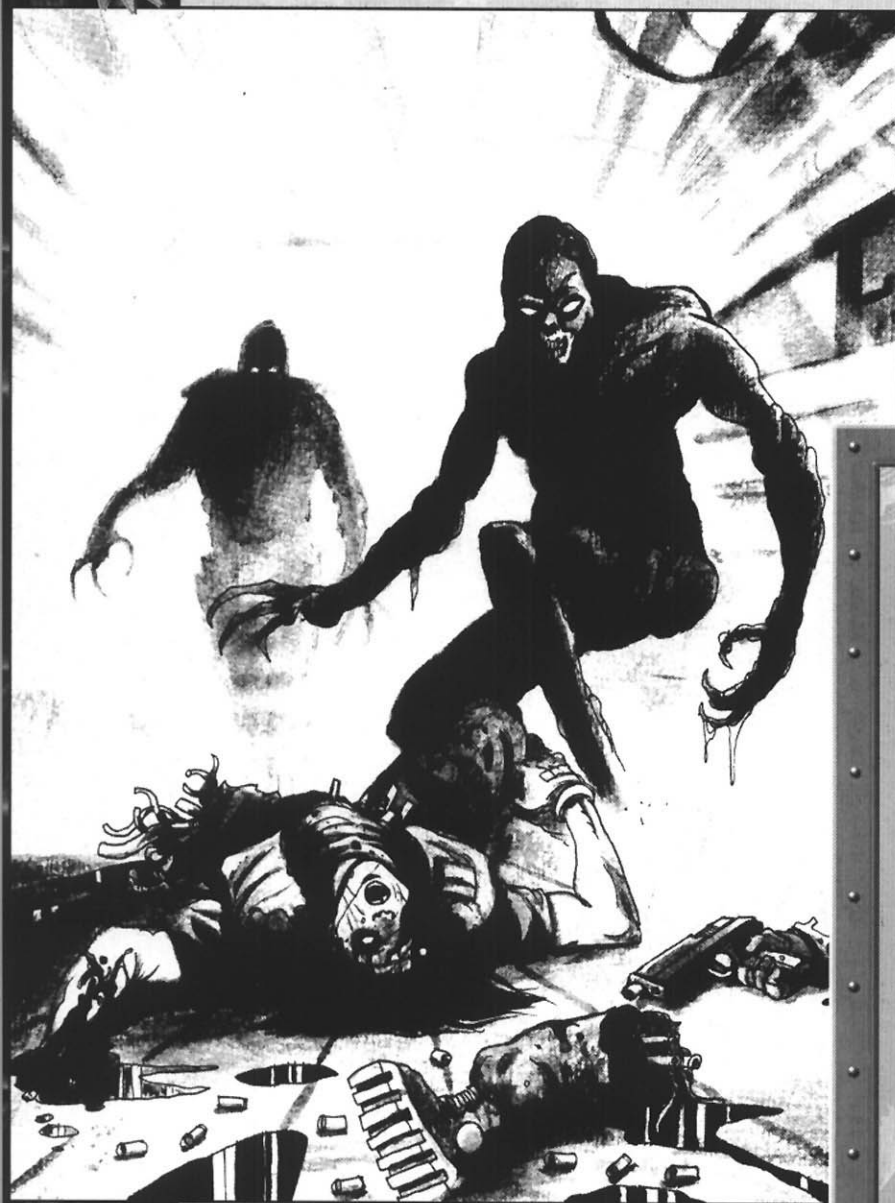
FIELDS OF EXPERTISE: Combat 17, Firearms 0, Communication 0, Movement 14, Technical 0

SPECIAL ABILITIES: Nightvision

DARK GIFTS: Creeping Terror, Baffling Call, The Piper's Irresistible Dance, Insane Wind of the Void, Algeroth's Frenzied Lash

THE NEPHARITES

The Nepharites of Muawijhe resemble their master. They mirror his appearance but not the calm control over insanity their master possess. They act as generals in the Screaming Legion, and their sole purpose is to spread their Lord's madness. The Nepharites of Muawijhe collect those on the battlefields who have been smitten by the Dark Lord's presence. The Nepharites of Muawijhe are able to travel between the realms of reality and nightmare without



hindrance. Everything they do is all to please their master's thirst for new souls.

From his mouth, a Nepharite can throw forth a black wormlike tentacle that unites the poor soul's mind with Muawijhe's. The effect of the Kiss of Muawijhe results in the creation of a new Screaming Legionnaire.

ZENITHIAN SOULSLAYERS

The Zenithian Soulslayers trail behind Muawijhe's troops, whipping the horde to a frenzy. These huge monsters, three meters or more, tower behind the ranks of the doomed and are often surrounded by a squad of demented drummers and pipers.

The Zenithian Soulslayers are vaguely humanoid in shape, with a torso and a head, two arms and two legs. There the similarity ends. Their long head is endowed with two enormous jaws which are devoid of lips and are forever twisted into a hideous grin. Their two eyes burn with the fires of hate. Their arms are long and end in terrible claws, which are razor sharp and drip with noxious slime. Their legs are so powerful that Soulslayers can move at incredible

speeds. Two twisted blades, made out of hard bone, protrude from their back. Powerful muscles make these blades into giant pincers, capable of cutting a victim in half. Their pointed tails thrust constantly against all foes.

As officers of the Screaming Legions, the Zenithian Soulslayers take command over the Screaming Legionnaires by constantly prodding them into the battle.

THE SCREAMING LEGIONNAIRES

In our minds, in the corner of our dreams and on the solar system's battlefields, the Screaming Legionnaires dance and taunt. Dressed in ragtag uniforms, forever screaming, they roam both the material planes and the insane realms of their master.

TECHNOLOGY

The special weapons used by Muawijhe's legions are all created from the insanity of the Lord of Visions. Each weapon design reflects the crazed mind of Muawijhe. Hence, you will often see Muawijhe's weapons formed into shapes inconceivable to any sane gunsmith.

SHRIEKETH

The Shrieketh vaguely resembles a conventional gun, but it is constructed from organic material rather than metal. The Shrieketh is covered with pulsing tubes, glowing cables and the writhing patterns that are the marks of Muawijhe. The weapon is capable of firing twisted, hooked spikes which tear through even the thickest armor.

Anyone hit by a Shrieketh spike, if he survives the initial blow, will lose his sanity within a few hours. Such a poor soul is then doomed to serve Muawijhe until death.

FOR THE GAME MASTER: If the victim takes at least one point of damage in any body part, the character must make a MST roll. If it fails, he will begin to transform into a Screaming Legionnaire within 1d6 hours. The process can only be canceled with a successful Art of Exorcism of the second magnitude being performed on the victim. Otherwise, the character will lose his humanity and join the insane Legions of the Lord of Visions.

W	L	MC	FUNC	RANGE	STR	RT	JF	DAM
4	40	12	M	20/30	12	1	9	1d6

TZOTETH

The Tzoteth is a heavy support weapon based on a principle similar to that of the common flame-thrower. Instead of firing flammable liquids, the Tzoteth fires gusts of insanity which envelop its victims in an obsidian cloud. This dark mist crawls over its prey like a fierce predator devours its food. The effect of the cloud is devastating. Any person hit is immediately struck by an attack of pure madness. While the mind degenerates, the cloud slowly eats away at the victim's body. Layer after layer, the mist melts its victims into a pool of slime.

FOR THE GAME MASTER: Treat as an incinerator attack. Any person that is subject to a successful attack roll must make a Normal MST roll. If it fails, he's dead.

W	L	MC	FUNC	RANGE	STR	RT	JF	DAM
7	100	6	M	30/45	25	6	10	3d10

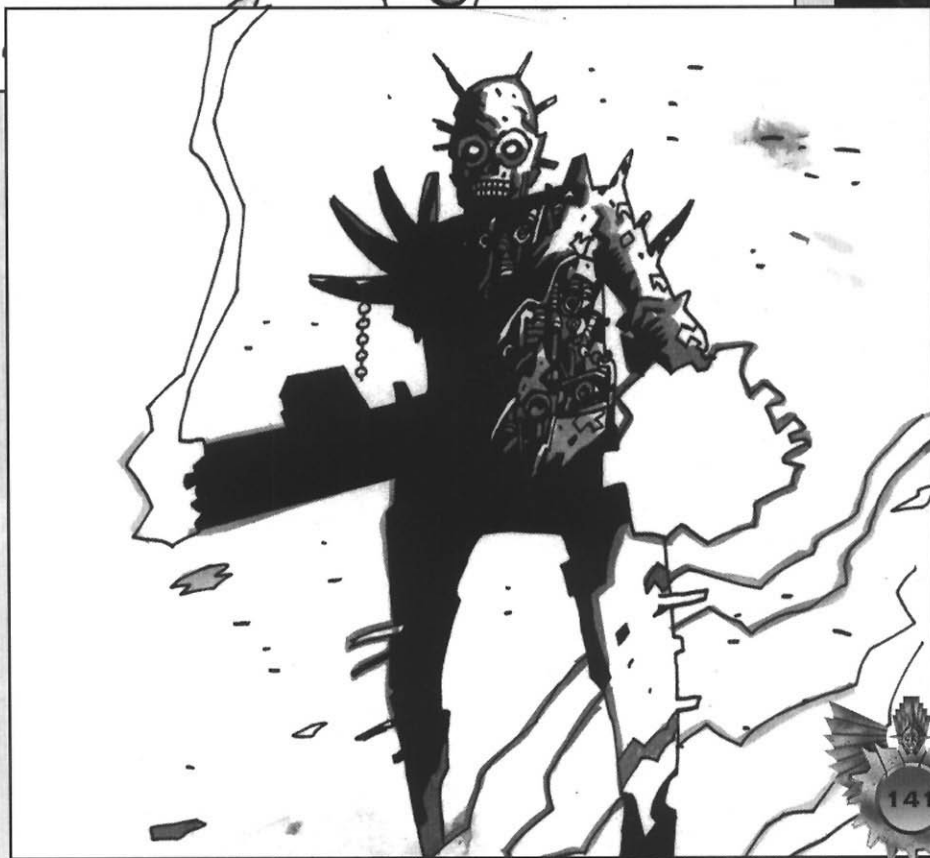


The Screaming Legionnaires are humans who have been drawn into the insanity of Muawijhe. Their bodies are twisted into inhuman shapes, and their minds have withered. Only the screams of their master fill their ears.

The Legionnaires are dressed in whatever clothing they can salvage on the battlefields, a habit which gives them a colorful and bizarre appearance. They are mostly armed with close combat weapons and light missile weapons. In addition to the equipment scavenged from the battlefield, Screaming Legionnaires carry a wide spectrum of Dark instruments which range from howling pipes to beating drums and singing harps.

A Legionnaire's most frightening power lies in his ability to channel the dark insanity that infests the universe. By performing a wild dance, a Screaming Legionnaire is able to channel this force into a whirlwind of power, which travels across the battlefield and engulfs its unknowing victims. The whirlwind assaults not the body, but the mind of its victim. The whirlwind burns the mind and leaves its victim as nothing but an empty shell. The Legionnaires may combine their powers to create larger, more powerful whirlwinds.

The special forces of the Screaming Legionnaires, called Shreekers, are armed only with musical instruments twisted by Dark Technology. The music from these instruments has the ability to shape and distort reality. The Shreekers are also able to channel other powers of the Dark Symmetry through their instruments.



SCREAMING LEGIONNAIRE

BASIC CAPABILITIES

STR	14
INT	2
COR	5
PHY	15
MST	1
PER	6

ARMOR INFO

AREA	BPS	ARMOR (AV)
HEAD	3	NONE 0
ARM	5	NONE 0
STOMACH	5	NONE 0
LEG	6	NONE 0
CHEST	6	NONE 0

MOVEMENT: 3/175

OB: +1

ACT/CR: 2

AVOID/PARRY: 3

ATTACKS: Wind of Insanity (see below), firearm (Kratlach) or melee weapon

FIELDS OF EXPERTISE: Combat 7, Firearms 12, Communication 4, Movement 6, Technical 2

SPECIAL ABILITIES: A Screaming Legionnaire has the ability to automatically invoke an Insane Wind of the Void (see «Gifts of Muawijhe») once a day without any MST cost and without having to make a die roll. The Wind doesn't do any physical damage to its victim. The level of the Wind is 1 per Legionnaire, i.e., 10 screaming Legionnaires joined in this invocation will create this effect for 10 CRs.

DARK GIFTS: None

NEPHARITE OF SEMAI

BASIC CAPABILITIES

STR	21
INT	29
COR	19
PHY	22
MST	27
PER	25

ARMOR INFO

AREA	BPS	ARMOR (AV)
HEAD	4	NONE 4
ARM	8	NONE 4
STOMACH	8	NONE 4
LEG	9	NONE 4
CHEST	9	NONE 4

MOVEMENT: 5/325

OB: +3

ACT/CR: 5

AVOID/PARRY: 8

ATTACKS: Gift, 2-H melee weapon (Vassht), firearm

FIELDS OF EXPERTISE: Combat 16, Firearms 13, Communication 21, Movement 14, Technical 23

SPECIAL ABILITIES: By taking hold of a victim, the Nephrite may twist and corrupt the target's shape to create a Heretic Legionnaire. The Nephrite also possesses nightvision and does not feel pain.

DARK GIFTS: Creeping Terror, Dark Curtain, Memory Chimera, Mindrip, Semai's Soul Grasp



SEMAI

As the glorious crusaders lifted their arms and marched against the Darkness on the battlefield, the Inquisitors discovered an even greater peril among humanity itself. Semai, the Lord of Spite, spread his poison over the worlds of humanity, snaring those who lusted for power and perverted pleasures. The Darkness grew from within, corrupting our society like a cancerous growth.

The Inquisitors left no stone unturned as they sought out the signs of corruption. But even the light from a thousand cleansing fires could not banish the Darkness within ourselves.

The whispers of Semai did turn brother against brother, mother against daughter. Even the Brotherhood was smitten by the rotting lies of the Great Perverter.

The purifying fires of the Inquisition burned ever brighter. And as the fires roared ever higher, the shadow cast by the Dark Legion grew ever longer.

So it was that the megacorporations fell into the vile clutches of the Dark Soul. Within the highest ranks, Heretics would secretly spread their infernal influence while avoiding the all-seeing eyes of the sacred Inquisitors. Semai whispered dark and untold secrets in their ears, saying that he would crown them kings and princes. And such was the powers of those visions that many embraced Semai blindly, only to wake up as one of the eternally damned.

— *The Fourth Chronicle, The Arrival of Semai and Muawijhe*, by Lapidus Asolvos

THE LORD OF SPITE

As the Darkness spread across our solar system, the foundations of humanity started to crumble. The third Apostle followed in the footsteps of the Lord of Visions and spread his poison over all of humanity. Semai had emerged.

Semai is the Lord of Spite, the Eternal Liar and the Great Perverter. His mission is to snare, to corrupt and to tempt human souls to join the Darkness. Semai's visions march humanity toward its own destruction. His Corruptors hide in the shadows, promising wealth and glory to the weak of mind. Semai's Heretics are slowly infiltrating the highest levels of humanity. The underground cults following the Apostles are growing in power. While the other Apostles confront us on the battlefield, Semai subtly attacks humanity from within.

As the Dark Symmetry wins followers, the power of Semai grows. His ranks are made up of the Heretics who have surrendered their souls to the Darkness and in return been given the ultimate suffering.

Although Semai is not among the most powerful of the Apostles, his influence over the worlds of humanity is unequalled. His poison has spread to the very core of our system, and many have given their souls to him.

The Lord of Spite stands over two meters tall and is almost as wide. His skin is greasy with fat, while his hairless head is a bulging mass of chins and cheeks. He wears flowing blue cloaks over a heavy battlesuit. His hands are covered with heavy iron gauntlets. In a pouch on his belt, Semai is said to keep a crystal sphere through which he can probe the minds of the weak. And Semai also holds a scroll that lists all who have dedicated themselves to the Dark.

THE LEGIONS OF SEMAI

Semai surrounds himself with creatures that dwell in the shadows. His legions are not as numerous as those of his sister or brothers, but they damage humanity just as much as the other Apostles. They infiltrate and corrupt, spy and steal. Semai revels in the secrets we keep. The Lord of Spite exploits our weaknesses and turns us against each other in the battle for humanity.

His forces are scattered over the solar system and conduct guerrilla warfare from hidden bases. They fight in closely knit units, led by a Corruptor or a Nephrite. These units are highly trained to make their own decisions, rather than be ordered to do everything.

On the battlefield, Semai's Nephrites and Soulslayers lead scores of Heretic Legionnaires into combat.

THE NEPHARITES

The lieutenants of Semai walk along the borders of humanity, lending help to cults and Heretics as they see fit. They agitate the masses to rise against the Brotherhood and the rule of the megacorporations. They read the minds of people and choose the Corruptors who will spread their poison throughout society.

The Nepharites of Semai resemble humans more than the Nepharites of the other Apostles. They are tall and foreboding but lack the spikes on the head and body. Instead, their skin is covered with smoldering runes which have been branded onto their bodies untold eons ago. These runes represent the first lies of creation and hold considerable power.

The Nepharites conceal these runes by dressing in heavy armor and flowing cloaks. They always wear impressive helmets and may sometimes pose as Inquisitors when seducing the ignorant masses.

The Nepharites of Semai have a unique gift to reshape mind and matter. Upon grasping an object or a being, they may corrupt its shape or soul by sheer force of mind. Like clay, they twist and bend the creature to serve their own dark purposes.

CALLISTONIAN INTRUDERS

To sabotage important facilities and assassinate powerful enemies, Semai uses the Callistonian Intruders, a race of hunters and assassins devoted to the art of secrecy and war. They carry out operations behind enemy lines and make up the strike forces of Semai.

The Intruders are humanoid with a slender build. In spite of their small body mass, these warriors possess considerable strength and constitution. Their ability to quickly heal non-fatal wounds gives them a considerable ad-



TECHNOLOGY

JAHKT

The Jahkt is a small disc with razor-sharp teeth lining the exterior. The disc is a thrown weapon that rotates with an enormous speed. Inside the disc is a heat-seeking device that guides the Jahkt to its victims, thereby increasing the chance to hit by 6. For the Jahkt to function properly, it requires 2 Body Points of blood every day, normally taken from its user.

W	RANGE	STR	DAM
0.6	STR squares	5	1d6+1

VASSHT

The Vassht is a close combat weapon resembling a sword, but it can be thrown with great accuracy. It has the ability of always returning to the hand of the user. The Vassht requires 1 Body Point of blood per day from its user. Otherwise, its Necrotechnology will not function. No one else other than the attuned user can use the Vassht.

W	RANGE	STR	DAM (close combat)	DAM (thrown)
1	STRx2 squares	10	1d6+1	1d6

CALLISTONIAN INTRUDER

BASIC CAPABILITIES

STR 16
INT 12
COR 18
PHY 25
MST 12
PER 12

ARMOR INFO

AREA	BPS	ARMOR (AV)
HEAD	4	NONE 3
ARM	7	LIGHT 6
STOMACH	7	LIGHT 7
LEG	8	LIGHT 6
CHEST	8	LIGHT 7

MOVEMENT: 5/325

OB: +3

ACT/CR: 3

AVOID/PARRY: 12

ATTACKS: Grenade, Jakht, Vassht, firearm

FIELDS OF EXPERTISE: Combat 16, Firearms 12, Communication 9, Movement 26, Technical 12

SPECIAL ABILITIES: The Intruders regenerate 1 Body Point per minute of rest. Nightvision.

DARK GIFTS: Memory Chimera, The Void's Dark Mists

HERETIC LEGIONNAIRE

BASIC CAPABILITIES

STR 15
INT 3
COR 11
PHY 13
MST 7
PER 4

ARMOR INFO

AREA	BPS	ARMOR (AV)
HEAD	3	NONE 1
ARM	5	NONE 1
STOMACH	5	NONE 1
LEG	6	NONE 1
CHEST	6	NONE 1

MOVEMENT: 3/225

OB: +1

ACT/CR: 3

AVOID/PARRY: 5

ATTACKS: Melee weapon or firearm (Kratach)

FIELDS OF EXPERTISE: Combat 11, Firearms 12, Communication 3, Movement 11, Technical 4

SPECIAL ABILITIES: Nightvision. During their time since they joined the ranks of the Legion, they have forgotten what pain is and therefore ignore all wounds until killed.

DARK GIFTS: None



vantage when carrying out covert operations.

Their black skin is leathery and provides natural protection as well as camouflage at night. Their eyes glow softly in the dark and allow them to see as well at night as

the Corruptors, who promised them eternal glory in the ranks of the Apostle. In the end, they have no choice but to submit to the ruling of the Lord of Spite and join his army.

The Heretic Legionnaires have all given their soul to the Dark Apostle by their own free will. This binds them forever to the Darkness, and not even death may part the two. The Heretic Legionnaires have experienced death and pain thousands upon thousands of times and are now no more than puppets dancing at the pull of a string. Their minds have been burned away by the fire of endless pain, and they follow the Nepharites and the Soul-slayers that lead them into battle.

The Heretic Legionnaires use arms captured from their enemies or supplied to them by higher-ranking Heretics or Corruptors.

during the day. To cover the glow of the eyes, the Intruders often wear a helmet with a grotesque death mask attached. The masks make the Intruders virtually impossible to detect in darkness.

The Callistonian Intruders wear light armor over their whole body. The armor is often covered with blades and spikes to make capture difficult.

They are often armed with their two favorite Necrotech weapons, the Jakht and the Vassht, as well as a silenced heavy automatic gun. They often employ gas grenades and blast grenades in their operations.

THE HERETIC LEGIONNAIRES

In mighty hordes, the Heretic Legionnaires march across the solar system. Rank upon rank are filled with the mislead, the corrupted and the twisted. The Heretic Legionnaires fill Semai's legions and make up the fighting force of the Lord of Spite. They guard his Citadels and under his banner charge against the enemies of the Darkness.

The Heretic Legionnaires were once humans. Now they are pale and hollow-eyed, their faces twisted in eternal agony. All have been snared by



ALGEROTH

Aware of the magnificent rule of Cardinal Augustus, may he be forever blessed and protected by the powers of Light, the spawn of the bottomless Darkness and the instigator of devastation gazed over the outer worlds. Algeroth brought with him his faithful lieutenant, the bestial Nephrite Alakhai. With the aid of the silent Tekrons they together created the first Legion out of the bodies left on the countless battlefields in our system. They did then march against humanity. World after world shuddered under the feet of Algeroth's legions. His forces grew stronger and stronger after every battle. As one warrior fell on the side of the Brotherhood, another would join the ranks of the cursed.

New monstrosities and perverted beings were hatched in the Biotechnological factories in the black heart of Algeroth's Dark Citadels. The Ezoghoul soon proudly galloped over the battlefields, sniffing the death that it cherished.

The divided forces of humanity fell back when assaulted by the massive attacks from this Apostle. Heretics and traitors joined together to renounce humanity. The name Algeroth was whispered in every dark alley and sewer. His sick and twisted technology spread over the human worlds. Soon, scores and scores of people were under his thrall.

Soon the twisted and corrupted spires of the Citadels could be seen on all our worlds.

The Cardinal saw all this.

All that had been told to him by the holy prophets had turned true. It was now clear that if humanity were to be saved from the soul of Darkness, Augustus had to unite the warring factions under one flag, the Light of the Brotherhood. So the Cardinal called upon the Second Directorate to commence, and the Inquisition was born to seek out the Heretics and traitors within our ranks and destroy the Dark Legion wherever it might be found.

— The Fifth Chronicle, Algeroth and Demnagonis, by Horka Mikhalos

THE LORD OF DARK TECHNOLOGY

Algeroth is the Apostle of War, the Demon Lord of the Dark Technology and the Mage of the Twisted Biotechnology. He has been given the dark mission of spreading the corrupted sciences of the Darkness across the worlds which he tramples under his feet. He is the most powerful Apostle after Ilian and is closely tied to Semai, the Apostle of Spite. Together, they scheme to throw the human worlds into war.

Algeroth's Legions are the most numerous. Fanatic Legionnaires and Necromutants charge in endless hordes across the bloodstained battlefields. The standard of Algeroth flies over many of the Dark Citadels.

His physical manifestation is that of a huge, muscular man. He is a massive being, covered with tubes and electrical cables. The living Biotechnology attached to him has merged with the flesh of the Apostle and formed a symbiotic relationship with the Dark Lord. He carries heavy weapons of different designs and wears imposing battle armor that is weighted down with combat computers and additional weaponry.

THE DARK TECHNOLOGY

Algeroth is the unchallenged master of the Dark Technology. In his service, silent Tekrons carry out the dark designs of their master. They manufacture all the technology of the Dark Legion of Algeroth.

Algeroth's Tekrons are the most cunning and skilled among the technicians of the Dark Legion. Their twisted creativity has conjured up innumerable creatures of unworldly shapes and forms. The Tekrons have built weapons of immense destructive powers created from the visions of the Dark Lord. They endlessly care for the enormous breeding farms which can always be found wherever Algeroth's dark minions do battle. It is the efficiency of the Tekrons that allows Algeroth to create his huge monsters.

Algeroth jealously guards the secrets of his technology both from humanity and the other Apostles. The only way the other Apostles can access the technology of Algeroth is by paying for it in Heretic souls or spells from the Dark Symmetry otherwise forbidden for the Demon of Dark Technology. Through his position of technological superiority, Algeroth has provided many soldiers and weapons to the forces of the other Apostles earning him a position of power and influence rivaled only by that of Ilian.

None of the weapons, vehicles or other equipment created by Algeroth's minions conform to the traditional designs used by the forces of humanity. The Dark Legion's equipment bears a slight similarity to conventional equipment, but it's typically melted and twisted. In spite of the



appearance, the Dark Technology creates equipment capable of performing better than human-built counterparts.

The technology of the Dark Legion is divided into three main groups: Black Technology, Necrotechnology and Biotechnology.



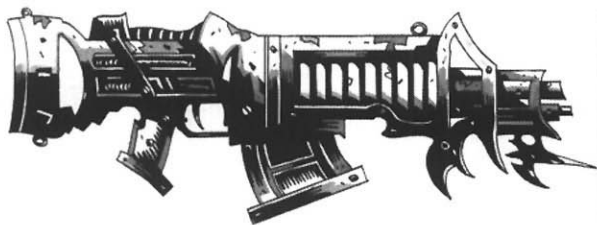
THE BLACK TECHNOLOGY

The Black Technology is the process of twisting and corrupting existing human technology. The weaponsmiths of the Dark Legion—the Tekrons—transform the weapons and other equipment which has been captured from the megacorporations and the Brotherhood. They warp these into new and strange

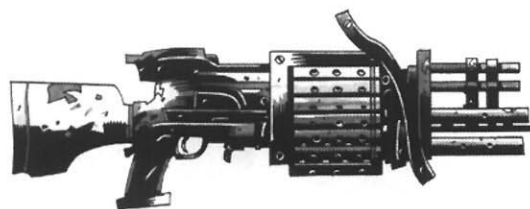
shapes. Typically, the Tekrons design sharp edges into every weapon so that it cause even more damage and pain. It is impossible for humans to use these twisted creations.

With the Black Technology, Algeroth furnishes his hordes of Legionnaires and Necromutants with weapons and other equipment. Although the result of Black Technology can create pieces of equipment with better performance than the original, the major drawback

ALGEROTH WEAPONS



THE NAZGAROTH



THE ASHNAGAROTH



THE HELLBLASTER



THE META CANNON

NECROTECHNOLOGY

Necrotechnology animates dead organic material with a spirit from the netherworlds.

The weapons designed with this technology often carry Dark Souls inside. These souls have demonic natures that will slowly corrupt and pervert their owners. Although these spirits are encased within an inanimate object, they have their own minds and are capable of drawing energy from their surroundings. This stored energy can be released in enormous bursts which cause great damage.



THE AZOGAR



is that the Black Technology tends to make creations which are unreliable.

BIOTECHNOLOGY

The basis of the Biotechnology is the living organism. Using embryos and living creatures, Algeroth's twisted technology can breed new forms of life. From simple genetic material, the Biotechnology can create hideous and extremely powerful beings.

The Tekron Biotechnicians work with embryos that have been removed from their natural environment and placed in an artificial womb. Usually, each artificial womb houses only a single piece of a larger creature. The Tekrons, when the organic material has grown for the appropriate time, graft various twisted organisms together into one huge monster. This organism is only a tool for the Tekrons, a mindless machine whose sole purpose is to destroy all human life.

Inside the chambers, separate embryos are connected through a complex system of organic tubes and neural connections. The DNA of each embryo is manipulated. Nutrients and proteins are added so that the new life rapidly goes through several stages of development. In the





and, a new being is born, often fully grown and ready to do battle against the enemies of Algeroth.

The Tekrons compensate for the creature's lack of true life with artificial instincts added to its neural system. The range of the Biotechnology allows the Dark Legion to create anything from small personal equipment to the Biogiants, huge living battle machines.

Biotech designs often share bodily fluids and nervous systems with their host. They often have a tendency to meld with their owners and create a symbiotic relationship. Razides and Ezoghoul, for instance, both

possess bizarre organic outgrowths which form part of their impressive weaponry.

Human technology have so far found it impossible to separate a Biotech design from its host without destroying both.

ALGEROTH'S HORDES

CENTURION



NEPHARITE

Algeroth's devotion to war means that the Apostle constantly requires new and more destructive forces to assault humanity. All the creatures that are found in his Legion are created for combat. Algeroth and his faithful Tekrons have created an army filled with strange and powerful beasts. Each is filled with an obsessive loyalty to Algeroth.



THE BELZARACH

THE NEPH- ARITES

The Nephrites who follow Algeroth are devoted to combat and act as Algeroth's generals. Unlike traditional commanders, Algeroth's Nephrites gladly participate in the wanton destruction of battle, and they stalk the battlefields in their search for new victims.

NEPHARITE OF ALGEROTH

BASIC CAPABILITIES

STR 45
INT 16
COR 19
PHY 23
MST 21
PER 29

ARMOR INFO

AREA BPS ARMOR (AV)
Head 4 none 4
Arm 8 none 4
Stomach 8 plate 8
Leg 9 plate 8
Chest 9 plate 8

MOVEMENT: 5/325

OB: +5

ACT/CR: 4

AVOID/PARRY: 10

ATTACKS: Melee weapon and/or firearm (most probably enhanced with Necrotechnology and/or Biotechnology), Gifts

FIELDS OF EXPERTISE: Combat 19, Firearms 18, Communication 16, Movement 21, Technical 18

SPECIAL ABILITIES: The Nephrite possesses nightvision and does not feel pain.

DARK GIFTS: Creeping Terror, Ebon Vitriol, Phantom Pain, Dark Curtain, Internal Infestation, Dark Banishment, Flow of Acidic Bile, Algeroth's Frenzied Lash

CENTURION

BASIC CAPABILITIES

STR 18
INT 14
COR 16
PHY 18
MST 9
PER 20

ARMOR INFO

AREA BPS ARMOR (AV)
Head 3 none 3
Arm 6 light 4
Stomach 6 light 4
Leg 7 light 4
Chest 7 light 4

MOVEMENT: 3/225

OB: +2

ACT/CR: 3

AVOID/PARRY: 6

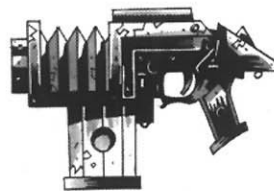
ATTACKS: Melee weapon (Skalak) or firearm (Kratach or Voriche)

FIELDS OF EXPERTISE: Combat 10, Firearms 14, Communication 12, Movement 9, Technical 9

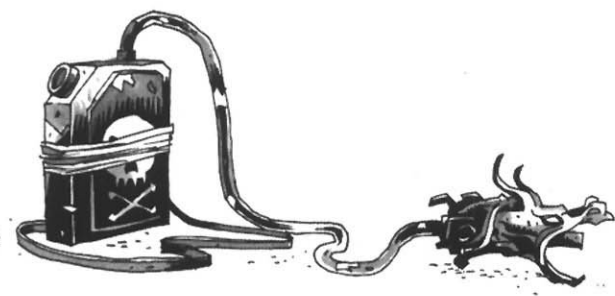
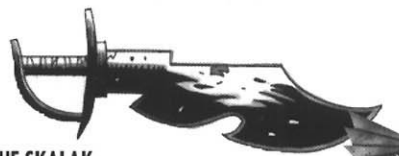
SPECIAL ABILITIES: Nightvision

DARK GIFTS: Dark Embrace, Algeroth's Frenzied Lash

THE VORICHE



THE SKALAK



The Nepharites are huge, often twice as tall as any man, and wear shining dark armor covered with sharp spikes. They carry heavy weapons, both for melee and missile combat. Many of their weapons systems are connected to biotechnological combat coordinators hidden somewhere in their armor.

Despite their thirst for violence, these Nepharites always radiate calm in order to lead their armies with cold efficiency.

NECROMUTANT

BASIC CAPABILITIES

STR	10
INT	9
COR	14
PHY	15
MST	10
PER	21

ARMOR INFO

AREA	BPS	ARMOR (AV)
Head	3	none 1
Arm	6	light 4
Stomach	6	plate 5
Leg	7	light 4
Chest	7	plate 5

MOVEMENT: 3/225

OB: +2

ACT/CR: 3

AVOID/PARRY: 6

ATTACKS: Melee weapon or firearm (Kratach or heavier)

FIELDS OF EXPERTISE: Combat 13, Firearms 12, Communication 9, Movement 8, Technical 7

SPECIAL ABILITIES: Nightvision

DARK GIFTS: Dark Embrace

UNDEAD LEGIONNAIRE

BASIC CAPABILITIES

STR	16
INT	3
COR	11
PHY	12
MST	4
PER	4

ARMOR INFO

AREA	BPS	ARMOR (AV)
Head	3	helmet 6
Arm	5	none 1
Stomach	5	light 3
Leg	6	light 3
Chest	7	light 3

MOVEMENT: 3/225

OB: +1

ACT/CR: 3

AVOID/PARRY: 4

ATTACKS: Melee weapon or firearm (Kratach)

FIELDS OF EXPERTISE: Combat 9, Firearms 10, Communication 3, Movement 5, Technical 2

SPECIAL ABILITIES: Nightvision

DARK GIFTS: none

THE CENTURIONS

The most frightening example of what can be achieved through the use of the Dark Technology is the Centurions, the captains of Algeroth's cohorts of malicious creatures. The Centurions are captives and deserters picked from the ranks of humanity, brought to the distortion chambers of the Tekrons and utterly reshaped into beings of pure evil.

The Centurions are often placed in direct command over small groups of Legionnaires and Necromu-



tants. They are fearsome humanoids standing over two meters tall, with swelling muscles and a strong build. Their skin is grayish-green and very thick. They are often unarmed.

The Centurions are the most humanlike of the Dark Legion's minions. They have thick, black hair and human features.

THE NECROMUTANTS

From the chambers of Black Technology, the Necromutants march in ever growing numbers. Living captives are brought into the mechanized distortion chambers of Algeroth's Citadels. Through a demonic process, the structure of the victim's muscles is changed, and its basic genetic code is reprogrammed. The result is a being with the perfect combat physique.

Their skin is the color of soot, and their hair is silvery white or black. In some places, the skin is toughened to add protection, a process which gives it the texture of leather. The limbs are often reshaped by the Dark Technology to accept weapons, tools and so on.

The Necromutant is a soldier with perfect combat abilities. It still retains some activity in the brain and is capable of taking initiative on its own. It also retains a part of its original personality.

The small remains of human creativity in the Necromutants make them perfect commanders of small groups of Legionnaires.

THE UNDEAD LEGIONNAIRE

In silent hordes, the Undead Legionnaires of Algeroth march against the Light of humanity. These soldiers are zombies: humans killed in battle and reanimated with the help of the Dark Technology.

The Legionnaire forces are the backbone of Algeroth's Dark Legion. Their bodies are stolen from the uncountable mass graves that litter the battlefields of our solar system



NECROMUTANT



UNDEAD LEGIONNAIRE



and from ancient burial grounds on the colonized worlds. Their equipment is a mix of modern and ancient technology.

The Legionnaires have lost their souls a long time ago. They are mindless slaves under the control of the Nepharites or other officers within the Dark Legion. They have no power to act on their own. A Legionnaire that has lost its commander stands motionless without performing any actions until another commander regains control of it.

It is unknown how many Legionnaires a Nepharite may control at the same time and how this control works. It appears that the commander of the Legionnaires controls them with sweeping commands instead of detailed strategies. Consequently, the Undead Legionnaires usually only attack in very simplistic, straightforward ways. The Nepharites might use these strategies because they have so many Legionnaires to draw from.

The Undead Legionnaire are grotesque parodies of the humans they once were. Their eyes are empty, and their faces blank. They carry equipment that has been twisted by the Dark Technology and given new bizarre functions. They are armed with edged weapons with which they mutilate their opponents.

Undead Legionnaires that lose body parts through combat or decay replace these parts with grotesque field cybernetics. This patchwork technique gives them an even more frightening appearance.



THE EZOGHOULS

The gigantic Ezoghoul is a being with one sole purpose: to do battle. Its soul is devoted to the destruction of other beings and to the glory of the warzone.

Its body is carried into combat on four powerful legs while its two strong arms can easily handle heavy weaponry. Its body is merged with an external metal skeleton so that almost half of the Ezoghoul is made of artificial materials.

It can reach a height of four meters and a length of three. It does not seem to be able to communicate verbally but instead transmits its

EZOGHOUL

BASIC CAPABILITIES

STR	34
INT	15
COR	22
PHY	29
MST	16
PER	24

ARMOR INFO

AREA	BPS	ARMOR (AV)
Head	4	none 4
Arm	8	none 4
Stomach	8	none 5
Leg (x4)	9	none 4
Chest	9	none 5

MOVEMENT: 6/400

OB: +5

ACT/CR: 4

AVOID/PARRY: 8

ATTACKS: Melee weapon or heavy firearm, kick (1d6)

FIELDS OF EXPERTISE: Combat 17, Firearms 16, Communication 17, Movement 20, Technical 14

SPECIAL ABILITIES: Nightvision, immune to gases

DARK GIFTS: Creeping Terror, Ebon Vitriol

MORE WEAPONS

The weapons used by the forces of the Dark Legion are twisted abominations created by the hideous Dark Technology. It is Algeroth who provides the other Apostles with many of their tools of destruction.

For full descriptions and stats of all weapons shown here, see the *Algeroth Sourcebook*.

KRATACH. The Kratach is what might be called the standard weapon of the Dark Legion, and they are seen among the Legionnaire cohorts of all the Apostles. The Kratachs don't have any special abilities deriving from the Dark Technology, but the Kratachs do have the capability of firing many different kinds of ammunition without any modifications.

W	L	MC	FUNC	RANGE	STR	RT	JF	DAM
5	70	40	A	300/450	17	1	2	1d6+1

KRATACH



EZOGHOUL





RAZIDE

RAZIDE

BASIC CAPABILITIES

STR	45
INT	12
COR	11
PHY	31
MST	14
PER	26

ARMOR INFO

AREA	BPS	ARMOR (AV)
Head	4	none 5
Arm	8	none 5
Stomach	8	none 7
Leg	9	none 5
Chest	9	none 7

MOVEMENT: 5/325

OB: +5

ACT/CR: 3

AVOID/PARRY: 5

ATTACKS: Melee weapon or very heavy firearm

FIELDS OF EXPERTISE: Combat 14, Firearms 16, Communication 10, Movement 7, Technical 15

SPECIAL ABILITIES: None

DARK GIFTS: Dark Embrace

PRETORIAN STALKER

BASIC CAPABILITIES

STR	50
INT	9
COR	14
PHY	35
MST	10
PER	27

ARMOR INFO

AREA	BPS	ARMOR (AV)
Head	4	none 9
Arm	8	none 7
Stomach	8	none 7
Leg	9	none 7
Chest	9	none 7

MOVEMENT: 5/325

OB: +6

ACT/CR: 3

AVOID/PARRY: 6

ATTACKS: Scythe of Semai, Carcass Launcher, Hindenburger incinerator

FIELDS OF EXPERTISE: Combat 18, Firearms 18, Communication 12, Movement 19, Technical 14

SPECIAL ABILITIES: Ignores all wounds until dead. Immune to fire and gases.

DARK GIFTS: None

thoughts through telepathic images. The Ezoghoul can breathe normal atmosphere only through an Illitachk, a Biotech machine covering the face of the beast.

The Ezoghoul can be found wherever a battle is fought. They seem to be attracted to combat zones and are always



PRETORIAN STALKER

ready to wreak havoc. They most often cooperate with the hordes of Legionnaires but also act by themselves in smaller groups.

THE RAZIDES

The Razides are gigantic creatures, over three meters tall. Conceived by the Dark technicians of Algeroth, the bodies of these monsters are made out of metal and black iron, glass and tissue, blood and muscles. Their eyes glow with a sick yellow light. Between the eyes, two holes allow the monster to breathe. The cheeks are made completely out of unearthly alloys and are furnished with sharp fangs.

The bodily fluids of the Razides flow through tubes and metal pipes. Their internal organs are held together by a metal skeleton is covered with tissue and muscles.

The Razides are devoted to the mission of Algeroth and act as enforcers of the Nepharies. Sometimes, they lead the Legionnaires and the Necromutants into battle.

They often carry heavy support weapons, either captured from their enemies or supplied by the Tekrons. They don't normally wear armor, but they will protect themselves if faced with a truly potent adversary.



THE NEKROMAKINA

The Necromakinas are extremely rare devices, only mentioned twice in the history of the Dark Legion, and then only in the hugest of Citadels. From the outside, they appear like the cut-off aft of a medieval galleon. The entire structure seems to have been cut out of a single piece of a black, glassy mineral. The galleries on the sides and rear are adorned with statues, gargoyles, colored glass windows, filigree works and bas-reliefs of incredible craftsmanship. From each side and the stern, a huge spike protrudes to resemble a Nepharite's head. All railings and supports end in curved, vicious thorns. The Necromakina stands more than two hundred meters high, including a seventy-meter, totally smooth socket.

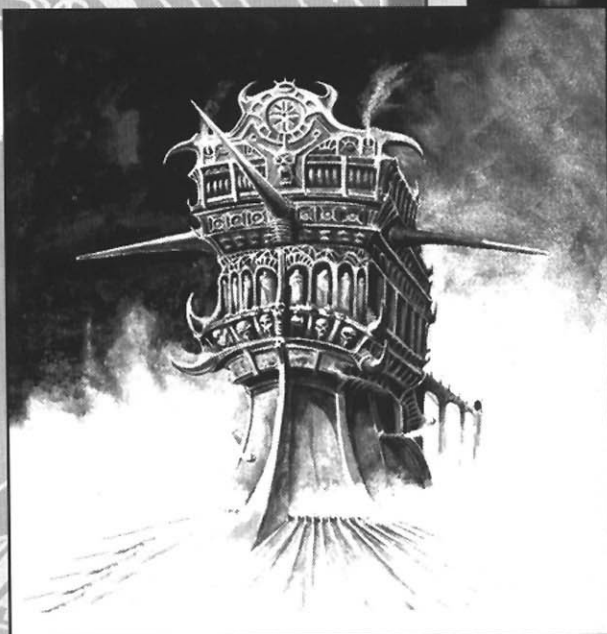
Standing like an island, the Necromakina is completely surrounded by scores of hundred-meter-long, metal conveyor belts carrying a horrifying load into and out of the Necromakina. There is only one access, a high-arched stone bridge guarded by two Nocturnal Sentinels, five-meter-tall war-giants apparently made of stone. Once you approach without approval, though, you'll soon find out they are anything but stone. No one gets past them without approval from inside.

Once past the Nocturnal Sentinels, you stand in a huge circular opening looking into a long, pillared hallway of immense height and space. Winding stairs lead up and out on each side of the hallway, which ends in a wide, steep marble stair. If you go up, you come to the Heart of the Necromakina, the Patriarch, a circular, black, steel bas-relief in the ceiling. The relief depicts an androgynous person with a rim on the top of the skull, a kind face and multiple arms. Ask not what it is—no one has beheld the Patriarch of the Necromakina and remained sane.

The purpose of the Necromakinas is obvious for anyone to see, however. The conveyor belts can bring thousands of coffinlike lead containers, each containing a human corpse, into it every minute—and bring them out just as rapidly as Undead Legionnaires! Truly the greatest invention of the Dark Technology ever,

one Necromakina can produce more than one hundred thousand troops in twenty-four hours—if supplied with enough «crude material».

The reason why more Necromakinas have not been constructed is both a mystery and a relief to humanity. The best theory is that they can only be built on Nero or Brutus with the assistance of the Dark Soul itself, and that Il-lan is the only one powerful enough to open the portal required to bring one to the inner Solar System.



PRETORIAN STALKERS

This hideous creation was named by Imperial's Blood Berets and is considered one of their sworn enemies. The Stalker is a formidable war machine without equal in the forces of the Dark Symmetry. It was created by Algeroth's Tekrons and shaped from the Dark Lord's visions of the ultimate front-line soldier.



The body is a technological marvel. The Stalker is propelled by motorized limbs and upheld by servo-controlled artificial organs. It is a cybernetic organism. Its brain is encapsulated in the mechanical head of the warrior. The fragile organs and neural connections are well protected by several layers of armor. The machinelike strength of the Pretorian Stalker allows it to carry heavy support weapons such as flamers and grenade launchers or any weapon with a capacity for large-scale destruction.

Even though the central part of the Stalker is a biological brain, it is completely devoid of feelings and basic instincts.

MORE WEAPONS...



THE SOULSHEARER



THE PLAGUEBRINGER

DEMNOGONIS

So did the Darkness turn over yet another stone and from under it slithered Demnogonis, the Befouler. Born from pain and suffering, filth and famine, plagues and diseases, the Corrupted Lord shook his fists against the pure skies of the Cardinal. He cursed the air and the water and the blinding Light of the Brotherhood. His was the universe of decay, filth and plague. He envisioned a time when our worlds would be twisted and corrupted from the black diseases brought forward by the Dark Symmetry. And in the wake of his brethren, he found a feast of corruption. As soldiers died on the battlefields, their corpses lay rotting, breeding places for parasites and diseases. Foul creatures were created from the foul flesh of the dead and wounded. The dark breeding pits of Demnogonis were filled with the doomed and cursed.

This was a haven for the Legion of Demnogonis, and so the rot was spread from battlefield to battlefield, from world to world.

And so it was that the cleansing fires began. From those days onward, the funeral fires have burned on every battlefield, in every city where men and women draw their last breaths.

—The Fifth Chronicle, Algeroth and Demnogonis/Horka Mikhalos

NEPHARITE OF DEMNOGONIS

BASIC CAPABILITIES

STR 16
INT 21
COR 14
PHY 9
MST 31
PER 22

ARMOR INFO

AREA	BPS	ARMOR (AV)
Head	4	none 4
Arm	7	plate 8
Stomach	7	plate 10
Leg	8	plate 8
Chest	8	plate 10

MOVEMENT: 3/225

OB: +1

ACT/CR: 5

AVOID/PARRY: 7

ATTACKS: Gifts, melee weapons, missile weapons

FIELDS OF EXPERTISE: Combat 16, Firearms 12, Communication 19, Movement 8, Technical 14

SPECIAL ABILITIES: The Nephrite possesses nightvision and does not feel pain.

DARK GIFTS: Creeping Terror, Ebon Vitriol, Phantom Pain, Dark Curtain, Rouse the Sleep of the Dead, Quivering Shudder, Pestilential Plague

CURATOR

BASIC CAPABILITIES

STR 14
INT 13
COR 17
PHY 14
MST 13
PER 12

ARMOR INFO

AREA	BPS	ARMOR (AV)
Head	3	none 2
Arm	6	none 2
Stomach	6	none 2
Leg	7	none 2
Chest	7	none 2

MOVEMENT: 3/225

OB: +1

ACT/CR: 3

AVOID/PARRY: 6

ATTACKS: Curator Sword and Plague Gun, Gift

FIELDS OF EXPERTISE: Combat 8, Firearms 14, Communication 12, Movement 9, Technical 23

SPECIAL ABILITIES: Nightvision

DARK GIFTS: Phantom Pain, Dark Curtain, Time Rot, Decaying Breath, Pestilential Plague

As the solar system was plunged into war, countless battles were fought on the plains and in the jungles, in the mountains and in the streets. Thousands upon thousands of lives were lost every day.

On the battlefields, vultures fed on the bloated corpses. The rotting carcasses spread plague and pestilence among our human forces. From this cesspool of death and decay, Demnogonis the Befouler emerged.

Demnogonis is the fifth of the Apostles to have emerged from the Darkness. He has followed in

his brother Algeroth's footsteps and is spreading Black Death in his wake. His mission is to bring plague and pestilence to the human worlds, thereby weakening their defenses to pave the way for the forces of Darkness.

The Legion of Demnogonis marches under tattered banners which carry the stench of decay and corruption.

Demnogonis himself appears as a thin, bony man whose tall body shows

signs of various diseases and sicknesses. All

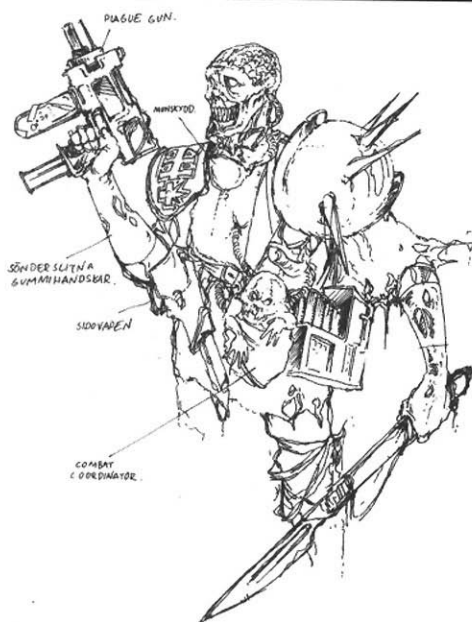
of his hair has fallen out, and his eyes are misty white. The Befouler is dressed in tattered robes made of dark cloth and pieces of leather. Under the rotting clothing, his body is held together by stitches and Necrotechnology. Tubes connect each limb, and pulsating organs glow underneath his transparent skin.



THE LEGIONS OF DEMNOGONIS

The hordes of Demnogonis are devoted to spreading the curse of the Black Death over the solar system. Shuffling and pushing, the Blessed Legionnaires swarm over the defenses of the Brotherhood. They can be stopped only by total annihilation. The Blessed Legionnaires are followed by creatures from other worlds who plant the seeds of disease in our bodies, using us as vessels for death.

The forces of Demnogonis prefer helpless targets and often attack just after the Legion of Algeroth have devastated the battlefield. They prevail only in their numbers, and if they cannot win by force, they will often lay siege, knowing that time is working against the defenders.





CAIRATH

THE NEPHARITES

Leading the forces of Demnagonis are the Nepharites, the Eternal Enemies. They possess tremendous knowledge of sickness and plague as well as the art of administering these to other beings. They lead the Blessed into combat and taint the areas around our human society with disease.

All Nepharites in the service of Demnagonis resemble their master. Their pale, yellow skin is stitched together, and their limbs have been augmented by Necrotechnology. Open sores ooze with pus, and tubes connecting organs pulsate under their skin. Since their bodies show signs of sickness and rot, a terrible stench of death follows these Nepharites. Large spikes grown from within the body protrude from their skin. Worms and maggots crawl out of their bodies through these spikes. These creatures spill to the ground, spreading pestilence.

The Nepharites are often dressed in flowing white capes adorned with the red runes of their master. Under this cloak, the Nepharites wear heavy armor and medical equipment designed with the aid of Necrotechnology. Although they may also carry heavy weapons, they prefer using close combat weapons endowed with disease-spreading poison.

CAIRATH

The Cairath was created in the most terrible of the birthchambers of the Dark Legion. Devised by the Nepharites of Demnagonis, it is used as a token of the Befouler's might and is given to cults all over our solar system.

A Cairath is released into a sewer or a swamp close to human civilization when still only an embryo. The Cairath feeds on the living material around it and grows rapidly as it absorbs organic material.

This blind creature begins with a frame of living metal and rotting flesh. To this frame, the Cairath then adds other material, both inorganic and organic. Because it lacks a mouth and eyes, its only sense is touch, which it uses for navigating and finding prey.

A Cairath does not devour its victim but incapacitates it and absorbs it into its own hideous body. It then draws energy from the victim, who may survive several days in this symbiotic state. The process is extremely painful, and the victims soon lose their minds as they are reduced to screaming flesh. After the life of the victim has expired, the Cairath must

find new life to merge to its own body.

Cults are often given a Cairath as a reward for their services. They are then pledged to give the ever-growing monster victims that will keep it alive. Some cultists sacrifice themselves to the Cairath to be one with their Apostle.

CURATOR

These insane medics stalk the battlefields giving the last aid to the wounded.

Dressed like a doctor's nightmare, they are equipped with all kinds of medical devices corrupted by Necrotechnology.

The Curators are beings picked from plague worlds in another existence. They are devoted to the secrets of pain and disease and are used by the Great Befouler to collect and cure the wounded from the battles in their own special way.



CURATOR

CAIRATH

BASIC CAPABILITIES

STR	32
INT	4
COR	9
PHY	24
MST	10
PER	24

ARMOR INFO

AREA	BPS	ARMOR (AV)
Head	10	none 4
Arm (x4)	7	none 4
Stomach	10	none 4
Leg (x4)	7	none 4
Chest	10	none 4

MOVEMENT: 3/225

OB: +4

ACT/CR: 3

AVOID/PARRY: 3

ATTACKS: Grapple (special), bite (2d6), bash (1d6+2)

FIELDS OF EXPERTISE: Combat 14, Firearms 0, Communication 0, Movement 4, Technical 0

SPECIAL ABILITIES: Victims grappled by the Cairath are automatically hit by any bite attacks. If a victim takes more than all his or her remaining hits in one single bite attack, that person is swallowed and will slowly be digested inside the Cairath and—after 5 days—become a part of it.

DARK GIFTS: None



BLESSED LEGIONNAIRE

BASIC CAPABILITIES

STR 11
INT 3
COR 12
PHY 5
MST 10
PER 5

ARMOR INFO

AREA	BPS	ARMOR (AV)
Head	3	none 0
Arm	5	none 0
Stomach	5	none 0
Leg	6	none 0
Chest	6	none 0

MOVEMENT: 3/175

OB: none

ACT/CR: 3

AVOID/PARRY: 4

ATTACKS: Melee weapon or firearm, claws (1d6+2)

FIELDS OF EXPERTISE: Combat 8, Firearms 9, Communication 4, Movement 6, Technical 2

SPECIAL ABILITIES: Any combatant who takes at least one hit from an attack from a Blessed Legionnaire must make a Normal PHY roll. If it fails, the victim will catch an infection at the discretion of the GM.

DARK GIFTS: None

The beings are shaped like humans but are taller than the average man. The body is muscular, and the limbs are strong and massive, often replaced by bizarre cybernetics. The skin is stitched together, sometimes replaced by leather or plastic sheets. The head is bare—without skin—showing a grinning skull often linked to various devices by pulsating tubes and electrical cables. The eyes glow with a sickly yellow light. The creatures giggle softly as they carry out their operations.

The Curators are dressed in tattered white clothes, adorned with the red runes of Demnogonis. The clothing covers the spiked armor protecting vital organs.

They carry various devices of a medical nature, often corrupted by Necrotechnology. This equipment is always crude and infected with bacteria. The Curators are also hosts to several parasites carrying plague and disease which they administer to wounded patients.

These macabre doctors are mostly armed with sharp swords infected with disease, and large caliber handguns which they use to administer the last aid.

In spite of their nature, the Curators are skilled in the art of reviving beings and making them able to fight again. They often use Necrotechnology and replace limbs and organs to resurrect a fallen soldier of the Dark Legion.

THE BLESSED LEGIONNAIRES

The hordes of Demnogonis are made up of the Blessed Legionnaires, ridden with disease and plague. Like enormous swarms of flies, these wretched creatures march to the mad commands of their Apostle. They never stop and can only be defeated by total destruction. By sheer numbers, they wash over their enemies like a tidal wave of rotting corpses, bringing filth and plague in their wake.

The Blessed are humans that have been collected from the countless battlefields in the solar system. The wounded have been brought to the pits in the Citadels of Demnogonis and there been given the gift of the Dark Apostle. With twisted minds and screaming souls, the blessed emerge to find their eternal peace on the battlefield.

It is the promise of eternal sleep and freedom of the crawling diseases ravaging their bodies that fills the Blessed with their frenzy and lust for combat. In death, there is peace. Hopefully.

The Blessed are not normally armed at the beginning of a battle for the fear of rebellion. As the battle rages, the Blessed march over the battlefields in tattered clothes and pick up the weapons of their fallen enemies or brethren.

The greatest danger of the Blessed are the diseases they carry. Even with the host dead, the plague lives, and the infection can spread.



BLESSED LEGIONNAIRE



MUTANT CHRONICLES



– BOOK 4: – – THE CHRONICLES – ADVENTURES

Adventures—at their simplest—take the form of a mission. The player characters are approached by someone who needs their services. They hopefully manage to perform their assigned task and collect their fee. Sometimes their next mission may involve finding and collecting their fee from a runaway client. These missions should be exciting, intriguing and hopefully give the players a chance to exercise their special skills and contacts. When, as a GM, you come to design your own missions, you should consider the following things.



All missions follow the same basic pattern. There is *the opening*, in which the players are briefed and get involved in the mission. There is *the investigation*, an extended middle section where the players gather clues, skirmish with the opposition and start to get some idea of what's really going on. And there is *the*

STRUCTURE

climax, in which the players finally get to resolve the case, often in a burst of violence which leaves most of their opponents dead, in jail or fled.

OPENING

The opening is the trickiest part. You need a hook that immediately gets the players' attention in a striking and original manner. This can be as simple as having the stereotypical beautiful Bauhaus blonde walk into their office, burst into terrified tears and plead with our heroes for their help. Or a mission could open with a barrage of gunfire from unknown assailants that lets our heroes know that someone is out to kill them and they'd better find out who and why—fast!

However you choose to open the mission, you should try to give the players an urgent reason for investigating the matter. A request from the Inquisition is always a good way of doing this. It contains an element of compulsion (who in their right mind is going to cross the Inquisition?) and an element of menace (if the Inquisition is involved, then it has to be *bad news*.)





THE CLIMAX

The climax is where the heroes hold all the parts of the puzzle and set out to resolve it. Perhaps they are surprised by what they find. Perhaps the Bauhaus blonde is not the mobster's real wife. Perhaps she is an assassin sent by another mob. Perhaps our heroes finally find the Heretic only to discover him in the middle of performing some arcane and nasty ritual. Perhaps they are lured into a trap by their hunters.

You should give the players an exciting way of resolving the problem set out during the opening. Violent or not? Well, that's up to your players. Don't force them to use violence if it doesn't make sense to the story, but if their Firearms SVs average 17+, let them use their hardware.



Any loose ends can be noted as hooks for further adventures. Maybe the blonde escapes? Maybe the ritual that the Heretic was performing causes some strange psychic force to be loosed later? Maybe the psychotic killers are the result of another failed Cyberchemicals experiment? Who knows?

OPPOSITION

When designing a mission, you should keep the level of opposition reasonable. Try to tailor things to the strength of the party. There is no sense in sending a bunch of reporters and detectives into battle with a Nephrite and a full company of Undead Legionnaires. They are simply going to die.

In the interest of fairness, give the adventurers some chance of surviving. One way of doing this is to make sure that the players have the edge, either numerically or in terms of weapons and armor. Remember, to complete a mission the players have to survive. It's no fun having the characters blown away every time they step out of their office.

You should try and cater to the tastes of your players, too. If they are combat freaks, give them lots of gunplay. If they like solving puzzles, give them a mystery they can get their teeth into. Not all encounters need be violent, and not all opposition comes from men with guns. Obstructive corporate officials, interfering clients and useless hirelings can all help provide interesting obstacles in a mission.

Whatever you do, try to make sure every player character has an important part to play. Give your players a chance to use their special skills and show off their knowledge. Give everyone something to do, and your players will be a lot happier.

INVESTIGATION

The investigation can be summed up in one word: complications. This is the stage of the adventure when our heroes discover that things are not quite as they seem and obstacles are placed in their way. The Bauhaus blonde's missing husband turns out to be a mobster on the run. The missing person the Inquisition is looking for is a powerful Heretic, and the reason the Inquisition is using our heroes to find him is that he could sense the presence of a Brother. The people who shot at our heroes are a mob of psychotic killers who hunt people for sport, and they got our heroes' names from the phone book. This is the point when armed opposition starts showing up to menace, harass and or even attempt to kill our heroes.

BEYOND THE BASIC MISSION

The worlds of the *Mutant Chronicles* are packed with conflict, so there's plenty of chances for your characters to get into trouble. It is also an extremely open-ended setting; while other games model a specific genre like science fiction or gothic horror, the *Mutant Chronicles* world is big enough to include many kinds of genres and many kinds of adventure: warfare, exploration, espionage, intrigue, horror, empire building and much more.

Conflict is at the center of any good adventure, so let's take a look at some of the conflicts our heroes can get involved with:

CORPORATION VERSUS CORPORATION: This is the basis of many conflicts in the *Mutant Chronicles* and its miniatures wargame, *Warzone*. While large-scale conflicts are better represented by a field full of painted figures (especially from the Warzone line of miniatures by Heartbreaker Hobbies), there are thousands of behind-the-scenes operations every day. The adventurers, as employees of a corporation, may find themselves on espionage missions, surgical military strikes against manufacturing or military installations, or high-powered negotiations for military, resource or economic concessions. They may also infiltrate another Corporation, working to sabotage its operation from within or simply gathering information.





EMPLOYEE VERSUS CORPORATION: The heroes are small cogs in a very big machine, and they're trying to scramble their way to the top of the heap. Along the way, they're going to have to make allies, defeat enemies and other obstacles, protect their backs and ultimately learn the secrets of their own Corporation. It's a cutthroat world out there, and anybody above the characters has already discovered that sad fact of Corporate life.

CORPORATION VERSUS DARK LEGION: The Dark Legion is nobody's friend, and corporations that might normally fight one another will join forces when they face the threat of Darkness. Alternatively, the highest ranks of a corporate entity may be corrupted by Darkness, and is using the power of the corporation to further the ends of the Apostles.

BROTHERHOOD VERSUS DARK LEGION: Darkness is everywhere in the *Mutant Chronicles*, and must be stopped at all costs. The foul beasts may be found on the jungles of Venus or the deserts of Mars, where the Brotherhood might join forces with the Corporate military—or do it themselves in a secret operation! Sometimes, Darkness is less obvious. It's up to the characters to root out the corrupted where ever they may hide: on the streets, in Corporate boardrooms—even in the Brotherhood itself!

FREELANCER VERSUS FREELANCER: It's a dog-eat-dog world out there, and sometimes there just aren't enough jobs to go around. Maybe the crew down

the street keeps stealing the characters' work, or maybe they want to find out what their new competitions' angle is. Freelancers are often territorial, especially when their operations get bigger, so a new operation coming to town is sure to start trouble.

FREELANCER VERSUS CORPORATION: Maybe the worst place to be caught in the *Mutant Chronicles* (besides the Excrucatorium of a Nephrite's Citadel) is being faced with the wrath of a Corporation. Their power is nearly infinite (especially when compared to a lowly freelancer) and they usually have enough dedicated, even fanatical, employees to get any job done. If the freelancer screwed up his last job, he might normally expect never to get work from that contact again. But if they royally messed up, they can expect life to become very unpleasant for the near future.

FREELANCER VERSUS BROTHERHOOD: When the Inquisitors taste even a hint of Darkness, they chase after it like a bloodthirsty wolf. Maybe the characters sold guns to the wrong crowd, maybe they missed High Mass last week. Whatever the case, the Brotherhood is hot to ask them questions even if they don't have any answers. Another possibility—some may say foolish—might be to go on the offensive, to fight back when the Brotherhood's fascist witch hunts become unbearable. Good luck.

FREELANCER VERSUS DARK LEGION: The freelancers have found a nest of corruption by themselves, and have to deal with it before they have a chance to get help from the Brotherhood. Another interesting possibility is the seduction of the innocent, in which the cunning powers of Darkness take a personal interest in recruiting the characters (freelancer or otherwise). This can be a story of extreme personal horror or complex intrigue. In either case, the characters never know who their enemies really are.

FREELANCER OR CORPORATION OR BROTHERHOOD VERSUS THE UNKNOWN: It's been nearly 1300 years since the Thinking Machines went mad and humanity was beaten nearly back to its primitive roots. Ancient megacities were reclaimed by the Venusian jungles and the Martian deserts; Imperial left behind dozens of bases in the Asteroids and beyond; legendary military compounds, forgotten laboratories, maybe even working pieces of ancient—probably Dark Symmetry-ridden—technology await discovery in the vast unexplored regions of humanity's home worlds. The prize for a rich find can be staggering, but the horrors awaiting the characters will put off all but the most brave.

DARK LEGION VERSUS DARK LEGION: Perhaps reserved for advanced groups (or players with a high pain threshold), this adventure explores the bizarre conflicts between Apostles. Often, the nature of these conflicts is entirely alien: a Nephrite of Muawijhe and all its followers go mad, threatening the deep moles that Semai might have hidden around town. Heretics of Algeroth may be unable to contain their blood lust, so Ilian operatives must stop their reign of terror lest the Brotherhood discovers them.





THE WORLDS OF THE MUTANT CHRONICLES



It's a big world out there.

Or, more specifically, *worlds*. Mankind has inhabited the planets of the inner solar system and the asteroids that mark the official outer boundaries of human civilization. For defense, centralized governing or simple corporate efficiency, we've clustered into vast megacities that reach hundreds of stories into the sky and sometimes hundreds of floors into the ground. These cities are thousands of years old, their histories lost when all our recorded media, and the computers required to read them, became corrupted by the Darkness.

Most of the population lives in impossibly cramped conditions, where crime, disease and corruption rules everyday life. For most people, life is difficult. Luckily, the adventurers aren't most people.

Despite the overdevelopment of our cities, there are still vast regions of the inner planets that remain mostly unknown. There are accurate maps of the geography, but no amount of ancient satellite photography can tell you what really lives deep in the jungles of Venus or the deserts of Mars, or the caverns that pocket Mercury and the horrors hidden in the asteroids and the moons of Mars.

We've already looked at the extremes of the spectrum, the Light of the Cardinal and the Darkness of the Apostles. However, most of the universe is still very, very grey.



Following is an in-depth look at the megacorporations, city-sprawls and war-torn planets that are the setting of the *Mutant Chronicles*. Here you'll find additional background on each of the Corporations, their home planets, their outlooks on one another and their various cultures. Following the additional corporate data is a section for Gms exploring the secret world of Luna, a shadow world full of danger and adventure. Finally, we offer you *Luna City Blues*, an introductory adventure sure to start you and your players out right.



THE CORPORATIONS

And so it was that the merchants gathered together. They looked out across Earth and divided it among themselves. They built large temples for themselves and gathered their disciples. They shut themselves out from the rest of the world, and their warriors patrolled the borders of the chosen lands. Few were those who saw the splendor within the walls, and even fewer were those who emerged to tell about it. So the merchants grew in power, and soon they controlled both the lands beyond the walls and those who dwelled there.

But as is the way of man without the Light of Guidance, the merchants soon started to bicker among themselves. They fought over land and gold and power.

And they brought all of this discord with them out into the young worlds, and it was this that attracted the Darkness that would soon multiply their sufferings.

— *The Eighth Chronicle, The Megacorporations and the Cartel*, by Lucretius Marcellianus

ASSETS VS. EMPLOYEES

If you compare the corporations' liquidatable assets as related to their number of employees, an interesting table appears.

	ASSETS	EMPLOYEES
Capitol	31.5%	20.2%
The Brotherhood	24.2%	10.3%
Mishima	9.8%	9.9%
Bauhaus	14.5%	9.2%
Imperial	8.0%	5.8%
The Cartel	0.6%	4.2%
Cybertronic	6.9%	0.9%
Freelancing companies*	4.5%	29.5%
Unemployed	—	10.0%

As seen, Capitol, The Brotherhood and Cybertronic control considerably more funds than their numbers would normally tell. The reason for the Cartel's relatively low figure is that it gets most of its grants and other economic contributions from the corporations. The figures for the freelancers are the most striking. They are many but poor.

THE MERCHANT CORPORATIONS

The following entries are largely for the Game Master's use, although employees of these corporations will be privy to everything that's in here.

Corporations can be the heroes or the enemies, but in any case they're everywhere in the *Mutant Chronicles*. Everyone is born into one of the four original Corporations; Cybertronic recruits its members by unknown means. Everything ever built, even the Cathedrals, was done by the hands of the Corporations. The operating mission of any Corporation is profit, but these days the Corporations are also the government, the military and the welfare state rolled into one.

Some Game Masters will play the Corporations as oppressive and omnipresent; others (especially in a freelancer-based game) might treat them as aloof and almost absent from everyday life. Both approaches are valid, and both present a different face to the same world.



CAPITOL



And so it was in the Sea of Tranquility that the Pioneers raised high the banners of Capitol, conquering Luna and then Mars. And the corporation grew to dominate humanity, since its message was clear and just and without confusion. The culture it spread was generous and inviting. Wherever it went, it established a human presence. Capitol spread far and wide. Our Brothers followed in its trail, but they were rejected and scorned and mocked by the presumptuous Capitolians.

And in this way, the first signs of the Darkness were discovered, and the pioneers shivered and sought shelter in their shiny buildings protruding from the Lunar desert. Then our glorious Brothers exposed the vulnerability within Capitol and its teachings, and the giant began to stumble. While Capitol engaged in wars all over the solar system, it was slowly bleeding to death.

But it clutched for any straws it could find and managed to continue its struggle in spite of what our Prophets and Seers predicted. The pioneers possessed a strength we hadn't reckoned with, and their bravery was unequaled among the other megacorporations. This propelled Capitol toward its position as a leading power, and that same strength kept it going long after it had been written off by its competitors.

And so it was when Capitol took the last steps into the cataclysm that was the age of Nathaniel.

— *The Eighth Chronicle, The Megacorporations and the Cartel*, by Lucretius Marcellianus



BUSINESS PHILOSOPHY

«Capitol is business. Business is Capitol.» These ancient words of Chairman Darrelmeyer still prevail and rule the Capitol society. In no other corporation are profit and corporate pride so dominating.

Capitol strives to control all the links in the chain, from raw-material processing to assembling and selling the product. Unlike the other megacorporations, it's reluctant to strike deals with independent freelancers, and it instead buys any company whose services might be required. Capitol rarely use armed forces when taking over other companies.

The prevailing philosophy within Capitol is to provide the perfect product for the customers, whoever they are and whatever they want. «You name it, we make it». Hence, much of their energy is spent on mar-

ket surveys that busy design studios and advertising agencies. And since most Capitolians like reliable but cheap products (preferably Capitol-made), the corporation specializes in these products. If a product might garner millions, Capitol will spend much effort in its development.

Capitol is almost fanatically free-market oriented, however, so the products of all the other corporations find buyers in Capitol. While you might never see a cheap Mishiman knock-off in an Imperial shop, they will find their way onto the shelves of Capitol's vast consumer malls.

In the export market, the only philosophy is to kill the competitors with lower prices and greater accessibility. «Better sold than good» is a common expression, though not publicly. And this philosophy works. In non-Capitol markets, quality demands aren't as high, and Capitol always delivers the right product for the right price.

Within the field of manufacturing, Capitol is of course engaged in all branches. The total production of Capitol goods is enormous, about 20% larger than closest competitor Mishima's. The products from Capitol often integrate new technologies, but not to the same extent as Bauhaus's.

Apart from the manufacturing industries, the major source of income for Capitol is mass-market consumables and services. Being the major force within the food industry, primarily due to its great possessions on the «Barn Planet»—Mars—Capitol controls a large part of the food-production industries in the system. Backed by an aggressive marketing division, the philosophy of Capitol is to export to every corner of the system. This side of the business is also closely linked to the entertainment industry.



STRUCTURE

Literally speaking, Capitol is the only real corporation of the five mega-corporations. In the other corporations, power has been brutally pulled out of the hands of the original founders and placed among a tier of corporate aristocracy.

On paper, the Capitol management consists of a Board of Directors in which every single stockholder in the corporation holds a place and a number of votes in relation to his or her number of shares.

Every director has two areas of responsibility, one geographical and one business branch. For example, one director could be the representative of all citizens in the Zeeland district in San Dorado, as well as being the spokesman for all Capitol-employed mine-construction workers. Even if this form of democracy isn't very direct, it is far more democratic than in any other corporation. Furthermore, there are no restrictions whatsoever in becoming a stockholder, except for the money required, of course.

While the directors make all the important decisions, the Board of Executives takes care of the day-to-day business. Some executives are elected into office, while others are appointed by the President or the board of directors.

THE PRESIDENT

The Chairman of the Board of Executives is called the President. Although Presidential tasks include supervising and organizing the work of the Executives, the President's powers are far more extensive, giving him or her the final word in most matters of corporate security and finance.

The President is elected by the Executives, who were elected from the Board of Directors. In turn, the President personally appoints Capitol's representative in the Cartel High Council and the Security Council.

ARMED FORCES OF CAPITOL (AFC)

Capitol knows that armed forces are necessary, especially in this hostile existence.

There are two major philosophies guiding the development of the AFC, the Armed Forces of Capitol: deterrent and retaliation. First, Capitol sees to it that no one dares to attack. Second, if anyone is foolish enough to try, Capitol retaliates so hard that their opponents don't even know what hit them. An effective military philosophy, but extremely expensive. Despite the cost, most Capitolians think it's worth it, since they are comforted to know that they are protected by the system's largest military force.

If Capitol is as effective as its propaganda claims, no one knows. The clashes between the AFC and other corporate units are ambiguous. When battling the only «neutral» opponent, the Dark Legion, Capitol's results aren't any better than anyone else's.

High priority goes to anti-tank and mass-destruction weapons. In both cases, these arms are primarily air-launched. The

ground forces are used to follow up air-strikes and dig in.

For more than one up-and-coming young business exec, a tour in the AFC was exactly the career move he or she needed.

THE AIR FORCE (CAF)

Most young Capitolians daydream that they will one day be fighter pilots because the members of the Capitol Air Force (CAF) are among the most reputed and glorified military personnel. They fly the best aircraft available, with the most efficient and most expensive weapons. These fighter aces are considered to be the best in the system.

THE GROUND FORCES (CGF)

In the shadow of the air force, the CGF (Capitol Ground Forces) leads an unglamorous and hard life.

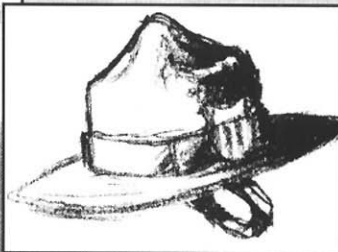
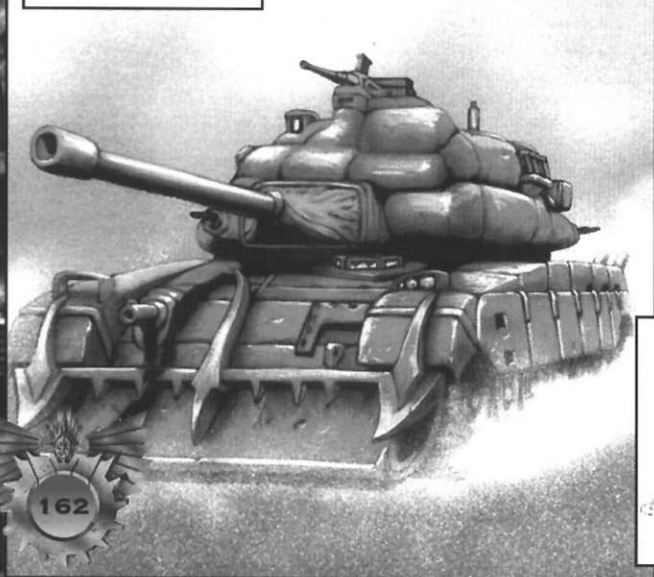
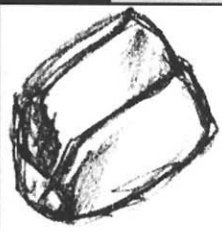
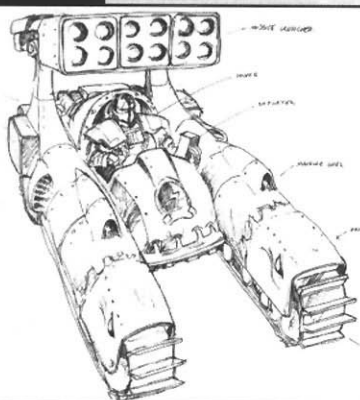
Even though the CGF is absolutely necessary for the survival of the corporation, they actually have problems recruiting enough people. In times of extreme threats, primarily from the Legion, the Capitol supreme command has even been forced to draft people into defense service. The ground forces of Capitol are evenly distributed among its settlements and concentrated in base camps holding tens of thousands of troops. Because of the constant threat of other corporations and the Dark Legion, the CGF is always at a high level of



THE STOCKHOLDERS

A listing of the largest and most prominent stockholders of the Capitol board of Directors:

Abrams	5.2%
Gibbs	5.2%
Colding	5.2%
Hendryx	5.2%
Ewing	5.1%
Lavache	5.0%
Berenger	4.7%
Darrelmeyer	3.6%
Irving-Jorgensen	3.6%
Kell	3.6%
Wood	3.6%
The rest (679 in total)	50.0%



SACRIFICE AND PREVAIL

Charles W. Colding looked out over the assembly. The people gathered here were his children, his followers, his brothers and sisters. They had placed him where he was today, at the pinnacle of power, in a position to change the future, to command the forces of freedom in the final battle against the Darkness.

He rose to thunderous applause and approached the microphones of the assembled press. This was a moment shared with billions across the system. Humanity was caught in a historic climax, about to see the curtain fall and unveil a brighter future. Colding adjusted his tie and fixed his gaze on the large cameras relaying his image to television sets on distant worlds. He smiled and searched his memory for the opening phrase.

«Ladies and gentlemen, representatives of the press, and viewers at home.» His broad gestures encompassed all present, who watched him so intently that the air seemed charged with electricity.

«We stand here today at a crossroads in time. The task to choose the way was given to you, the people of our great corporation. You had the choice of trudging along the same dreary path, without light or comfort, or to take a brave new route that could lead you back to the Light.»

Colding raised his voice and regarded the assembly with such devotion that it brought tears to the eyes of many of those gathered. No one could ignore his reference to the Light—the Brotherhood. Let them wonder, thought Colding. Let the Brotherhood come to me for a stronger alliance.

«And I am proud to see that you chose to fight, to throw out the old—I dare even say decrepit—representatives who have spent the last years bending like a weak sapling in the wind. They have sold out our glorious standards, and they have let the Darkness creep upon us.»

At these words, Colding formed his right hand into a fist and banged it on the table in front of him. The left hand was raised in the air, also clenched.

«But you have told them your wishes. You have said that it is enough. We do not wish to see our great corporation, built by our ancestors, sold out, destroyed. You have chosen to fight and, under my guidance, we shall fight. We shall continue our quest to ensure that we remain the largest free power among the human worlds. We shall provide the light of freedom to others and set a shining example for all to follow.»

Colding made a dramatic pause as he brought his hands together in front of him.

«But it will be difficult. Many will have to make great sacrifices for the good of even more. These sacrifices will be made in the name of freedom and all that is good in us. We will be remembered forever for this.

I am now making such a sacrifice. I know the task will not be easy. I will work day and night until I fall fighting the Darkness or I succeed. We all will have to sacrifice to prevail. With these words I wish to remind all my brothers and sisters of the difficult times ahead, but also of the hope you now possess and the secure knowledge that, whatever might come, our corporation is founded upon such strong values that it will always prevail.»

Lowering his head, he humbly announced:

«I hereby accept the position as the Chairman of the Capitol Corporation Board of Executives.»

Colding could almost hear the shouts and applause of Capitolians across the universe. So this is what it is like to be a god, he thought.



THE AH/UH-19 «GRAPE-SHOT/GUARDIAN»

This very powerful flying gunship was developed for the Capitol Air Force by Secord United, Inc., as an easily convertible assault and utility chopper. The assault version, the «Grapeshot», is used for Close Air Support (CAS), hovering in firing position hidden behind a ridge or wood curtain up to 1,000 meters from the target. The utility version, the «Guardian», is used for transport of ammo or wounded or, with the jet-turbines, as a dispatch/observation/recon/command platform.

(Values are unloaded, max. fuel. Values in brackets are fully loaded.)

Length: 49.5 m

Crew: 2 (Grapeshot: 3)

Max. speed: Standard engines: 94 (63) mph. Ext.

jet-turbines: 157 (125) mph

Action radius: ≈ 900 km

Combat radius: ≈ 200 km

Max. cargo capacity: Standard engines: 9.4 (2.2)

tons, Ext. jet-turbines: 7.4 (0.2) tons

Storage space: 12 fully equipped troopers (2 tons) or 1 APC (5.2 tons)

Armament: 4 x 30 mm twin autocannons in automatic turrets; 1 x eight-barrel 25 mm Gatling in manned cheek-turret (Grapeshot); 8 x pylons for bombs, rockets, missiles or autocannon pods (450 kg each); 2 x pylons for external jet-turbines or multi-missile racks (1,800 kg each)

Armor: Single-layer Chobham (AV 6)

readiness (deployment time either 6, 12 or 24 hours). Capitol possesses the largest ground forces in the Cartel, and Capitol forces are frequently dispatched to Cartel commanders for operations against the Dark Legion.

THE NAVY (CNC)

Small but proud. Well equipped but often outnumbered. The general philosophy behind the Capitol Naval Command is quality before quantity, and to gather its few units into multi-purposed strike forces consisting of different types of vessels and weapons, to be ready for any type of mis-

sion. The Interplanetary Forces (commonly called «Space Fleets») also serve under the CNC.

THE SPECIAL FORCES

For extremely important missions, Capitol uses its



vaunted special forces. Resources are funneled more to elite units than to regular infantry. The most reputed of all Capitol special forces are the Free Marines, who are deployed all over the system. Other units include the CNC's Sea Lions, who operate in the Graveton Archipelago on Venus, the Sunset Strikers on Mercury and lastly the Martian Banshees, who are deployed in the war against Mishima on southern Mars.

EQUIPMENT

Where equipment and technology level is concerned, the AFC is divided between the haves and the have-nots. On the one hand, Capitol possesses the best available equipment, but on the other hand they don't have very much of it. Whatever advanced equipment Capitol produces, it provides to elite units and the air force, while the regular forces use only standard equipment which is far from the leading edge.

UNIFORMS AND DECORATIONS

There is a great honor in being a defender of Capitol, but when it comes to rewarding services to the corporation, a word of appreciation and a pat on the shoulder easily disappear in the media flow of the largest corporation in the universe.

Therefore, the AFC extensively practices the use of medals and honor awards for devoted or extraordinary service. Uniforms are to be worn at all

times except for leaves lasting longer than 15 days and on undercover missions. Accordingly, all uniformed personnel have special rights and follow military regulations rather than the stricter laws of normal civilians. In most stores and service establishments, military personnel receive considerable discounts.

MARS AND SAN DORADO

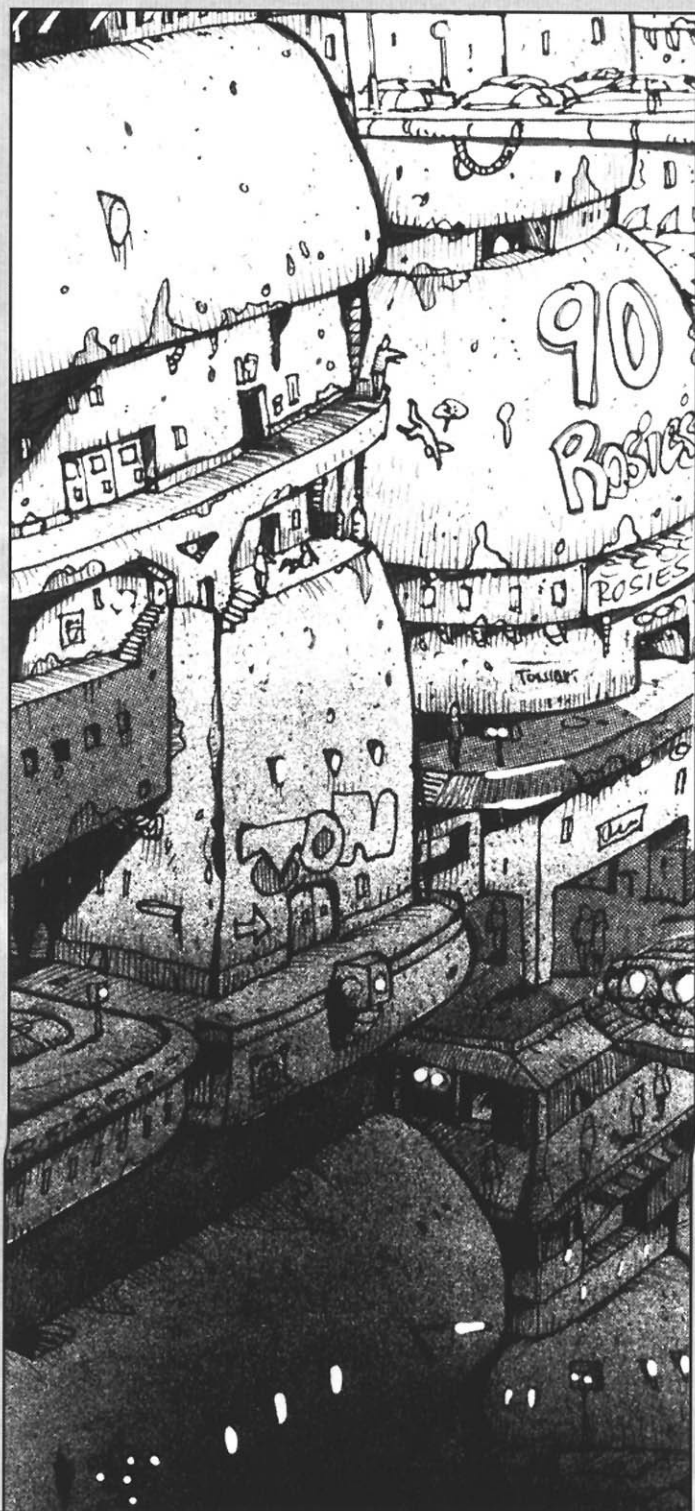
Mars, the red planet, the big barn, the home of the pioneers, is—at least from Capitol's point of view—«Capitol turf». Capitol controls almost three quarters of the planet's surface, with the last quarter made up by a few Imperial settlements, Mishiman cities, Bauhaus burgs and a handful of Citadels. Despite decades of sieges, assaults and batter-

ings, not even Capitol has managed to eradicate the Dark Legion's forces from Mars.

CAPITOL SWORD OF HONOR

This sword is purely a token of position. It is given to officers who are awarded the Chairman's Legion of Honor for their battle valor and usefulness to the corporation. Unlike the Legion of Honor medal, the sword can't be awarded to civilians.

W	L	STR	DAM (1H)	DAM (2H)	COST
4.0	115	9	1d4	1d6	N/A



Mars is less than a third of Earth's size, and it's characterized by barren, rocky wastelands with a few deep, black, almost lifeless oceans. This is not an entirely true picture, however, since the greater part of the northern hemisphere is irrigated by the gigantic canal system that crisscrosses the entire Freedom Lands. However, further development on Mars has come to a halt because of the corporate wars and the Dark Legion presence around the citadels of Saladin and Absalom.

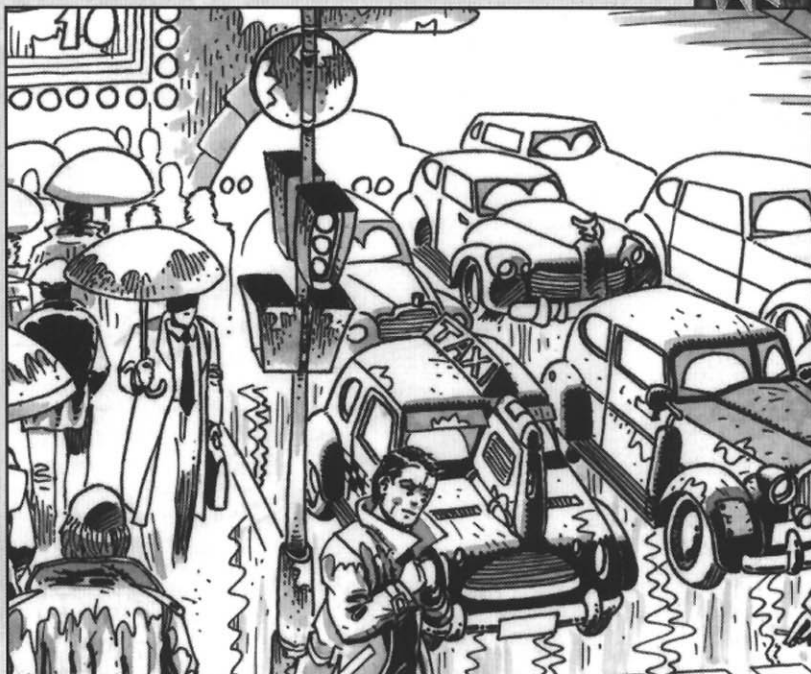
It should also be mentioned that the solar system's largest steel industry is located on Mars, in Valley Forge.

SAN DORADO

Cradled between the mighty Kirkwood Mountains, the slopes of the gigantic Mariner Crater and the shores of the Sea of Tranquility, lies San Dorado, Capitol's «capital». After Luna, it is the largest city in the solar system, containing most of Capitol's assets.

It is impossible to set a certain profile to San Dorado, except maybe by calling it a well-rounded city. It contains all kinds of industries, factories, service establishments, official buildings and offices. The northern outskirts and the areas some hundred miles north of San Dorado are characterized by thousands and thousands of oil wells, their pump-towers stretching hundreds of meters toward the clear-blue sky. Bordering these oil-fields are the Effenberger Mines, which contain a lot of Capitol's vital raw materials.

San Dorado is said to be the most well-organized megacity in the system, but when you are standing in the street, it is impossible to see how anyone could make that claim. Looking up, the sky is barely visible due to the elevated highways, intersections, passages and rails running between the buildings. The street beside you is completely jammed, if you can see the street at all. Normal conversation is impossible. Car horns, whistles, shouts and screeching tires are heard everywhere. San Dorado is the heart of the largest corporation in the solar system, and you can feel it.



THE «DOUGHPITS»

There hasn't been peace on Mars since the first Imperial soldier set foot on its surface. Since then, Mishima and Bauhaus have followed in Imperial's steps, by establishing both military outposts and production settlements.

LIBERATION

A shudder ran through the length of the landing craft. Sergeant Miller checked his chronometer and shouted out orders to the grunts.

«Okay, marines, look sharp. I don't want any bull when we hit. Clean and quick, by the book. No screw-ups like last time. Check your weapons. Moore, you go point. Gibbons and Jones cover him. The rest drop into Delta formation.»

The craft shook as it hit the ground. Instantly the hatch popped open, and the marines started moving.

With the skill and experience of a veteran, Moore took the lead, cradling his heavy M89 support gun. He surveyed the area and constantly conveyed a flow of information to his combat coordinator.

«It's a small clearing, 25 meters diameter. Surrounded by trees, single rocks strewn across the area, two... no, three bodies, all Free Marines. Weapons removed.»

Gibbons and Jones moved up after Moore, scanning the area with their surveillance equipment, weapons ready. The distant voice of the combat coordinator sparked in their headsets.

«Watch out for enemy troops, possibly armed with Capitol weapons, probably an «Eighty-niner» or an «M606». Suggest extreme caution and that you leave the area as quickly as possible.»

Miller followed the last two marines out of the craft. He didn't like the set-up. He only had ten soldiers with him, and only three of them had any previous experience. The last squad that had been sent on recon had disappeared, but the generals had decided to go ahead with the operation anyway.

This made Miller feel uneasy. It indicated that the officers knew something about the situation that they were reluctant to tell the soldiers. Only the Cardinal could know what fate had in store for them.

After the squad quickly followed the heavily armed Moore, the engines of the landing craft started to whine. The hatch closed, and the craft lifted from the ground.

Miller saw it disappear into the air and felt an intense wish to again be under the protecting guns of the armored landing craft. Then he heard Moore cry out over the intercom.

«Enemy close and closing,» the calm and concentrated voice of the combat coordinator sounded in the headsets of the marines.

«Two squads at twelve and ten o'clock. Closing fast, probably lightly armed. Estimate 15 soldiers. Difficult to get a fix.»

Miller quickly moved to the front. This was what he was trained for, lived for. The adrenaline kicked in as he exchanged glances with Moore and Gibbons.

«All right troops, shape up. Take cover at those stones. Short, controlled bursts. Remember: it's them or us.»

As the soldiers moved into position they threw furtive glances at the surrounding forests. The liberation of the Freedom Lands had begun, but none of the marines knew who they were liberating, or from whom.



When Darkness appeared in the human worlds, it didn't take long until it showed its ugly face on Mars. When the foundations of the first Citadel were laid out in the mountainous areas on the exact antipode of San Dorado, Capitol forces rushed to crush the Legion before they were able to spread.

But internal struggles, deceit and foul play stopped the intervening Capitol forces before they even reached their target. Imperial anti-aircraft downed four fifths of the Capitol strike force for unknown reasons. Capitol artillery fired upon the very units they were supposed to be supporting.

The Citadel of Nephrite Overlord Saladin was finished and fortified beyond what human technology could defeat. More Citadels have followed. In these remote warzones, a grievous and never-ending battle rages, often quiet and almost forgotten, occasionally shaking the entire planet and rocking the skyscrapers of San Dorado.

The Citadels on Mars are all completely surrounded by trenches, moats, walls, fortifications, guard towers and electrical barbed wire fences. It is a resource-devouring job, but it has to be done if Capitol stands any chance at containing the Darkness.

THE PARTNERS

pletely self-sufficient, Capitol imports a lot of Mishima's cheap, high-quality goods to fill the shelves in the low-cost super-markets.

BAUHAUS. The expensive and extremely high-quality products of Bauhaus will always find their buyers within the Capitol business empire, even if the cost of these products makes them affordable only to the upper corporates. In turn, Bauhaus receives a lot of its raw materials from the Capitol mines of Mars.

IMPERIAL. Even though they have some contracts between each other, the Capitol businesspeople have never really managed to cope with the Imperials. Had it not been for the unquestionable economical gains of being partners, they would hardly speak to each other.

CYBERTRONIC. Not the best of friends but certainly not enemies, Capitol and Cybertronic have extensive business dealings. This is maybe where «the Capitol way» shows most clearly—no other corporation has such open-minded relations with Cybertronic.

THE BROTHERHOOD. Capitol is unique in the sense that it doesn't have an official opinion about the Brotherhood. The Brotherhood respects this, maybe because ninety-nine Capitolians out of a hundred are devoted to the word of the Brotherhood regardless of Capitol's official opinion.

The Capitol way is clearly reflected in the corp's foreign affairs and diplomatic relations with its competitors. Believing economic success rests in open-mindedness and diplomacy, Capitol forgives even the most grievous attacks by the other corporations.

MISHIMA. Mercury and Lord Heir Moya's business empire is Capitol's largest export market, and the corporations are rarely involved in open hostilities. Even though com-



THE PINNACLE

A brilliant example of Capitol's power is the Pinnacle, its Luna embassy. It rises more than 170 floors above ground, while its black steel and glass facade is constantly illuminated by large spotlights.

The Pinnacle functions as the main office for the Luna administration, and it is almost as large as Capitol's headquarters on Mars. The first three floors of the Pinnacle, which appear just like any other office space, actually house an entire company of elite soldiers who will protect the Pinnacle at any cost. Capitol considers the Pinnacle a sign of their prosperity, and they management fears it may be attacked by another megacorporation or, even worse, the Dark Legion.

THE CAPITOL DOLLAR

On one face is the Capitol logo—the swooping eagle—and on the other, the value and a small note of origin, where it was minted. It comes in the following denominations: \$100, \$20, \$5, \$1, 50c and 10c. These are all minted in silver. They are frequently used in the asteroid belt, since the settlers there trade with Mars, but they are rarely seen inside Luna. 1 Capitol dollar (CS1) = 100 cents (100c) ≈ 7 Cardinal's Crowns.

CAPITOL SECURITY SERVICE

CSS is the largest law enforcement company and the one most frequently requested within Capitol's areas. Its officers are known for being relatively just and polite, instead of acting with the same brute force and ruthlessness as, for example, Cybercurry's officers.

Capitol cops are normally equipped with a light handgun and a police truncheon, but when violence is expected, they supplement their gear with a full range of military weapons: bullet-proof jackets and greaves, shoulderpads, riot shields and assault helmets.

Being a police officer within CSS is high-status because they are well trained and are quite respected by both Capitolians and visitors.

Their jurisdiction only spans outside corporate management. They are not allowed to act in any affairs of Capitol itself. Any crime which involves the operations of Capitol involves the Internal Investigations unit.

THE PRESIDENT

Charles William Colding, 46, former managing director of Colding Arms, Inc., is the single most powerful person in Capitol, and maybe even in the solar system—next to the Cardinal. He is short, pale, and thin, but possesses extraordinary charisma and powers of persuasion. Under his guidance, Capitol has increased its net total production by 2.6%, which is almost a record gain.

BAUHAUS

For a full and detailed description of the weapons and vehicles depicted in this chapter, please see the Bauhaus Sourcebook.

And it soon became apparent that the four Duke Electors of the Bauhaus corporate empire wished to be more than onlookers on the new scene of struggle. With the determination and steadfastness that only generations of military discipline could produce, the Bauhaus management staked its claim on the planet in Cardinal Toth's visions—the sacred planet of Venus.

What Capitol's Pioneers had once done on Mars, the Bauhaus Homebuilders did on Venus by clearing the mighty jungles. There they established the stronghold of Heimburg as proof of Bauhaus' ambition to carry the title of megacorporation.

In the light of their new position, the Bauhaus smithies began to produce quality none had seen in long ages. The products carrying the symbol of the twelve-cogged wheel (the symbol of the four Duke Electors and their advisors) became the icon for a new thinking and a bold philosophy. The Bauhaus mark of quality was unquestioned wherever it appeared. The strategy of providing the human worlds with the best goods available became inherent to Bauhaus.

But even into the honorable and undefiled nobility of Bauhaus, the Darkness managed to intrude. The power of our Inquisitors was requested more and more, and in the sacred jungles of Venus, our combined forces clashed mightily against the Dark intruders from Nero. So do they still fight in this never-ending war of grief and suffering.

— *The Eighth Chronicle, The Megacorporations and the Cartel*, by Lucretius Marcellianus

THE DUKE ELECTORS

• EXPERIENCE IS OUR HERITAGE •

The Bauhaus hierarchy is built around the four ancient families of Duke Electors, once only prominent military advisors to the corporation management, they are now in complete control of all of Bauhaus' business. Each has total responsibility for one division within the corporation.

Due to the unbroken lineage of the military within the four Duke Elector families, the military still holds a very strong position within the corporation, and only officers may hold high positions. However, an official with civilian background is quickly promoted to staff colonel or the equivalent should he or she prove valuable enough to the corporation. Gold-braced military uniforms and ceremonial swords are therefore common features in the board rooms of the Bauhaus business empire.

THE BAUHAUS COG-WHEEL

The four families of Duke Electors draw their heritage from the times long before the conquest of space, and they have gradually emerged from the Corridors of Advisors to the Halls of Directors. They and their «areas of responsibility» are:

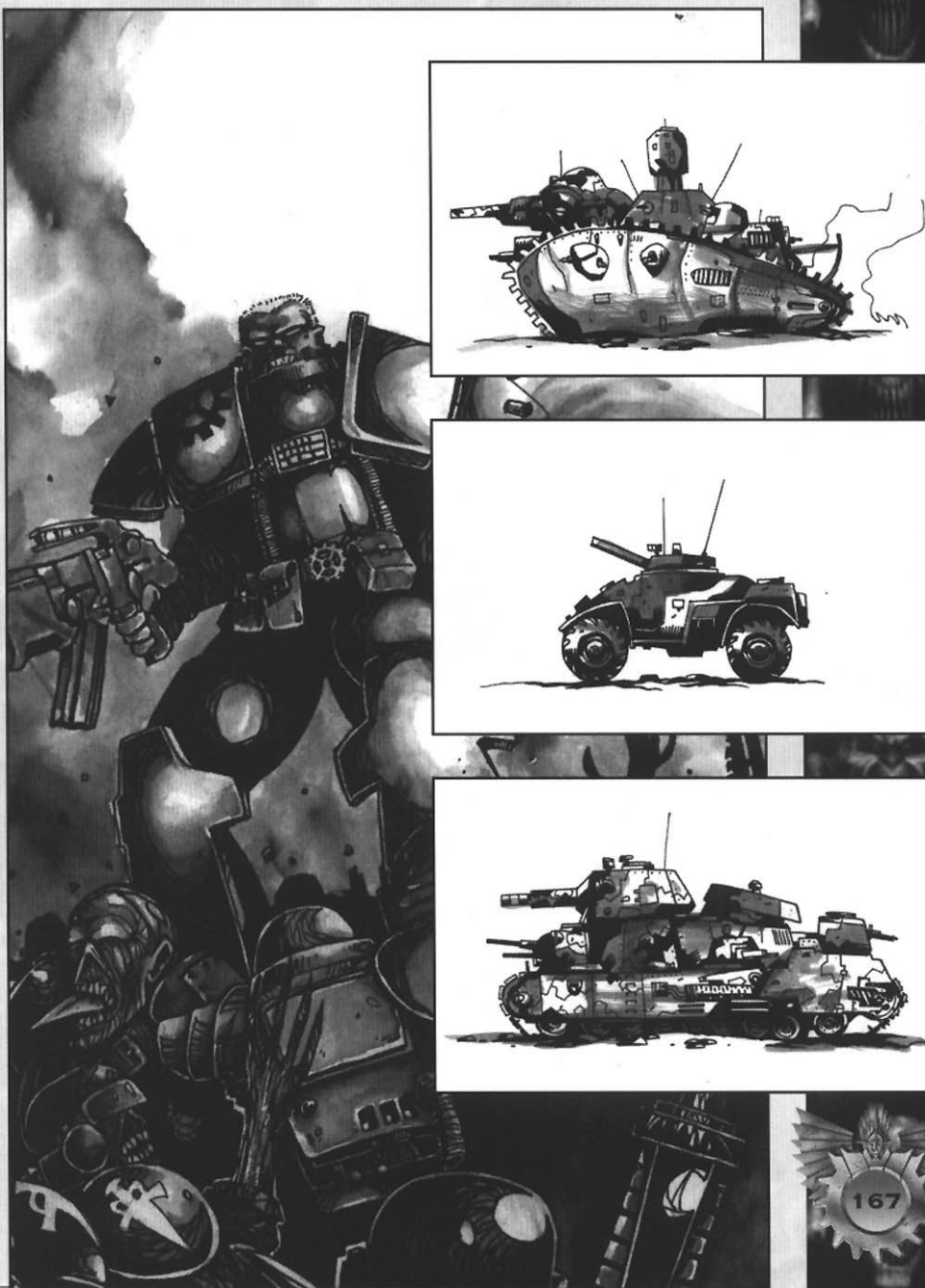
ROMANOV. «THE COMMODORE OF THE ARMY». General of Staff Constance Romanov is the supreme commander of the combined armed forces of Bauhaus.

RICHTHAUSEN. «THE DIRECTOR OF INDUSTRY». The Richthausen family is the oldest of the four, and its head, Grand Admiral Stanislaw Richthausen, is in charge of industry and what might be called the «economy».

BERNHEIM. «THE SERVANT OF THE POPULACE». Field Marshal Enzo Bernheim is responsible for the well-being of the Bauhaus employees, including the «social services» area.

SAGLIELLI. «THE KEEPER OF THE FAITH». A tough and important duty, Supreme Air-Marshall Vittorio Saglielli is in charge of internal security, counter-Legion measures and justice within Bauhaus.

Together they form the four spokes of the Bauhaus cog-wheel, surrounded by their advisors to right and their crown-heir to the left. And as always in the Bauhaus organization, the Brotherhood holds a central position as advisors and auditors, here with an Inquisitor Primus in the center of the wheel.



BUSINESS STRATEGY

• CRAFT IS ALL, COST IS NOTHING •

Bauhaus has always been a trademark of quality. This is a deliberate policy with two purposes: one, to provide their own with the best, and two, to be able to compete with the others regardless of type of product and market.

Because Bauhaus constantly quests for the best, the demands on designers and employees are high. Only approved products may leave the factories. The result of any Bauhaus facility is always competitive with the best of what the other corporations produce.

However, the drawback to such quality is the price. Bauhaus products are often regarded as unreachable luxuries. To provide affordable alternatives, Bauhaus supplies the stores with low-cost alternatives which carry trademarks other than the Bauhaus cog.

As with the other megacorporations, Bauhaus's market strategy relies on producing everything, which lessens the risk of becoming too de-

pendent on the profit of any one product. Therefore, the corporate empire includes just about every type of business, from crude oil refineries, gas fields and copper mines to haute couture design studios, hospitals, bakeries, finance corporations and fast-food chains.

If one industrial branch in Bauhaus would be considered the corporation's pride, it would be the heavy mechanical industry—manufacturing heavy-duty construction vehicles, mining machinery, steel girders for skyscraper construction, and so on.

ORDERS

The most respected order of Bauhaus society is the High Order of Merit of Venus' Hospitallers, or simply the High Order. Membership requirements are either general's or admiral's rank, monthly income of 250,000 Crowns and that you've been suggested for membership by at least two members of the order's Board.

Another renowned order for deeds worthy of recognition is the Order of the Pauldron, in which the members carry a chromed steel shoulder pad on the left shoulder. Although military officers are mainly the members of Pauldron, prominent scientists and diplomats have been incorporated into the order as well.

The Order of Oxia Palus is a secretive society for «preventive actions» against the Dark Legion. Many Inquisitors and Mystics are rumored to be members, and the order has a somewhat bad reputation for its bloody methods.

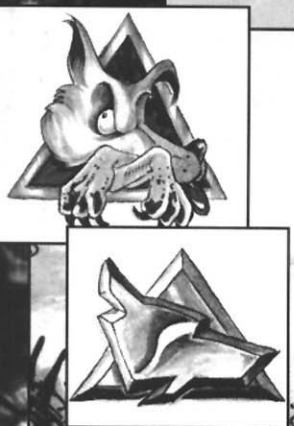
BAUHAUS MILITARY RANKS

GROUND FORCES

Private/Dragon/Hussar
Banner Sergeant
Sergeant
Lieutenant
Capitaine
Major
Colonel
General
Marshal

AIR FORCES

Airman
Wing Sergeant
Flight Sergeant
2nd Lieutenant
1st Lieutenant
Capitaine
Commodore
Admiral
Air Marshal



HOMEBUILDERS' LOGGING SWORD

The symbols of office for the Duke Electors and their closest advisors are these ancient long swords. Each blade has its own famed history. Legend has it that they were brought by the first Homebuilders to Venus as logging tools. As a reminder of these brave souls, these swords are now regarded as the ultimate symbols of honor.

W	L	STR	DAM (1H)	DAM (2H)	COST
5,0	114	13	1d4	1d6	N/A

THE BAUHAUSERS

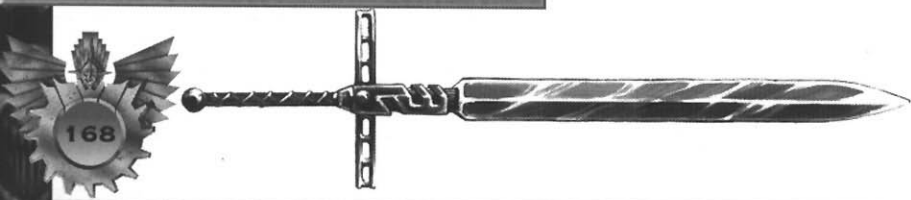
• PRIDE AND PROTECTION •
In Bauhaus, more than in any other corporation, there is a stereotypical «average guy», a «Bauhauser». The level of education, wealth and influence is fairly equal in all levels of society, which reflects in a fairly egalitarian way of thinking.

The average Bauhaus employees work in the industry as an engineer, operator or fitter. They enjoy their work simply because they feel that what they're doing is important for the corporation, and in a greater sense, for the Brotherhood too. Also, a Bauhauser earns pretty good salary, which is more than enough to support a spouse and two children in their own apartment.

Although they typically have had around 8 years in school, the average Bauhausers doesn't know much about the other megacorporations or, in fact, their own. Most of Bauhaus' educational system is intended to give its students technical expertise. They occasionally hear on the news that Bauhaus has had a great military success somewhere, but it doesn't concern them. They are well satisfied with the city life as long as they don't have to deal with the life on the street.

In the mind of the average citizens, Bauhaus is security and protection against whatever might happen: accidents, diseases, alien invasions. They are proud to be a part of the best of societies.

- A SMALL COG IN THE •
- BAUHAUS WHEEL •



THE MILITARY

• TRADITION AND DISCIPLINE •

Bauhaus military forces have a deserved reputation of being well armed and trained. Bauhaus compensates for what they lack in firepower and numbers with high versatility and degree of armor.

The armored forces, the dragoon regiments, are the most respected of all the Bauhaus forces. Becoming a dragoon officer is regarded as one of the greatest honors for any Bauhaus soldier.

Equipment is, of course, of very high quality, though not exceptionally powerful. Instead of power, weapons and armor are optimized to combine the greatest mobility with the greatest possible effectiveness. Again, the price tag and the production capacity limit the amount of weapons which can be produced. With the high status of a military career tempting hordes of young Bauhausers to enlist, the amount of material is never enough to put all recruits in operative status.

ORGANIZATION

The armed forces, falling under the jurisdiction of Duke Elector Romanov, are divided into four service branches:

- Armored Forces (dragoons)
- Infantry (hussars)
- Air Cavalry
- Special Forces

Especially talented soldiers might attend military academy to become an NCO, but most of the time these are picked from the «nobility». All commissioned officers somehow have leadership in their blood, but only after several years in one of the unit-designated academies are they subjected to real combat.

Honor is very important in Bauhaus's armed forces, especially among officers, and there are extremely few disciplinary problems. For example, prisoners (from other corporations, that is) are treated well, cease-fires are usually respected, and wounded from both sides are well taken care of after the battle.

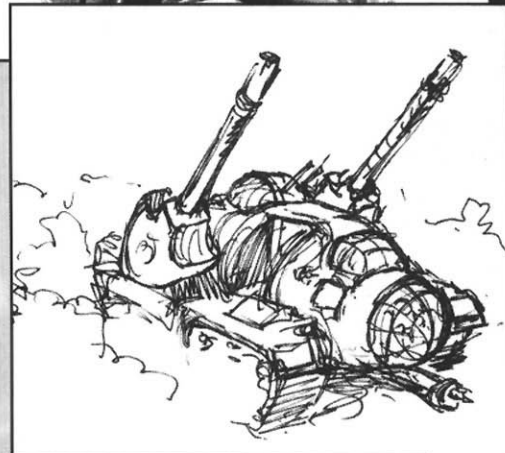
ARMORED FORCES. The Bauhaus «Dragoons» make up the core of the armed forces. Originally organized for battle in open terrain, they have adapted to the current main battle theater, the Venusian jungles, mainly by re-designing the battle-wagons, but also by implementing new tactics and organization.

INFANTRY. The «Hussars» is the nickname for the more conventional ground military forces. They have lighter equipment and less training, but they are a good match for any regular unit of any other corporation.

AIR CAVALRY. The air cavalry provides needed support during operations, as well as transportation for airlifts. This small and costly organization is mainly equipped with large, heavily armored helicopters.

SPECIAL FORCES. Along with Imperial, Bauhaus can boast having the best special forces in the system, lacking nothing in the way of equipment, training or support. They are composed of the best soldiers from the regular elite units. Renowned throughout Bauhaus are the «Bauhaus Blitzers», a legendary anti-armor unit used for «impossible missions» against other armored forces; the «Etoiles Mourantes», the Dying Stars, endowed with special training and equipment for fighting the Dark Legion's forces; and, of course, the «Venusian Rangers», whose name speaks for itself.

- RENOWN IS •
- OUR REWARD •



HEIMBURG & VENUS

• HOME OF HOPE •

Venus is Bauhaus' most important stronghold in the inner parts of the solar system. Bauhaus' capital, Heimburg, is located there, in the northern hemisphere.

More than a third of the planet is covered by a dense, hostile jungle, while the southern hemisphere is partially under an ocean of shallow mud. Toward the poles and the equator, the jungles lighten up and gradually change into flat steppes. The jungle is crossed everywhere by slow, shallow rivers, the dirty water of which carries just about every disease you can name.

HEIMBURG

As a sharp contrast to the jungle, Heimburg rises above the highest tiers of the trees, its highest skyscrapers stretching hundreds of meters toward the bright bluish sky.

Heimburg is a clean city, at least in the corporate districts. Toward the outskirts and suburbs, it's as filthy as any other megacity. The architecture is solid and imposing, which creates large, black shadows in the narrow alleys and rounded silhouettes in the magnificent boulevards leading up to memorials of those heroes who must never be forgotten.

Heimburg is characterized by the Bauhaus corporate districts, but out of the total number of inhabitants,



only around 10% are of Bauhaus nobility. The rest are the vast Bauhaus underclass, freelancers, their employees, fortune-seekers, spies and employees of the other megacorporations (of which Imperial is the largest in Heimburg). It is a bustling city, throbbing with life and energy, famed for its everlasting optimism.

THE BATTLE ZONES

All over the surface of Venus, there are skirmishes going on, which occasionally escalate into ravaging battles, partly among the corporations but primarily against the Dark Legion. The struggle against Imperial is the hardest and saddest, a continuous dispute over land and resources. Like jackals, the Blood Berets and other Imperial SWAT teams hound the Bauhaus forces who are battle-worn and fatigued from their struggle against the Dark Legion.

The Dark Legion has erected numerous Citadels across the planet's surface, surrounded by Bauhaus' trenches and guard posts. The activity around the Citadels varies strongly, from open war to anxious surveillance.

- IN TIMES OF PEACE •
- PREPARE FOR WAR •



SURVIVAL OF THE FITTEST

Sergeant Fernandez quickly checked the surrounding jungle, desperately trying to detect any trace of the enemy. From a distance, he could still hear the sounds of Capitol machine-guns as they picked off the last of the Bauhaus Hussars. The shots were interrupted only by the screams of the wounded and the shouts of the Capitol Marines.

The ambush had been well planned. Neither Fernandez nor Capitaine Kluger had suspected enemy activity at this stage of the operation. If everything had gone according to the plan, the Hussars would have ambushed the filthy Marines, instead of the other way around. They had embarked from a hovercraft two days ago and had been making good time toward the reported site of the Capitol incursion.

Then suddenly all hell had broken loose. When passing a rushing stream, machine-gun fire had erupted from the jungle, killing many Hussars immediately, wounding others. Fernandez had tried to bring some order to the confusion but the soldiers had panicked, running away aimlessly and becoming easy prey for the ambushers.

Then a bullet struck the protective vest of Fernandez, and he was thrown into the rushing water which quickly swept him away. That was the last he had seen of his troops, but the sounds he was hearing left no doubt as to the outcome of the attack.

He carefully drew his army-issue pistol and scrambled to the side of the stream, into the protecting jungle. Rattled, his senses were playing tricks, and he desperately wished he had his combat coordinator on-line to give him a close-up of the surrounding area.

Then he stepped behind a tree and looked straight into the eyes of a

surprised Capitol Marine. Acting instinctively, Fernandez grabbed the muzzle of his enemy's weapon, causing it to fire harmlessly into the air. The Capitol soldier reacted by throwing all his weight on the sergeant, forcing him to stumble onto the edge of a small slope.

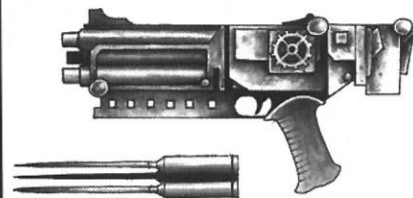
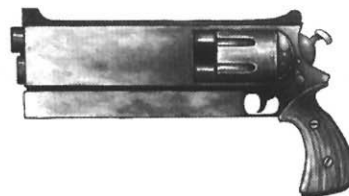
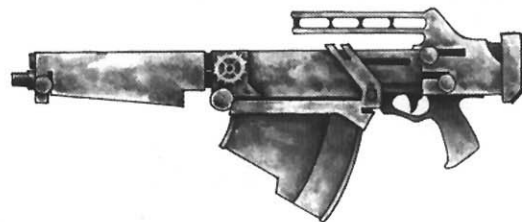
Knowing that letting go of his opponent would result in his own death, Fernandez grabbed the man's arm, and they both tumbled down the slope, onto the muddy riverbank. The Hussar lost grip of his pistol, and it landed a few meters away from him, buried in the mud. The Marine was no luckier.

As the two men struggled to get up, Fernandez slipped, and his opponent made a frantic bid to reach his weapon first. As Fernandez scrambled to his own gun, he knew he was too late. He heard the chuckle of the Marine as he turned toward him. The soldier was standing ten meters away from him, his retrieved rifle raised, muzzle fixed on the heart of Fernandez. With a twisted smile the soldier pulled the trigger.

His smile twisted to frozen agony as the mud caused the gun to jam. The sound of the misfired round brought life to Fernandez, who quickly brought up his own pistol, firing two shots. The bullets brought the desperate Marine down, still struggling to clear his jammed weapon.

With a note of satisfaction Fernandez, saluted his fallen enemy and heard this silly voice inside his head: «When nothing can go wrong, choose Bauhaus.»

With the advertisement jingle still ringing between his ears, he once again slipped into the jungle.



THE COMPETITORS

- SHAKE THE HANDS OF •
- THOSE YOU TRUST •

Bauhaus is regarded a tough but just business partner, always reliable when a deal has been closed, but hard to conclude deals with.

Accordingly, the financial and diplomatic relations between Bauhaus and other corporations are good. Still, Bauhaus is known for being slow to commit, due to its acute attention to all details.

This demand for accuracy is often mistaken for snobbishness, giving Bauhaus negotiators a bad reputation.

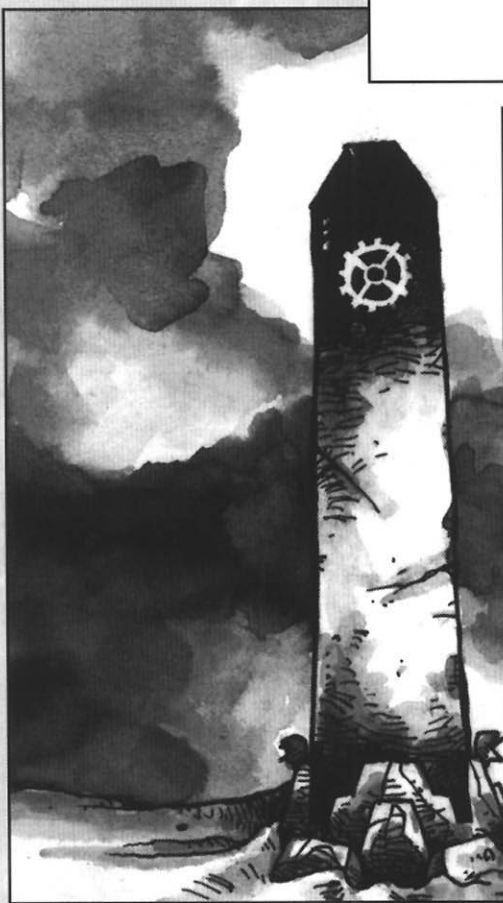
THE CARTEL

- PROFESSIONALISM •
- AND PERFECTION •

Bauhaus' relations with the other megacorporations is not reflected within the Cartel, which in Bauhaus' eyes is a shot clearly off the target. Therefore officials are sent to the gigantic Cartel organization as trainees to see and learn the art of diplomacy, but they do not have the authority to do anything.

Another more tangible problem is that the invisible struggle between the four Duke Electors cripples Bauhaus substantially when appointing negotiators to the Cartel High Council. Instead of going to the Cartel, Bauhaus often appeals to the Brotherhood to solve conflicts that would normally be on the Cartel's agenda.

Even though Bauhaus sometimes balks at providing its allotment of troops for the Cartel, the Doomtroopers have always been supplied with the finest of Bauhaus's soldiers.



THE BROTHERHOOD

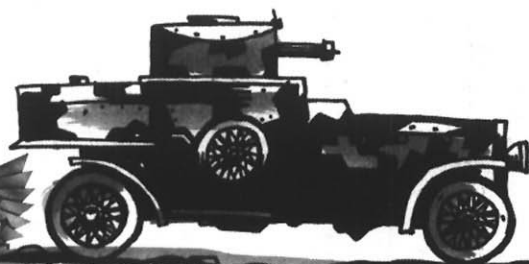
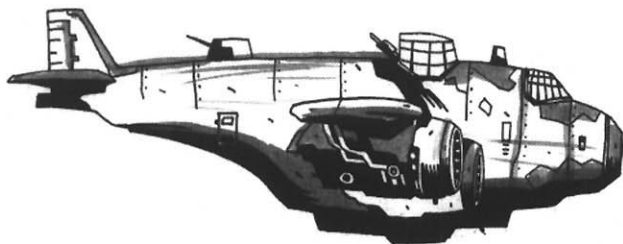
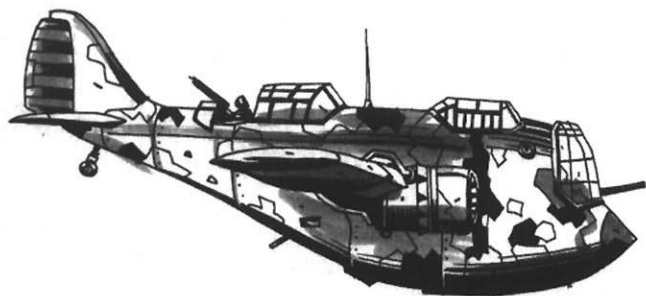
- STRENGTH IN SPIRIT •
- HEALTH OF MIND •

Indeed, the first four Cardinals proceeded from the ranks of Bauhaus and the corporation and the Duke Electors have always been the Brotherhood's strongest supporters. Today, however, the Bauhaus Duke Electors find themselves more closely aligned with Cybertronic, which is incompatible with a strong relationship with the Brotherhood. However hard the Duke Electors have struggled to erase this link between Bauhaus and

the Brotherhood, they didn't quite succeed until much later, when the first major conflicts arose which eventually escalated to open war on Venus.

Today relations are ambivalent. The Romanovs and most of the body of officers regard the Brotherhood as a potential threat, while the other families embrace the Cardinal's brethren.

While the aristocracy is somewhat divided in its stance toward the Brotherhood, the Cardinal has a strong influence on the average Bauhauser as well as on anything that the corporation does.



THE DARK LEGION

- WHEN DARKNESS FALLS •
- IGNITE YOUR INCINERATOR •

Bauhaus is the corporation that has suffered most from the onslaught of the Dark Legion, and it is also the corporation that has put the most resources into the armed struggle, simply out of self-preservation. Venus is the largest and most obvious war-zone in the system, and thousands upon thousands of young soldiers have been sacrificed in this struggle.

The Dark Legion and its minions are fiercely attacked at all levels, with all means, at any cost. From Bauhaus's point of view, anything short of honor and civilians can be sacrificed in the war against the Legion. The corporation's close relations to the Brotherhood have been of help in the cities and among the commoners, but it has helped little on the battlefields.

THE TWIN TOWERS

The Bauhaus Twin Towers on Luna hold all the central functions of the Bauhaus corporate management, as well as the departments and the ministries of the four Duke Electors. The top floors of the west tower (the building faces south) contain almost the entire Ministry of Defense, and in the lower regions are what commonly are called «the Corridors of Advisors». These consist of the many different departments and coordination boards for freelance corporations within Bauhaus.

The east tower holds, from the top, the boardrooms of the Duke Electors, and the Boards for Economy, Industry and Social Services.

The Duke Electors and other high officials have their own elevators leading directly to subground level, where private tunnels lead directly to their respective palaces downtown. The security in the Twin Towers is strict, but it doesn't go to excesses like in the Cybertronic HQ or Imperial's Reading Palace.

THE HEIMBURG DUCATE

Within Bauhaus, the ducate is often used instead of Cardinal's Crowns. They're pure gold and silver coins minted in Heimbürg, and they are rarely seen outside Bauhaus-controlled areas. They occur as gold coins in 1,000 and 500 ducate coins and as silver coins in 100, 20, 5 and 1 ducate denominations. 1 ducate is officially equal to 1 Cardinal's Crown, but in reality they're worthless on Mars and Mercury.

FOR SERVICES RENDERED

«You are a disgrace... to both your regiment and your father.»
Lecomte turned away from the soldier and gazed out the window.

«None of this must be known to the crew upstairs,» he continued, *«and if it gets out, you're going to burn for it. Nobody fails me and lives to tell about it, so make sure this is handled with the greatest discretion. Someone is going to pay for this fiasco, mark my words.»*

Steiner stood in the center of the room, dirty and disheveled. He still wore his heavy armor, marked with the signs of desperate combat and his face was a mask of exhaustion.

«We returned from Venus with only two of the 300 soldiers sent,» Steiner answered the dark figure by the stained glass window. His voice mirrored his appearance. *«Only one survived, sir.»*

Looking out over the surface of the city, Lecomte raised his hands. He spoke, and his voice strained with anger. *«I lost a lot*

of prestige in this operation, and I hope you realize this, Steiner. Someone will have to pay for this failure, this loss of face.»

Steiner hadn't realized Lecomte's game until now, too late. He had been used by this ruthless executive. Lecomte had used Steiner and his troops as a child would use his toys. The wheeling and dealing brat had sacrificed the lives of three hundred good people on a whim, solely for his personal profit. Lecomte's dirty plans had caused Steiner the loss of all his compatriots and made himself an active part of this treachery. Steiner reached his decision, cocked his submachine-gun and turned around to face Lecomte.

«Yes sir, someone will pay,» Steiner mumbled as he squeezed the trigger. In a cascade of broken glass, he sent Lecomte's screaming body through the window and down to the street far, far below.

BAUHAUS LAW ENFORCEMENT UNITS

The BLEU, or «the Blue» as they are commonly referred to, are Bauhaus' one and only police force, and they are renowned for extreme efficiency and swiftness. The Blue focuses strongly on crime-prevention rather than law enforcement, and it is almost impossible to move around in a Bauhaus-controlled area without running into pairs of foot-patrol Blues every five minutes.

BLEU police officers are tall. Minimum height is 6'3", which excludes many women for service in the field. When patrolling on foot, they are normally equipped with handguns and one tear-gas grenade. They wear light protection vests under their blue-black uniforms.

In demeanor, they are stern and tough, and when abused or assaulted, they don't exactly treat their adversaries with kid gloves.

THE BAUHAUS GREAT INFURIOR

The largest existing piece of ordnance is the Bauhaus Great Infuriator, a self-propelled automatic howitzer with a total weight of 230 tons, a total length of 51 meters and a caliber of 56 cm. The Great Infuriator is a modified and improved version of the Excelsior, which had shorter range and severe problems with the hydraulic reloading mechanism (loaders frequently lost their arms).

The crew consists of 1 piece commander (lieutenant), 1 fire-control officer (capitaine) with 2 assistants (sergeants), 2 piece mechanics (sergeants), 3 loaders (privates) and 2 drivers (privates).

The Infuriator has remarkably good terrain-performance due to its doubled tracks, and the 1.2 meter wide tracks effectively distribute its enormous weight. Together with each Infuriator goes one ammunition truck and two heavy support tanks for close protection and anti-aircraft protection.

BARREL LENGTH: 42 m
CALIBER: 560 mm
TOTAL LENGTH: 51 m
TOTAL WEIGHT: 230 tons
WEIGHT/ROUND: 1,350 pounds
FUNCTION: A
MAX. RANGE: 32,000 m
RATE OF FIRE: 12/minute
RE-aiming LAPSE: 40 seconds (180°)
MAX. SPEED: 16 mph
CREW: 11
DETONATOR: Proximity Fuse, Tempered or Impact
AMMUNITION: Shrapnel, High Explosive, Gas or Fire



THE T-32 «WOLFCLAW» JBT

The Wolfclaw Jungle Battle Tank, designed and manufactured by Fieldhausen Motors, has one of the highest productions runs ever when it comes to armored vehicles. Bauhaus alone has brought more than 85,000 of them into active service on Venus.

The idea behind the Wolfclaw was to come up with a small and reliable vehicle suited for jungle terrain battles. It has a conventional steering system instead of the usual hydraulic track differential system which failed occasionally.

The short barrels make it possible to rotate the turret even in narrow jungle environments where the combat distances are fairly short and accuracy is subordinated. In front, there is a heavy chainsaw device that is used whenever the sheer weight of the vehicle is not enough to force its way through the jungle.

LENGTH/HEIGHT/WIDTH: 7.8/3.2/4.2 m

CREW: 3 (gunner: sergeant, driver: sergeant, commander: lieutenant)

ARMAMENT: 3 x 65 mm rifle-bore autocannons, .50 MG in commander's hatch

ROAD SPEED: 45 mph (72 km/h)

AMMO CAPACITY: Gun: 60; MG: 750

FUNCTIONS: Gun: A; MG: A

RANGES: Gun: 400/600; MG: 800/1200

DAMAGE: Gun: 1d10+8; MG: 1d6+4

ARMOR: Multi-Layer Chobham (AV 15)

In Bauhaus's cities, small police stations housing 4-12 officers are located in every other block. Each such office has one riot vehicle plus equipment for real combat. In addition to these mini-stations, there is one main station holding around 200 officers and 20 vehicles per square kilometer.

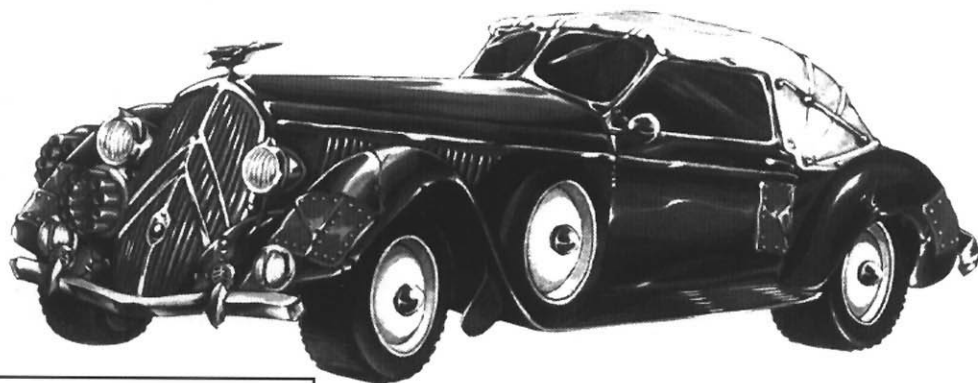
VINCIANO BMP-35

The BMP-35 is a durable and heavily armored vehicle extensively used by the security forces of Bauhaus. Its main task is to assist troops involved in riot control. The passengers and the weapon systems are encased in a fireproof and bulletproof shell of armor plates. The turrets can be equipped with either a standard water-cannon or with a 30 mm autocannon firing slugs or grenades.

VINCIANO-TRAFFAUX

If you want to move about with class and style, you choose a Vinciano-Traffaux car. These cars are powerful and provide their passengers the latest in vehicular protection.

The official vehicle for Bauhaus representatives and officials is a heavy convertible run by the multipower Bauhaus-Traffaux engine. It is capable of speeds up to 150 mph.



For the protection of the driver and the passengers, the car is equipped with heavy armor plates, and the frame is reinforced with tough metal alloys.



A COMMONER'S MISTAKE

«You know he has to die.» Grand Master Yvain didn't express even the slightest pity when producing the death sentence.

«But Master, Brother Anderson is just a—»

«Just a commoner, that's right! And that just makes it worse. We should never have elected him into the order from the beginning. Honor Colonel or not, he's just a petty careerist among all the others. He's not one of us, and never will be. Remember Jura.»

The reference to the disastrous conference in Jura still gave General von Luck the creeps. The «commoner», Colonel Anderson, had been commissioned to close an already set deal with the Imperial military attachés, but he had seriously screwed up.

When the Imperials wouldn't agree on the pace of the retreat from the worthless Jura complex, Anderson had gone berserk, finally ordering his banner guard to seize the Imperials. In the following fight, all the Imperial ambassadors had been killed. The retaliation from the Imperial Blood Berets was horrifying: 29 dead Bauhausers and one entire Dragon squadron captured or killed. Their commander: Colonel Anderson.

All this might have been excused, had it not been for the fact that Anderson made a new, totally unauthorized deal with his captors, trading himself against four Imperial officers in the order's captivity. Though reluctant, Master Richthausen was bound by an officer's code of honor to fulfill the stupid promise from his orderly vassal.

«I see your point. This must not happen again.» Grand Master Yvain Richthausen took the gold-plated pen and signed the document with a sharp rasping sound.

«Now, General, you have carte blanche with Mister Anderson. Just one bit of advice: use an Imperial freelancer. Johnstone or Major Thomas.»

Von Luck smiled at the irony. «So be it, Master Richthausen.»

MISHIMA

As the populace grew along with the Mishima Dynasty, the rulers' control over their vassals decreased at the same pace as the disappointment among the people increased. Demands for the abdication of the Overlord were loud. Mayhem and revolt crippled mighty Mishima.

And so it happened at Cardinal Randolph's elevation that the Overlord proclaimed that the Mishima dynasty and all its work and all its land and all its assets would for eternal time no longer be administrated by the Overlord, but by his three Lord Heirs and the Lord Heirs of the future Overlords.

Great rejoicing followed, and the corporation was prosperous and happy under the new rule of the Lord Heirs. But soon our glorious Inquisitors in their infinite wisdom saw the Darkness fall over the Mishima Corporation. Feuds among the Lord Heirs could no longer be solved in the gathering halls. Disagreements resulted in hostilities which led to grief among the stock holders and the mothers of many young Mishimans.

The Overlord warned against the Evil in order to end the conflict, but the Lord Heirs no longer respected their Master. They put him in exile on Luna, while they continued their petty wars and hostilities on the sacred planet in Cardinal Randolph's visions: the blessed planet of Mercury.

And this blood-feud became the most obvious sign that the Darkness from within was a greater threat than the threat from its Legions: when the son raised hand against his father and rejected him.

— *The First Chronicle, The Arrival of the Darkness and the Calling of the Cardinal*, by Alexander Horatio



THE LORD HEIRS

LORD HEIR MOYA. Prince of Soil, Governor of Mercury, Moya resides in Longshore and controls most of the Mishiman business empire with a firm hand. He is famed for being totally ruthless, but he is also rumored to be schizophrenic.

LORD HEIR MARU. Prince of Water, Governor of Venus, Lord Heir Maru is second in command in the Mishima empire. He skillfully balances between openly opposing Moya and obeying him blindly.

LORD HEIRESS MARIKO. Princess of the Skies, Governess of Mars, this beautiful woman is independent from her older brothers. She is known to be very cruel, both in business and combat.

BUSINESS STRATEGY

Some say the moral decline of the once-proud Mishiman organization has been revealed in its business policies. Others call the Mishiman management economical geniuses, smart and ruthless, well adapted to the current circumstances.

In any case, the rise of the Mishiman business empire has been astonishing. In a short time, it had managed to become the second largest corporation after Capitol, mainly by producing absolutely everything at a lower cost and with a more appealing design.

Their recipe: ruthless business methods, low development costs (plagiarism), the largest industrial espionage budget of all the corporations, inherent quality of work and the will to be the best.

This strategy results in the fact that Mishima's own product developers can concentrate on improving existing models and products rather





known for its shrewdness in deal-making. Its business lawyers are only matched by Cybertronic's in this area. It is difficult to make really good deals with Mishiman partners unless they want you to, for strategic reasons.

CRAFTSMANSHIP AND COMPETITION

The weapon that has made Mishima a force to be reckoned with is the ability to produce large quantities of high-tech equipment at low costs. This gives the buyer cheaper alternatives to Capitol's or Bauhaus's equipment, but this has one drawback. To recoup some profit lost in its low prices, Mishima makes its equipment more expensive to repair than to manufacture. This has a wide appeal to the mass markets, but it has given Mishima a somewhat bad reputation within the military industry, especially with freelancing mercenaries who need to be able to fix equipment themselves in battle.

THE LORDS

While the Lord Heirs are technically in control of their respective locales, the Heirs turn management over to the Lords, the Mishiman nobility. The Lords are responsible for either a specific business concern (such as importing or manufacturing a particular product) or a geographic location. Tradition demands that this responsibility usually stays within a particular Mishiman family. The Lords must turn over a certain tithe to their Lord Heir every year. The Lord Heir may also call upon Lords for military support. If the Lord fails to pay the share, the Heir may either seize the Lord's property or turn the property over to a new family. Every Mishiman owes allegiance to the Lord of his or her territory and to the local Lord Heir.

THE MISHIMAN

A Mishiman employee will, in every situation, do the utmost for his or her employer, not necessarily Mishima, but the local Lord Heir and his or her vassals. Most would even sacrifice their lives if necessary. There are many explanations:

FAMILY. To a great extent, the family is what keeps the Mishiman society together. You must never, ever, give your family a bad name, and you are supposed to follow in your family's footsteps and preferably also improve your surname's reputation.

TRADITION. «It has always been like this, and it always will be. It has always worked, and those in opposition have quickly come to regret it.»

LOYALTY. Mishiman employees are born into the organization, and from their first day they are taken care of. For free. And from the first day of their lives, Mishiman subordinates are taught that they have the organization and their Lord to thank for everything. Everything is only borrowed. And the organization and the Lord has the right to collect on the loan at any time.

GLORY. The corporation remembers sacrifices. For example, soldier's salaries are low, but survivor's pensions are generous. Every day, memorials are held for those who died in service of the corporation, and they are honored above all others.

than developing completely new merchandise. By honing plagiarism into an art form, Mishima has forged a powerful advantage over its competitors. If Bauhaus releases a new car, Mishima can copy it and sell one almost like it for nearly half the price.

Also, by literally stuffing the store shelves with its own goods—maybe even with the same product packaged in many different ways—Mishima ensures that it secures the most exposure for its products.

Mishima is renowned for always sticking to a deal, but its even better





THE MILITARY

As in all megacorporations, the Mishiman military corps is an elite group very much living under its own laws and ethics. The Mishiman military doesn't hold the same prominent position as in Bauhaus or Imperial. Friendly methods, non-violent means, are preferred in most conflicts. Warfare is too costly and unpredictable.

The military commanders and the corporation managers are virtually one in the same, even if the military advisors, the administrators, hold the real military power.

ORGANIZATION

Each of the Lord Heirs maintain a military force, and the separate armies have altogether different purposes and organization.



It is only on Mercury that the military has a prominent and highly preferred position. On Venus and Mars, they are used for defense purposes. This is a great relief on Lord Maru's and Lady Mariko's finances—warfare is extremely expensive—and this makes them economically competitive with Lord Heir Moya, considering their limited budgets.

The military forces of Mercury mostly consist of lightly armed and armored infantry units. The light equipment is a consequence of the rough Mercurian underground terrain, where the soldiers might be forced to crawl through narrow cracks or flooded tunnels.

TACTICS

Mishima's motto «destroy or defend» describes the core in its strategy very well. If they can't destroy an enemy right away, they hold fast on the spot until reinforced or until they die. No glory is greater than dying in service of the corporation. Another internal motto is «never give an inch». No one wants to be remembered as the one who surrendered to the enemy.

This makes Mishima units dreaded enemies. You can never attack them without being certain of success, and since they can rely on quick and large reinforcements, you'd better wipe them out quickly. This is easier said than done, since they always fight to the last soldier. «Assistance is never far».

THE KOTE ARMOR

A typical kote suit consists of a harness and half-greaves protecting the front of the Cuirassier. The arms end in variations of heavy weapons, like chainguns, flamers or grenade launchers. In order to be able to move around properly, the joints are enhanced with hydraulics. The large container on the back contains highly flammable hydraulic fluid, a great source of grief among its wearers.

THE SAMURAI

The finest warriors in the Mishiman organization are promoted to personal Samurai of the Lord Heirs and their vassals. In other corporations, they are called elite guards, with the task to do the work of the special forces.





In reality, a military commander's only special forces are a personal body of Samurai, maybe reinforced with a couple of Cuirassiers. Usually, a Lord Heir has five or six hundred Samurai; a loyal general might have some two or three hundred on hand. Each Samurai is worth ten standard soldiers.

EQUIPMENT

The Mishima foot-soldier somewhat suffers from the business philosophy of Mishiman craftsmanship, but spare parts are in good supply and the technicians are many.

Mishima has developed two unique weapons systems especially well suited to the Mercurian underworld: the warheads and the combat cuirassers.

WARHEADS. Semi-intelligent, self-sufficient and self-operated weapons platforms, the warheads are used for missions that are considered suicidal. They are very advanced robots with sophisticated mechanisms. They are extremely tough, with lots of weapons, but also very rare and expensive.

KOTE ARMOR. (Pronounced KO-tay.) These imposing mechanical suits of armor provide their wearers with a fair amount of body protection and heavy weapons, while improving their mobility. In short, they are hydraulic-enhanced suits of armor with built-in heavy weapons. They are used by elite units, assault regiments and the high nobility.

LONGSHORE & MERCURY

A small and extremely hot red-orange planet closest to the sun, Mercury is still somewhat of a gold mine to the megacorporations. It is also the most exciting and challenging of the new worlds.

The planet has been a Mishiman claim ever since the conquest of space began, and even though the planet itself is extremely hostile to humanity, the Mishiman engineers have managed to create fairly acceptable conditions, especially in the extensive system of underground caverns and gigantic craters.

The surface of the planet is hot, extremely dry and sterile. Only a handful of mining complexes, guard posts and automated observation decoys are situated there. While the surface is barren, Mercury boasts a bright and inviting underworld with a huge network of tunnels, crevices and caverns which make Mercury a prosperous and profitable planet.

Again the soft voice drifted toward him on puffs of smoke from behind the chair.

«Not even the presence of our troops moved them?»

Bakin lifted a hand to his brow and wiped the sweat from his forehead.

«Ah... well, I offered the opportunity of a merger or a transfer of stock. I thought that if we could solve it on an economical—»

The chair swung round to reveal an older man dressed in the suit of a high-ranking Mishiman official. His face was cold and dark, lit only by the glow of his cigar.

«You're too soft Bakin. I told you to get rid of those Imperial swine, not to make deals! This is high corporate finance, and you don't give an inch. Bring in the troops, and get rid of those settlers.»

Immediately Bakin snapped to attention. All he wanted was to get out of there.

«Lord, the troops have already entered the perimeter. So far we can count 53 civilian casualties, but we hope that this figure will rise as we penetrate deeper into the settlements. Most of the heavy machinery on site has been destroyed, and we calculate a substantial economic loss for Imperial. Credential Mining's shares are falling and will be rock-bottom before nightfall.»

This far the operation had seemed a standard one. But after the initial engagement, other news, disturbing news, had started to come in. And it was Bakin's task to deliver these tidings.

«Unfortunately our own losses are heavy. Fifteen troopers and two kotes were killed during the initial exchange of fire, and several squads have disappeared while securing the mining areas. Also, an official protest from Imperial is expected to be delivered to the Cartel within the hour. The Brotherhood is reportedly taking an interest in the operation.»

The chair swung around again and Bakin was left staring at the back of it.

«I don't want the Brotherhood to interfere. If they meddle in this operation, we might lose the franchise, and we don't want that to happen, do we Bakin? I want you to wrap this operation up as soon as possible. I will not tolerate any failures this time. Dismissed.»

UNEXPECTED PROBLEMS

Bakin looked anxiously at the large chair in front of him. The back was turned toward him, and the only indication that it was occupied were the puffs of smoke that rose from behind it.

«So, let's hear your report, Administrator.»

The voice was soft, but Bakin had been present when the same voice had sentenced scores of people to extinction. He swallowed hard and looked down at his notes, trying to find the courage to go on.

«Well... we discussed the issue with the delegation from Imperial, but our differences were too big to be resolved through the normal channels. They blankly refused to shut down the operation and withdraw their settlements.»



LONGSHORE

Longshore, «The Mishiman capital» and residence of Lord Heir Moya and his administration and most of the central bureaucracy, is situated in a crater. Its highest towers and buildings barely reaching up above «ground level».

The city is a bustling splash of cultures and buildings. «The never-sleeping city» serves as a port for almost all trade and contains all important official buildings of the Mishima empire: trading centers, military academies, stock markets, universities, etc. Imperial also has much of its important administration in Longshore and its nearby twin city, Fukido, which is entirely under Imperial's control.

THE WARZONES

Mercury is to a great extent virgin ground to both the Dark Legion and the other corporations. The latter is most obviously reflected in the frequent clashes of arms between Imperial settlers and Mishiman troops. Lord Heir Moya clearly regards the planet as his territory and does his utmost to destroy all intruders. The only exception is the city of Fukido, where a fragile peace is upheld thanks to the Brotherhood.

There are no definite front-lines on Mercury, but Lord Moya's forces are spread out all over the underworld, in outposts holding between one and five squadrons of 30 warriors each. They are never more than 50 kilometers apart to ensure that the «destroy or defend» strategy works. Also, strategic reserves of two to five regiments (five squadrons) are stationed at regular intervals.



Most armed conflicts consist of skirmishes between these Mishima defense troops and settlers from the other corporations. These rarely last more than a couple of months, almost always resulting in either a face-saving solution (the settlers may stay but must pay tribute to Lord Heir Moya) or in total extinction of the colony.

There are currently some 50 such conflicts going on, with only a few involving more than 200 soldiers.

THE GUNSHIP DIPLOMACY

The third Overlord Mishima, Taro, had a saying: «What can't be achieved with violence is not worth fighting for». This reflects Mishima's relations with its competitors rather well. When a Mishiman businessperson has decided to achieve something, no means are sacred.

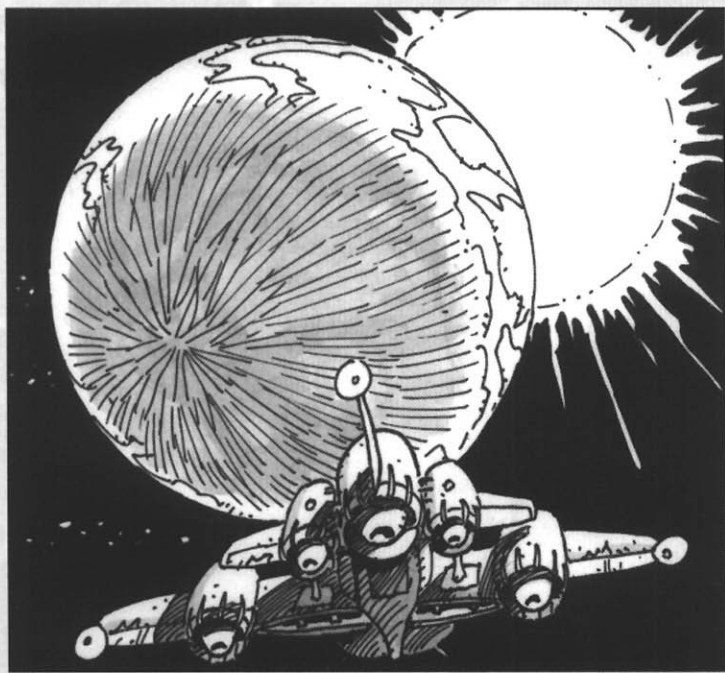
THE CARTEL

Mishima's representative in the Cartel High Council is no one less than the Overlord himself, which should, on paper, guarantee a strong position.

However, not even the representatives of the other corporations respect the Overlord. The Overlord is a marionette without real power. If a corporation wants to bargain with Mishima or put in a formal protest, they present it to Lord Moya.

THE BROTHERHOOD

Mishima's relationship to the Brotherhood can be described as tense, to say the least. Mishima has allowed the Brotherhood full access to its organization and Observers from the Brotherhood can be found at all levels of management.

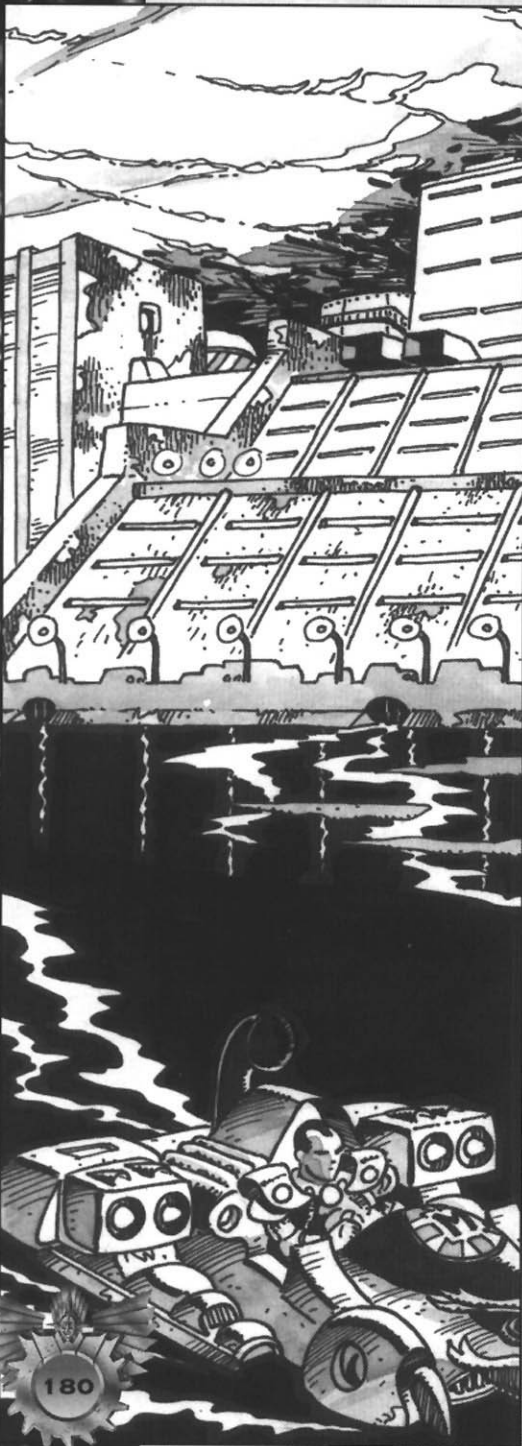


This is not to say the Observers have any insight into Mishima. The proud officials at Mishima can at any time throw Observers out, keep them imprisoned or even execute them. Due apologies would be offered to the Brotherhood, but Mishima's secrets would be safe. This is extremely frustrating for the Cardinal and the Brotherhood, who have no idea how to approach this problem. For now, an uneasy peace rests between the Brotherhood and Mishima.

Normally, the Mishiman feels a stronger allegiance to the corporation and Lord than to the Brotherhood. But the winds are changing, and the Inquisitors are gaining more and more influence over the commoner, mainly due to the growing threat from the Darkness.

All this is not seen with much approval by the aristocracy, but as long as the other corporations are

strong supporters of the Brotherhood, Mishima keeps the proper face forward. Longshore is still one of the few places where an Inquisitor can still be defied, but the higher Lords of Mishima are the only ones who can openly oppose them without fear of retaliation.



STAND AND DELIVER

The great sword screamed as Misko swung the arm of the kote. It shuddered as it struck the wretched creature in front of the warrior, and the beast let out a wail of pain as its chest was ripped open. Misko lifted up his fallen enemy and let out a cry of triumph before he flung the limp body onto the pile of corpses at his feet. The Dark Legion had paid dearly for its attack on the bridge, and now the ground was littered with the Legionnaires' twisted remains.

But the Dark Legion had not suffered the only casualties in this desperate battle. As Misko shifted the heavy feet of his heavy battle-machine, he let his eyes fall on his fallen brother and sister. The Mishiman force had been overwhelmed by the ferocity of the Dark creatures, and only the courage of the kote unit had given the rest of the troops time to retreat. Side by side they had stood, Misko, Georgine and Hakito, like rocks against the tide, stopping the assault in its tracks.

Their swords had cut a bloody swath through the beasts, and the fists of their kotes had crushed many enemies. Like a cleansing storm, their bullets had hailed over the heads of the abominations of the Dark Symmetry.

But in the end, not even the armor, weapons or the determination of the three warriors could stop the charge. Georgine had her arm torn off, and without the protection of the machine-gun, she was soon overwhelmed and lost under a quivering horde of bodies. The last thought Misko had heard from his combat sister was a desperate curse followed by the thuds from Georgine's personal pistol.

Hakito had reacted immediately, lifting the hydraulic feet and taking two thundering steps



backward, closer to Georgine. The bridge had shuddered under the strain but remained intact. He had firmly planted the feet of the kote and swept his incinerator around, letting the fire fall over the Legionnaires, who twisted and died. But it was too late, Georgine was lost.

As Hakito turned, something had screamed past Misko. He smelled the foul stench and heard a faint gibbering, but the object had passed too quickly for him to see what it was.

The effect had been obvious.

A black hole suddenly appeared in the armor covering Hakito's chest, and black smoke poured out of the wound. Hakito's face twisted in agony, but he didn't let one cry of pain escape. He raised his left arm and fixed the muzzle of the heavy machine-gun at the charging Legionnaires. With his last dying strength, he released the automatic fire, and as the weapon rattled, he closed his eyes forever, a smile on his lips.

Now Misko was standing alone on the bridge. On the other side of the chasm, the soldiers of the Dark Legion were regrouping, making themselves ready for the final assault. A great wave of peace swept through Misko as he reached his decision. With mighty steps, he strode forward until he was standing in the middle of the bridge. There he stopped and fixed his gaze on the Legionnaires, challenging them to approach, his weapons raised defiantly.

They took up his challenge, charging screaming and foaming onto the bridge.

THE DARK LEGION

Mishima has so far been spared the massive armed onslaughts of the Dark Legion, for better and for worse. The greatest threat has come from within, from Heretic cults. The workings of the Dark Symmetry has time and again sowed spite and malice among the populace.

On the few occasions that Mishima forces have crossed swords with Legionnaires, Necromutants or even Nepharites, they have been badly beaten and sometimes even forced to request assistance from Capitol.

THE OVERLORD MISHIMA

Prince of Fire, Governor of Luna, Ambassador of Mishima, Emperor of Thousand Suns, The Father Above All—all these are titles inherited by the Overlord.

Even though he has little formal power, he has quite a strong influence on the populace. A very intelligent old man, full of wisdom and insight, the Cardinal often turns to him for advice.

WARHEADS

There are three general types of warheads: combat, recon and suicide. The first is usually equipped with bombs and autocannons, the second with cameras and microphones, the third with one heavy explosive charges.

It is not known whether they are staffed or not, but experts estimate that they contain some form of intelligence.

Their appearances vary a lot, but the early prototypes spotted so far have looked like variations of flying cigars.

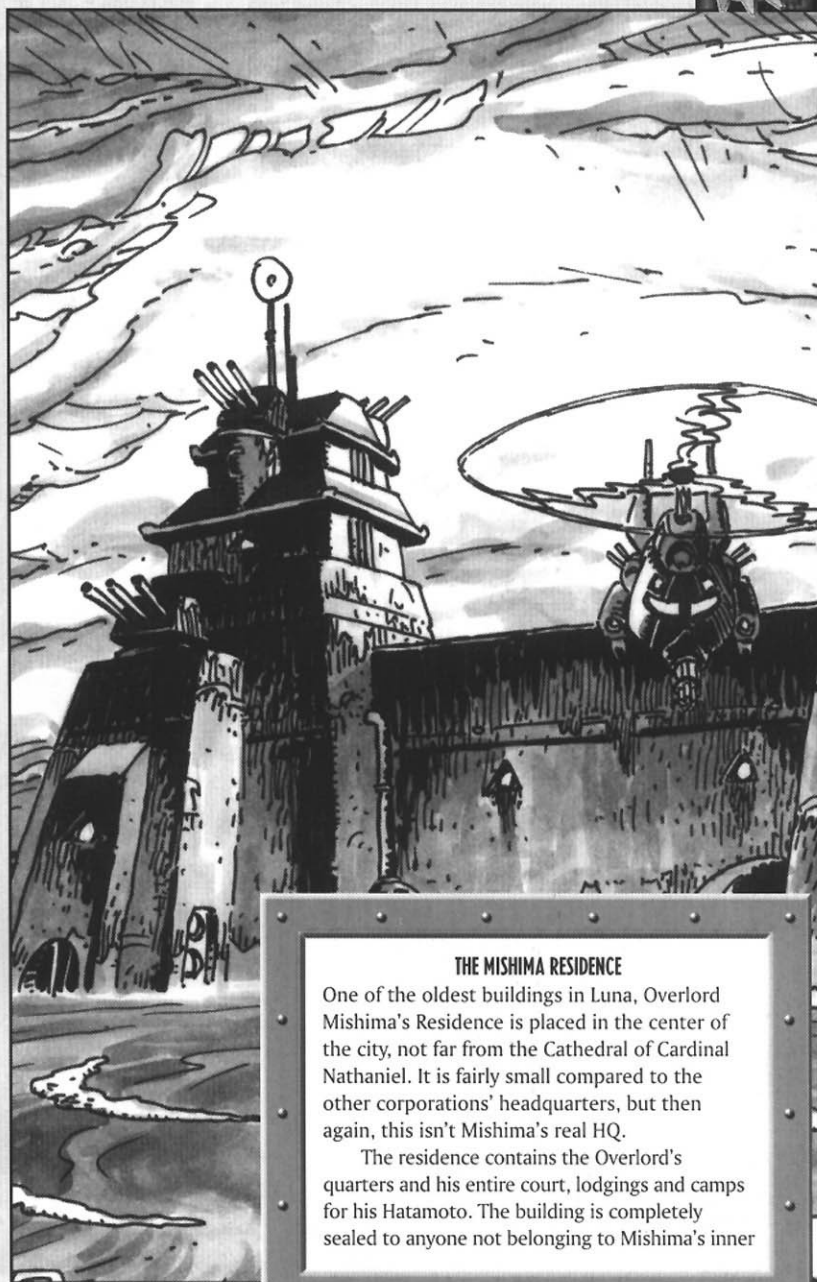
LONGSHORE

The megacity surrounds a huge basin which also serves as a harbor for the ocean-going and underground river-going vessels that provide the bulk of Mercury's infrastructure. The basin is split in two by a 100-meter-wide runway that stretches some two kilometers out into the still, crystal-clear water.

The end of this «pier» consists of two gigantic statues of Lord Heir Moya and his spouse.

FUKIDO

The Free City of Fukido was originally an attempt from Mishima to attract freelance corporations to settle on Mercury, but overnight the entire territory was taken over by Imperial. Despite furious attempts from Mishima's lawyers to cancel the purchase contracts, Imperial stood its ground—much thanks to the Brotherhood's support—and within weeks it was a heavily fortified, rapidly growing base for Imperial and any freelancing corporation that wanted into Mercury. The system's second



THE MISHIMA RESIDENCE

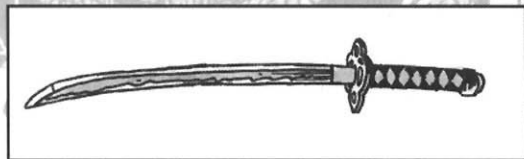
One of the oldest buildings in Luna, Overlord Mishima's Residence is placed in the center of the city, not far from the Cathedral of Cardinal Nathaniel. It is fairly small compared to the other corporations' headquarters, but then again, this isn't Mishima's real HQ.

The residence contains the Overlord's quarters and his entire court, lodgings and camps for his Hatamoto. The building is completely sealed to anyone not belonging to Mishima's inner

KATANA

These are the long killing blades favoured by Samurai. They are the most common Mishiman close combat weapon.

W	L	STR	DAM (1H)	DAM (2H)	COST
3.4	119	12	1d4	1d6	9,700



WAKIZASHI

These are the short-bladed weapons most normally used for committing seppuku. Samurai who have mastered the two hand technique use them as an additional combat blade.

W	L	STR	DAM (1H)	DAM (2H)	COST
2	80	10	1d4	1d4+2	7,700



largest Cathedral was erected, courtesy of Imperial, as a sign of gratitude to the Cardinal, and this has helped to keep the Darkness away from the planet.

However, the contracts only run on a 100-year basis, and you can bet Mishima won't make the same mistake twice.

THE GOLD DOUBLOON

Mishima officially has its own currency in the form of gold doubloons, but these are very seldom used even within the Mishima corporation. Salaries



SAFE AS HOUSES

Trishio looked up as the bell on the door rang. Two men dressed in immaculate blue suits entered his tiny shop. Casually they strolled up the aisles, looking over his herbal medicines and teas, expressing pleasure when they found something that appealed to them.

Trishio wiped the sweat from his brow and prepared himself for the discussion that would follow.

One of the men went up to the counter while the other continued browsing. The man looked Trishio in the eyes, a faint smile on his lips. He handed the store-keeper a colorful pamphlet, the name «Personal Protection for the People Inc.» printed on the cover.

«Well, my dear friend, have you given sufficient thought to our proposition.»

He opened the pamphlet and pointed at the last page.

«As you can see, we have a special neighborhood protection offer this week. A few extras thrown in if you decide to make a deal.»

are never accepted in dubloons, and no other corporations will touch them at all. They can only be exchanged for other currencies at special Mishima exchange offices. The official exchange rate against the Cardinal's Crown is one to one, but you'll be lucky to get one for three.

MISHIMA'S POLICE SYSTEM

Mishima practices the system of laissez faire in its law enforcement system, meaning that it leaves individual Lords to handle their own affairs. Some allow their territories to be policed by uncountable small companies and enterprises, each with up to maybe 1,000 officers, which has both its pros and cons. Some Lords depend upon their Samurai to keep the peace.

This system is almost a necessity because of the split corporate management. It would be impossible to have one single, uniformed police force within the separate domains of all the different Lords. Additionally, Mishima has always feared a strong police system as opponents of the management.

The major problems are coordination, cooperation and corruption. Even while command structures and routines are homogenous, there are great differences in equipment and mentality. Corruption is very extensive, and it is not at all unusual for high police officials to wink at drug pushers and protection rackets within their districts. This has led to a situation in which the Lord Heirs and larger companies within Mishima also have their own police forces.

Trishio swallowed hard, trying to keep his voice level.

«No deal. I can't afford it.»

The suit leaned slightly toward Trishio and put his hands on the counter.

«Yeah, you mean you're saying no to free personal patrol, instant alarm button and a personal complaints officer?»

The old man felt the anger rise inside him. His voice came out strained and agitated.

«Yes, I'm saying no to that. I've already signed a contract with the local law enforcers and with Three Suns Protection. On top of that, I'm paying the Triad to keep those criminals off my grounds. I can't afford any more expenses.»

The men seemed surprised at this outburst and regarded each other innocently. The second man stepped up to Trishio, flapping open his suit, revealing a dark and ominous-looking pistol.

«I really hope this was not meant to threaten us, my dear old friend. As you most certainly know after having studied our leaflet, which I do hope you have, we at Personal Protection for the People have a running agreement and extensive cooperation with Three Suns. And we all have friends at the local police station. That's a way of making sure all our customers get the service they are entitled to. If we can't do anything about it, perhaps our friends can.»

Trishio stepped back, his arms folded in front of him. His face was twisted in an insane grimace.

«I say this now: I will not sign another protection contract. Take that to your hoodlum chiefs.»

The two men stepped back with anger in their faces.

«You stupid old man. You've had your chances. But don't worry, you have nothing to fear from Personal Protection for the People. We care for our customers.»

A faint glimmer of hope emerged in Trishio's mind, only to be brutally extinguished the next moment.

«But what our employees do in their spare time is another

IMPERIAL

And so it was that Imperial grew. Her families amassed wealth and knowledge. Led by Her Imperial Serenity, Imperial raised the foundations of their new Empire. It haughtily shook its fists and rattled its swords at its larger competitors. Imperial fought for its traditions and developed into a megacorporation, a position of power and influence that guaranteed the survival of Imperial values and politics.

Its position had been gained through the devotion of the families and clans who created the corporation, and it was their zeal that enabled them to challenge their mightier brethren.

But this was not seen with kind eyes by all. Bloody wars were instigated to quench the spirit of the challenger, and Imperial was threatened. The small Imperial was without allies in the cold world of corporate finance. But they stood their ground and built a strong defense, based on the strengths of the clans and the families that ruled them.

It was Imperial that first realized the threat of the Dark Legion. They saw the seeds of Darkness and the mysterious patterns of the Dark Symmetry that spread among our cities.

The cults of the Heretics and the renegades grew, and the Dark shadow of evil threatened to engulf us all. It was then, O Brothers, that the leaders of Imperial called for the mighty Blood Berets. These valiant warriors did fight the Dark Legion side by side with our blessed crusaders. In the deepest jungles on Venus, the battle raged, and many warriors did forever scribe their names in the eternal ledger of heroes.

— *The Eighth Chronicle, The Megacorporations and the Cartel*, by Lucretius Marcellianus

THE BIRTH OF AN EMPIRE

Over the years, the determination and steadfastness of the Imperial investors, officials and ambassadors has maneuvered the corporation to a position in the limelight. By acquiring freelance corporations and making claims in the new worlds, Imperial's empire has gradually grown into a true megacorporation.

«Acquiring» has always been a key-word. While Bauhaus and Capitol have built their corporations from scratch with their own resources, Imperial's strategy has always been to purchase promising freelance companies and redevelop them to fit into the Imperial way of thinking.

Imperial has always been an «aristocratic» corporation, headed by the Imperial Serenity, owned and ruled by a body of families—the noble clans—and governed by the Parliament. Much of this has been adopted from the ancient monarchies of humanity, and this tradition is law within Imperial.

The head of this gigantic organization is the Imperial Serenity, an honorary title instituted to make the corporation seem more benevolent, to give employees a figurehead and to emphasize the head of Imperial as a model of piety and goodness. The Serenity has limited power because the real decision making is done by the Parliament.

The Parliament is a dazzling body of colorful uniforms, ceremonial swords, gold and silver rank insignias, expensive business suits and briefcases. This is power personified—a collection of the Chamber of Lords (the 62 most blue-blooded men and women), and the Chamber of Commons (the 62 most successful and prominent businessmen, managers, scientists, lawyers and diplomats). And in the middle, the three untouchable Serjeants (the Brotherhood representatives), maybe the most influential persons in the empire along with the present Her Serenity.

The process of decision making is complicated, as is everything within the gigantic Imperial bureaucracy. The demands for democracy and justice are so important that every decision has to be checked, double-checked, referred to 50 places for consideration, redeveloped, checked with the High Court, checked and triple-checked again before finally being passed.



THE IMPERIAL SERENITY

The «chairman of the board» is the Imperial Serenity, with the right to veto any decision made by the Parliament, but the Serenity may not officially give them any propositions on new laws or have influence on corporate strategies.

The current Serenity, Victoria Paladine, is a strong woman and a skilled diplomat, and Imperial has much to thank her for its current strong position. She often sends propositions to the Parliament under false names (which are known to all MPs), so her proposals are always approved by both chambers. She is a very good friend with the Serjeant Primus (a Keeper of the Art, at the least), so in a way, she has the tie-breaking vote through Primus. She is generous to the Brotherhood, as are both Chambers.

THE IMPERIAL BUREAUCRACY

Imperial's BF (Bureaucracy Factor; number of bureaucrats per 1000 citizens) is 155. Second in this league is Mishima with 49. The best description of the Imperial bureaucracy is that it is a colossus on clay feet. It is huge, slow and inefficient. Nearly no one understands what the bureaucracy is

trying to accomplish at any given time. Regardless of what you want to do, the Imperial bureaucracy always requires an application form written in at least four copies sent to six different administrations. The usual way to get around it is to have connections or use bribes.

THE READING PALACE

Imperial's most important building, the Reading Palace (by the Imperial Plaza in Luna) contains all vital offices of the megacorporation's management functions. While most of the Palace contains the Parliament with the Houses of Lords and Commons, the Serjeant's Office and the High

Courts, the top 29 floors of the Reading Palace is the home of the entire Serene family.

The palace is erected in stone, and its monumental architecture makes it one of the most imposing buildings in Luna. Large banners and flags surround the palace and the square in front of it, and numerous monuments, memorials and statues greet the visitor both on the square and inside the huge entrance hall. The interior is also monumental, with very high archways and pillared halls, marble walls and floors, statues and epochal works of art.

The security routines are rigorous both inside and outside the palace. The higher you get in the building, the tougher the permit checkpoints. The most important boardrooms can only be accessed through special elevators.

THE CLANS

THE BARTHOLOMEWS

The Bartholomew family is the force that rules Imperial. It traces its origins back to the uneasy times before the fall of the powers on Earth, and it has since then fought desperately and successfully to retain its current position of power.

They are the masters of intrigue, and their history is filled with rumors of assassinations of family members and other competitors. Clan Bartholomew's history is a bloody spectacle made famous by contemporary legends.

THE LAST CHARGE

«How many of the clansfolk can do battle?»

Lady Moira Murdoch looked out across the valley, letting her eyes fall on the ranks upon ranks of Dark figures that blocked their way to freedom. She was tall, even taller than her father, the legendary Fergan Murdoch, the hero of the battle of the Epping Fords. Moira's hands rested on her battleblade, the sword that had been her father's—and her grandfather's before that—through many battles and skirmishes. Her long hair fluttered in the wind, and the rain stung her eyes.

«Hard to tell, ma'am. Eric and Thomas have both taken heavy wounds. I don't think they'll live to sunset. And the others are tired from the march and the fighting. We lost many last night.»

The man who spoke was Moira's second brother. They were standing atop a hill, the cold wind whipping at their garb. The clansfolk wrapped themselves tighter in their bearskins and shifted their feet on the ground, unsure what to do. Moira turned around to face her brother.

«I asked if they can fight!»

Her brother turned toward a group of ten clansfolk. Two clan warriors were seated on the ground. Their faces were pale, and their hair and beards were caked with blood. A glance and a nod said it all.

«Aye, ma'am. They will fight.»

Moira looked out over the rolling hills before she turned toward her clan brothers.

«This is our time in history. We will roll over the enemy like a wave of anger and sweep them off their feet, drive them back to the unholy dimensions from whence they came. Our families will be proud of us, and we will forever be remembered when they speak of the ancient heroes in the Hall of Meeting.»

She turned and pointed her heavy sword at the Dark Legionnaires assembled beneath them.

«Stand proud, look them in the eye, and drive your swords through their perverted bodies. Think of our ancestors, and your aim will be true. Give no pardon, clear your minds and follow me!»

Moira lifted her sword toward the sky. She felt elation fill her, and she could almost hear the ancient war songs as they had been sung at the Epping Fords. The battered and wounded clan warriors rose from the ground and gathered around her. As one they lifted their weapons and let their war cry echo over the valley.

THE MACGUIRES

The main adversaries of the Bartholomew family are the MacGuires. They have a long standing feud with the rulers of Imperial and are the second most powerful clan.

The MacGuire family has been appointed the industries in the asteroid belt, and they are developing these into competitive enterprises. All profit is used to build up a strong army which can be used in the future to defeat the Bartholomews.

The MacGuires contribute to the Imperial special forces with the fiercest warriors known, the dreaded Wolfbane Commandos, renegade clansfolk who have, for their own reasons, split from their bloodlines and joined the Wolves.

THE MURDOCHS

This family represents the large clans found on Mars. These clans are traditionally opposed to the aristocratic families ruling Imperial and are actively trying to get rid of the Bartholomew family through secret schemes.

These clansfolk are some of the fiercest human warriors to be found. They contribute to the Imperial special forces with the Highlander Clan Warriors.

THE GREAT RESENTMENT

For centuries, there has been hostility among the three founding clans and their supporters. Though several generations have been buried since Bartholomew won the prominent position, the anger has been sustained by the other two families, the MacGuires and the Murdochs.

A way of life began among the families—assassinations, kidnappings, blackmailings and other dubious dealings became a matter of course—but

everything was kept behind the curtains. The average Imperial just saw the bloodstains on the sidewalk the next morning. The Kingsfield clan, rumored to have been the instigator of the feud, was almost wiped out and never recovered its strength.

Today, the Great Resentment is even more clandestine through methods not quite as hostile. The Bartholomews have an open politic of opposition within the corporation, skillfully maneuvering their opponents and advancing their own positions step by step. The MacGuires are their strongest opponents, while the Murdochs try to stay above it all, but doubtlessly support the MacGuires. The two control most of the profitable colonies and the heavy industry, while the Bartholomews control much of the military forces and the Imperial Security Corps (ISC).

Despite the great resentment, the clans always stick together against outer threats and in external matters, such as the conquest of new colonies.

THE IMPERIAL STERLING

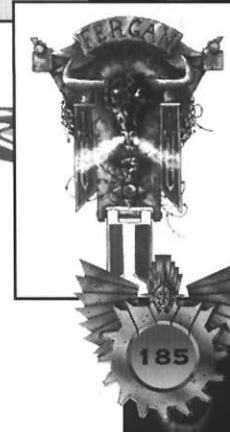
The Imperial sterling is the strongest minted currency next to the Cardinal's Crown, and is legal tender all over the system. Like the Crown, it's solid 12-carat gold and available in S50 (sovereign), S10, S1, s10 and s1 denominations. 1 Imperial Sterling (S1) = 10 shillings (s10) = 10 Cardinal's Crowns.

THE MILITARY

A small business empire, Imperial also has limited military power. The military forces are strictly divided into two separate branches: the defense forces and the special forces. While the special forces have much better training and equipment, the two hold the same status, since neither could survive without the other.

THE OFFICERS

Becoming an officer in the armed forces is one of the greatest honors among the Imperials. The non-commissioned officers, at



THE IMPERIAL DOOMLORD

The Imperial Doomlord is the «Old Reliable» of the armed forces. Despite the model having several years behind it, this gunship still has a forward position in armored divisions. The flexibility of the Doomlord makes it the perfect war machine, still in use for transport, assault and support missions.

The Doomlord's great range and maneuverability provide the capacity to use it in inaccessible areas from the endless jungles on Venus to the mountains on Mars. A common use is transporting two M-311 Imperial Vermin APCs.

LENGTH: 55 m

CREW: 8 (5x gunners, pilot, co-pilot, commander)

MAX. SPEED: 85 km/h, (65) mph

ACTION RADIUS: ≈ 500 km

COMBAT RADIUS: ≈ 150 km

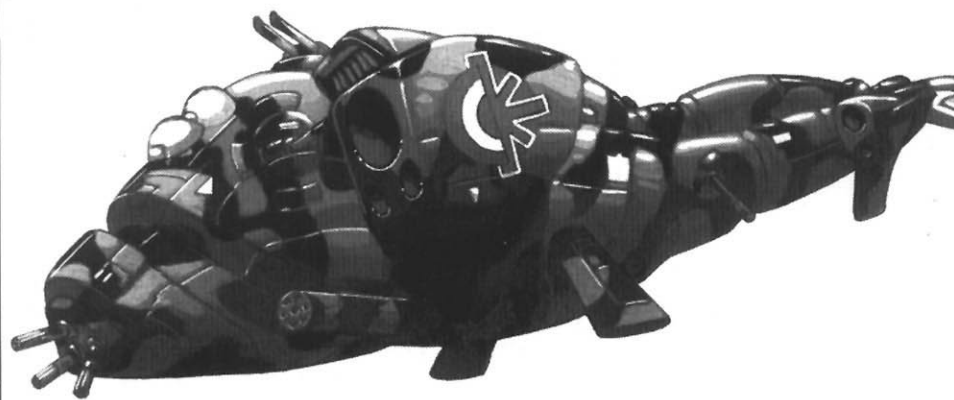
MAX. CARGO CAPACITY: 9 (0.2) tons

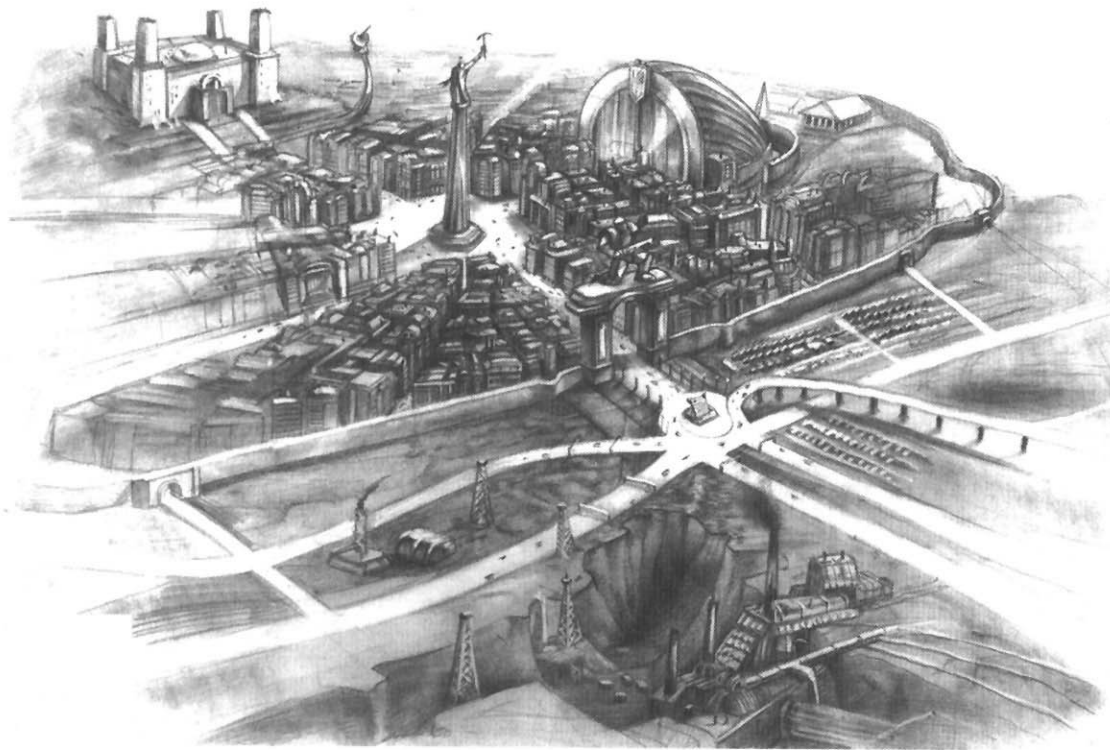
STORAGE SPACE: 25 fully equipped troopers (4.1 tons) or 2 APCs (4 tons each)

ARMAMENT: 6 x caliber .50 twin autocannons in manned turrets; 3 x five-barrel 14 mm Gatling chainguns in automated cheek-turrets; 2 x AA-missile racks (7 guided air-to-air missiles each)

ARMOR: Single-layer Chobham (AF 6)

(Values are for unloaded, max. fuel. Values in brackets are for fully loaded)





squad and platoon level, are all elite soldiers: experienced, skilled and good leaders. Most of them would easily qualify for the special forces in any corporation, but once they get their stripes, they are forever true to Imperial.

The requirements for becoming a higher officer at company or battalion level are very strict. Promotion is in accordance to your achievements, and loyalty, skill and boldness are valued.

Usually, there are no disciplinary problems within the Imperial military, since all recruits are volunteers, and most officers are skilled in leadership.

THE DEFENSE FORCES

The Defense Forces are the regular army. They are responsible for the defense of all Imperial assets and holdings, for transportation and escorts, for surveillance, patrol and security missions. They are competitive with regular forces of other corporations, but they are limited in numbers. Because of its small size, Imperial always reacts with lightninglike swiftness to counter any attacks. Like all military units, the Imperial defense forces have their own elite units, in this case separate from the «regular» special forces.

THE SPECIAL FORCES

Imperial armed forces rely strongly on their many different specially designed units. What they lack in numbers, they make up for

with specialized training and equipment. Their one drawback is a limited field of use. All special forces soldiers are hand-picked for a very specific kind of combat type, and their training for other situations is limited. For example, a jungle assault soldier would not be best utilized defending a fortress in the polar regions of Mars.

THE SETTLEMENTS

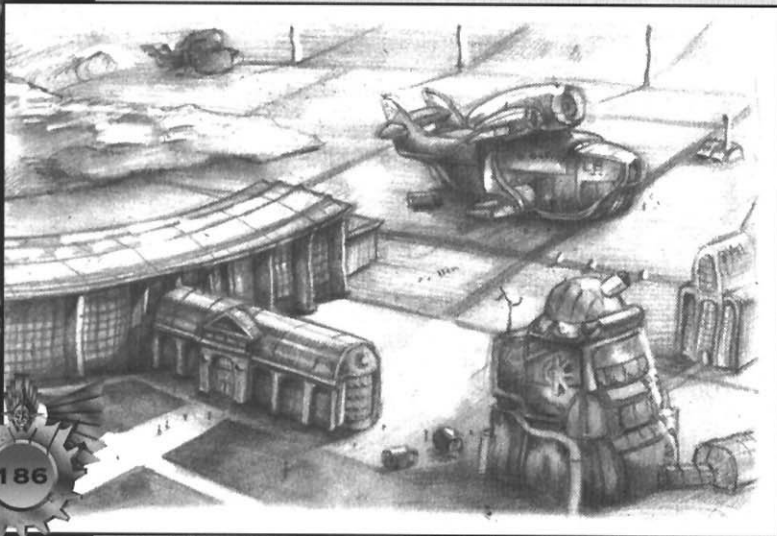
Imperial is the most successful corporation when it comes to founding new settlements under hostile conditions, whether the hostility is due to the environment itself or because of unfriendly forces.

A typical expedition is initiated with an armed claiming expedition being dropped into the zone: a mine, a production complex, an oil well, a refinery, or the like. Next, when the perimeter has been secured, a small clearing is opened to allow units of engineers to safely drop their equipment and vehicles. If resistance is found at the site, it is either eliminated, or the claiming party retreats to a pre-determined to be picked up by Imperial transports.

If the claiming party succeeds, a landing strip and defense structures are built, mine-fields are laid, and electric fences erected, all within 24 hours, to make sure the settlement is protected.

After about a week, the settlement is ready for civilian personnel: miners, engineers, geologists, construction workers, administrators, skilled laborers and their families. Only a small unit of regular soldiers stays for surveillance and defense purposes. Each of these settlers, however, is highly trained to defend the installation in case of attack. Many other corporations have found out the hard way that these settlers can frequently be the match of an equally sized special forces unit.

In this way, Imperial has founded thousands of small settlements all over Mercury, Venus and Mars. Usually, they accommodate 1,000 pioneers, but the largest have expanded far beyond 50,000 and become small cities. These bold settlers, struggling for the growth of the corporation, are regarded by Imperials as the greatest of heroes and are held in much higher esteem than any bureaucrat in Luna.



FUKIDO

The free settlement of Fukido is, apart from Luna, Imperial's largest base of operation. Originally a Mishima colony, Imperial investors managed to buy the whole thing out overnight. Today, it is the second largest megacity on Mercury and still growing to compete with its counterpart, Longshore, where Imperial also has much interest.

The most dazzling thing about Fukido that immediately catches your eye is the gigantic Hieronymus Cathedral, eclipsed only by the Cardinal's site on Luna. Hence, all Fukido is very strongly influenced by the Brotherhood and its doings. Everywhere, Inquisitors, mystics and advisors stroll the streets and alleys, seeking for any sign of the Dark Legion's influence in the shape of Heretics or artifacts.

Imperial's one problem with Fukido is that the «leasing contracts» only run for 100 years, so eventually Mishima will reclaim the grounds and the buildings.

THE BATTLE ZONES

Hardened by decades of armed struggles, the soldiers of Imperial have learned one thing: discipline. When an order from above comes, the Imperial soldier does the utmost to carry out the order.

IMPERIAL DIPLOMACY

Because of the aggressive policy of the United Imperial Corporation, its relations with the other corporations could definitely be better. This is compensated for by an open-minded and generous economic policy; if Imperial captures a Capitol refinery, it'll most probably sell the refined products for a lower price than Capitol did when it ran the refinery. This is not popular on the streets, but it helps save face with the other corporations.

THE CARTEL

Imperial is represented in the Cartel High Council by a prominent member of the Serene family, usually the contender for the position of Serenity. The one problem is that the representative can only act with authority from the Parliament, of which he or she is not a member. Also, the Serene family's interests don't always correspond with the Parliament. Because of differences between the Serene Family and the Parliament, Imperial is paralyzed from doing anything substantive in the Cartel.

Bauhaus and Imperial are the two factions whose opinions are the most similar with the Cartel. The only area where they differ drastically is

Warzones where Imperial is involved are characterized by trenches, defense towers, mine fields, traps and ambush sites. Where the other corporations practice the tactics of mobile combat, rapid assaults or vertical wrappings, the Imperial soldiers stand their ground and demonstrate their unmatched proficiency in defensive fighting.

The special forces practice a drastically different tactic: charge, assault, attack and conquer. Surprise and swiftness are the key words to an assault soldier. To attack is the only defense.

concerning Cybertronic, Bauhaus' main business partner and Imperial's main adversary.

The Cartel is usually a place where corporations complain about Imperial's aggressive tactics of settling, but Imperial hardly gives these complaints any notice.

THE BROTHERHOOD

Like Bauhaus, Imperial has a very strong connection with the Brotherhood, and these two corporations supply the four directorates with by far the most disciples. Wherever you look in the Imperial bureaucracy, you'll find an advisor ready to make comments or corrections to corporate decisions.

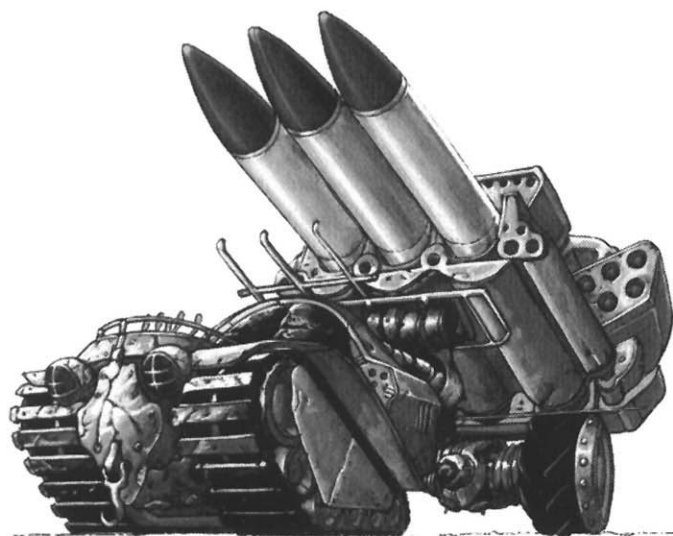
CYBERTRONIC

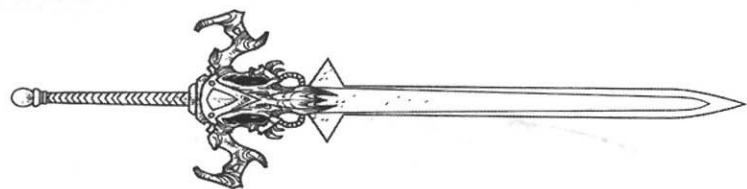
Like the Brotherhood, the nobles of Imperial openly claim that Cybertronic's employees are messengers and disciples of the Dark Legion, under influence of an invisible pattern of the Dark Symmetry. The conviction varies from blind fanaticism to mild dislike. In remote areas on all planets, there's an open, constant war going on. Cybertronic holdings are even given higher priority to be attacked than those of the Dark Legion, since the latter give no profit.

Also, «Cybertronic» provides the perfect excuse to attack and conquer settlements of other corporations as well.

THE DARK LEGION

Imperial is the corporation that takes the threat from the Dark Legion most seriously. This is partly because of the damage the Darkness has caused to Imperial's infrastructure. Again and again, the Legion has washed over settlements and industrial sites belonging to Imperial. This has resulted in Imperial backing the Brotherhood to a greater extent and in the founding of several military units devoted to the destruction of the Dark Legion, such as the Blood Berets and the Highlander Clan Warriors.





CLANSMAN CLAYMORE

These fearsome two-handed swords have an almost religious significance among the clansfolk, who often carry them in battle instead of firearms, without any obvious logical reason. They are said to protect against the influence from the Dark Symmetry. Replicas (divide cost by 100) are manufactured by Consolidated Arms.

NOTE TO GAME MASTER: «Original» Claymores inflict triple damage against any Dark Legion creatures.

W	L	STR	DAM (1H)	DAM (2H)	COST
4,8	114	11	1d4	1d6	540,000

THE ISC

The ISC, Imperial Security Command, is the system's most highly prioritized and busy security force. Their tasks range from counter-espionage, advising and educating against terrorist groups and advocating counter-terrorist precautions, to the handling of internal crime affairs and ordinary street law enforcement.

ISC GENDARMARY

The larger, visible part of the Imperial Security Command consists of the Gendarmery, the street name for the Citizen Service patrols. Like in Bauhaus, these are under direct command of the corporate management and feel strong loyalty and companionship toward the folk on the street. They are the management's major public face.

Normally, Gendarmes are armed only with a light semi-automatic handgun and carry no body-protection. They patrol in pairs and use vehicles only in emergencies. Even while respected, most people regard the Gendarmes more as «patrollers» rather than crime-fighters. Crime fighting is the task for the rest of the ISC, the agents, who are almost as common but always undercover and never assigned to a special district.

THE ISC WEB

The ISC is a veritable web of different bureaus, departments, divisions and special commando units. All ISC agents go the ISC Serene Training Campus on Luna for six months before being detached to a specific branch. Here is a listing of the most important:

- ISC-1—The ISC headquarters
- ISC-2—Personal protection services, bodyguards
- ISC-3—Special unit fighting organized crime
- ISC-4—Counter-espionage
- ISC-5—Field operations: sabotage and espionage directed at other corporations
- ISC-6—Internal revision
- ISC-9—The Serenity's Guard, keeps an eye on major clans
- ISC-10—Special Installations Security
- ISC-19—Technical development division
- JUNIPER—Special strike force against Cybertronic
- FOXHOUND—Special strikeforce; has dog patrols and uses the robotic Iron Mastiffs
- THE YARD—Investigates crimes in which Dark Legion influence is suspected
- GENDARMARY—Civilian protection, common police officers



A CASE FOR THE WOLVES

Malcolm MacGuire was literally thrown behind the car by his huge bodyguard as bullets whistled past his ears. He could hear the short, distinct bursts of automatic fire, the ricochets, broken glass, the screams from passersby hit by stray bullets.

Lying face-down in the filthy street, Clan MacGuire's chief negotiator felt afraid and naked. It was as if all the years of soft living had caught up with him in a single evening.

«Stay down, Malc, I'll take care of this!» Clifford snapped. From under his coat, the bodyguard produced a single grenade. Yanking the pin out, he let it fly toward the gunfire. The assailant with the automat-

ic disappeared in a cloud of smoke and flames. It was over before it could even begin. Clifford dusted himself off and surveyed the damage.

«We've lost Gillian, and Turner is badly wounded.»

Malcolm MacGuire rose on weak legs. He was aware that he'd been the target of tonight's attack. He knew his job put him in danger, but he hadn't thought that the attempt could be so obvious, so vulgar and unsophisticated. An open assassination on the street hadn't occurred in a long time within Imperial. Political maneuvers and all sorts of conspiracy could be expected, but this... to actually kill him! Slowly, his disbelief turned to cold rage.

«It's time to call in the Wolves. This is something James Bartholomew will deeply regret.»



THE AGENTS

Despite the ISC's participation in law enforcement, the ISC's primary task is to track down and eliminate infiltrators and sympathizers of the Dark Legion and Cybertronic, which are synonymous to most members of the command. They regularly manage to reveal Cybertronic agents at top positions within the Imperial bureaucracy, on some occasions even inside the Parliament. This has really shaken

ISC agents always act undercover and are exclusively hand-picked, elite soldiers. All undercover agents are given new identities to help them avoid suspicion.

FIGHTING THE DARKNESS

The ISC agents have vast experience fighting the Dark Legion. Ever since the first indications of infiltration and sabotage, the ISC has had a special department for anti-Legion countermeasures. Through continuous surveillance, tapping and other kinds of espionage, they seek out and track down infiltrators at work within the corporation. The struggle has resulted in many casualties.



the Imperial management, and the ISC nowadays has almost unrestricted authority and resources in their quest to rid Imperial of the Dark Legion's and Cybertronic's influences.

THE JET CHUTES

«OK guys, fifteen seconds to drop-zone... ten... eight... six... five...» the pilot's count was slow but steady as the huge Doomlord helicopter slowed down to dropping speed, just below 10 meters per second. Through the slide-doors, I could only see a rectangle of glowing flares placed by the recon squad. They had only been given five minutes to make a clearing.

«Two... one... and... GO!»

Kicking hard with the left foot, I flung myself out into the pitch-black night, crouching with the knees and the head to the chest to make a smaller target. I had always liked the good old standard silk chutes better, but gliding time proved too long and mid-air casualties too heavy. Finally, they had developed this monster, the jet chute, lovingly called the «pile-driver». Just as gentle to your rib cage and just about as easy to carry about as its namesake. But with the pile-drivers, they could drop us to 90 feet, even though the manufacturer only gave guarantees for 150.

The «Bitchin' Betty»-signal notified me to turn on the jet if I wanted to avoid being smashed to the ground. I didn't even have time to turn the damn thing off before the automatic ignition mechanism released, almost splitting my eardrum and nearly certainly breaking every single bone in my body. It stabilized vertically at 30 feet. The reflecting flames almost burned my eyebrows off before I remembered to put the goggles on. As I slowly sank to the ground, despite the blood in my mouth, the pain in the chest, the burns on my shins and the ringing in my ears, I couldn't avoid loving the



little marvel. The bloody thing actually worked. Again.



CYBERTRONIC

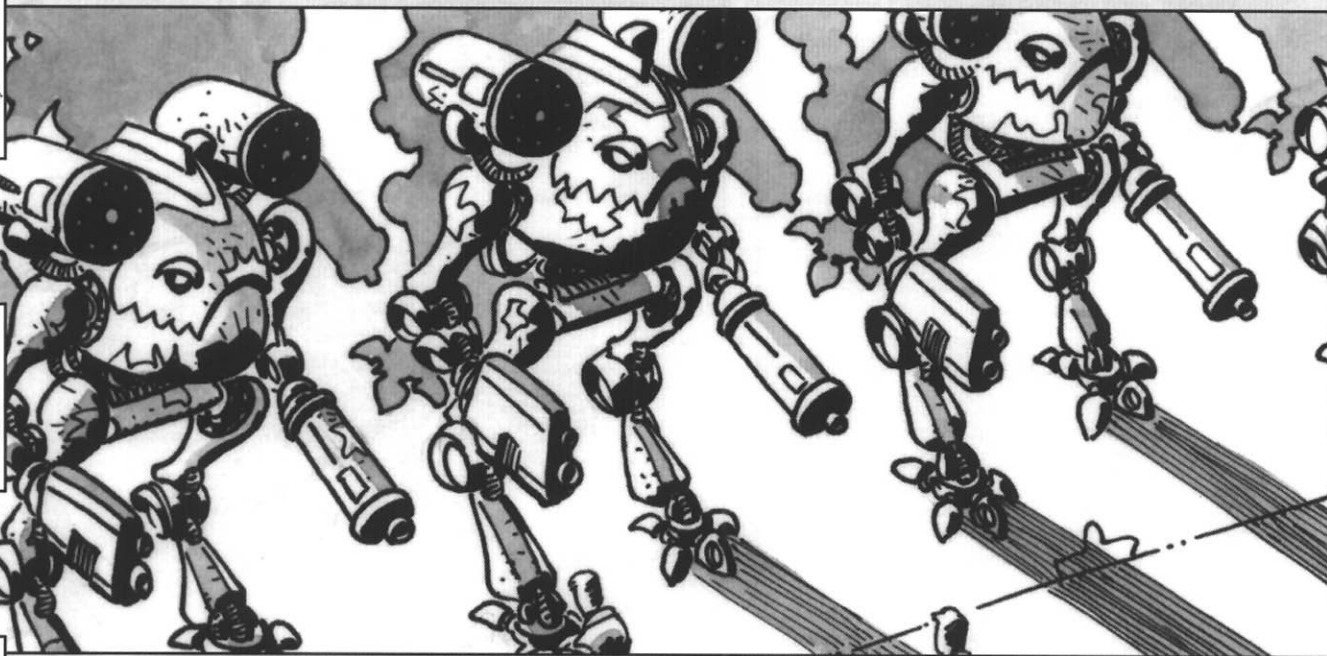
Just as Cardinal Roland was about to speak, a messenger of the Cartel High Council entered the hall and called for silence. He bore with him grievous news for the people gathered at the devotion. While he spoke, the hall was emptied, leaving only Cardinal Roland and his kin of the Brotherhood. And the Cardinal had a premonition of dark times for the corporations and humanity, because a new power had entered the scene. And the Cardinal's followers cried out in grief and fear, because the already meager resources of humanity were now further divided. And this tragedy was to become known as the Founding of Cybertronic.

And just as Cardinal Roland had foreseen, the rise of the new business empire seemed to have no ceiling. Day by day, new losses were discovered among the directors of Mishima and Capitol. Smithies, pits, docks, banks, universities and garrisons were secretly purchased by the Cybertronic crew, who were all former employees of the other megacorporations.

But however hard we tried, o Brothers, none of us could find the slightest trace of influence from the Dark Legion in the hearts of Cybertronic. Not even the Changellors grasping far into their minds found anything but cleanliness and health.

And so it was that the fifth, and so far last, of the megacorporations saw the light of day.

— *The Eighth Chronicle, The Megacorporations and the Cartel*, by Lucretius Marcellianus



BUSINESS FACTS

Cybertronic manufactures most of its own equipment. The products are extremely advanced and incorporate the newest breakthroughs in miniaturization technology and bioelectronics. The designs use ceramics, plastics and special super alloys as base materials. All of this gives Cybertronic products superior performance compared to other products within the same field.

The relatively small size of the megacorporation makes these designs rare on the open market. Because of the technology and materials used, the other corporations have not been able to duplicate Cybertronic products. This unique technology also means that Cybertronic equipment is very expensive for anyone not involved directly in Cybertronic.

THE CHASSEURS

The most striking thing about Cybertronic and what has made it famous to the folk on the street is the Chasseurs—a fusion of robots and normal people. So far, none of the other corporations possesses the technology required to copy this now-legendary fighter.

Shortly after the Founding, the first Chasseurs appeared on the battlefields as mechanically enhanced humans. Their functions weren't unique, but their combat-enhancement equipment was integrated with their bodies and linked to their neural system in such a way that the equipment actually became normal parts of their bodies.

Normal «chass-gear» includes laser range finders, IR goggles, motion scanners and other pieces of equipment unique for the Cybertronic technology level.

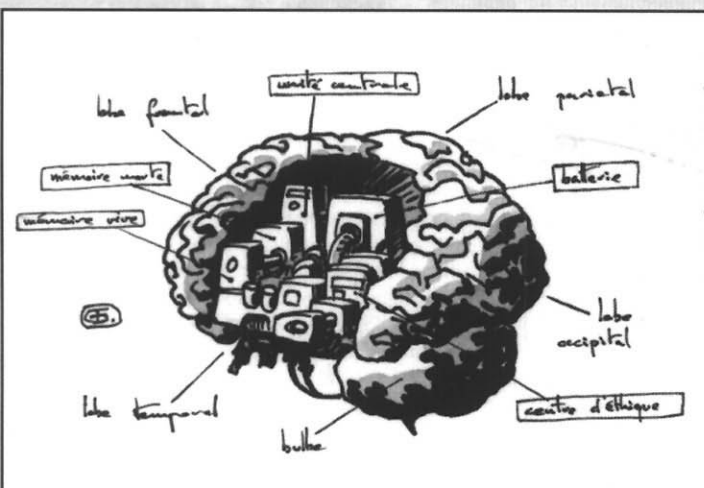
THE THEORIES

Ever since the Founding, the scientists and managers of the other megacorporations have struggled to understand the underlying power behind the Cybertronic business group. There are multiple theories: some official, others unofficial, some very believable, others pure fabrications. But no matter which theory you accept, the fact remains: the Cybertronic scientists possess knowledge that their colleagues don't.

Industrial spies and infiltrators have been of no use. Sometimes they returned with little or nothing of value to report, but most of the time

they just didn't return. Not even the Mishiman agents, specialists at the task, have managed to uncover anything within Cybertronic.

All these things that make Cybertronic so unique—their sudden appearance in the world of high finance, their ability to recruit the intellectual elite of the other corporations, their astonishing technological breakthroughs—puzzle the rest of the megacorporations. There are a lot of theories to explain what is called the «Cybertronic phenomenon», but few facts.



THE OFFENHAUER THEORY

«B—but officer, the building could collapse any time!!! They'll surely all die!»

«Ma'am, I do not make the same evaluation at this time.»

«But think about all the people in there! Kids, women, hundreds...!!!»

«Please stay calm. Only 32 buildings out of 100 designed by Capitol architects collapse in case of violent fire caused by gas leaks at night.»

Within Bauhaus, the interdisciplinary theory created by the group of scientists led by General Jean-Louis Offenbauer has come to be the prevailing one. In short, this theory purports that Cybertronic has developed biochemical methods for altering the functions of the mind and body. The nervous system and the brain functions are manipulated by a secret substance, bacterium or genetic pattern.

A person infected with the substance begins to think in line with the Cybertronic mentality, with little or no emotional influence in decision making. The theory's main support is based on the fact that the Cybertronic crew is infamous for being predictable, almost machine-like in doing what seems most logical at the time, taking absolutely all possible factors into account.

General Offenbauer, 96, is currently chairman of Cyberchemicals, Inc.

THE SULLIVAN SYNDROME

«What about a Sullivan neurosis? Could that be it?»

«Well, Colonel Rizzo sure was acting strange after that last tour to Gravelton. Talking about mutants and devils and demons and the Cardinal knows what.»

«He's become totally unsociable and seems to suffer from an anti-empathic trauma.»

«Right. Just like a Stiff. I think we should approve that transfer to staff HQ. He can't be trusted among the troops.»

Former Capitol Psychologist Dr. Simon Sullivan, expert on psychological combat reactions, theorized that the «Cybertronic Phenomenon» is a mental abnormality among the traitors. Faced with the perpetual threat from the Dark Legion, the terror-propaganda from the Brotherhood and the high demands from society, these people have been struck by a mental disease resembling schizophrenia. This new mental state causes people to give up their past and start a new career in a new environment. The syndrome, he continues, also changes the brain's chemical makeup, which improves the capability of logical thinking and calculation while suppressing emotions and imagination.

The theory has gained much reputation, even if no one takes it seriously, and the Sullivan Syndrome still causes lots of trouble to the Cybertronic propaganda machine.

Dr. Sullivan died from heart failure at the age of 28.

THE CARDINAL'S WORD

«Brother Luciano, the scroll you required on Cybertronic is on your desk. Eyes only.»

«Good work, brother. But nothing of this may be known to the Directorate. It's strictly unofficial.»

Cybertronic's donations to the Brotherhood are purely symbolic and not at all in accordance with Cybertronic's wealth. Cathedrals erected in Cybertronic's districts stand empty and desolate. Bans and threats of excommunication from the Brotherhood are ignored. Preachers and even Inquisitors talk to deaf ears when painting the scenes of the death and destruction at the hands of the Dark Legion for Cybers.

Changellors and Seers talk of mysterious, inexplicable visions when using the Art to explore the minds of the Cybers/ Their thoughts are so undefiled, it is too good to be true. No one has ever found even a trace of the Dark Symmetry or any other evil in Cybertronic employees. Why would Cybertronic support the Brotherhood when no fear of the Dark Symmetry haunts them?

Because the Brotherhood is a strong ally of the other corporations, Cybertronic feels it must maintain some contact with the Brotherhood. The Cardinal does have limited influence on the Cybertronic management.





The Brotherhood's official explanation to the Cybertronic phenomenon is that nothing special has actually occurred. At the time of the Founding, the other megacorporations made lots of serious mistakes—which they won't admit—that opened door for a fifth competitor. Attracted by the possibility to work with the very best, managers and scientists from all over the solar system joined the ranks of Cybertronic.

Because there is no proof whatsoever of any difference between the Cybers and anyone else in the other corporations, the Dark Symmetry cannot be a factor. This is the official version.

THE UNOFFICIAL DOCTRINE

The unofficial thought, supported eagerly by a majority of the Brotherhood and Imperial, is that Cybertronic is the first sign of a new pattern in the Dark Symmetry. So far this is invisible to humanity, but slowly expanding and growing like a cancer into human society. Once Cybertronic dominates the entire solar system, the pattern will transform and show its real, horrible face.

Needless to say, diplomatic relations between Cybertronic and the Brotherhood are strained. The Brotherhood and Cybertronic have only clashed a few times. Most times this results in draws or victories for the Brotherhood. The fanaticism of the second Directorate has held the Cybers at bay. Even though superior in equipment and training, Cybertronic's numbers have been too small. Whenever Cybertronic has acted against the Brotherhood, tenfold warriors have rushed in to stop the intrusion.

THE CARTEL

«Hey, Hedges, you found anything in the Robustum files?»

«Well, it's difficult to make something out of it. They're 36% controlled by Consolidator Trusts, 22% by Regalis Holding and 21% by each Jensen & Jessep and Mercurioil. There's a stain on your tie.»

«Thanks. You know, Rexington Bank is the main stockholder of all four companies.»

«Surprise. And let me take a wild guess: Robustum controls Rexington.»

«Bull's eye. I think it's from the coffee this morning.»

The Cartel hasn't been able to do very much about Cybertronic, nor have they tried. As long as Cybertronic pays its share of the Cartel's expenses,



WHO GOES THERE?

Jansen slammed the door of the cab as he got out. It had been a difficult morning, and it showed on him. Not enough time to take a shower or shave, he had to rush into his clothes and down to a cab, just because the alarm didn't go off. Halfway to work, he realized he had forgotten his briefcase as well, containing all the papers necessary for the Nelson deal. He couldn't turn back and get them, or he would be in even more trouble.

He quickened his pace as he approached the security zone, fishing in his pockets for identification and security papers.

«Halt! Who goes there?»

The familiar challenge of the Cybertronic security guards didn't stop him, and he approached the two men posted outside the gate. He recognized one of them.

«Morning, Joe. Nice to see you. Just hang on a second, I'll get my papers out.»

He was interrupted by the guard, who raised the muzzle of his automatic weapon.

«Identify yourself or leave this area!»

Jansen paused in his frantic attempts to find the papers and threw a surprised glance at the man.

«Hey, Joe, you remember me, Jansen. You worked under me at Research. Two months ago.»

«Present your identification or leave the area. This is the last warning.»

The coldness of the guard irritated Jansen. He started searching his pockets again when it suddenly hit him.

«I left it at home. It's on my kitchen table. But let me just call Dr. Thompson, he'll—»

The heavy rattle of the automatic weapon interrupted Jansen and threw him several yards backward, his chest riddled with bullets. His face was frozen in agony and surprise.

As he slumped against a lamp post, one of the guards approached the body, weapon ready to fire.

«Unidentified intruder neutralized at entrance B45. Failed to produce identification. Requesting clean-up. Returning to duty. Over and out.»



THE 19TH EXECUTIVE

«Our agents have found that this insignificant building in the outskirts of Luna is in fact a secret underground mausoleum for Cybertronic's nineteenth member of the Board, Raoul Mannerheim.

As you know, Mannerheim was one of the geniuses that turned Cybertronic into a megacorporation, thanks to his brilliant leadership within Cyberchemicals, and his uncompromising concentration on research which was so advanced it was considered radical by contemporary authorities.

We have proof that Sergei Mannerheim, nephew and one of the Executives of Cybertronic, has access to the building and that he visits it regularly. According to usually reliable sources, Sergei isn't exactly a genius himself, but somehow he manages to keep his position in his uncle's shadow anyway.

We have strong reasons to suspect that Raoul's mausoleum, erected by his family after instructions found in the will, contains a Necrotechnological incubator which preserves the body and makes it possible to keep some cerebral functions alive.

«That's what we've got, sir.» Special Agent Williams of the ISC rolled the large map to a tube, folded it double and put it back into the briefcase.

«Seems enough to me, Williams. Good job, keep going. We'll see what the Brotherhood thinks.»

the Cartel can't dictate any restrictions, although Imperial, the Brotherhood and Mishima have all filed complaints against the mysterious megacorp.

However, a large section of External personnel is busy tracking down and untangling the impenetrable web that is supposed to be Cybertronic's corporate structure. In some cases, up to 500 links of ownership have been investigated before finally being traced to Cybertronic. Since the holding companies might change owners and names by the week, one can understand the difficulty of mapping the Cybertronic corporate empire.

«Corporal, it's true the Cybers are sending us a «stiff?»

«Yep, but he's rumored to be one of the best. Just stick close to him and he'll save your butt. It's sort of in their programming.»

The soldiers of Cybertronic have had an ambivalent position in the Doomtrooper squads. They are always superb warriors, unmatched in strength and skill, but for obvious reasons, they have had difficulties blending in with the others. On the other hand, all Doomtroopers are experienced enough to realize there can't be any conflicts within a squad. Everyone's life depends on unity.

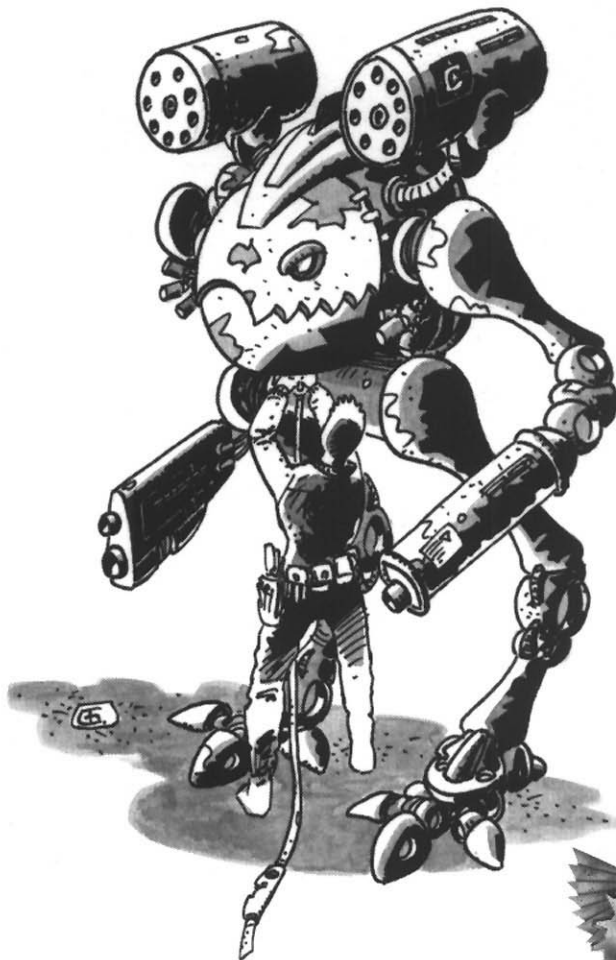
BAUHAUS' INFLUENCE

«Major, will we get any indirect fire support during the assault?»

«Negative, but do you remember Brigadier Viancino? Nowadays, he's in Cybercurity service and just happens to be deployed with fifteen Chasseur squads 1,300 meters north of objective Charlie. Call him on frequency Blue-Five. And send my best regards.»

«Will do, sir!»

Bauhaus is the corporation that has suffered most from Cybertronic's recruitment. A large amount of officers have deserted the corporation and become devoted Cybertronic employees, showing even more loyalty to their new masters than they formerly had to Bauhaus. One would think that Bauhaus would react negatively, but instead they only show respect and admiration for those who have managed to lure their elite away.





Within the minds of many Bauhaus officials rests the dream of being recruited to Cybertronic, the ultimate proof of their success.

Most of the «traitors» from Bauhaus are people who have received high positions within the military structure, Cybercurity, where they currently make up a large part of the body of generals, marshals and strategists. This is apparent in Cybertronic's military tactics. Cybertronic's strategies are very similar to Bauhaus's, but they have been modified to work in the small special units of Imperial style.

Bauhaus' influence within Cybertronic is clearly seen in engineering and heavy industry. Top engineers have been recruited to design

the most advanced equipment available—not always the best, but the most optimized and cost-efficient goods. Bauhaus has adopted much of the available Cybertronic technology, gaining at least something from their lost intellectual elite.

BUSINESS RELATIONS

The Founding of Cybertronic was a hard strike for Bauhaus, and in the early days, Bauhaus did everything in its power to reclaim its lost possessions. Cybertronic's hold was too firm, and even when Bauhaus managed to reclaim some mines and refineries, they found everything changed, and the repossession became too costly. The workers no longer believed in the Bauhaus way, and they revolted against their former employers.

Today, Bauhaus's subcontractors are Cybertronic's largest market, and Bauhaus is Cybertronic's largest supplier of crude material, provisions and services. The cooperation and mutual understanding is based on a number of things:

First, both have a similar mentality concerning management, design, quality and lifestyles: only the best is good enough.

Second, Bauhaus needs cooperation to be able to compete with Capitol and Mishima, because only Cybertronic can provide the technology necessary to manufacture the best of the best in terms of quality measures.

Third, by investing in Cybertronic while it's still small, the Bauhaus stock brokers hope to make a hefty profit in the end. Almost a third of Cybertronic's subdivisions and retailers are at least 49% Bauhaus-controlled.

Fourth, the Bauhaus scientists want to make sure they are the first to crack the secret behind the «Cybertronic phenomenon». So far, they are not even close.

CONFLICTS

On both Mars and Mercury, Bauhaus troops have been seen fighting side-by-side with Cybercurity forces. On a handful occasions, they've fought each other, primarily on Venus. Every single time, the Bauhaus generals have easily beaten their former fellows by anticipating their moves. Therefore, Cybertronic has learned its lesson and nowadays avoids conflicts with Bauhaus. The general odds against attacking an equal Bauhaus force has proven to be as much as 5 to 1. Reversed, in the eyes of a Bauhaus officer, it is almost unthinkable to even discuss an unprovoked attack on a former comrade.

So the contacts and cooperation between Bauhaus and Cybertronic are rather extensive.

RELATIONS WITH OTHER CORPORATIONS

CAPITOL

The average Capitolian has no special prejudice or preferences concerning Cybers. They are like any other business partner. The business rela-

tions between Capitol and Cybertronic are healthy and prosperous. Capitol has not suffered notably from either infiltrators or traitors. So as long as Cybertronic doesn't interfere with Capitol, Capitol doesn't interfere with them.

Cybertronic controls large business, production and entertainment districts in San Dorado, Capitol's capital on Mars.

If anything negative can be pointed out in the relations between Capitol and Cybertronic, it is the drastic difference between the corporations' view on the individual. Most Capitolians have difficulty coping with the elitist attitude of the Cybertronics, but as long as business with Cybertronic is good.

THE MISHIMA DOCTRINE

«Mr. Kurito, have we received the shipments from Cybertox yet?»

«I'm very sorry, Mr. George, but there seems to have been some sort of trouble at the customs. We suspect that Bakin and Lord Heir Moya's people got there before us.»

«Damn it, Kurito! I specifically ordered you to personally supervise this! Reorder those medications on the double. The expenses will be deducted from your salary.»

«But Mr. George, it's more than fifteen millio—»

«That's all, Kurito!»



CSA404

The 400-series of Cybertronic-produced close combat sidearms is one of the more popular among military forces, even though they have never really had any impact on the streets. The 404 model is supplied with a heating device inside the handguard, heating the blade to 800°C, which adds to its damage.

W	L	STR	DAM (1H)	DAM (2H)	COST
3.8	113	6	1d6+1	—	12,200



The relations between Mishima and Cybertronic are very similar to those between Capitol and Cybertronic: secular and open-minded. However, Mishima's trading connections aren't at all as extensive. In trade for the unique Cybertronic technology, necessary in many of Mishima's electronic products, Mishima provides Cybertronic with provisions, raw material and services. In general, the Mishima management sticks to the Brotherhood's official explanation of the «Cybertronic phenomenon».

All this is true for the Venus and Mars branches of Mishima, but the Mercury branch, with Lord Heir Moya on top, refuses to have anything to do with Cybertronic. No business, no neighboring settlements, no military cooperation. While Moya doesn't carry this policy out to the same dimensions as Imperial, he tries simply to ignore Cybertronic. Still Moya covertly purchases Cybertronic technology through Lord Heiress Mariko's and Lord Heir Maru's channels.

IMPERIAL

«So, Allen, where do we strike next?»

«Cybercadium. Milton on ISC-5 was very specific. Civilian casualties are a must»

Imperial sticks openly to the Brotherhood's unofficial doctrine, that all Cybers and all their work are linked to the Dark Legion. This doesn't

mean open war, but it means that Imperial refuses to have any diplomatic communication, business and joint-venture settlements with Cybertronic. Cybertronic-controlled settlements, or remote complexes in general, are «allowed targets» to all Imperial military forces. Imperial often claims that Cybertronic is merely a front for the Dark Legion, and no matter if it's true or not, it's a good excuse to conquer Cybertronic settlements.

In urban civilized areas, this conflict is limited to terrorist actions carried out by freelancers. Imperial wouldn't risk its own personnel in these actions. Instead, Imperial hires street-gangs and criminals to assassinate and sabotage. The response from Cybertronic is exactly the same, which has led to extreme security precautions in the corporations' official buildings. These attacks are, if not organized, at least supported by the ISC and the Bartholomew clan in particular.

But as in all other areas where money is involved, greed and profit often stand before personal conviction. Despite mutual antagonism, Imperial and Cybertronic will conduct business with one another if the money is right. Even in Fukido, Imperial's «capital» on Mercury, Cybertronic has companies and offices. These «bunkers» are among the most heavily fortified buildings ever built, with 50-foot concrete walls and 20-foot armored glass for windows, surrounded by mine fields and barbed-wire electric fences. They are as close to impenetrable as possible.

THE CYBERTRONIC HQ

The HQ is the common name of the huge circular skyscraper containing Cybertronic's management. It stands isolated from all other buildings, surrounded on all sides by a narrow canal which makes it difficult to enter the building any other way than through the well-guarded main entrance, accessible only by a long bridge.

The HQ is circular but open on the front, creating a «C» profile if seen from above. It is mainly built of steel and dark glass which gives HQ a more futuristic impression than the other corporations' main buildings.

The building is restricted area for all but Cybertronic officials, and it is under continuous surveillance both from the Brotherhood and Imperial, who watch for any signs of Heresy.

C-BASE

Cybertox, the most important and prominent of the Cybertronic empire's chemical companies, has its laboratory, refinery and mining facilities and the largest part of their production complexes in this base. The C-Base, as it is commonly referred to, is really an architectonic marvel, designed as a gigantic shaft straight through this small piece of rock—Caliban—in the third Kirkwood band of the asteroid belt. Their administration and management still reside on Luna, though.

The most astonishing rumor about the C-Base has it that it was finished in only 246 days, which says a lot of Cybertronic's efficiency and resources. Even Capitol Constructions could not match that construction time.

According to Mishima spies—later captured and used as guinea pigs—all mining takes place on the middle of the planetoid, while the laboratories, offices, security sectors and the docks are in either end of the asteroid.

The employees are said to have tremendous salaries and accommodations, but they must in turn live with rigorous security restrictions and accept the fact that the deployment to C-Base lasts for life. This must be considered a low price for the benefit of being among the pioneers of science.

«Thank you very much, Dr. Johnston. Well, gentlemen, any questions? Right, Alpha Battalion will assault from Sector 15, Bra-

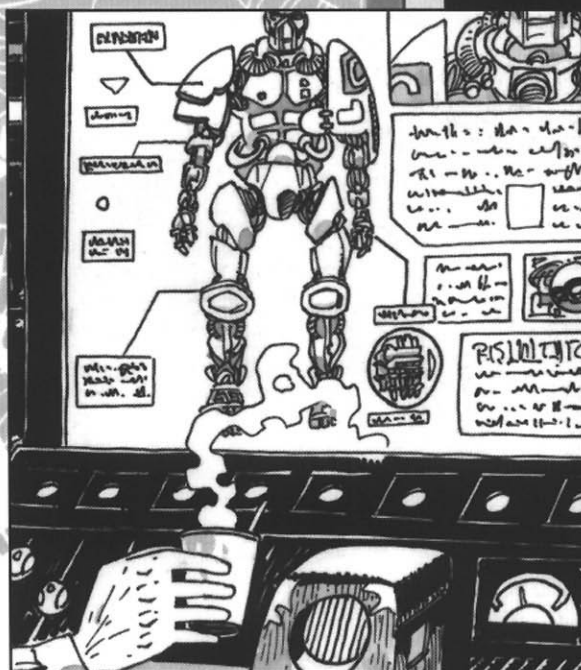
vo from 14, while Charlie and Foxtrot will wait and defend their positions here and here...»

CYBERCURITY

A small portion of Cybercurity's military forces are constantly used as law enforcers, as part of their training and active duty. Their police are military trained and equipped accordingly, but with slightly less armament and body protection than standard soldiers. They have their regulations to maintain, so its never a good idea to argue with a Cybercurity MP.

Combined with the general «robotic» behavior of many Cybers—especially true within Cybercurity—this makes them extremely disliked and feared among visitors. Their hits and raids are always carried out in a military manner, with military equipment and precision. Cybers consider casualties in security incidents, as in war, «stuff that happens».

A normal Cybercurity patrolling officer or security guard is armed with a CAW2000 SMG and a bulletproof vest and greaves under a black overall. They have personal short-range radio gear and night goggles too.





TICKER

Monosodiumortobensaliumamononitrile-3, or «Ticker» as it is commonly called, is one of modern science's greatest achieve-

ments. It was invented and first produced by second Lieutenant Miriam Duval of BauChemicals to help Bauhaus compete against Cybertronic's almost flawless logical thinking.

Ticker is a hyper-conductive biochemical substance which, injected into the cerebral cortex, optimizes the transmission of nervous impulses, thereby improving the brain's capacity and boosting its activity. With slight alterations, Ticker can also direct-transmit these impulses from the nervous system to conventional electronics, which in theory opens up unlimited possibilities for mechanical enhancement of the human body.

Ticker is still being tested, and it still has some severe side-effects: eye ticks (which has given it its name), suppression of the emotional center in the brain, muscle cramps, convulsions and severe frothing.

BLUEBERRIES

During Bauhaus' research, these blue pills have been used to suppress the physical side-effects of Ticker. The goal of the research program is, of course, to develop Ticker into something which gives similar effects to what Cybertronic seemingly has achieved.

The effect of Blueberries is that they numb parts of the somatic nervous system, which controls all muscles, thereby preventing it from running riot (this has repeatedly resulted in cardiac infarctions and cerebral hemorrhages). However, it has no effect on the suppression of the emotional center that Ticker causes.

THE CARTEL

At long last did the megacorporations realize that solving differences by military might would soon lead to their own destruction. To avoid this, they created the Cartel. A body of officials from all of the corporations, the Cartel undertook the enormous task of coordinating the different corporations and their conflicting policies.

As time passed and the presence of the Darkness descended upon us, the Cartel also did battle against the Dark Legion. To combat the evil forces of the Dark Legion, the Doomtroopers were created.

The most formidable of warriors, these men and women could best even our own Inquisitors in combat. A formidable ally, but also a frightening enemy. This made it necessary for us to gain even more control over the council that controlled these warriors.

The Cartel did promote greater cooperation between the megacorporations, but it was also a breeding place for its own petty squabbles and human greed. It was a cesspool of degeneration and cruelty. Some officials stopped at nothing to achieve their own goals, and the Cartel was made into a secret society, existing only for the sake of its own.

— *The Eighth Chronicle, The Megacorporations and the Cartel*, by Lucretius Marcellianus

STRUCTURE

There are two additional branches of the High Council. These are the Investigation Committee (CIC) and the Cooperation Committee (CCC). The purpose of these committees is to look at issues requiring full cooperative efforts between the megacorporations, such as investigation of the powers of the Darkness and the coordination of joint operations.

The Brotherhood is represented by a separate delegation in the Cartel. This delegation is made up of Observers who are given free access to most of the committees within the organization. The Brotherhood is aware of the existence of secret organizations within the Cartel and is actively trying to infiltrate these to gain more control over the Cartel, and thereby over the megacorporations.

The Cartel is organized into five delegations, one from each of the megacorporations. Every delegation is in itself an enormous organization. Thousands of politicians, diplomats, experts, advisors and administrators are supplied by each megacorporation to run their delegation and promote its own agenda within the Cartel. The leading officials of each delegation gather in what is known as the High Council, which has the highest authority in all matters except security. Any security issue is handled in the Security Council by a select number of delegates and diplomats from each delegation. The Security Council has direct authority over the Doomtrooper force.

KNOW YOUR ENEMY

This operation was a mess. From the start, Waters had felt that something was wrong, something he couldn't put his finger on.

It had all started a few weeks ago when Takasha Electronics had approached him with a proposition. It sounded simple enough: find out who was trying to stop Takasha business on Luna.

Then the trouble started. When Waters had tried to tap the computers for background information on Takasha, a couple of goons started shadowing him. After that, it had gotten worse. When he finally found out the information on Takasha, the maze of connections nearly defeated his attempts to find out who really owned the company, and what kind of enemies he could expect.

After going through 53 facades, he finally pulled the name of the big one: Cybertronic. He should have known.

No one protects their assets like Cybertronic. It's all cloak and dagger. You can't tell black from white.

And when he confronted Takasha about it, the director said they didn't know that Cybertronic was the real owner of Takasha, but now that they did know, did it really change anything?

Anyway, now Waters knew what kind of people he was up against. And where to look for them.

He'd asked at the watering holes and soon found out he was on the right track. Other freelancers had been approached about hitting Takasha, hitting it hard. Joker and Travis had accepted, and the word was that they were working together with a corporation. If the money's right, some guys will do anything.

He had found out that the two freelancers were planning an attack on the plant that night, backed up by forces that had been flown in from Mars. When he had told Takasha, the man had reacted with uncommon swiftness. A contract had been offered to Waters: command over five squads of Cybertronic security men to stop the assault.

And now, there he was on a rooftop opposite the Takasha plant, with a lot of Cybertronic security forces armed to the teeth.

Suddenly the sound of marching feet interrupted his train of thought. He looked about, finally fixing his gaze on the alley where the shadows of soldiers played on the walls. But something was wrong. Waters strained his eyes, and then suddenly realization dawned upon him.

He quickly looked at the soldiers lying beside him, the blue and black uniforms, the characteristic helmets.

Then he looked back at the advancing soldiers, the enemy led by Travis and Joker. The troops mirrored the appearance of his own soldiers. Cybertronic security forces were attacking their own. Waters let out an audible groan. This operation really was a mess.

UNITED WE STAND

Inquisitor Mathias confidently stepped up to the podium. Around him was gathered representatives from the Second Directorate and the Curia. At the back, high officials from Imperial sat uneasy, not sure what would happen. Inquisitor Mathias took out the Book of Law with his personal notes and placed them on the table in front of him. He turned his imposing figure toward the senior brothers and sisters but didn't even glance at the corporate jackals.

«Brothers and sisters. We all know that we stand here against the Darkness that is threatening to engulf us all. The Darkness is seeking to extinguish the light that is humanity and all that is good. We are all aware of that.

But the threat does not only come from the stars, but from within our own castles, from those we should call our friends.

They have proved to be our enemies, and we have gathered here today to decide what is to be done. Let us listen to a true brother, and let him speak his mind on the matter. Mister Henry Bartholomew.»

At these words, one of the Imperial officials stood up and approached the podium. He stopped in front of the assembled brothers and sisters. He was a powerful man, and his voice was confident as he spoke.

«Inquisitor Mathias speaks truly and with great wisdom. We have ourselves been attacked by this aspect of the Dark Legion. They have infiltrated not only our corporation but also the very heart of humanity, posing as a friend and savior. They have attacked our industries, using the cursed Legionnaires, and they have assassinated many of our heroes in the battle against the Dark Symmetry.»

Now the old man was clearly agitated.

«The threat was at first taken to be only competition, a run at becoming one of the great powers through... accepted methods.»

Bartholomew made an embarrassed pause, well aware of the methods his own company used to maintain its power. He masked the interruption with a cough and cleared his throat.

«But they have stepped outside the boundaries, and it is clear that this is a work of evil, another manifestation of the Darkness from outside the sphere of light.»

After this statement, the leader of Imperial withdrew, leaving the podium for the Inquisitor Mathias. The armor-clad man folded his heavy arms in front of him as he again turned to his superiors.

«This has been noted by our brothers in Imperial, and they have brought much that is new into our investigations. You have now heard their pledge to our cause, and it is with great satisfaction that I finally can present evidence of the corrupting Symmetry in our midst. We must now decide what must be done to stop influence of the evil power known as Cybertronic.»





THE FLIC

The «Freelancing Independent Corporations' Committee» is a small, yet important part of the Cartel, handling legal matters. If not for the FLIC, the Cartel wouldn't have any jurisdiction over the freelancers.

Physically, the FLIC consists of a couple of hundred negotiators officially appointed by various freelancing corporations, but in reality they are more or less marionettes of the megacorporations. The FLIC is advised before any major system-wide restrictions are imposed, but they rarely turn anything down or come up with suggestions. The Cartel uses the FLIC as a way of claiming that it represents all of humanity's interests and not just the interests of the megacorporations. The FLIC is also a convenient explanation for why the Cartel's decisions are valid for the freelancers and for why Cartel officials have authority everywhere.

THE COOPERATION

CAPITOL. The original instigators of the Cartel, Capitol is still its primary benefactor and

supporter, the one corporation that is most interested in the Cartel's existence. It tries to abide by the regulations of the High Council, and it actively enforces the Cartel's regulations even within other corporations' areas of jurisdiction.

IMPERIAL. Imperial also spends time and effort keeping the Cartel a functioning institute. Its representative in the High Council is a prominent member of the Serene family, but he's more of a messenger and spokesman than a negotiator. It is difficult to make deals with Imperial through the Cartel channels, since all the prominent clans of Imperial want to have their say before any decisions are made.

Along with Bauhaus, Imperial provides a sort of counterweight against Capitol.

BAUHAUS. The Bauhaus management is not particularly impressed with the work of the Cartel, and they don't try to do very much about it. Instead, they use the Cartel administration as a bureaucrat kennel, where advisors, diplomats and executives are trained in diplomacy. They have the same problem as Imperial when it comes to decision making.

MISHIMA. Mishima's work in the Cartel is a sad chapter. Headed by the Overlord Mishima and representatives of his son, Lord Heir Moya, the Mishima delegation is totally disrupted. Lord Moya's men make all the important decisions in the Security Council, while the Overlord is allowed to attend the High Council. Unfortunately, the Overlord is little more than an ornament to Mishima. He has virtually no power over his Lord Heirs. Notes and suggestions given to the Overlord are pointless and only a play for the gallery.

CYBERTRONIC. Either feared, hated or at best avoided, the Cybertronic delegation has a hard time in the Cartel. They don't have very much influence except for the decisive decisions in the High Council, but that is enough. When Cybertronic really wants to drive something through the Cartel, they often use the Bauhaus channels instead.

BROTHERHOOD. The Brotherhood has representatives—Observers—everywhere within the Cartel organization, just supervising, noting, and reporting. These people are often feared and respected administrators. Even though they don't have any legislative power, most people do what they say.

OPERATIONS

The Cartel was created to find a neutral ground where the megacorporations could cooperate and resolve their differences by negotiating and informing each other of future operational moves and strategies. To attain this effect, the delegations were created. Originally small groups of highly educated corporate officials, the delegations soon grew into the monstrous behemoths of today.

As the delegations grew, the number of operations sanctioned by the Cartel also grew. The communications within the departments and between the delegations were poor, at best, and this soon resulted in the conflicts which occur today. In reality, the never-ending wars between the megacorporations have resulted in the breakdown of the cooperation and talks. Negotiations have, time after time, resulted in bloody battles and endless accusations.

THE DOOM-TROOPERS

THE COMBAT UNIT. A Doomtrooper unit is usually made up of two soldiers. They are both trained in all aspects of combat but to varying degrees. One is a close combat expert, while the other specializes in giving support fire.

These units can be changed and have different compositions depending on the nature of the Doomtroopers' mission.

EQUIPMENT. The equipment and the weapons used by the

Doomtroopers are developed by the megacorporations in close cooperation with the Doomtrooper technicians. The technology used is always state of the art and superior to standard designs available. Many of the weapons only exist as prototypes.

The armor carried by the soldiers is made of light plastics and ceramics. It is given a cushioned interior constructed from new energy-absorbing materials provided by Cybertronic.

MISSIONS. The Doomtroopers are assigned varying missions but are never used to resolve differences between corporations or private officials, and they are never sent against the Brotherhood. They are intended solely for use against the Dark Legion.

The Doomtrooper units provide the ultimate war machine for small-scale combat. Doomtroopers are used for commando strikes against enemy strongholds and these missions seldom involve more than 10 or 20 troopers.

The most dangerous missions are raids against Heretic nests or the Citadels of the Dark Legion.





Instead of promoting cooperation between the megacorporations, the delegations are once again looking after their own interests.

One of the few projects that has shown results is the Doomtrooper force. This is partly due to the fact that the Security Council consists of extremely competent officers and is the only part of the Cartel that is working according to its original agenda.

Several smaller groups have also been given the task of investigating and controlling the freelancers, the smaller enterprises not connected to the megacorporations. Secret operations are carried out in the name of the Cartel to limit competing businesses or to gain control over these smaller companies. But there are also groups within the separate delegations who use their power to strike against the other megacorporations.

THE POWERS BEHIND THE VEIL

The exact work of the delegations is often secret and, in reality, independent from their actual employers, the megacorporations. They have ac-

cess to huge amounts of money without really having to specify what it is used for.

It is only natural that parts of the organization have fallen into criminality and corruption. Corporate politicians and advisors use their positions of power to promote illegal operations, thereby gaining even more influence and wealth. This rot has spread within the Cartel and many of the higher-ranking advisors and military diplomats are involved in shady deals of different kinds.



CARTEL SECURITY

The power of the Cartel has been severely limited by the lack of a true police force. This was an important issue for the leading politicians within the organization and finally they managed to force the corporations to allow the Cartel to keep a security force. This force would be financed by the Cartel, trained by the Cartel and equipped by the Cartel. It was only to be used as a security force.

These security officers are really a paramilitary force. The Cartel terms many of its problems as a security matter, which gives the Cartel authority to use its own forces.

The security forces of the Cartel are used for a range of different operations. They are in charge of protecting Cartel installations, but they have been used as death squads and even as conventional troops.

The recruits for the Cartel security forces are mainly picked from the freelance corporations. Because they are drawn from people not attached to any corporation, the Cartel security forces are independent enough to be deployed against the megacorporations.

THE BUREAUS

Any matters of investigation are handled by one of the two Cartel bureaus. The most well-known is the BEI, the Bureau for External Investigations, often called the External for short, which investigates all matters

not directly involving Cartel officials. This may include tracking down agents of the Dark Legion or trying to break up rings of pirates. Most murders are investigated by the Externals.

The second bureau is the BII, the Bureau for Internal Investigations, called the Internal by its operatives and Cartel officials. This bureau investigates all matters which involve Cartel officials or where internal policies are involved. The Internal is often used to track down infiltrators or Heretics within the structure of the Cartel.

THE END JUSTIFIES THE MEANS

The woman grasped the headset, putting the microphone to her mouth.

«Yes, sir. This is Officer Brooks, sir. Yes, I read you loud and clear.»

Brooks was surrounded by other officers, most of them heavily armed and armored. All were dressed in the black and blue uniform of the Cartel, and the three letters BEI they wore showed that the Externals were once more on the move. They were surrounded by pine forest. A cold wind had them huddled together for warmth.

«Yes, sir,» Brooks continued, «the mission is well under way. We have had some difficulties making contact with the third party, but our infiltrators are doing their best. It will not put the operation in any jeopardy at all. As soon as you give the signal, we will move.»

She listened once more to the sparking headset, concentrating to hear the faint voice over the screaming wind.

«Yes, sir, the briefing will begin immediately. Over and out.»

Brooks handed the headset to her aide and walked over to the officers gathered around the electrical radiator. As she stepped into the circle, they all snapped to attention. Brooks removed her gloves and picked up a stick which she used to point at a map spread on the ground in front of her.

«As you all know, we are here to stop illegal Bauhaus occupation of Imperial ground. As the local Bauhaus representatives do not seem to pay any attention to the orders given from their home office, we have a possibility of there being Dark Legion infiltrators present. Satellite surveillance has given further information to strengthen this theory.»

Brooks pointed at the map.

«The Bauhaus troops are positioned here, here and here. They are armed with state-of-the-art weaponry and have probably received reinforcements from Undead Legionnaires wandering the area. We are talking about 20 Hussars and 30 Legionnaires.»

This information was received with utmost concern by the Cartel officials, who themselves numbered only 12. But Brooks continued.

«It is impossible for us at this moment to stop this occupation by ourselves. I have therefore made a deal with a local warband—guerrillas fighting Bauhaus exploitation. They will help us if we provide the weapons for them. The weapons are contained in these crates here.»

With these words she indicated the crates loaded on the all-terrain vehicles parked close by. But one of the men expressed a doubt and posed his question pointedly.

«You mean that we're giving weapons to a band of criminals?»

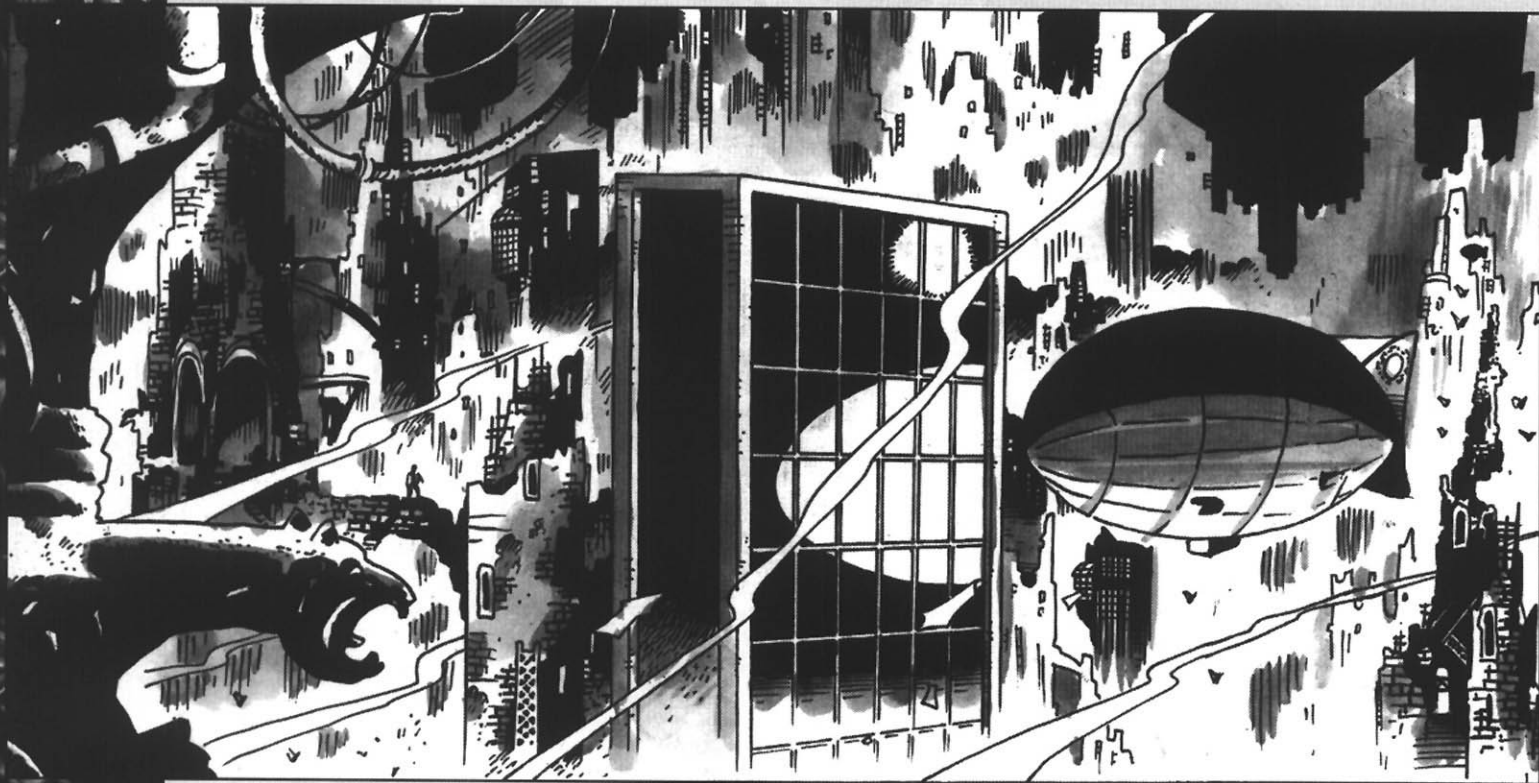
Brooks faced the man and looked him straight in the eye.

«As for now, Officer Wiley, we need allies. Unless you wish to conduct the raid yourself. As I was saying,» she continued, giving Wiley an icy stare, «the weapons will be distributed to the bands who will then assist us in the assault. We will act as tactical advisers, and those of you with experience as combat coordinators will be assigned as such.»

Again she turned to Wiley.

«And you don't have to worry about the weapons. They are timed to self-destruct in 24 hours. Do you think I'm stupid enough to provide weapons to a bunch of rebels?»





LUNA CITY: SECRETS OF THE CHRONICLES

This section is for GMs only. Read it if you want, but your GM may or may not use what's here verbatim, or may juggle things around. Luna City is the city for your own game, so you should do what you want with it.

For GMs reading this section: We have deliberately not placed these locations on the map because they should be your secrets. Maybe the players have heard rumors about these places, but don't know where they are. In any case, feel free to use all or none of these, and place them wherever you feel like Luna City needs a little spark of interest.

TEMPLES OF THE APOSTLES

The five Apostles of Darkness are busy at work in Luna City. Hyper-virulent diseases sweep the poorest parts of the Perimeters, serving the minions of Demnogonis. Roving gangs are whipped in to murderous riots by servants of Algoth. Corrupt executives wallow in untold wealth as they backstab their way to the top in the name of Semai. And so That Which Is Not To Be Named is born into our world.

Luna City can be as scary and corrupt as you, the GM, want it to be. There's something to be said for open warfare, but frankly it can get a little stale after a while. To give your players some meat to chew on, show them the subtle horror that's all around them. Show them what the city was really founded on.

THE OLD CIRCLE

The top floors of one of the most prominent corporate high-rises in Old Town Luna is home to this very ancient, very powerful heresy. The Old Circle worships Semai, the Lord of Spite, and uses its Dark Gifts to place its members into powerful positions in all the megacorporations. The Old Circle isn't corporation-specific; they'll take members from anywhere, and in fact seek out members from the corporations when their percentages are down, or if one of their schemes requires somebody in deep cover.

The cult's charter is to «dine on the flesh of virgins and drink the blood of martyrs,» and the group does in fact indulge in ritual cannibalism. Whenever they do, a nepharite of Semai grants each member present with a new Dark Gift. Needless to say, there's no weaseling out of the cult once you're a member.

BROTHERS IN ARMS

The public knows the *Brothers in Arms* as an extremely well equipped and well trained gang of murderers known to set block upon block of The Perimeters into chaos with their «hunt.» The gang's «hunt» consists of selecting a well known war hero from the ranks of freelancers and setting him loose to survive the night. None have so far. Most corporate security forces refuse to deal with the *Brothers in Arms* directly, because they're usually better equipped than the cops. The reason this gang is so well-heeled is because its leader is a nepharite of Algoth, Apostle of War. The gang operates out of a «citadel» deep in the bowels of the old mine shafts deep under Luna City, and can pop out of subway tunnels or sewer grates at any time. Techrones create new weapons of mass destruction for the gang to «try out» on the streets of Luna. Successful new designs eventually show up in the Warzones.

TRANQUILITY MENTAL HEALTH FACILITY AND REHAB CENTER

Celebrities, executives and franchisers are all alike when it comes to their mental health. They're all in desperate need of attention. The Tranquility Center is a little known medical center, but their apparent success rate is extremely high. What nobody knows is that Tranquility is a citadel for Muawijhe, the Apostle of Madness. Patients who come in for detoxification or just a little bed rest are subjected to powerful Dark Symmetry energies and transformed into really dangerous maniacs, not just the self-indulgent depression cases that usually come through the door. The patients come out seeming well adjusted and ready for the world. Then, days or weeks or years later, they find a tower, a sniper rifle and a schoolyard full of kids and go to town. Others slowly withdraw, dragging those around them into their paranoid fantasies. Tranquility patients, however, are less suicidal than most of the people in Luna – because they have a mission now.

DARK CHAPELS

Luna is so enormous that even the Brotherhood can't keep tabs on all its servants. Many missionaries, and even a few Mystics, are seduced by the Darkness during their months or years spent miles into the worst parts of the city. Ilian, the Mistress of the Void, is most often the Apostle to draw ex-Brothers into the fold of the Dark Soul. These damned Mystics become apostates, their parishes Dark Chapels. They continue to preach to their flock, but now their message promotes the path of Darkness to its listeners. Entire neighborhoods have been purged by the Brotherhood once they find out a Dark Chapel is among them. Dark Chapels are scattered throughout Luna, and new ones seem to spring up every few days.

THE OLD TUNNELS

In a city of eight hundred million people, there will be a couple million people who get disenfranchised and end up on the streets. Think about that: a city will literally *millions* of homeless. Where do they stay? Underground, in the miles and miles of old subways, mine shafts, even entire layers of ancient city that have since been sealed off and built over. Nobody knows how big the unregistered population living in the old tunnels might be, but rest assured those armies of disenfranchised have found new leaders where the Light of the Cardinal has failed them. All of the Apostles have active cults among the homeless, and the Brotherhood's policy of using flamethrowers on them has made the homeless more unified than ever.

Demnogonis is powerful in the old tunnels because of the terrible conditions most people live in there. Algorith empowers two-bit thugs and turns them into super-killers. Ilian provides a dark light to replace the empty words of the Brotherhood. Muawijhe has many followers among those we might regard as «harmless nuts.» Semai keeps the flame of vengeance bright in the hearts of many who live under the city.

The old tunnels, mine shafts and forgotten city blocks all eventually reach the surface of the city. Entrances can appear anywhere: in dark cor-

ners of active subway lines, behind old boxes in basements, in sewers wide as boulevards that carry the waste of Luna into their world. It is rumored that Ilian has taken over the ruins of the «true» First Cathedral that lies in ruins beneath the building most regard as the Cathedral, which all but the Brotherhood have forgotten.

SOCIAL-ABLES

This is a string of swinger clubs, both in the Ancient Quarter and in The Perimeters, where singles and couples can meet to swap partners or arrange group get-togethers. There's also a lot of prostitution in Socialables. And a lot of germ-swapping. Some of the nastiest epidemics to sweep through the ranks of executives can be traced back to Socialables, where servants of Demnogonis introduce new, alien strains into Luna's biosphere for quick redistribution. Despite the extremely high risk of infection, Socialables remains an extremely popular underground club.

CHILD-EATING CARNIVALS

On almost any day of the week, while looking out across the Luna skyline, you'll be able to see the faint glittering lights of a ferris wheel or the spinning motion of a merry-go-round. What you won't be able to see are the children who wander into these evil carnivals and are never seen again. Depraved cultists of Semai pose as friendly neighborhood carnivals that appear in parks one night, set up their rides and contests, and wait for unwitting families to arrive. The carnivals last only a few days, and then vanish as quickly as they appeared after somebody notices that the neighborhood's children have vanished. Some of these children appear in their homes weeks or years later and claim to have forgotten what happened during the intervening time. Most of these children are now servants of Semai.



CORPORATE SHENANIGANS

As a rule, the Corporations never follow the rules. The Cartel levies a ban on all nerve gas research; the Corporations are attracted to nerve gas research like flies to honey. The Brotherhood just says «no» to technology; super-secret Corporate labs buried deep in the lunar bedrock tinker with the secrets of the Ancients.

The Corporations categorically deny all this, of course, when it's bad for business. But when they come up with a revolutionary breakthrough – a home computer that doesn't scream obscenities and drive its users to murder, let's say, or a new high-tech gun that kills even more efficiently than the enormous death machines already loose on the streets – you can expect the merchants to hawk their wares without blinking.

SECRET WEAPON LABS

These are among the most closely held secrets in the corporate world. Hidden deep in the basements of their offices, in unmarked bunkers on military bases, or in forgotten parts of the city under Luna, these labs push the envelope of destructive technology in all areas. There are many restrictions on «allowed» research, usually at the behest of the Cartel, and these are where the labs really shine: nerve gas, nuclear weapons (which have been condemned by both the Cartel and the Brotherhood, yet testing continues beyond the asteroids – also prohibited by the Cardinal), self-automated weapons platforms, energy weapons, and germ warfare. Rest assured, all these means of mass destruction exist, hidden from public view. These labs are extremely well defended and very low profile. Some



labs use other businesses as fronts, but remain almost within public view because many of their employees need to remain in public life.

BIO-RESEARCH LABS

If the Cardinal could ever prove the Corporations were researching biotechnology, he'd be convinced they were servants of Algeth. Particularly foul experiments are the order of the day in these labs: new diseases (and cures for these diseases), cloning, regeneration, DNA testing. These areas all violate the rules of the Brotherhood, which

deems the human body sacred. All the Corporations partake of this research to some extent, but Capitol is the most ambitious in this area. It is rumored that extremely powerful executives are working on the means to move their minds into young new clone bodies so they can continue ruling over their divisions indefinitely.

BLACK TECH LABS

Here, the corporations struggle to recreate the Thinking Machines that were destroyed during the Age of Catastrophe. Individual systems are rebuilt and put back online, and then watched for hints of the Dark Symmetry. Cybertronic's labs are the most public; in fact, most of their research is conducted in the C-Base in Luna City. However, they still develop super-secret projects in cybernetics and nanotechnology in secret labs. Their technology has been barely tolerated because it is usually obvious and visible; if more people knew how much Cybertronic hardware could be hidden within the human body, panic could break out.

THE UNDERWORLD

THE LUCKY CROWN

On its surface, The Lucky Crown is a rather staid, conservative restaurant preferred by the older executive population. In the back is one of the most extensive gambling rackets in Luna. Anything that can be bet on is fair game, and anything of value can be wagered. The Lucky Crown is owned and operated by a Bauhaus crime family, but it's open to and enjoyed by members of all the Corporations as well as well-heeled freelancers.

WHITAKER'S TOMB

The story of Whitaker's Tomb is passed down between generations of crime families as something of a fairy tale. The story has it that a master bank robber named Karl Whitaker performed the most daring heist ever in the history of Luna, a job so notorious in the size of the robbery and so profoundly violent in its execution that even his own criminal friends would rather turn him in than be associated with him. So, burdened with his millions of crowns and unable to ever set foot in the world again, Whitaker found himself a forgotten corner of Luna's underground ruins and lost himself and his money forever. To this day, adventurous souls still delve the depths of the old ruins upon which the modern Luna is built, looking for the lost treasure. Wily old mobsters use the story to teach their proteges to never get too big for their britches.

They say crime doesn't pay; apparently «they» weren't tight with the right families. Organized crime is present at some level in every corporate sector, and especially in The Perimeters. Some corporations, especially those based on family lineage like Mishima and Bauhaus, apparently even condone crime families among their ranks. Sometimes, these «official» Mafias can get things done for the corporation that would otherwise have to be denied, and hiring your own family is sometimes preferable to hiring a freelancer. Most times, however, criminals are just that – unregistered, uncontrollable merchants of vice and death that are a cancer on Luna City society.

THE PIT

There's a great demand in Luna City for one of the worst of all human depravities, blood sports. The Pit is secreted away in some obscure warehouse district, its location known only to its regulars and the mobsters who run the joint. Fighters face each other in a fenced-in arena, armed with deadly weapons or only their fists; first man (or woman, on Ladies' Night) dead is the loser. Winners can earn a small fortune if they survive a few fights and become celebrities, but for the most part they remain slaves to their «owners.» Some corrupt jail wardens and guards sometimes transport hardened criminals to The Pit from Ryker's Mountain, where they can earn their freedom by beating each other to death.

OTHER UNPLEASANTNESS

Never in the history of man has there ever been a city as large as Luna. Eight hundred million people crammed into a space just a few miles wide but hundreds of stories high and hundreds of stories deep. It's inevitable that, among such a huge and anonymous population, some strange things are going to slip through the cracks.

GMs are offered these tidbits at their discretion, or make up their own to help make Luna their own, unique setting.

THE MUTANT KINGDOM

Deep, deep in the bowels of Luna, among the mine shafts and long-buried buildings, lives a civilization of millions of mutants. They have been shunned by the world above, but live among their own kind below. There is a Mutant King, a creature so wise and powerful that he has brought all the other mutants there under his rule. The mutants aren't evil or servants of Darkness (although some do serve Darkness), but are unfortunate side-effects of evolution or of the pollution of the world

above. The Mutant Kingdom is used by parents throughout Luna to scare their children into obedience (i.e. «You'd better watch your mouth or the mutants will drag you away» and such), but there is sometimes truth in these stories. Luna (the planetoid, not the city) is riddled with passages and caverns, so members of the Mutant Kingdom can travel almost anywhere undetected.

LOST LUNA

Luna City was built in layers, new buildings set almost atop collapsed old buildings. Construction has continued this way for several centuries. There are some layers of the original Luna that remain almost untouched, but sealed off from the rest of the city. The homeless often find passages into these areas, but hardy adventurers sometimes go looking for the ruins as well. Sometimes, corporations built their new facilities atop the old ones hoping they could bury an embarrassment or some other part of their history.

EQUIPMENT

TECHNOLOGY AND THE CORRUPTION OF DARKNESS

The Dark Symmetry has rendered most high-tech devices useless or highly dangerous (unless it was built by Cybertronic, which seems to have found a way around this). In the ancient past, computer-operated equipment and weaponry corrupted by the Dark Symmetry tried to kill their operators, and had to be destroyed.

Today, most «technological» advancements made by the Corporations are achieved by improving engineering precision, using new materials and experimenting with more efficient designs—all done without computer assistance. Cybertronic faces no such limitation, but their equipment is astronomically expensive and often impossible to acquire.

Corporations, however, are greedy. Despite the warnings of the Cardinal, they again venture perilously close to the technologies that allowed the Dark Symmetry to enter our world in the first place. To the bulk of the population, the Darkness is an abstraction of the Brotherhood to describe all sorts of moral and ethical ills in their world. They know little of the true horrors lurking among them, so they happily buy new consumer goods with no thought of the possible corruption they bring into their homes.

When a character is using a piece of equipment that is noted as Corruptible (with a «C» next to the cost), there is a chance that the Dark Symmetry may infect it. On any Fumble which involves such a piece of equipment or weapon, roll an open-ended 1d20 (that is, roll again if the result is 20 and add the dice), modify by the manufacturer (if you haven't decided in advance, roll randomly) and consult the Corruption Table.

CORRUPTION TABLE

CORRUPTION ROLL	RESULT
<4	Nothing happens. Continue with the fumble per the GM's discretion
4-6	The equipment shuts down and will not operate (except as a club). This effect lasts 1d10 CR.
7-10	The equipment begins operating erratically and seemingly with a mind of its own, but within its normal operating parameters (example: automated first aid kids will still try to heal, but may misdiagnose and mistreat the affliction). GM's discretion. Effect lasts 1d10 CR.
11-12	The equipment starts making strange and very loud noises (even if it has no normal way to make any noise). Any attempt to hide while using this equipment automatically fails. Effect lasts 1d6 CR.
13-15	The equipment starts making strange noises which the user will realize is some kind of speech. If the user listens to this sound for even one CR, he must make a MST roll or be confused and unable to do anything for 3d6 CR. On a fumble of the MST roll, the user goes permanently mad and must be treated by a Brotherhood Exorcist. This is not true speech, but telepathy, and nobody else can hear this sound. Effect lasts 1d6 CR.
16-17	The equipment runs amok and tries to kill its user and anyone around it. It will not stop until it is destroyed (cutting the power isn't enough, as it is now powered by Darkness).
> 17	The equipment suddenly manifests a random Dark Symmetry gift (see book 3: The Darkness). Determine randomly which Apostle's Gift triggers, but make sure it's bad news for the user. The equipment has a MST equal to 5 times its weight, and will continue using its new Gift until it runs out of MST, at which point it explodes, doing 1d6 damage to 1d4 locations on every target within 2 squares.

MANUFACTURER	CORRUPTION ROLL MODIFICATION
Mishima	+3
Capitol	+3
Imperial	±0
Bauhaus	-3
Cybertronic	-8

In reality, corruptible high-tech equipment doesn't actually go crazy 5 percent of the time (that is, on a 20 out of 1d20). However, the characters often get involved in high profile activities that seem to attract the attention of the Dark Symmetry anyway.

ARMOR

MATERIAL	ARMOR VALUE	AVAILABILITY	MISCELLANEOUS
Studded cloth	1	A	Inflammable
Impact resistant plastic.....	1	A	Double damage from fire
Ballistic nylon.....	2	B	Inflammable
Bullet proof composite	3	B	Fireproof
Light combat composite	5	F	Fireproof, protects against falls
Heavy combat composite	8	F	Fireproof, protects against falls

PIECE OF GEAR	PROTECTS
Helmet.....	Head against all kinds of attacks
Shoulder pads,	Chest and head in close combat, chest only in military type missile combat
Vest	Chest and stomach against all kinds of attacks
Leg greaves	Legs against all kinds of attacks
Arm greaves	Arms against all kinds of attacks
Gloves.....	Arms against all kinds of attacks in 25% of the cases
Jacket.....	Arms, chest and stomach against all kinds of attacks
Pants.....	Legs against all kinds of attacks
Trenchcoat.....	Legs, arms, chest and stomach against close combat attacks; legs are only protected in 50% of missile attacks.

AVAILABILITY

All equipment is rated by the following availability:

- A – Readily available at stores.
- B – Only found at specialty shops.
- C – Restricted use; you will need a permit, prescription, or license.
- D – Forbidden; black market only.
- E – Rare item; would be hard to find either because of its antiquity or its unavailability.
- F – Available through corporate channels only (high-tech)

It is up to the GM as to which type of equipment is available and how much it will really cost. These are intended as guidelines only.

ARMOR

BALLISTIC NYLON

1,800 crowns, availability B

Armor Value: 2. This material can be made into any kind of protective apparel—jackets, vests, coveralls—and is very flexible. It is very effective against handguns but only has partial protection against automatic fire.

BULLETPROOF VEST

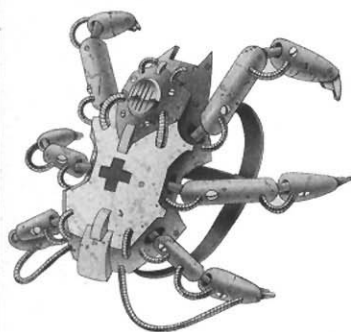
3,000 crowns, availability B

Armor Value: 3. Fully concealable under clothes, this multi-woven vest can stop most handguns, but not long-range weapons.

COMBAT ARMOR

35,000 crowns & up, availability F

Armor Value: 4–8. This is the popular armor of the megacorporations, and it is only available through corporate issue. If you're lucky, you may have picked up one while on assignment with a corporation (if it wasn't reclaimed). Parts such as greaves, breastplates, shoulder pads, and arm guards may be found on the black market in all stages of disrepair.



COMPOSITE ARMOR

100,000 crowns & up, availability F

Armor Value: 7–12. Normal combat armor in several layers or reinforced with other kinds of materials. Only in use within heavy elite units, such as anti-tank rangers. Normal harness weighs around 20 pounds.

FLAK JACKET

2,400 crowns, availability B

Armor Value: 2. This is the standard military surplus, sleeveless torso protector. It is bulky and uncomfortable. It won't stop a close range hit or a high powered weapon, but it will protect against that random bullet or shrapnel.



IMPACT-RESISTANT PLASTIC

1,000 crowns, availability A

Armor Value: 1. Hockey pads, construction workers' helmets, skateboard protection gear, etc.



CLOTHING

Everyday street and dress clothes come in a number of styles, fabrics and price tags. But there are those special occasions when just the right thing is needed to complete the ensemble.



AIR FILTER

450 crowns, availability A

This is a simple face mask with a charcoal cartridge filter, best used when entering questionable areas where chemical traps may

be present, but they are sold everywhere for the average citizen.

ENVIRONMENTAL SUITS

90,000 crowns, availability F

Armor Value: 1. This is a complete suit—face mask, filter, gloves and suit—constructed to protect against toxic environments such as chemical plants, sewers, etc. These are usually corporate issue, but if you don't bring it back, the corporation deducts it from the paycheck they send to your survivors.

GAS MASK

900 crowns, availability B

This pullover rig includes a face plate for vision and its own limited supply (one hour) of air.

GEAR BELTS

20 to 300 crowns, availability B

Whatever you may have to tote must be properly secured. Belts include holsters, ammo & equipment pouches and suspenders. They come in a variety of styles and quality at the GM's discretion.

HEADGEAR

40 crowns, availability B

Helmets are very suspect on the street, so the average adventurer must rely on more subtle head protection. Cross-woven ballistic cloth can be made into berets and hats that can be folded or converted into hoods and even masks. While the headgear may stop a bullet, there is little it can do against the resulting concussion.

LINED COAT

24,200 crowns, availability B

Armor Value: 3. A favorite among freelancers and Cartel agents. This trench coat is made of syntheleather but lined with a bullet-stopping plastic weave. It is a little heavier than your average raincoat, but this garment stops more than a few drops of moisture. It can stand anything up to heavy weapons. Many Cartel agents supplement this with custom protective trauma plates.

RECLAMATION SUIT

175,000 crowns, availability E

Armor Value: 1. This is a suit for desert survival. It is constructed like a living cocoon recycling body fluids and cooling the air intake. At one time they were readily available, but now they may only be found in wayward shops, unless custom made.



SUNGLASSES

48 to 600 crowns, availability A & B

These can range from cheap shades to tinted shooter's glasses or glasses that polarize instantly against flares.

VAC SUIT

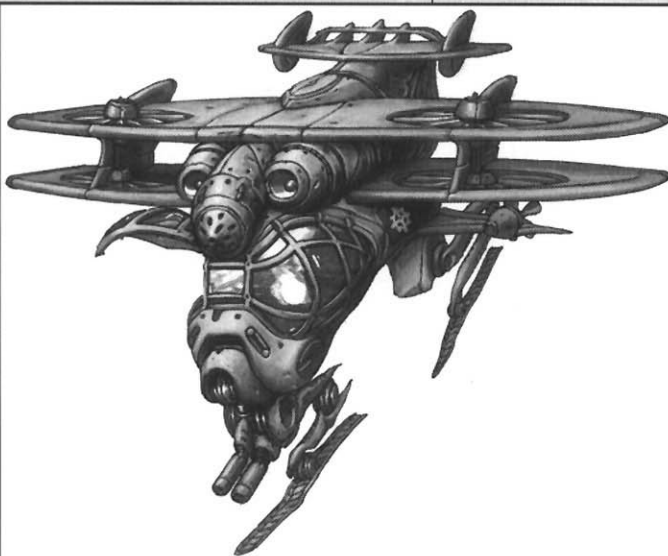
200,000 crowns, availability F
Armor Value: 2. This is a complete space suit. It is used on those occasions when the adventurer must work in the vacuum of space.

WET SUIT

22,000 crowns, availability B
This includes everything needed for underwater activity. Suit, mask, respirator, oxygen tanks, gloves and fins.

EXPLORATION GEAR

There are times when the freelancer picks up a job involving exploration in the wilds outside the city. For such work, the appropriate gear is available from a number of specialty shops.

**1-LITER CANTEEN**

5 crowns, availability B
Holds any type of liquid.

5-LITER CANTEEN

30 crowns, availability B
Large container for any kind of liquid.

BACKPACK

600 crowns, availability B
Standard backpack to hold all your gear.

CAMO KIT

30 crowns, availability B
Paint kit for most stealth missions. Face paint includes brown, 2 greens, gray and black.

CHEMICAL DETECTION KIT

1,020 crowns, availability B
Everything needed to test for chemical compounds in the soil, air and water.

CLIMBING EQUIPMENT KIT

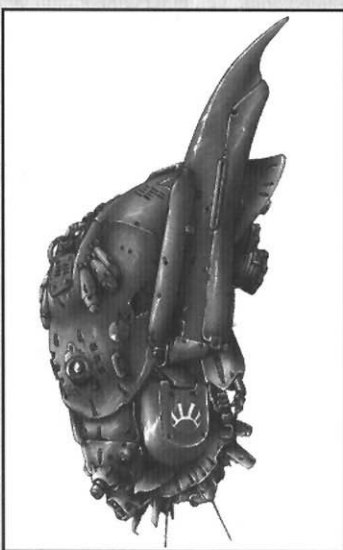
2,100 crowns, availability B
Everything you need to climb or rappel. Rope, rings, gloves, etc.

COMPASS

30 crowns, availability B
Standard location finder.

COMPOUND ARCHERY TACKLE

5,000 crowns, availability B
Sometimes silence is imperative. At times like those, the old bow and arrow is the only answer—provided you can handle it. This includes



bow and 12 arrows, quiver, glove and arm guard. (W: 3; L: 92; RANGE: 60/90; STR: 10*; Damage: 1d6). Note that bulletproof materials don't stop arrows.

CROSSBOW

1,300 crowns, availability B
Bulky and awkward but just as silent as a bow, comes with quiver and twelve bolts. (W: 3; L: 80; RANGE: 70/105; STR: 8; Damage: 1d6+2). Also, see the compound bow above.

FIELD SURGERY KIT

300 crowns, availability B
A portable kit with all the necessary items to perform simple surgery in the wilderness.

GAS LANTERN

80 crowns, availability B
Your average propane lantern. The perfect thing for lighting a camp site.

GEIGER COUNTER

300 crowns, availability B
Radiation detector.

MAGNESIUM FLARES

480 crowns, availability C
These flares light up an area for up to half an hour.

MESS KIT

400 crowns, availability B
Eating utensils and pans for cooking in the wilds.

NYLON ROPE

200 crowns, availability B
120 feet of rope.

RAFT

1,420 crowns, availability B
Inflatable two-person raft with paddles.

RAIN GEAR

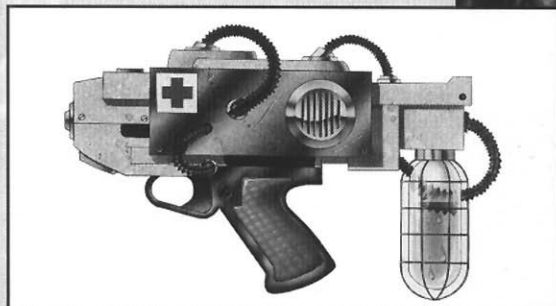
40 crowns, availability B
Your standard pullover poncho with hood. Easy to pack, easy to wear.

SLEEPING BAG

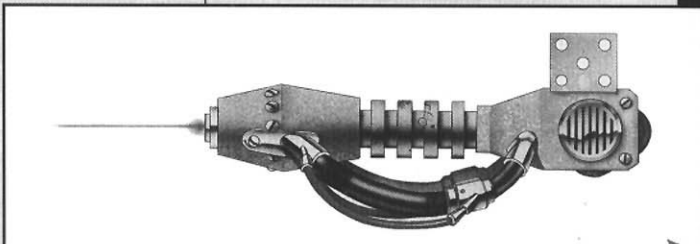
600 crowns, availability B
An insulated one-person construction for sleeping in the wild.

STROBE

30 crowns, availability B
This is a small marker strobe that flashes every 30 seconds and is visible for a kilometer.

**SURVIVAL KNIFE**

700 crowns, availability B
The typical Bowie knife with an 8-inch blade and a hollow handle containing a compass, saw, wire, fishing gear, matches, etc. Damage: 1d4.

**TACTICAL RADIO**

2,400 crowns (C), availability B
This is a headset with a voice-activated mike. Price is per pair.



TENTS

600 to 1,000 crowns, availability B
Standard tents accommodating two to six people.

**TOXIN DETECTION KIT**

3,200 crowns (C), availability B
Like the chemical kit, except that this one is geared specifically for detecting Dark Legion viruses.

WATER PURIFYING STRAW

78 crowns, availability B
This is a long tube that filters out 99% of all known viruses and pollutants to make water drinkable as it is drawn through it.

WRIST COMPASS

100 crowns (C), availability B
A combination timepiece and compass on a wristband. Waterproof and shockproof.

SURVEILLANCE GEAR

Many of a freelancer's jobs require a lot of investigative work. Sometimes special equipment is needed.

BINOCULARS

720 crowns, availability B
Standard easy-focus for long range vision. Up to x8 magnification.

DATA SCOPE

2,700 crowns (C), availability B
This small hand-held device is a range finder, compass and chronometer all in one.

MINI-RECORDER

180 crowns (C), availability A
This hand-held audio recorder comes in handy for recording conversations.

NIGHT GOGGLES

3,000 crowns (C), availability F
These are top of the line IR-goggles combined with range finder, binoculars and a compass attached to a headstrap.

NIGHTVISION SCOPE

1,800 crowns (C), availability B
Similar to binoculars, but equipped with IR capabilities for nightvision.

PARABOLIC MIKE

960 crowns (C), availability B
This is a small but powerful receiver that picks up sound from a distance. It is small and shaped like a radar dish the size of your palm and includes earphones.

PORTABLE PERISCOPE

600 crowns, availability B
This item fits easily in the hand but can be extended into a periscope for around-the-corner surveillance.

SCANNER

5,000 crowns (C), availability F
Originally military issue, this is your basic motion detector. If available on the common market, there is a 30% chance of failure.

SEISMIC DETECTOR

4,000 crowns, availability C
The user can preset this device to announce the approach of anything, be it human or a freight truck.

WIRELESS TRANSMITTER

2,400 crowns (C), availability C
A simple bugging device. Wireless pick-ups can be hidden nearly anywhere, and a remote receiver can detect sounds within the radius of the pick-up (100–200 meters).

STREET GEAR

AMMUNITION

Cost varies, availability varies
Cost for ammunition to fill one magazine is 1% of the weapon's cost. Machine-guns are considered having a 100-round magazine in this case. Weapons with internal magazines are considered to hold 10 rounds for this purpose. Availability is the same as the weapon's.

BATON

312 crowns, availability C
A standard 24-inch police baton. (Damage 1d4+1.)

BAYONET (NORMAL AND CHAIN)

800 crowns & up, availability B
Individual for each weapon manufacturer. Normal damage: 1d4 to 1d6; chain bayonet: 1d6 to 1d6+2.

BIPOD

300 crowns, availability B
Accessory for rifles and machine-guns. See the

«Weapons» chapter for effects. Individual for each weapon manufacturer.

BOOMERANG

60 crowns, availability B
Boomerangs can be used as a weapon or—with a whistle attached—to release a shrill screech when thrown. (Damage: 1d3.) If a boomerang successfully hits its target, it does not return. A boomerang returns only on a miss.

CAMERA

400 crowns, availability B
Single lens, automatic flash. Weight: 2 pounds. Film: 36 shots per roll (18 crowns.).

CLIPS

Cost varies, availability varies
Cost for one empty clip (or one empty 50 round belt) is 1% of the weapon's cost. Availability is the same as the weapon's.

COMPUTER KIT

8,000 crowns, availability E
Even with the Dark Symmetry, there are still some computers out there. This kit allows repair on most of the hardware (unless the malfunction is due to corruption by Darkness, which requires the attentions of the Brotherhood).

CRIME DETECTION KIT

2,000 crowns, availability C
Everything you need to be an amateur detective. Fingerprinting and other tests can be conducted.

ELECTRICAL KIT

6,500 crowns, availability A
This kit allows the repair of standard electrical items.

FILM CAMERA

6,400 crowns (C), availability B
Shoulder mounted. Holds fifty minutes of 25 mm film (4 crowns.). Weight: 40 pounds.

FIRST AID KIT

150 crowns, availability A
Simple injuries can be handled with this kit.

GRAPPLE HOOK

360 crowns, availability B
This is a folding version that can fit in a large jacket pocket. Comes with 100 feet of nylon rope.

GRENADES

500 crowns & up, availability C or D
There are shrapnel grenades (SR: 1; damage: 1d4; #TA 1d3), smoke grenades (to blind enemies and cover escape), tear gas grenades (to smoke enemies out) and phosphorous grenades (to illuminate areas or set them on fire). Hand grenades are 500 crowns; grenades for weapons are 5% of weapon's cost.

EQUIPMENT

MUTANT CHRONICLES

DRUGS

GUN KIT

200 crowns, availability B
For basic repair and maintenance of firearms.
With brush, tools, grease and vital spare parts.

RED-POINT LASER SIGHT

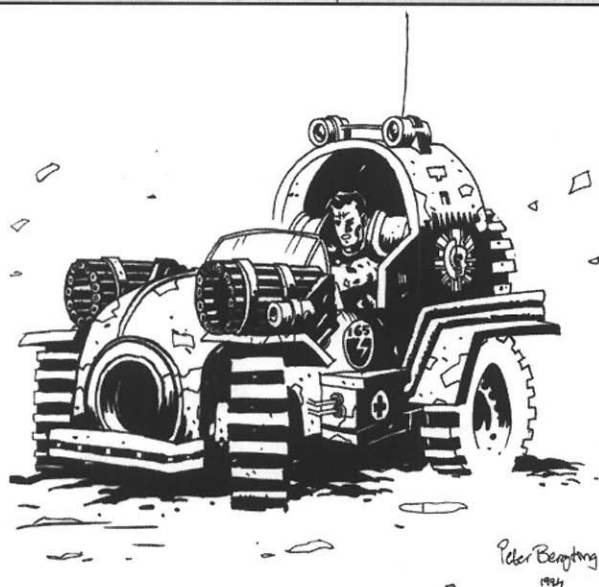
Cost varies (C), availability F
Enhances accuracy drastically when using
firearms. See special rules in «Combat» chapter.
Cost: same as weapon's.

VIDEO CAMERA

26,800 crowns (C), availability B
Shoulder mounted. Battery (rechargeable) for
one hour. Cassettes (1 hour) 30 crowns.
Weight: 2 pounds.

ZAPPER

2,770 crowns, availability C
Zappers are small boxes with an electric charge
of 120,000 volts. Applied to an opponent, it will
render the victim unconscious for half an hour.



LOCKPICKING KIT

1,000 crowns, availability D
An assortment of tools needed to pick all man-
ual and some electronic locks.

SPRING BILLY CLUB

360 crowns, availability D
This six-inch rod expands to 21 inches, provid-
ing the adventurer with a formidable street
weapon. (Damage 1d4+1.) Possession = six
years hard labor.

TELESCOPIC SIGHT

1,400 up availability C
As described in the «Combat» chapter, telescop-
ic sights drastically increase the hit probability
in long-range battles. Cost: half of weapon's.

TOOL KIT

2,200 crowns, availability A
A basic tool kit. With this kit, the Freelancer
can repair almost any mechanical object.

ULTRASONIC ZAPPER

2,800 crowns (C), availability B
Like the electronic one, this Zapper releases an
ultrasonic blast that can knock down an oppo-
nent and render the victim unconscious for
about twenty minutes.

EXPLOSIVES

DEMOLITION KIT

4,500 crowns, availability D
This is a serious set for anyone trained to arm
and defuse explosives.

DYNAMITE

60 crowns, availability D
Sometimes, just plain old TNT does the job
when nothing else will. Price is per stick (a
quarter pound) of dynamite. Damage: 1d6+4
per stick.

FLARES

150 crowns, availability B
Standard flares for marking off areas or alerting
cohorts of a site. Each cartridge releases a bril-
liant glow for a couple of minutes. Damage:
1d4-1 if applied directly to the skin or face.

MINES

3,000 crowns, availability D
Land mines. These are not popular in the *Mu-
tant Chronicles* worlds (because they can remain
on the battlefield for years and crop up at the
worst times, damaging friendly forces), but they
do exist. They are usually set to go off when

stepped on, but they can also have a delay trig-
ger set to explode after being activated. Power-
ful enough to blow away a leg regardless of
boots or armor. (Damage: 1d6+8 in either leg.)

PLASTIC EXPLOSIVES

180 crowns per block, availability D
This is your standard plastic explosive with det-
onators. (Damage: 2d8-2d10)

SMOKE

150 crowns, availability B
Just like flares, but each cartridge emits colored
smoke.

DRUGS

*In the worlds of Mutant Chronicles, medications
and drugs are both important and deadly. Drugs are
usually administered in two ways. Either through a
medicated adhesive patch applied directly on the
skin, or through an auto-injector. The last is handy
for any adventurer who must administer it to him-
self, since he only needs to press the injector against
a leg or an arm, and the mechanism does the work.
MST reduced through drug use can never drop below
0. However, should a user's MST drop to 0 they must
roll against their PHY or die from drug overdose.*

ANTITOXINS

60 to 300 crowns, availability C
Vaccines for most natural poisons; artificial poi-
sons require more sophisticated stuff.

ANTIBIOTICS

60 to 300 crowns, availability C
Preventive vaccines used to fight infections.

BUZZ

20,000 crowns, availability C
This is a hyper version of Energy. It lasts twice
as long (4d6 CR), but the adventurer must make
an PHY roll (no modification) every CR or faint
from exhaustion. When the drug wears off, the
user is temporarily at -10 MST (regain +1 MST
per hour of rest).

ENERGY

15,000 crowns, availability C
This drug gives the adventurer a short-term
boost of adrenaline. Add +2 to OB, Avoid and
Parry for 2d6 Crs. When the drug wears off, the
user is temporarily at -5 MST (regain +1 MST
per hour of rest).

IMMORTAL WALK

900,000 crowns, availability E
This drug supposedly stops aging for up to 30
years. The drug is legendary, and you may nev-
er encounter it, even if you could afford it.

ONTIMENTS & SALVES

5 to 25 crowns, availability A
These are simple compounds for cuts and
burns.

PAIN RELIEVERS

5 to 8 crowns, availability A
Common off-the-shelf brand pain killers. Good against headaches, sore muscles, hangovers, etc.

STASIS

400 crowns, availability C
This drug puts the recipient into a comatose state for 48 hours. It is a perfect field drug for when an adventurer has been mortally wounded. The suspended animation effect of the drug may save a life until the victim gets back to some real medical facilities.

**STIM**

25,000 crowns, availability C
This drug revives an unconscious adventurer and puts the poor fellow back into action for eight hours, after which time he or she must rest for twelve hours.

TRAUMA

300 crowns, availability C
This prevents an injured adventurer from going into shock in the field. Effects last seven hours.

FOOD

Sometimes the adventurers need to worry about food when there's not a quick place around at which to stop.

MUTANT CHRONICLES

ENERGY BAR

20 crowns, availability A
Looks like a candy bar, but it's packed with nutrients that are easily digestible and quickly enter the bloodstream. Replaces 24 hours need for food.

ENERGY DRINK

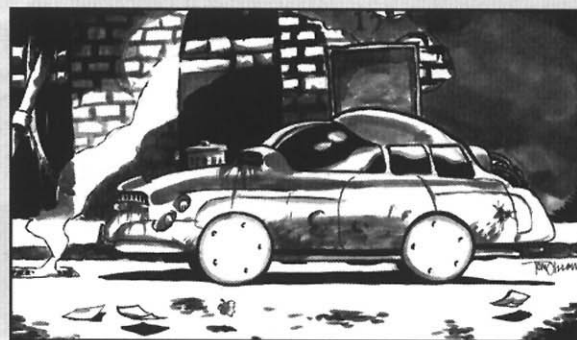
30 crowns, availability A
Same as the energy bar, but in liquid form.

MRES

15 crowns, availability B
Meals Ready to Eat. Military surplus, though often used by the megacorporations for food allotments in some of the poorer areas. Includes a complete (canned) meal in an environment-proof container.

WATER

2 crowns, availability A
Just plain old drinking water, but packaged in slender, eight ounce tubes which can be easily pocketed and carried.

**HELICOPTER**

750,000 crowns, availability E
Used by surveillance and security companies, some cab companies and high executives. Four passengers. Max. speed: 300 mph.

SMALL AIRCRAFT

1,000,000 crowns, availability E
A scarcity of landing strips make these very uncommon in the cities. Holds 10 passengers. Needs 1,500 feet of landing strip (lake or clean, level surface). Max. speed: 350 mph.

SAMPLE CARS

UNIVERSAL MOTORS ROADKING. Produced by Capitol's Universal Motors division, this is one of the most common automobiles on the road. It is favored by taxi drivers because it is roomy and reliable, and spare parts are cheap. It is capable of holding six passengers in comfort. There are several models, each with a progressively more powerful engine and correspondingly higher price tag. Freelancers prefer the Model X, which is the fastest.

UM Roadking Model A: Top Speed 95 mph; Cost 65,000 crowns.

UM Roadking Model D: Top Speed 110 mph; Cost 74,000 crowns.

UM Roadking Model X: Top Speed 135 mph; Cost 90,000 crowns.

ASTON HEALEY MG7. Each MG7 is hand-crafted by a team of experts. It is the most famous vehicle ever produced by Imperial Corporation. It is the last word in luxury. Its dashboard is hand-carved from rare Venusian hardwoods. Its steering wheel and gearstick are made from Martian Devil Python Ivory. Its seats are covered in hand-stitched tawny Sabercat hide. This vehicle is fast and cramped but exhilarating to drive. The handling is exceptional. A Freelancer is more likely to see it driven by a wealthy client than to own one. For those who can afford it, though, it is the ultimate status symbol.

AH MG7: Top Speed 195 mph; Cost 545,000 crowns.

VEHICLES

Everyday vehicles come in a wide variety of brands and models, and below is only a general listing of costs and performance:

JUNK PILE

1,000 crowns, availability B
This car saw its best years a long time ago. Used as an escape vehicle or road-blocker. Failure rate: 20% per start and 100 miles. Max. speed: 60 mph.

ORDINARY USED CAR

7,500 crowns, availability B
Used, but still working, this car is some 15 years old and has accumulated 120,000 miles. Max. speed: 80 mph.

FAMILY CAR

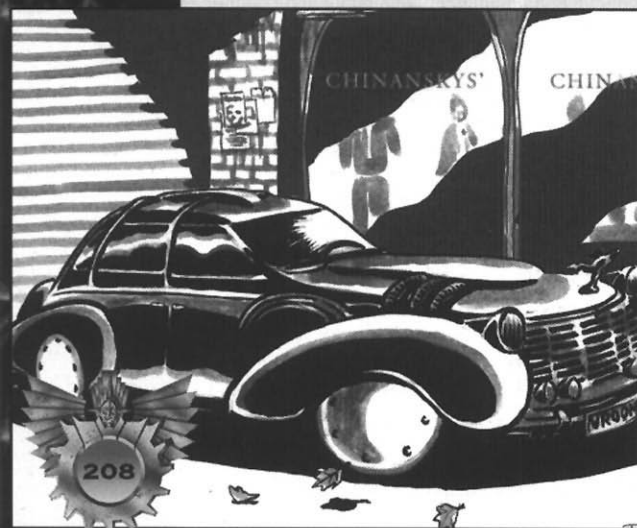
70,000 crowns, availability B
A new, good car with all the standard accessories and a little more. Max. speed: 110 mph.

SPORTS CAR

400,000 crowns, availability E
A new, really fancy sports car of the latest design with all the latest (non-electronic) gadgets. Max. speed: 180 mph.

MOTORCYCLE

100,000 crowns, availability B
Not very common because of the hazards of extremely heavy traffic, but convenient for anyone who wants to avoid the traffic jams. Max. speed: 120 mph.



WEAPONS

Below is a list of weapons for *Mutant Chronicles* and the term definitions. You can create your own weapons using the following stats.

WEIGHT (W). The weapon's weight in kilograms when fully loaded and equipped according to its picture and description.

SEPARATE WEIGHT (SW). For detachable weapons accessories, their separate weight.

LENGTH (L). Full length in centimeters. For weapons with a folding or telescopic stock, two lengths are given.

MAGAZINE CAPACITY (MC). How many rounds the magazine/drum/tube/belt holds. In short, the figure says how many bullets you may fire/how many attacks you may make before having to reload.

MAXIMUM BURST LENGTH (MBL). For belt-fed weapons, this is the maximum rounds that may be fired during a period of around two minutes, before the barrel simply melts because of the heat. Luckily, the barrels are interchangeable (treat as reloading, takes 6 actions).

BIPOD (BIP). If you use the weapon lying down and you are aiming, you get a +2 mod to CS if you have a bipod fitted to your weapon.

TELESCOPIC SHOULDER SUPPORT (TSS). Y=yes, N=no, opt=optional (can be fitted, but not standard), det=detachable (standard equipment, but can be removed). Weapons without extended/fixed stocks may not be used for aimed attacks if used two-handed, unless a red-point laser sight is used.

GRENADE LAUNCHER (GL). N=no, int=integrated (can't be removed), opt=optional (can be fitted, but not standard), det=detachable (standard equipment, but can be removed).

CHAIN BAYONET (CB). N=no, int=integrated (can't be removed), opt=optional (can be fitted, but not standard), det=detachable (standard equipment, but can be removed).

TELESCOPIC SIGHT (TS). N=no, opt=optional (can be fitted, but not standard), x1-x12=detachable, variable magnification, x4/x10=detachable, either x4 or x10 magnification.

FUNCTION (FUNC). The function of the weapon. M>manual (single-round attacks only), S=semi-automatic (single-round attacks and rapid volleys), A=full automatic (all firing modes), 3=se-

mi-automatic with 3-round burst capability (single-round attack, burst, rapid volley).

RANGE. Range in squares and/or meters.

STRENGTH REQUIREMENT (STR). This is the Strength required if you want to use the weapon one-handed. You get a -1 CS penalty for each point of Strength that the user lacks. If you use both hands, double your STR. Weapons with a * must always be used with two hands.

RELOADING TIME (RT). The number of actions it takes to reload the weapon (usually changing a clip). You also have to make a skill roll.

AVAILABILITY

Availability for weapons varies with locations and manufacturers. The general rule on Luna is that weapons have availability «C» (license required), but certain weapons—for example lighter sidearms—have availability «B», and heavier weapons—such as rocket launchers—have availability «D». In most places outside Luna, all weapons and their accessories have availability «B» or «E».

All Brotherhood, Doomtrooper and Cybertronic weapons have availability «F», and are unavailable unless acquired directly through Brotherhood, Cartel or Cybertronic channels.



JAMMING FACTOR (JF). If you fumble, roll 1d10. If the result is higher than or equal to the JF, the weapon is jammed.

OF TARGET AREAS (HTA). For grenades, the number of target areas they hit.

SHRAPNEL RANGE (SR). The shrapnel's range in squares.

DAMAGE (DAM). The dice combination rolled when determining damage.

COST. Normal cost. Could be lower if found on a clearance sale. Would be higher if sold illegally. NA=Not normally available.

USING FIREARMS IN CLOSE COMBAT

The damage done in close combat with a firearm, for example by smacking the opponent's head with the rifle's butt, depends basically on the weapon's weight as indicated in the table. Don't forget to add the Offensive Bonus of the user.

Weapons with a STR requirement larger than the user's STR value must be used two-handed.

WEAPON WEIGHT

<5,0 kg
5,0-20,0 kg
>20,0

DAMAGE DONE

1d4
1d4+1
1d6

HANDGUNS

Along with the SMGs, handguns are used as sidearms for all kinds of personnel, primarily those in non-combat positions. Of course, they are also widely used by agents and civilian personnel since they're relatively easy to conceal.



BOLTER



SHERMAN .74 MODEL 13 «BOLTER»

This caliber .74 handgun is the civilian version of the M15, without the grenade launcher. Widely used by agents and paramilitary security squads. Manufactured under license by Capitol-controlled Sherman, Inc.

W	L	MC	TSS	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
2.2	36	18	N	N	N	opt	S	30/45	9	1	4	1d6	1,900



IRONFIST



SHERMAN .55G MODEL 15 «IRONFIST»

This extremely powerful handgun was originally restricted for use by military special forces only. Similar to the M13, but smaller caliber and with a short-range grenade launcher mounted underneath the barrel. Manufactured under license by Capitol-controlled Sherman, Inc.

W	L	MC	TSS	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
2.5	39	25	N	int	N	N	A	40/60	10	1	3	1d6+1	2,700

GL-240 GRENADE LAUNCHER

SW	MC	FUNC	RANGE	STR	RT	JF	#TA	SR	DAM	COST
—	1	M	50/75	8*	1	5	1d3	1	1d6+1	—



RONIN



.45AP NO. 3 «RONIN»

The Ronin is designed by Mishima-controlled Tambu Corp, but the popular design has been copied by numerous independent manufacturers. The bullpup design allows for longer a barrel and therefore better accuracy.

W	L	MC	TSS	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
1.5	30	15	N	N	N	opt	S	50/75	4	1	8	1d6	3,000



P1000



P1000

As with all Cybertronic-designed weapons, the P1000 handgun is a masterpiece of manufacturing, reliability and user-friendliness. Also, they are very rarely spotted on the street in pirated versions, since the process of making the semi-plastic material used in the covering is a well-kept secret within Cybertronic.

W	L	MC	TSS	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
1.4	43	20	N	N	opt	opt	A	60/90	7	1	7	1d6	6,200



PSA MK. XIV «AGGRESSOR»

The Aggressor personal sidearm is in wide use among Imperial officials from bodyguards to security officers to personnel in combat units. It is the standard weapon of Imperial's intelligence service, the ISC. Manufactured under license by Lyon & Atkinson Arms, Inc.



AGGRESSOR

W	L	MC	TSS	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
2.3	34	26	N	N	N	N	A	20/30	9	1	4	1d6	2,400

MP-105

The MP-105 (MP for machine-pistol) is a superb weapon with a bad reputation on the street, mainly because of the cumbersome and awkward location of the magazine. Its main advantage is the use of caseless ammunition, resulting in a light weapon with a magazine capacity far beyond normal limits.



MP-105

W	L	MC	TSS	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
1.9	31	58	opt	opt	N	opt	A	50/75	7	1	9	1d6+1	7,200

P60 «PUNISHER»

This fearsome handgun, nicknamed the Punisher because of its use by the Inquisition, is probably one of the most popular weapons on the street, both because of its reliability and availability. Extremely powerful for a handgun, but too large and heavy for small and weak users. Also used by two of the most famous special forces ever, the Doomtroopers and the Imperial Blood Berets.



PUNISHER

W	L	MC	TSS	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
2.5	32	13	N	N	N	N	A	70/105	14	1	7	1d6+2	8,400

PIRANHA HANDGUN

This small and easily concealable handgun is a clear favorite among freelancers, corporate bodyguards, Cartel officials and law enforcers all over the solar system. It is not particularly powerful, but a hit can stop an unarmored opponent in most cases. Its major advantage is that it doesn't require a license. Its only limitation is its high cost.



PIRANHA

W	L	MC	TSS	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
1.0	40	11	N	N	N	N	S	70/105	6	1	3	1d4+1	19,900



SUB-MACHINE-GUNS

Sub-machine-guns, or SMGs, are often described as the most popular weapons available. With size and firepower like a pistol and range, but an ammo-capacity, grenade launcher and rate of fire like an assault rifle, they are ideal for almost any environment and mission, apart from all-out field-battles.



CAR-24

CAR-24

This Sherman-designed weapon is often referred to as a close assault rifle rather than an SMG because of the integrated grenade launcher. A popular weapon on the street, it is often seen in pirated versions of low quality.

W	L	MC	TSS	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
3.6	65/53	20	Y	int	N	opt	3	120/180	15	1	3	1d6+1	4,600

GL-240 GRENADE LAUNCHER

SW	MC	FUNC	RANGE	STR	RT	JF	#TA	SR	DAM	COST
—	1	M	50/75	8°	1	5	1d3	1	1d6+1	—



WINDRIDER

TAMBU NO. 4 «WINDRIDER»

After the success with the Ronin handgun, the Windrider was a rush job that didn't prove very successful. The main problem is the detachable grenade launcher, and most users prefer the Windrider without it. These problems were solved on the larger version, the Shogun Assault rifle.

W	L	MC	TSS	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
2.7	51	22	N	det	N	N	A	160/240	7	1	3	1d6	5,500

GRENADE LAUNCHER

SW	MC	FUNC	RANGE	STR	RT	JF	#TA	SR	DAM	COST
0.8	1	M	20/30	4°	1	3	1d3	1	1d6	850



CAW2000

CAW2000

The CAW2000 is, like its equivalents in this category of weapons, more of a close assault rifle with its integrated grenade launcher. Its one major drawback is that the grenade launcher cannot be used when the bayonet (hidden inside the stock) is fixed to the muzzle. A very rare weapon almost only in use within Cybertronic. As with all Cybertronic weapons, it is manufactured by Cybercurity, Inc.

W	L	MC	TSS	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
3.0	63	30	N	int	opt	opt	A	180/270	9	1	7	1d6+1	7,800

GL2000 GRENADE LAUNCHER

SW	MC	FUNC	RANGE	STR	RT	JF	#TA	SR	DAM	COST
—	1	M	40/60	5°	1	8	1d4	1	1d6+1	—

SMG MK. IVP «PLASMA INTRUDER»

The manufacturers of this SMG, Lyon & Atkinson, eliminated the need for a grenade launcher by developing the plasma technique. With the lower barrel of the Mk. IVP («P» for Plasma), you have the option to fire plasma-filled bullets which on impact have almost the same capabilities as a standard shrapnel grenade, but with considerably better accuracy and range.

Note: Plasma ammo attacks are executed as normal but avoided as grenades.



PLASMA INTRUDER

W	L	MC	TSS	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
4.0	64	20	opt	spec.	opt	N	A	100/150	15	1	2	1d6+1	7,100

PLASMA AMMO

SW	MC	FUNC	RANGE	STR	RT	JF	#TA	SR	DAM	COST
—	20	M	100/150	15	1	2	1d4	1	1d6+1	—

SMG MK. III «INTERCEPTOR»

The standard SMG of most Imperial armed forces, the Interceptor is a weapon with two very disparate opinions about it. Some people love it for its feeling of raw power, while others find it far too heavy and bulky for an SMG. It's all a matter of taste, but undoubtedly, the Interceptor is the most powerful of all conventional sub-machine-guns.



INTERCEPTOR

W	L	MC	TSS	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
4.6	56	40	opt	int	opt	N	A	100/150	17	1	5	1d6+2	6,200

GRENADE LAUNCHER

SW	MC	FUNC	RANGE	STR	RT	JF	#TA	SR	DAM	COST
—	1	M	40/60	9*	1	5	1d4	1	1d10	—

MP-105GW

Simply a MP-105 handgun adapted for use with a grenade launcher, the GW isn't a favorite on the streets. The only differences between the weapons are the telescopic shoulder stock and a more robust clip design, better suited for field use (the clips between the MP-105 and the MP-105GW are 100% interchangeable, though).

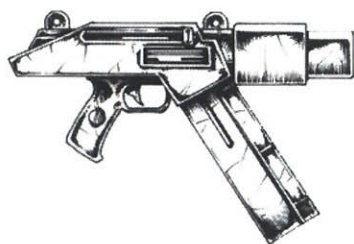


MP-105GW

W	L	MC	TSS	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
2.8	65/52	58	det	det	N	opt	A	120/180	11	1	8	1d6+1	9,400

GW-1055 GRENADE LAUNCHER

SW	MC	FUNC	RANGE	STR	RT	JF	#TA	SR	DAM	COST
1.0	1	M	30/45	6*	1	8	1d4	1	1d6+2	1,700



HELLBLAZER

MP-103 «HELLBLAZER»

The Hellblazer was an original design for the Doomtrooper strikeforce, later developed into the MP-105. It still has a number of advantages over its predecessor. It is smaller, more robust, more reliable and has a larger handle for better handling. The drawback is that it has shorter range and lower rate of fire. Fits with the GW-1055 grenade launcher.

W	L	MC	TSS	GL	CB	TS
2.6	46	34	N	opt	N	N
FUNC	RANGE	STR	RT	JF	DAM	COST
A	80/120	9	1	9	1d6+1	9,000

SNIPER RIFLES

With the sniper rifles, the gap between assault rifles and machine-guns is bridged. They have the same range and penetration as machine-guns, combined with the accuracy of assault rifles. The drawbacks are that they are bulky, very expensive (due to short manufacturing series) and not as durable as more conventional weapons. Note: For sniper rifles, range is only given in meters.



SR-50

SR-50

The SR-50 is an extended version of the M50. It is simply a sniper's dream. Even while firing .62 bullets, it is totally recoilless and almost dead silent. The detachable nightvision sight allows the skilled shot to hit a five-crown piece at more than 2,000 meters. Simple mechanism assures high reliability. Stock can be folded.

W	L	MC	TSS	GL	BIP	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
5.5	117/95	12	Y	N	opt	x9	S	2000	21	1	9	1d6+4	10,100



ARCHER

TAMBU NO. 15 «ARCHER»

The bullpup design (the mechanism is placed behind the trigger) of this weapon makes it relatively short for being a sniper rifle. The detachable nightvision sight can be set at either x4 or x8 magnification, making it useful at both medium and long ranges. Probably one of the more popular assassin weapons.

W	L	MC	TSS	GL	BIP	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
4.4	93	15	N	N	opt	x4/x8	3	1700	17	1	7	1d6+2	7,100

SR3500

Though looking large and bulky, the SR3500 is extremely light and stable. The bulb behind the muzzle contains the motor for the chain-saw-bayonet as well as storage space for the bipod when folded. SR3500 has been produced in few examples and is rare on the street. Detachable nightvision sight.



SR3500

W	L	MC	TSS	GL	BIP	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
5.0	102	20	N	N	int	x3-x12	A	2300	17	1	7	1d6+3	16,000

SR MK. XII «ASSAILANT»

The Assailant sniper rifle, manufactured by Imperial-controlled Fieldhausen Arms, is used by most military forces connected to Imperial. It is a reliable and stable design, but a bit too heavy to be popular outside the armed forces. Detachable nightvision sight.



ASSAILANT

W	L	MC	TSS	GL	BIP	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
6.3	107/94	15	det	N	opt	x5/x10	S	1200	23	1	9	1d6+4	14,400

PSG-99

The PSG-99 relies on the same conventional technique as most other Bauhaus-designed weapons, with the critically angled clip necessary for flawless use of caseless ammunition. A masterpiece among weapons, the PSG is favored even within special forces of rivaling corporations. Detachable nightvision sight.



PSG-99

W	L	MC	TSS	GL	BIP	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
5.1	109/90	48	Y	opt	opt	x1-x12	A	2100	19	1	8	1d6+3	18,600

MEPHISTO SNIPER RIFLE

The Mephisto Sniper Rifle is a rather ordinary rifle design with few gadgets and high reliability. It is unusually stable and robust, giving excellent accuracy and range. The detachable nightvision telescopic sight has x3-x15 magnification and includes a red-point laser sight for short ranges.



MEPHISTO

W	L	MC	TSS	GL	BIP	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
7.0	110	13	N	N	opt	x3-x15	A	2600	25	1	9	1d6+4	24,500

SHOTGUNS

Shotguns are also referred to as close assault weapons, CAWs, and are mostly used by police and security forces fighting unarmed opponents. They fire a swarm of very fine caliber bullets, often irregularly shaped, and don't have much range. The advantage is that you can't possibly miss.



M516S



M516D



M516S/M516D

The M516S—Single model—is Capitol Security Service's standard shotgun, frequently carried both on patrol and on emergency calls. It also comes in a double-barreled, over-and-under version (M516D) restricted to military use only. The «516S» is a fairly common weapon—many have been stolen from killed CSS officers—that can boast both full automatic function and long range. Manufactured under license by Colding Arms, Inc.

M516S							M516D						
W	L	MC	TSS	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
6.4	94	6	N	N	N	N	S	14/21	15	1/rnd	3	1d4	8,200
W	L	MC	TSS	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
7.7	88	12	N	N	N	N	A	10/15	21	1/rnd	3	1d4+1	9,600



AIRBRUSH



TAMBU 50/50 «AIRBRUSH»

This semi-automatic shotgun is primarily favored for its light weight, large ammo capacity and low cost. However, this is reflected in quality. Because there have been reports of too much play in the maneuvering handle, ammo explosions and leaks in the gas regulator, this weapon has become unpopular among the freelancers. It is double barreled (the barrels go side-by-side), and it has a quite heavy recoil.

W	L	MC	TSS	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
5.0	67	14	N	N	opt	N	S	20/30	19	1/rnd	1	1d4	6,500



SA-SG7200i



SA-SG7200i

This «improved» 200 version differs from the ordinary Cybercurity SG7000 shotgun in that it has been redesigned for semi-automatic function only. The reasons were mainly that too many jams occurred with the full automatic version. With this weapon, which was developed for use in urban areas by Cybercurity Military Police officers, they couldn't afford such failures.

W	L	MC	TSS	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
5.0	78	6	N	N	opt	N	S	40/60	11	1/rnd	9	1d6	13,500



All shotguns look like they're double barreled, but the lower barrel is in fact the internal magazine, usually containing 4-14 rounds.

With special *slug ammunition*, it is possible to achieve the same range as normal guns while still having devastating firepower. The slugs contain maybe ten or twelve very sharp bits of shrapnel that travel in a tight cluster for some 150-200 meters.

NOTE: Multiply range by 10 for slug ammunition. Add +1 to the damage code. Disregard special shotgun rules. All shotguns except the Mandible require two hands for reloading, but not for firing.

B&G MK. XIV «MANDIBLE»

This Bartholomew & Grendel production was the company's first real success in the weapons branch, and the design was soon adopted by other companies like Lyon & Atkinson. Early on, they realized there was a stable market for really heavy infantry arms. This standard has become coherent for most Imperial arms. Folding stock.



MANDIBLE

W	L	MC	TSS	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
7.5	81/64	19	int	N	N	N	A	24/32	25	1	5	1d6+1	11,400

HG-14

This rather conventional shotgun has been widely spread among freelancing security companies, and the possibility to «streetify» this weapon by sawing off its stock, scope holder and barrel has further increased its popularity.



HG-14

W	L	MC	TSS	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
6.0	82/66	5	int	N	N	opt	M	30/45	23	1/rnd	8	1d6	14,000

STREET VERSION

W	L	MC	TSS	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
4.6	64	5	N	N	N	N	M	6/19	13	1/rnd	2	1d4	varies

ASSAULT RIFLES

Assault rifles are the standard weaponry for common troopers in the ground assault forces. With a standard barrel of medium caliber (ranging from 4.4 to 6.5 mm) combined with a 20 to 30 mm grenade launcher, these weapons are flexible and powerful enough for all kinds of missions and enemies.

M50

Although not the best weapon in the assault rifle category, the M50 is one of the most widely spread weapons outside the military forces, both because of the numerous pirated copies and because of its versatility. The grenades are loaded one by one in an internal magazine holding six rounds. Stock can be folded.



M50

W	L	MC	TSS	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
6.1	100/79	30	Y	int	N	opt	3	300/450	23	1	3	1d6+2	6,500

M509 GRENADE LAUNCHER

SW	MC	FUNC	RANGE	STR	RT	JF	#TA	SR	DAM	COST
—	6	M	100/150	23*	1/rnd	4	1d4	1	1d6+1	—





SHOGUN



TAMBU NO. 1 «SHOGUN»

The Shogun assault rifle is a masterpiece of weapon design. Learning from the mistakes with the grenade launcher on the Windrider SMG, the Shogun version was given a totally different interior. The combination is one of the most compact, reliable and smallest weapons on the market.

W	L	MC	TSS	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
3.8	67	26	N	det	N	N	A	240/360	15	1	8	1d6+1	7,100

GRENADE LAUNCHER

SW	MC	FUNC	RANGE	STR	RT	JF	#TA	SR	DAM	COST
0.8	3	M	40/60	15*	1/rnd	8	1d4	1	1d6	1,100



AR3000



AR3000

The AR3000 is almost identical to the SR3500 but has a 37 mm integrated grenade launcher below the barrel. As with all Cybertronic-designed weapons, the AR3000 has an anatomical grip which, along with special balancing measures, facilitates one-handed use. However, the grenade launcher requires both hands.

W	L	MC	TSS	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
5.2	86	25	N	int	opt	opt	A	360/540	15	1	7	1d6+2	12,800

GL3000 GRENADE LAUNCHER

SW	MC	FUNC	RANGE	STR	RT	JF	#TA	SR	DAM	COST
—	4	M	70/105	15*	1/rnd	8	1d6	1	1d6+1	—



INVADER



BAR MK. XIB «INVADER»

The Invader battle assault rifle is similar in design to the Assaultant, but has much better close combat capabilities due to the 30 mm integrated grenade launcher. It is the only grenade launcher that is drum fed, which allows for great firing endurance but also makes the weapon quite bulky. Here shown with stock removed.

W	L	MC	TSS	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
7.1	83	30	opt	int	opt	opt	A	260/390	27	1	5	1d6+3	11,600

MK XIB GRENADE LAUNCHER

SW	MC	FUNC	RANGE	STR	RT	JF	#TA	SR	DAM	COST
—	14	S	100/150	27	2	5	1d4	1	1d10	—



PLASMA CARBINE



L&A MK. 43 «PLASMA CARBINE»

This plasma carbine is similar in its interior design to the Plasma Intruder SMG, also from Lyon & Atkinson, but is considerably more reliable, robust and powerful in order to be a weapon fit for the greatest heroes of our world. The grenade launcher has been made redundant by plasma ammo capacity, giving the same effects if not better.

Note: When firing plasma ammo, treat as normal missile combat. When avoiding plasma ammo, treat as normal grenade.

PETER -94
BERGTING



L&A MK. 43 «PLASMA CARBINE»

W	L	MC	TSS	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
6.0	61	36	N	N	opt	opt	A	200/300	23	1	9	1d6+4	20,000

PLASMA AMMO

SW	MC	FUNC	RANGE	STR	RT	JF	#TA	SR	DAM	COST
—	36	S	180/270	23	1	7	1d4	1	1d6+1	—

AG-17 «PANZERKNACKER»

The Panzerknacker's name is derived from its outstanding armor-piercing capabilities, both with the 34 mm HEAT grenades and with armor-piercing ammunition in its 4.85 mm barrel. Its primary feature is the extreme rate of fire, possible only because of the caseless ammunition mechanism. Folding stock and detachable grenade launcher.



PANZERKNACKER



W	L	MC	TSS	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
4.7	90/72	48	Y	det	N	opt	A	300/450	19	1	7	1d6+2	12,400

GW-170 GRENADE LAUNCHER

SW	MC	FUNC	RANGE	STR	RT	JF	#TA	SR	DAM	COST
1.0	4	M	50/75	19*	1/rnd	8	1d6	1	1d6+2	2,600

LIGHT MACHINE-GUNS

The light machine-guns have slightly more fire power than the assault rifles, but the more solid, heavier design provides better accuracy when firing automatic bursts. Also, they are belt fed and have interchangeable barrels, which allows for considerably longer bursts.

Note: For the LMGs, range is only given in meters.

M606

The M606 is one of the most produced LMGs ever, a popular and convenient weapon for all situations. It is a very light construction, not very accurate or reliable but simple in design and easy to handle. The trombone gas regulator (the forehandle) allows for a variable rate of fire between 500 and 1500 rounds per minute (cyclic). Belt fed from the left side.



M606



W	L	MBL	BIP	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
7.2	109	400	N	N	N	opt	A	900	25	2	4	1d6+3	10,500

TAMBU NO. 11 «KENSAI»

The Kensai LMG is, in short, a belt-fed version of the Shogun assault rifle. It also has a longer barrel and variable rate of fire due to the trombone gas regulator handle. A light and versatile weapon with long range and stable characteristics.



KENSAI



W	L	MBL	BIP	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
5.6	89	250	int	N	N	N	A	750	19	3	7	1d6+2	12,500





TSW4000

TSW4000

In accordance with all other Cybertronic-designed weapons, the Trooper Support Weapon 4000 is the Rolls-Royce of light machine-guns. Compact design in unique lightweight materials combined with superb manufacturing and leading-edge design makes this LMG a pearl in its own right.

W	L	MBL	BIP	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
7.0	97	750	int	N	opt	opt	A	1200	25	3	8	1d6+3	18,000



DESTROYER

LMG MK. XXIII «DESTROYER»

As with most other Imperial-designed weapons, the Destroyer LMG is unusually heavy and powerful for its class. And as with most other weapons from the Lyon & Atkinson smithy, either you love them or you hate them. The Destroyer is belt fed from the left side and is has quite a heavy recoil.

W	L	MBL	BIP	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
9.1	109	2000	opt	N	opt	opt	A	900	29	2	5	1d6+4	19,000



MG-40

MG-40

Literally a light machine-gun, the MG-40 is not very much more than a belt-fed AG-17 without a grenade launcher but with a steadier shoulder stock. The weapons are the same caliber, the barrel is only slightly longer, but the construction is more robust due to the greater wear from the longer bursts. A great all-around weapon.

W	L	MBL	BIP	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
6.3	90	300	opt	N	N	opt	A	700	21	3	7	1d6+3	21,500



AC-40 JUSTIFIER

AC-40 JUSTIFIER

This weapon is called a machine-gun since it is exclusively used as a heavy support weapon on squad level. The firepower is equivalent to a light assault rifle, but it is belt fed and actually has an interchangeable barrel. It is held under the forearm and fired with the thumb button. Chain bayonet is standard.

W	L	MBL	BIP	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
6.2	101	400	N	N	int	N	A	100/150	14	3	8	1d6+1	24,000

HEAVY MACHINE-GUNS

The heavy machine-guns are the most powerful portable automatic weapons available. To increase the rate of fire without overheating the weapon, they have multiple, rotating barrels—a so called Gatling construction. While one barrel fires, one is being reloaded and a third ejects an empty case. The heavy machine-guns produce enough power to penetrate almost any armor. Described here are the portable versions of these weapons.

NOTE: For the HMGs, range is only given in meters.

IMPROVED M89

The Improved M89 heavy machine-gun is a nine-barreled, Gatling-operated squad-support weapon primarily designed for vehicle-mounted use. With the addition of the fore handle and by cutting eight inches off the barrels, it is possible to use it hand-held. The M89 clearly stresses firepower before accuracy.



IMPROVED M89

W	L	MBL	BIP	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
20.0	104	1000	N	N	N	N	A	1000	29*	3	3	1d6+5	21,000

TAMBU NO. 45 «DRAGONFIRE»

The Dragonfire is a unique experimental-design, general-purpose machine-gun, a three-barrel Gatling held under the forearm. Any problems with accuracy are offset by the extreme rate of fire. The barrels are not parallel, making the weapon slightly more compact.



DRAGONFIRE

W	L	MBL	BIP	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
8.6	92	500	N	N	N	N	A	900	16	3	6	1d6+3	16,700

SSW4200P

The Squad Support Weapon 4200 is a three-barrel Gatling originally designed to be mounted in a cannon pod or in a vehicle rack, where it has gained reputation for being exceptionally accurate, firing hole-in-hole at up to 2000 meters. The portable version (the 4200P) is, of course, only as accurate as its user.



SSW4200P

W	L	MBL	BIP	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
9.4	99	1000	N	N	N	N	A	1500	21*	3	7	1d6+4	28,500

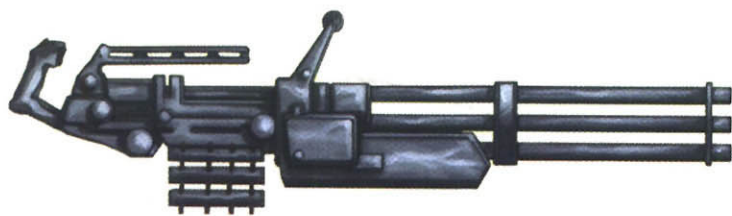
HMG MK. XIXB «CHARGER»

This monster among weapons—the sixteen-barreled Charger HMG is not a weapon often seen on the streets—is usually mounted on vehicles. The extreme rate of fire (5,600 rpm cyclic) combined with the large caliber (16.7 mm) probably makes it the heaviest infantry weapon ever made. Also comes in an eleven-barrel version of larger caliber, reducing range to 60% while adding another +1 to damage.



CHARGER

W	L	MBL	BIP	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
26.4	98	—	N	N	N	N	A	700	33*	3	4	1d6+6	33,000



MG-80

MG-80

The MG-80 is a three-barreled, Gatling operated heavy machine-gun used for infantry close support. As with all heavy machine-guns, it is most effective at short ranges and in small areas. Even while very accurate at long ranges, the weapon is far too heavy to be used for aiming without a vehicle mount or a bipod.

W	L	MBL	BIP	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
10.5	97	750	N	N	N	N	A	1000	23*	3	8	1d6+4	26,000



AC-41 PURIFIER

AC-41 PURIFIER

The Purifier is a multipurpose support weapon delivered with a detachable flame-thrower. It has been used for a long time by the Brotherhood's elite forces on both Venus and Mars, and it is carried at group level in both assault and guard forces.

W	L	MBL	BIP	GL	CB	TS	FUNC	RANGE	STR	RT	JF	DAM	COST
14.7	98	750	N	N	N	N	A	600	25*	3	7	1d6+4	26,500

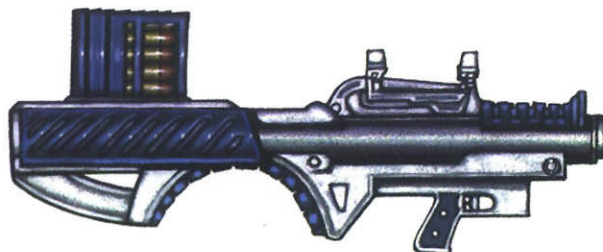
PURIFIER INCINERATOR

SW	MC	FUNC	RANGE	STR	RT	JF	DAM	COST
6.0	14	M	20/30	25*	2	8	1d10+2	8,600

ROCKET LAUNCHERS

Rocket launchers, also called anti-tank rifles, are multi-purpose weapons used either against armored targets or used as common blast grenade launchers (bazookas). They are almost recoilless. Before firing, the grenade in the barrel is calibrated to detonate either on impact (armor-piercing blast) or after a certain amount of time (high-explosive blast). The grenade carries its own rocket that propels it and increases its speed until impact.

NOTE: On impact, rocket launcher grenades create the same effect as normal grenades, but the line of sight is traced as in normal missile combat.



DEUCE

DPAT-9 «DEUCE»

The DEUCE system was the first successful attempt to design a semi-automatic portable rocket launcher. It has seen better years but is still a brilliant example of the innovative efforts of the Capitol weapon engineers. DEUCE means Dual-purpose, Electronically calibrated, Unguided, Chamber fed, Explosive charges.

W	L	MC	TS	FUNC	RANGE	STR	RT	JF	#TA	SR	DAM	COST
12.8	81	6	opt	S	200/300	25*	2	3	1d6	2	1d10+1	18,700

TAMBU NO. 86A5 «DAIMYO»

This extremely light and slim rocket launcher was built in accordance with Mishima's philosophy of designing light, easy-to-use and easy-to-carry weapons at a small cost in firepower and range. The semi-automatic Daimyo is loaded with a hanging magazine carrying 7 grenades.



DAIMYO

W	L	MC	TS	FUNC	RANGE	STR	RT	JF	#TA	SR	DAM	COST
9.5	87	7	N	S	200/300	17*	2	8	1d4	2	1d10	17,700

SSW5500

The Squad Support Weapon 5500 is an extremely simple design for being a Cybertronic-financed project. The whole weapon only consists of ten pieces. The SSW5500 also differs from other Cybertronic weapons in that that it is pretty awkward to use, especially for people with short or weak arms.



SSW5500

W	L	MC	TS	FUNC	RANGE	STR	RT	JF	#TA	SR	DAM	COST
12.0	93	7	N	S	160/240	23*	2	6	1d6	2	1d10+1	32,000

RL MK. XIIC «SOUTHPAW»

The most powerful of all rocket launchers, the Southpaw is truly a fearsome weapon. The 37 mm grenades accelerate to a speed just below Mach 3 and impact with a force three times that of any other rocket launcher. As if this is not enough, the Southpaw has full automatic capacity, allowing the user to fire five shells per second.



SOUTHPAW

W	L	MC	TS	FUNC	RANGE	STR	RT	JF	#TA	SR	DAM	COST
19.9	108	19	N	A	60/90	29*	3	5	1d6	2	1d10+6	45,000

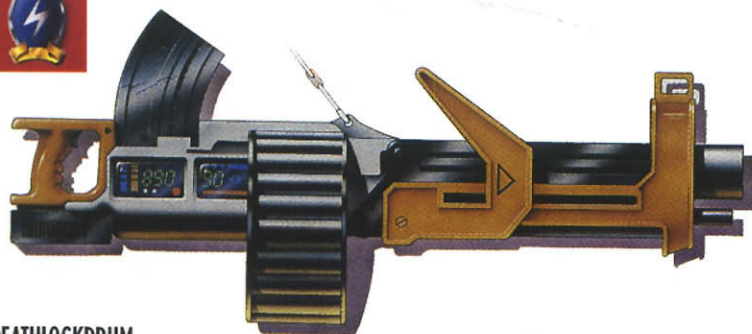
ARG-17

By combining a drum feed and a bull-pup technique, the Bauhaus weaponsmiths once again have succeeded in producing the most user-friendly weapon on the market, in its category. In all aspects, the ARG-17 is almost perfect, as long as you don't look at the price tag.



ARG-17

W	L	MC	TS	FUNC	RANGE	STR	RT	JF	#TA	SR	DAM	COST
10.7	80	11	opt	S	140/210	19*	3	9	1d6	2	1d10+2	43,000



DEATHLOCKDRUM

DEATHLOCKDRUM

A .50 single-barrel drum fed autocannon that comes complete with an integrated grenade launcher for close-in fighting against multiple targets. This combination has made it very popular with urban troops.

DEATHLOCKDRUM						
W	L	MC	BIP	GL	CB	TS
12.9	96	40	Y	N/A	N	N
FUNC	RANGE	STR	RT	JF	DAM	COST
A	1000	25	2	9	1d10+1	32,700

GRENADE LAUNCHER				
SW	MC	FUNC	RANGE	STR
—	19	A	100/150	25
RT	JF	#TA	SR	DAM
1	5	1d6	0	1d6

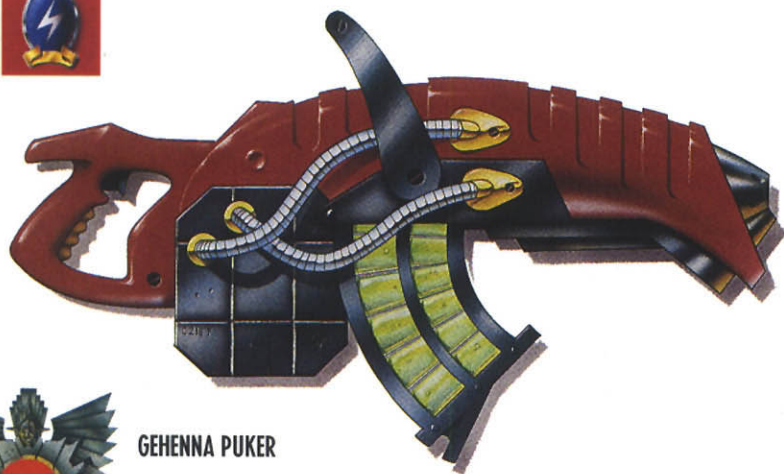


NIMROD AUTOCANNON Mk. I

NIMROD AUTOCANNON Mk. I

The Nimrod is small for an autocannon, and has the standard over and under barrels of most autocannons. It is heavily favored by Doomtroopers for its portability and awesome destructive power. During each attack action, you can make either one attack with a damage of 1d6+6 or two attacks with a damage of 1d10 (with appropriate to hit penalties for a rapid volley).

NIMROD AUTOCANNON Mk. I						
W	L	MC	BIP	GL	CB	TS
11.8	83	40	Y	N/A	N	opt
FUNC	RANGE	STR	RT	JF	DAM	COST
A	900	21*	2	8	1d6+10	59,000



GEHENNA PUKER

GEHENNA PUKER

This is an enormous, high-tech incinerator that spews out a cloud of ignited plasma that reduces everything in its path to a sizzling cinder. The Puker has two ways of firing its plasma charges. The standard way is to concentrate it all on a single target with a devastating effect. The second way is to fire an area spray. In this case, the firer takes no CS roll penalty, but the defenders still get +3 on their Avoid SVs. Damage from such an attack is 1d6+6 to each target hit.

GEHENNA PUKER						
W	L	MC	TSS	GL	CB	TS
25.0	140	7	N	N	N	N
FUNC	RANGE	STR	RT	JF	DAM	COST
special	20/30	30*	3	9	1d10+10	40,000

LUNA CITY BLUES

AN INTRODUCTORY *MUTANT CHRONICLES* ADVENTURE

INTRODUCTION

Randolph Mercer has a problem. He's become very popular among the corporate power players of Luna City, because he *knows things*. As a security officer at The Pinnacle, Capitol Corporation's headquarters near the center of the Ancient Quarter, he has found the skeletons in almost every executive's closet. He's also learned how to keep his mouth shut, especially when it's for the good of Corporate harmony.

Mercer's popularity has finally led to his disappearance. Maybe an opposing Corporation kidnapped him. Maybe one of the corrupt Capitol officials feared extortion. Worse still, Mercer might have gone freelance, with his secrets going to the highest bidder.

In any case, Randolph Mercer is too valuable a commodity to be allowed to roam free in Luna City. It's up to the characters to track him down and return him to those who claim to have Mercer's best interests at heart...

GETTING THE CHARACTERS INVOLVED

Luna City Blues is primarily designed for one or more freelancers. They accept what seems like a simple investigation case, and then find they've gotten more than they bargained for. However, it's easy to introduce other kinds of characters into this scenario if the GM is willing to improvise around the framework.

Characters employed by the Capitol Corporation will receive their orders directly from above. They might even be responsible for hiring freelancer characters played by other players, so they become the «first family» to ask for help (see below) and insist on following along during the investigation. The mystery becomes why they (the Capitolian party members) have been given their orders. If everybody is a Capitolian, then freelancers aren't necessary. In this case, Capitol's justification is that Randolph Mercer is too much of a security risk for freelancers to do the job.

If there are characters drawn from a variety of corporations, it's up to the players to figure out why they are in the same party. Don't make the GM go through this – he or she won't be nearly as creative as the players in coming up with convoluted relationships.

Other Corporations will have an interest in getting a hold of Randolph Mercer as well. If there are a mix of Corporate characters in the group, one should receive the instructions to find and retrieve Randolph Mercer and come up with a strong motivation to get the help of other Corporate operatives. Money is a good motivator, as is plausible deniability – if they get caught, then the ring leader can shift blame to another Corporation represented in the group.

Finally, there's the possibility of Brotherhood characters in the party. Mystics will almost certainly be working undercover as freelancers or Corporate employees, in which case they get involved as other characters do, with the additional mission to determine if Mercer is a cultist or not.

These variations can bring a lot of richness to the story, and inter-party conflict can lead to exciting roleplaying. If you haven't played a RPG before, we recommend you keep the group limited to unencumbered freelancers.

LAST NOTES

We've included a few variant scenes for your perusal. Use these at your discretion, especially if the characters are having trouble coming up with

clues, or if they're flying through the mission too easily. But first, *read through the whole adventure!* It's a complex web of intrigue, so it's best if the GM knows everything in advance. It will make improvisation, should it be necessary, easier.



THE JOB

Mid-afternoon, the Luna Perimeters – It's a cool fall morning in the Perimeters. Zeppelins hum overhead beneath dense clouds that enshroud the tops of the buildings visible in the distance. Every few hours, the rumble of a freight ship landing at the nearby space port vibrates the walls. The street below is filled with the sounds of traffic jams, squealing gangs of homeless children, and the occasional volley of gun fire.

The phone rings at the offices or home of the character(s). It's a woman whose voice the characters don't recognize.

«My name is Helen,» she says. «I got your number from an old client of yours who said you might be able to help me. I'm trying to find somebody and I think they might be in trouble. Can I come to your office?»



Helen won't say anything else on the phone. Assuming the characters agree (and they'd better, or the adventure ends here), she comes to their office in about half an hour. With her is a man in a very sharp Capitolian-tailored suit. They are an attractive couple, young and ambitious. They aren't armed, so freelance characters can assume these people don't come to the Perimeters very often. Or they're extremely competent with their bare hands.

«Thank you for seeing me on such short notice,» Helen says. «I'm Helen, and this is my husband, um, David,» she says, haltingly introducing the man with her. He nods but doesn't smile. «A few days ago, we were supposed to meet David's brother but he never showed up. We called his house but there was no answer. He hasn't shown up for work and nobody knows where he is. Can you help us find him?»

«David» will never speak, but may grunt or hum if he agrees with something somebody says. Helen will only say that her brother-in-law was employed by Capitol, but won't say what his job was. If pressed, she'll say «He never told me.»

«I don't want you to think I'm being a mother hen,» Helen says. «But he told us a few weeks ago that he thought somebody was following him. I guess his job is very dangerous.»

Helen will offer 5,000 crowns for the characters to find her brother-in-law and return him to her in three days. She'll go as high as 10,000 crowns if the characters want to haggle.

The missing man's name is Randolph Mercer, and his address is at the expensive Apollo Landing condominium complex in Lesser Mars (see *Luna: An Insider's Guide*). Helen provides a photo of Randolph, posing with another man at the GRH space port. The second man is a little older, with dark skin and hair. He appears to be of Mishiman descent, but many people of Mishiman descent live in Capitol. Helen doesn't know who he is; she got the photo from Randolph by mail several weeks ago with no note and no return address. (*The other man in the photo is Alex Wai, the heretic leader who will appear in Scene II.*)

Helen doesn't think Mercer has any friends, and they are the only relatives they know of. If the freelancers accept the job, Helen gives them a phone number where she can be reached and they leave. If not, Helen and the ever-silent David will try to persuade the characters one more time. If they still don't accept the job, skip to *The Job, Again* below.

If they accept the job, the only real lead they have is his condo at the Apollo Landing. If any of the characters have any contacts at Capitol, each contact has a 1 in 6 chance of knowing that Randolph Mercer is a highly placed security agent at The Pinnacle. None of them will know «Helen» or «David» or even «David Mercer,» just from their descriptions.

What's really going on: Helen and David are Capitolian operatives with a mission to find their missing security agent, Randolph Mercer. They will keep their eye on the freelancers, but won't spend all their time doing so. If the players ever think to check if they're being followed, there's a 50-50 chance (flip a coin) that they are. The characters then must roll a basic Perception roll to see them.

SCENE ONE

Apollo Landing, Lesser Mars—You live in Apollo Landing to show your friends and enemies that you've «made it» in Capitol. The spacious multi-room flats are several times larger than the dives available in The Perimeters, and the employees treat their tenants like royalty. It's a secure and beautiful place to live.

The characters must first get past the front security. The doorman can be bribed or distracted. If the characters attempt violence against the doorman, the action will attract the attention of four Capitolian cops.

Once inside, the characters easily find Mercer's apartment. The door is unlocked. When they look inside, they'll see his apartment has been turned upside-down by somebody looking for something. As they walk in, they can hear some noise at the back of the apartment.

Two men in crumpled suits are in Mercer's bedroom, a third is standing outside the door on watch. The player characters and the NPCs will startle each other; nobody gets the drop.

The men are heretics sent by Alex Wai to frame Capitol for kidnapping Randolph Mercer. They are sprinkling around spent rounds from a Sherman Bolter and creating the impression that there's been a struggle in the house.

The three men will try and kill anyone who finds them. Their first choice is their sidearms, their second choice is their Dark Symmetry gifts. If captured, they will quickly succumb to interrogation. They will admit they were sent by Alex Wai at the Downside Risk, an extremely popular night club in downtown Luna in Lesser Mars. They're trying to frame Capitol for Mercer's disappearance. «Who cares if Capitol takes the fall anyway?» one of them asks. «It ain't like the apes are gonna arrest their own guys, right?» They won't know why Alex wants Mercer, or even if he's been taken or went willingly. They will identify the dark man in «Helen's» photo as Alex Wai if the characters think to show them the photo.

The characters then must dispose of the heretics somehow. If they're smart, they'll call the cops after they've had a chance to go over Mercer's apartment. After an inspection of the place, they'll turn up the following items:

- An old copy of Mercer's ID for Capitol Security. He looks about five years younger in his photo. The expiration date is sometime last year.
- A pad of paper with a series of words and phrases scribbled on it: «Mrs. Phillips, 15th floor, ask re missing petty cash.» «Get film devel-

oped, talk to newspaper re photos of VP and dog.» «Aeterna formula files kept in managers office.» «Ask Alex about dosages.»

- An undeveloped roll of film. If the characters develop it, it'll show photos of a pair of attractive young women going into the office of a highly placed VP who's been in the news regarding an adultery scandal.

- A ring of three keys. They go to his car, his locker, and a lock box at The Pinnacle where he keeps the rest of his professional keys (the ones that unlock the rest of the doors at The Pinnacle).

Note to the GM: most everything here is a distraction from the real story. If the characters feel compelled to follow the extortion angle, you'll have to redirect them back to The Downside Risk as the next best place to find clues. Emphasize the fact that they know *who* has him and *where* they can find him; the motivation for his disappearance might not be as important as getting to him before he gets hurt.

Once they've had a chance to search the place and deal with the Heretics, they aren't out of trouble yet. As they're leaving, a couple of trenchcoated operatives wielding MP-105s (see NPCs) also show up. Apparently, they weren't expecting anyone to be here either, and immediately open fire on the characters. If the firefight with the Heretics didn't attract *Apollo Landing* security, this one will. The operatives will fight until one of them is killed; the second will race out of the complex and escape in a car waiting for him outside (a Sachs 9000GL, the same car the characters will see in the *Conclusion and Aftermath* at the end). If the characters search the dead trenchcoated guy, they'll find an ID card identifying him as Klaus Webern, field operative for the Bauhaus Corporation. He'll also have a grainy surveillance photo of Mercer in a Capitol Security uniform outside The Pinnacle, escorting a dark man, the same one who was in the first photo that «Helen» offered (the club owner Alex Wai), into the lobby.

Easy variant: The heretics are bumbling fools. They tore the place apart, but they're gone now. However, one of them left a book of matches from the *Downside Risk* sitting on the kitchen table, next to a cigarette that's still smoking. When the Bauhaus operatives show up, fudge the fight heavily in the characters' favor so they get a chance to search one of them.

Hard variant: The heretics heard the characters coming and wait in Mercer's apartment for an ambush. The characters will have to be lucky to capture one of them alive. If all the heretics die, though, a quick inspection of their bodies will turn up a match book from the *Downside Risk* (see *Scene II*).

THE JOB, AGAIN

Mid-afternoon, The Luna Perimeters—The characters get a call at their office. It's a man whose voice they don't recognize.

«Hi, my name is Jack and I got your number from one of your old clients. They told me you can track down missing persons. My missing person is my brother, Randolph Mercer. Can we meet?»

If the characters agree to meet with «Jack,» he'll come with his dumpy wife in tow. The two of them are older than the first couple who came looking for Randolph Mercer, and are of uncertain descent. They are armed (with Ironfists, if guns get drawn or if the characters wish to search them); the characters can draw whatever conclusions they want about that. Jack's wife lights up a couple of cigarettes and gives one to Jack as they sit down.

«I'm glad you could see me on such short notice,» Jack says. «See, I'm real worried about my brother. We were supposed to travel together this week to, um, Heimburg, but we haven't been able to find him for a couple weeks. Can you help us?»

If the characters press the new couple about the first couple who came looking for Mercer, they'll be shocked and surprised. «Oh no,» the wife will say, her hands shaking. «I knew somebody was after him. You have to find him before something happens. I'll bet it's that creepy Alex Wai he spends all his time with.»

Naturally, the characters are going to ask about Alex Wai. The wife hands them a photo. It's the same photo as the one the first couple gave



them. «This guy with Randolph, he's Alex Wai. He owns a club in Lesser Mars called the Downside Risk. Randolph said he wanted to invest with him to open a new club. I really thought he was a bad influence. Randolph started drinking and staying out all hours after he met Alex.»

The wife knows nothing else about Alex Wai, and she «can't remember» where she got the photo.

Jack will offer the characters 7,500 crowns to track down Randolph and tell them where he is. They'll leave a number where they can be reached (at a hotel in Lesser Mars).

What's really going on: Jack and his wife are Bauhaus operatives. They've been following Randolph for some time, and were as surprised as anyone to find he had vanished. They knew almost everything about his life, even going through the mail to find and copy the photograph. This is also how they came to contact these freelancers—they figured it would be easier since Capitol had already contacted them.

What they didn't know was that Randolph was being groomed as Alex Wai's left hand man in the Cult of Semai.

SCENE TWO

The Downside Risk, Lesser Mars—This club is one of the hottest places in Luna City nightlife. Hundreds of well-groomed Capitolian and other executives come here to dance, drink and meet the opposite sex. What most of the patrons don't know is that *The Downside Risk* is also the base of operations for Alex Wai, a heretic in the Cult of Semai.

GETTING IN

Getting into this exclusive club isn't easy, at least through the front. The line to get in stretches along the block, and the bouncers at the front door are selecting entrants based on attractiveness and apparent wealth. Any character with a PER of 25+ or a bribe of 500 crowns can gain imme-

club. While they can't legally prohibit entry, they can make it very difficult (by allowing people at the end of the line in first, by ignoring their requests). If a player is playing a member of the Brotherhood and makes no attempt to hide that fact, security will eventually let them in but will follow the character(s) very, very closely. Also, Mystics of any stripe will feel a nasty, pervading evil in the club's very air. They may write this off as simple moral corruption at first.

Easy variant: A fight breaks out on the front door, distracting the bouncer and letting the characters slip inside. Or, a Capitolian cop car rolls down the back alley and the guards suddenly get distracted as they try to cover for the illegal liquor shipment unloading on the food dock.

MAIN FLOOR

The main floor of *The Downside Risk* is packed with people. It's noisy, cramped and quite claustrophobic. The strobe lights and spinning glitter ball makes it very difficult to see across the room (-3 to Perception rolls if the characters are looking for somebody specific). A very loud band is playing very good music on the stage.

There are about a dozen unarmed bouncers and two armed guards on the floor at all times (Perception roll - 3 to identify any of them at sight). If any character draws a gun or throws a punch on the main floor, it will attract the attention of at least one bouncer. The floor is also being watched from a security office that is positioned directly above the second floor of the club.

The main floor drops a few steps onto the dance floor, which is as packed as the rest of the place. At the center of the dance floor is an enormous ticker tape machine, which is spewing out a large roll of paper upon which is printed current stock prices direct from the Luna Central Exchange. The paper strip runs straight out the top of the glistening steel and crystal machine and then around the upper floor of the club.

Along the back wall is the bar. Just about every drink ever invented by humanity is available here, from trendy frozen beverages to ancient vintages of wine. There is also food available at *The Downside Risk*, which is prepared at the kitchen behind the bar.

MAIN FLOOR NPCs. Any character who asks a bouncer or guard for Alex Wai will be escorted to the security office, interrogated about their interest, told he's not there and kicked out of the club. If they ask a bartender, he won't know and will immediately page a bouncer to kick the character out.

If they ask a waitress or hostess, however, she'll say «I haven't seen him today, but he's usually in his office anyway.» She'll even point out where the offices are, through the door at the end of the upstairs balcony. Then she'll be escorted away by a bouncer, looking terrified and whispering «no, no, no.»

The band is extremely loud, but if anyone cares to listen to the lyrics, they'll catch the refrain «*The Cardinal lied! The Car-di-nal lieeeeeed!*» over and over again. The rest of the lyrics aren't spectacular, but include phrases like «*You gotta watch out for yourself!*» and «*Our lies are better than their truth if they get you farther.*» The dancers love it (it's very danceable), and many are unconsciously mouthing the lyrics. This band serves the Cult of Semai by introducing these lyrics into the audience's subconscious, where they fester and eventually take on a life of their own. The more frustrated the listener is with his or her status in life, the more effective the lyrics are. And where better to find frustrated, jealous listeners than a trendy Young Urban Capitolian (or «yuckies») hangout?

There are a couple of Alex Wai's heretics on the dance floor, keeping the crowd in a dancing frenzy and occasionally inviting one or two (both male and female) into the back for a «private party.» If they accept (and one character might be invited, especially if they have PER 25 or better), they are treated to a dizzying array of pharmaceuticals «on the house» (see the *Private Party Room*, upstairs) and an invitation to come back after



diate entry; everyone else goes to the back of the line. Everyone who comes in through the front door is given a quick but thorough pat-down (Conning or Sleight of Hand - 5 to successfully slip something small past the guards; be generous with penalties if they want to carry anything bigger than a Piranha) before being allowed into the club. All guns are stored and guarded by the club's security thugs.

Or they can go to the back. There are loading docks and employee doors in the back of the building. Doorways get one unarmed bouncer each (see NPCs), and the loading dock gets three armed guards. These guards and bouncers can't be bribed, and it's hard to distract them. Gunfire will attract the attention of the police in the area, as well as more guards inside. There are two more guards off the performer's dock, and two more guards off the food dock (see *The Back Rooms*).

The bouncers at the front door and the armed guards at the back are extremely cautious about letting members of the Brotherhood into the

hours. This is one of Wai's primary recruitment methods, and it's been quite successful so far—he has dozens of Level 1 and 2 cultists sprinkled around the major offices of Lesser Mars.

If the characters show the picture of Randolph Mercer to any of the patrons, they will eventually (after 2d6 tries) find a customer who recognizes him. They will say «I just saw him here yesterday. I think he's friends with the owner or something,» but will know nothing else.

THE BACK ROOMS. Mostly storage, food preparation, bathrooms, and offices for the manager and other staff. Behind the stage are several green rooms for performers, more storage and bathrooms, and a control room for sound and lights on the stage and within the club.

BACK ROOM NPCs. There are three armed guards who wander around the back rooms. One of them is permanently stationed at the loading dock that feeds into the performers' area.

UPSTAIRS

Around the edge of the club's main floor is a wide balcony, reachable by spiral staircases in the corners of the club and by a door that goes into the club's offices. This is where Wai's heretics take their special guests for their private parties.

The security station is positioned directly over the center of the dance floor, and two-way mirrors on three sides allows guards to keep an eye on the club's activities. There are a few drunk tanks in here to keep unruly customers until they're sober. There is one drunk in here who, if the characters are in the room when there are no guards, will tell them he saw «monsters» downstairs when he took a wrong turn looking for the bathroom. He'll repeat this information, remixed in various ways: «Looking for the bathroom ... monsters ... bathroom downstairs ... took wrong turn and monsters ... downstairs,» and so on.

WAI'S OFFICE. His office is behind an unmarked door upstairs and overlooks the club. Inside is a desk, a radio, a television and numerous filing cabinets. A large bay window that takes up the entire left wall of the office looks out across Lesser Mars. The Pinnacle is at the center of the view, and stretches upward out of sight.

A Perception roll (-4) will reveal a secret panel beneath the chair. Inside is a metal box (heavy enough to be steel) emblazoned with the Capitol corporate seal. It's locked (Mechanical Systems - 2 to pick, or 3 points of damage from a weapon will open it). Inside is a velvet-wrapped crystal vial half-filled with a faintly glowing, pearlescent liquid. A name plate attached to the underside of the lid is etched with the word «Aeterna» and a string of tiny numerals. On a piece of masking tape wrapped around the top of the crystal vial are the words «FINAL BATCH,» neatly written with a felt-tip pen. Also inside the secret compartment, but separate from the steel box, is an autoinjector with an empty vial, identical to the one that's in the box.

Wai's calendar blotter is under the stack of papers on his desk. There are endless minor entries like «clear alcohol license renewal or arrange bribe» and «restock bar». Tomorrow, however, has only one entry: «Meet with Mercer, others at Pinnacle.»

This office also opens onto the private party room, where he and his servants do their best to corrupt innocent young minds.

PRIVATE PARTY ROOM. Attractive and lonely people on the dance floor are invited up here for the club's exclusive «private party.» Those who accept are treated to a decadent assortment of drugs, music and other decadent pleasures (the GM should scale these pleasures to the most extreme level tolerated by his players; shock them but don't disgust them). The room is filled with stoned, half dressed people dancing around if they can manage it, or sprawled on overstuffed couches. There are two well-dressed staffers (Heretics) in here, making sure the party stays active and chatting with the partiers about their future and an «alternative faith» that can get them further than the Cardinal's empty words. Many are invited back af-



ter hours to meet with Wai and eventually get indoctrinated into his cult; the rest find their way home and are so wasted that they remember nothing of what happened at the club.

If anyone unexpected breaks into the party, the Heretics will use their Dark Gifts instead of their guns to subdue the intruders without creating a panic. If this doesn't work, however, they'll put as many innocent people between them and the intruders as they can manage and try to escape to the elevator and eventually downstairs.

If the Heretics leave the room or are killed, about half the «partiers» will suddenly and literally vanish into thin air. These were Illusions being maintained by the Heretics to allay their guests' suspicions and keep them blissfully engaged.

DOWNSTAIRS. The elevator shaft connects the top floor's administrative offices, the main floor's warehouse and the underground storage room. It is rickety and unstable, but still built with the most sophisticated technology available short of a Cybertronic system. The elevator is operated by a manual lever.

Immediately off the elevator is the club's storage room. It is filled with plastic-covered chairs and tables, boxes of glasses, plates and silverware, fresh linen and all the rest of the things a club needs to stay in business. The room is lit only with a single bare bulb hanging from the ceiling, and shadows move around the room.

At the back of the storage room is a secret doorway (seen by eye with a Perception -2 roll, or found without a roll if the players start shoving walls and shelves). This doorway opens onto a long, dark passageway that seems to extend several yards underground and eventually turn. If the characters go down this unlit corridor, they'll find three Heretic Legionnaires guarding it (find stats in Semai's section). The floors are wet, so movement is limited to 1 square per CR, unless the character makes a COR roll each turn he tries to move faster.

Hard variant: There are already a couple Heretic Legionnaires lurking in the shifting shadows of the storage room who will come chittering out at the characters if they get too close to the secret passageway at the back of the room.

THE MEETING ROOMS. At the end of the corridor are the meeting rooms. This is where Wai and his converts meet to discuss the cult's beliefs and plans. The rooms are richly adorned, paid for by Wai's ill-gotten fortune. There are several rooms off the main meeting room that cultists use as living quarters.

The central room has a large table in the center, surrounded by several overstuffed chairs. It's dimly lit by gaslight lanterns in the corners of the rooms. There is a large leather-bound tome sitting on a book stand at one end of the room; the symbol of Semai is stamped on its cover (most



characters won't know the symbol at sight). If they open the book, they will find that it's a perverse, heretical text used by cultists to learn new secrets of their Apostle's Dark Symmetry. Anyone who reads more than a line or two of this book must roll against their MST or take 1 point of damage to the «head.»

There is also an official velvet painting of Cardinal Durand XVI hanging on one wall with several darts thrown into it. Somebody has scrawled the word «LIAR» across his face with a black marker.

MEETING ROOM NPCs. There are five heretics, Alex Wai and his loyal new convert, Randolph Mercer. There's also a Callistonian Intruder skulking in another room, communing with the essence of Semai's Dark Symmetry.

If gunfire or any other commotion is heard in the corridor leading to the meeting rooms, the five heretics will go deal with it while Wai and

Mercer escape out the back entrance under the guard of his Intruder. They will get into a car they have parked in the sewers and escape before the characters can fight through the five heretics and the Intruder – but not before they see Wai and a willing Mercer escape.

In their hurry to escape, the heretics leave behind sheaves of papers on the table in the main room. The papers consist of sketches of The Pinnacle, Capitol Corporation's headquarters in Old Town Luna. There are circles drawn around some floors and arrows pointing at passageways. Near the top of The Pinnacle, a room marked «PHARMACUETICAL R&D» is circled in red. Scrawled in pen next to it is the word «AETERNA.»

There is a sheaf of papers with the word «CONFIDENTIAL» stamped on the cover. It appears to be a lengthy medical document, not intelligible to anyone with less than a 10 in Technical: Medicine skill. If it's less, they'll still be able to tell it's medical paperwork and get it «translated» by somebody. If a character in the group qualifies to understand the document, they will read a few pages and conclude that it's a research paper about a highly experimental drug called Aeterna that the researchers believe can offset the effects of aging for up to fifty years per dose. In other words, it's an immortality serum. And Wai is going to steal it with the help of Capitol's «missing» security officer.

Easy variant: The GM can make this observation if the players aren't making the connections.

CLIENT FOLLOWUP(S)

The next day, The Perimeters – The phone rings and whoever answers it recognizes the voice as «Helen,» the first concerned family member. As soon as somebody says «hello,» this is all she says:

«I have a situation on my hands. You know who this is. Mercer is a security liability and he must be stopped. You're the only ones who know where to find him. I'll pay you thugs 25,000 crowns to put a bullet in his head, but I won't pay you one thin crown if he breaks into The Pinnacle today. I can't inform Capitol security or I'm dead, too, for letting this situation get so far out of hand. You want your money, make Mercer dead. I'll be in touch.»

Then she hangs up and that's that. If the characters get paranoid over this, tell them without a Perception check they're being followed next time they check for a shadow (remember, they've been followed all this time, although the Capitol and Bauhaus operatives lost track of them inside the club).

The characters can then spend some time planning their next move. Just as they're about to leave, the phone rings again. This time, it's «Jack,» the other concerned family member.

«Hi, this is Jack. I just wanted to see how the investigation was coming along. The wife is just a mess over this whole thing, and she's convinced he's fallen in with the wrong crowd.»

Unlike the murderous Helen, Jack is willing to talk to the characters. What happens during this conversation is very dynamic, so the GM has to be willing to improvise a little. Here's a list of possible questions and how Jack will answer them:

Statement: «We think Randolph might be a heretic.»

Answer: «Oh, no. We were afraid that was happening. Can you save him? Intervene? If you can get him alive, the Brotherhood can cure people, I think.»

Statement: «Who are you really working for?»

Answer: «How dare you imply such a thing? We just want Randy back in our lives, safe and sound.»

Statement: «Somebody else hired us to do the same job, but now they want him dead.»

Answer: «Please don't let that happen! It's probably his employer. He was involved in some very sensitive work at The Pinnacle. I think he might have even been a security coordinator there.»

Statement: «We want more money.»

Answer: «I don't know if I can do that. How much do you want?» He'll go as high as 20,000 crowns is the character makes a successful Dealing roll.



Essentially, Jack will stand with his cover story and offer more money to get Mercer back alive. All the answers will basically lead back to this conclusion.

Now it's up to the characters: assassinate Mercer for more money, or take him alive and return him to «safety?»

SCENE THREE

That night, *The Pinnacle*—Capitol Corporation's starscraper is a miracle of engineering and construction. It stretches more than 170 stories into space and houses Capitol's Luna embassy and most of the offices of their Luna operations. The building is illuminated day and night, and has its own security division of 200 highly trained, mostly ex-military, guards. Mercer has the advantage of working there and knowing the ins and outs of the place; the characters have to go it alone.

Whenever they get to *The Pinnacle* (even if it's mid-day), they will see that Alex Wai's car is already parked in a nearby alley. The hood is still warm, so they can't be more than a half hour ahead.

As a matter of fact, they're only a few minutes ahead. When the characters do a little initial surveillance, they'll see that Wai, Mercer and three Heretic thugs have just gotten to the *Pinnacle*'s lobby and are dealing with security there. They see the intruders walk in, Mercer says something, Wai motions with his hands, and the guards all complacently sit down and return to their posts. Wai has just put the whammy on them.

If the characters think fast, they can interrupt the whole thing by opening fire on the lobby, which creates a three-way firefight on the street, instead of within the building. Jump immediately to *The Firefight* at the end of *Scene Three*.

CATCHING UP

If the characters try to get in through the front door, the guards will immediately stop them — they're under orders from Alex Wai to stop anyone else from coming in behind them. The guards won't know why they have this order, only that they have to hold the characters until additional security arrives. The guards will use lethal force if necessary to stop the characters.

The characters might also try to get into the building from the underground parking garage. There are three more armed guards in a lobby around the elevators that feed into *The Pinnacle*, and everybody who goes into the building this way is patted down for weapons.

Finally, they might try something really dynamic, like a landing on the rooftop. There are five guards on the roof. Unless the characters can provide top-level Capitol executive clearance to land on the helipad/ zepelin dock, the guards will not be convinced of their innocence. The roof guards are armed with a mounted Improved M89 heavy machinegun. If the gun is triggered, the whole building goes on red alert and every guard prepares himself for a full-on assault.

INSIDE

Once inside, the characters have to find the crooks. They can safely assume they're going to the research labs near the top of the building. If they paid attention to the papers in Wai's meeting rooms, or if they took the papers, they'll know the labs are on the 90th floor. If not, they'll have to find the guide to the various floors, which is posted only in the lobby on the first floor (the floors aren't marked within the elevator). Or they can check floor by floor, which would take hours.

There are several floors that are locked from within the elevator: executive offices (floors 165-170), record keeping (floors 30-40) and research and development (floors 85-100). The lock within the elevator can be defeated with a Mechanics skill roll (-3 difficulty). Each security officer also carries a set of keys that will unlock these floors.

The characters can also try the access stairs, which are locked at the same floors with the same chance of defeating the lock. They can also



blast the doors down, which will attract the guards on this floor as well as the floors above and below.

Finally, they can try to get onto the 90th floor by accessing the elevator shaft, or dropping down to the floor from the outside (remember, the next highest non-secured floor is the 101st floor, so it will take more than 100 feet of rope to get the characters from that floor down to the lab).

Each floor has one guard at the elevator, and two more guards on patrol on the floor.

Don't spend a lot of time worrying over how they're going to get to the 90th floor. Let the players discuss their plans for a while, ask for a couple skill rolls and get them into the lab so they can carry on with *The Firefight*, below.





THE FIREFIGHT

The lab floor is a great place to have a firefight. There are dozens of glass walls waiting to be blown apart, stacks of arcane-looking flasks and tubes and burners, flammable chemicals to be spilled into great fiery lakes on the floor. Use your imagination, and keep the action fast and furious.

Intervening fires or unblasted glass walls make all shots through them -2 until they go away. Glass or equipment on the floor makes all COR-based Movement rolls -3. There are many other obstacles that might come up. Use your imagination.

Needless to say, the heretics won't give up without a fight. However, once the combat has begun, Wai and Mercer will try to escape and leave their lackies behind as an obstacle. Wai will create two Illusions of himself: one escaping via one of the elevators and one via one of the access stairwells. The «real» Wai will be the one with Mercer in tow. If he's apprehended, he'll use Control Mind (by now he has 12 MST left) to get past the

problem. If that doesn't work, he'll try a Shroud to cover his escape. If he gets shot, he'll use Resist Pain to overcome it and keep moving.

Eventually, after an exciting chase back down the building (don't forget those guards on all the floors), the characters will face off with Wai and Mercer in the lobby. The Capitol Security guards will be free of Wai's powers now, and will not discriminate between Wai, Mercer and the characters – unless the characters do something to convince them otherwise. If Wai gets cornered, he'll take Mercer hostage and put a gun to his head.

The GM must use his or her discretion and allow the events to play out however they will. Each group will resolve this differently.

Easy variant: The guards will realize the characters are trying to help capture the original intruders and side with them, finally cornering Wai and Mercer.

Hard variant: The guards open fire on everyone, creating a three-way firefight that everyone has to survive.

CONCLUSION AND AFTERMATH

Waiting outside, in sunglasses and a trenchcoat, is «Helen,» the Capitolian operative who first hired the group. If they have chosen to kill Mercer outright, and she knows they've succeeded, she'll quietly walk up to somebody in the group, take off her sunglasses, and hand them a writ of credit that's good for a 25,000 crown withdraw from an anonymous account at the Bank of Mars. She'll then disappear into the crowd and out of the characters' lives.

Also waiting outside is a Sachs 9000GL, one of the most expensive ultra-luxury sedans produced by the Bauhaus corporation. One of the characters will notice the car. Just then, one of the tinted windows rolls

down and they can see «Jack,» the other «concerned family member,» motioning to them. If they turn over Mercer (which means being in possession of Mercer) to «Jack,» he'll hand them a writ of credit that's good for a 20,000 crown withdraw from an anonymous account from the Bauhaus-bank. They won't notice the bank of origin until after the Sachs has pulled away—with Randolph Mercer staring wide-eyed out the back window screaming for help.

There's not much left for the characters to do but get a drink and count their winnings. They've just had a case of the *Luna City Blues*.

NPCS

ALEX WAI (SCENE 2 ESCAPE, SCENE 3)

LEVEL 5 HERETIC OF SEMAI

STR	12
PHY	13
COR	13
INT	14
MST	30
PER	18
Move:	3/225
Act/rd:	5
OB:	+1
Head 4, Arm 8, Stomach 8, Leg 9, Chest 9	

RELEVANT SKILLS

Brawling	15
Thrown Weapons (Jahkt)	14
Handguns	15
Light Automatics	12
Stealth	10
<i>(although he uses his Dark Symmetry gifts to improve this)</i>	
Ground Vehicles	11
Avoid	8
Perception	10

EQUIPMENT

HG-14 assault shotgun (street version)
MP-105 handgun
2 extra clips
Lined trenchcoat (AV3 for all but head, legs 50%)

DARK SYMMETRY GIFTS

Blindness
Resist Pain
Shroud (Semai)
Control Mind (Semai)
Illusion (Semai)

PERSONALITY AND PLAYING STRATEGY. Alex Wai is an unrepentant manipulator and control freak. He's also a true believer in his cult, which seeks to wrest control from the Corporations because they have taken too much from the common people and give too much to the Brotherhood, which he sees has done no good whatsoever. He has successfully run his club for years, and has no tolerance at all for negotiating or what he perceives is nonsense. You either grasp what he is offering you or you aren't worthy of his gift.

When using the Dark Symmetry, he prefers to create confusion in his enemies rather than kill them outright. He'll create multiple illusions of himself escaping in different directions, or will make the way he's gone seem like an impossible route (by putting illusory walls in the way, for example). Wai uses Control Mind if he is directly apprehended, and will put the last of his MST into it if necessary to avoid escape. Those he perceives as minor threats receive Blindness.

RANDOLPH MERCER (SCENE 2 ESCAPE, SCENE 3)

LEVEL 1 HERETIC OF SEMAI

STR	14
PHY	15
COR	13
INT	10
MST	14
PER	12
Move:	3/225
Act/rd:	3
OB:	+1
Head 3, Arm 6, Stomach 6, Leg 7, Chest 7	

RELEVANT SKILLS

Brawling	15
Melee Weapons (boot knife)	13
Parry	10
Handguns	13
Light Automatics	11
Ground Vehicles	10
Avoid	9
Perception	9

DARK SYMMETRY GIFTS

Dark Fire

PERSONALITY AND PLAYING STRATEGY. Randolph Mercer was once a good man, but greed and dissatisfaction with his career led him to join up with Alex Wai. Through intense brainwashing, Wai has convinced Mercer to completely revoke his Capitoline patriotism and buy into his maniacal scheme to steal the Aeterna longevity formula.

Without Wai's guidance, however, Mercer is a marionette without a puppeteer. He's listless and undirected. If anyone should try to harm Wai, Mercer will defend him to his death. However, if Wai should die, his spell over Mercer will vanish and he'll immediately become repentant.

SEMAI HERETICS (SCENES 1, 2, 3)

GENERIC HERETICAL THUGS

STR	9-13
PHY	10-12
COR	10-13
INT	8-10
MST	12-15
PER	6-10
Move:	3/225
Act/rd:	3
OB:	+0 - +1
Head 3, Arm 6, Stomach 6, Leg 7, Chest 7	

RELEVANT SKILLS

Brawling	10
Thrown Weapons (Jahkt)	10
Handguns	10
Light Automatics	10
Avoid	6
Perception	8

DARK SYMMETRY GIFTS (PICK ONE PER THUG)

Blindness
Resist Pain
Dark Fire
Shroud (Semai)

EQUIPMENT

Sherman Ironfist
Two extra clips
Lined trenchcoat (AV3 for all but head, legs 50%)

PERSONALITY AND PLAYING STRATEGY. What can you say? They're stupid thugs who take great joy in clobbering weaker people and manipulating suckers as their boss, Alex Wai, has taught them to. They typically respond to the unexpected with anger, and since they're very low-level heretics, they still rely on their guns before their Dark Gifts. Play them as cannon fodder, but play them pissed off.

**BAUHAUS OPERATIVES
(SCENE 1, AFTERMATH)****UNNAMED FIELD AGENTS**

STR11-14
PHY12-15
COR.....12-15
INT10-13
MST10-13
PER11-15
Move:.....3/225
Act/rd:.....3
OB:.....+1
Head 3, Arm 6, Stomach 6, Leg 7, Chest 7

RELEVANT SKILLS

Brawling.....12
Handguns.....14
Light Automatics.....10
Avoid.....7
Perception9

EQUIPMENT

MP-105
2 extra clips
Bauhaus identification cards
Lined trenchcoat (AV3 for all but head, legs 50%)

PERSONALITY AND PLAYING STRATEGY. No need to go into much personality detail, since they're either going to die, escape, or be seen at the aftermath when the Bauhausers come to take Randolph Mercer away. They're usually blond, attractive, muscular and not very talkative. If they have to say something, they'll have a faint Bauhaus accent.

**DOWNSIDE RISK GUARDS AND
BOUNCERS (SCENE 2)****INNOCENT THUGS**

STR9-13
PHY10-12
COR.....10-13
INT8-10
MST7-9
PER6-10
Move:.....3/225

Act/rd:3
OB:+0 - +1
Head 3, Arm 6, Stomach 6, Leg 7, Chest 7

RELEVANT SKILLS

Brawling.....14
Handguns.....10
Light Automatics.....10
Rifles.....14 (for shotguns)
Avoid.....6
Perception9

EQUIPMENT (GUNS ONLY FOR ARMED GUARDS)

PSA Mk. XIV «Aggressor»
1 extra clip
Spring billy club (1d4+1+OB damage)
Keys to all *Downside Risk* locked doors
Bullet proof vest (AV3, chest and stomach only)

PERSONALITY AND PLAYING STRATEGY. More non-talkative NPCs. These guys are physically imposing and have very few discretionary skills. They see trouble, and they see trouble out the door. If they feel threatened or outnumbered, they'll get armed backup as quickly as possible. The *Downside Risk* keeps three M516S shotguns around the premises: one behind the bar, one in the security office overhead the dance floor, and one in the manager's office in case there's trouble on the docks.

PINNACLE GUARDS (SCENE 3)**CAPITOL SECURITY SERVICE COPS**

STR12-15
PHY12-15
COR.....13-16
INT8-12
MST10-14
PER10-15
Move:.....3/225
Act/rd:.....3
OB:.....+1
Head 3, Arm 6, Stomach 6, Leg 7, Chest 7

RELEVANT SKILLS

Brawling.....13
Handguns.....15
Light Automatics.....10
Avoid.....6
Perception8

EQUIPMENT

Sherman .74 Model 13 «Bolter»
2 extra clips
M516S shotgun (one per 3-man squad)
Combat Armor (AV 5, all body parts)
Handcuffs
Keys to all doors in The Pinnacle

PERSONALITY AND PLAYING STRATEGY. Guards at The Pinnacle are cool-headed, competent and committed to their job. They won't take on a challenge they can't win, and will call in reinforcements at the drop of a hat. These security guards are trained to not be heroes, but will defend their Corporation's headquarters to their death.

ABBREVIATIONS

MUTANT CHRONICLES

ABBREVIATIONS

ABBREVIATIONS

- AV: Armor Value
 BP: Body Points, the amount of damage any part of the body can take before being disabled.
 COR: Coordination, a Basic Capability
 CR: Combat Round, lasting about five seconds
 CS: Chance of Success, usually the number you must roll or less on a d20
 DB: Defensive Bonus
 DL: Difficulty Level
 HP: Hero Points
 IB: Initiative Bonus
 MG: Magnitude, the power put into an Art
 MST: Mental Strength, a Basic Capability
 OB: Offensive Bonus
 PB: Perception Bonus
 PER: Personality, a Basic Capability
 PHY: Physique, a Basic Capability
 STR: Strength, a Basic Capability
 SV: Skill Value

WEAPON STATS

- W: Weight
 SW: Separate Weight
 L: Length
 MC: Magazine Capacity
 MBL: Maximum Burst Length
 BIP: Bipod
 TSS: Telescopic Shoulder Support
 GL: Grenade Launcher
 CB: Chain Bayonet
 TS: Telescopic Sight
 Func: Function
 STR: Strength Requirement
 RT: Reloading Time
 JF: Jamming Factor
 #TA: Number of Target Areas a grenade hits when it explodes
 SR: Shrapnel Range; in 5 foot squares that a grenade's explosion will reach
 DAM: Damage



BASIC CAPABILITIES

Social standing:

PER

COMBAT STATISTICS

Bonus (IB):

WEAPON STATISTICS

WEAPON

SV DAMAGE MC FUNC RANGE STR RT JF #TA SR Ammunition, other, etc.

ARMOR & DAMAGE

HEAD-1 action/CR.....Unconscious

AV: _____

CLOSE COMBAT MISSILE

Chest.....	16-18	15-19
Head	19-20	20

SKILLS

COMBAT

FIREARMS

_____ () _____

COMMUNICATIONS

Conning (PER)

MOVEMENT

_____ () _____

TECHNICAL

Mechanics (INT)

SPECIAL

_____ () _____

CHARACTER SKETCH

Character Name: _____

ASSETS

CHARACTER SKETCH

Player name: _____

Age: _____ Height: _____ Weight: _____

Archetype: _____

Appearance: _____

ID-Code/Alias/Citizen number:

Place of birth: _____

Backgrounds: _____

Adolescence events: _____

Special events: _____

Clothing: _____

Parents: _____

Relatives: _____

Other friends: _____

Demeanor: _____

History: _____

ASSETS

Monthly pay: _____

Cash: _____

Vehicle(s): _____

Apartment: _____

Valuables:

On accounts: _____

Debts: _____

Other Assets: _____

EQUIPMENT

Equipment	weight	loc.	Equipment	weight	loc.	Equipment	weight	loc.
1	1	1	2	1	2	3	1	3
4	1	4	5	1	5	6	1	6
7	1	7	8	1	8	9	1	9
10	1	10	11	1	11	12	1	12
13	1	13	14	1	14	15	1	15
16	1	16	17	1	17	18	1	18
19	1	19	20	1	20	21	1	21
22	1	22	23	1	23	24	1	24
25	1	25	26	1	26	27	1	27
28	1	28	29	1	29	30	1	30
31	1	31	32	1	32	33	1	33
34	1	34	35	1	35	36	1	36
37	1	37	38	1	38	39	1	39
40	1	40	41	1	41	42	1	42
43	1	43	44	1	44	45	1	45
46	1	46	47	1	47	48	1	48
49	1	49	50	1	50	51	1	51
52	1	52	53	1	53	54	1	54
55	1	55	56	1	56	57	1	57
58	1	58	59	1	59	60	1	60
61	1	61	62	1	62	63	1	63
64	1	64	65	1	65	66	1	66
67	1	67	68	1	68	69	1	69
70	1	70	71	1	71	72	1	72
73	1	73	74	1	74	75	1	75
76	1	76	77	1	77	78	1	78
79	1	79	80	1	80	81	1	81
82	1	82	83	1	83	84	1	84
85	1	85	86	1	86	87	1	87
88	1	88	89	1	89	90	1	90
91	1	91	92	1	92	93	1	93
94	1	94	95	1	95	96	1	96
97	1	97	98	1	98	99	1	99
100	1	100	101	1	101	102	1	102
103	1	103	104	1	104	105	1	105
106	1	106	107	1	107	108	1	108
109	1	109	110	1	110	111	1	111
112	1	112	113	1	113	114	1	114
115	1	115	116	1	116	117	1	117
118	1	118	119	1	119	120	1	120
121	1	121	122	1	122	123	1	123
124	1	124	125	1	125	126	1	126
127	1	127	128	1	128	129	1	129
130	1	130	131	1	131	132	1	132
133	1	133	134	1	134	135	1	135
136	1	136	137	1	137	138	1	138
139	1	139	140	1	140	141	1	141
142	1	142	143	1	143	144	1	144
145	1	145	146	1	146	147	1	147
148	1	148	149	1	149	150	1	150
151	1	151	152	1	152	153	1	153
154	1	154	155	1				

CHARACTER GENERATION SHEET

Use this sheet for track-keeping while creating/improving your character. During play, your GM should keep this sheet for his own reference.

SKILLS

COMBAT

Missile weapons (COR)
Brawling (STR)
Wrestling (COR)
Thrown weapons(COR)
Melee weapons (STR)
Parrying (COR)

SV B-SV MOD NOTES SKILL PICKS

SV	B-SV	MOD	NOTES	SKILL PICKS
				+3 +5 +7 +8 +9 +10 +11 +12

FIREARMS

Handguns (COR)
Rifles (COR)
Light Automatics (STR)
Heavy Automatics(STR)
Shoulder-launched (INT)
Grenade Launchers(COR)

SV B-SV MOD NOTES SKILL PICKS

SV	B-SV	MOD	NOTES	SKILL PICKS
				+3 +5 +7 +8 +9 +10 +11 +12

COMMUNICATIONS

Administrations (INT)
Oratory (PER)
Dealing (INT)
Social (PER)
Interrogation (PER)
Conning (PER)

SV B-SV MOD NOTES SKILL PICKS

SV	B-SV	MOD	NOTES	SKILL PICKS
				+3 +5 +7 +8 +9 +10 +11 +12

MOVEMENT

Sleight of Hand (COR)
Stealth (COR)
Agility (COR)
Climb (STR)
Flying Vehicles (MST)
Ground Vehicles (COR)

SV B-SV MOD NOTES SKILL PICKS

SV	B-SV	MOD	NOTES	SKILL PICKS
				+3 +5 +7 +8 +9 +10 +11 +12

TECHNICAL

Chemistry (INT)
Weapon systems (INT)
Computers (INT)
Electronics (INT)
Medicine (INT)
Mechanics (INT)

SV B-SV MOD NOTES SKILL PICKS

SV	B-SV	MOD	NOTES	SKILL PICKS
				+3 +5 +7 +8 +9 +10 +11 +12

SPECIAL

Avoid (DB)
Perception (PB)

SV B-SV MOD NOTES SKILL PICKS

SV	B-SV	MOD	NOTES	SKILL PICKS
				+1 +2 +3 +4 +5 +6

OTHER SKILLS

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SV B-SV MOD NOTES SKILL PICKS

SV	B-SV	MOD	NOTES	SKILL PICKS
				+3 +5 +7 +8 +9 +10 +11 +12

SPECIAL INFO...

DARK GIFTS / ART SPELLS

BIO / NECROTECHNOLOGY

STIGMATA / CYBERNETICS

OTHER SPECIAL POWERS

MUTANT CHRONICLES RPG

SOURCEBOOKS / CAMPAIGN MODULES

- Freelancer's Handbook, with GM's Screen
- Capitol Sourcebook
- Imperial Sourcebook
- Mishima Sourcebook
- Cybertronic Sourcebook
- Bauhaus Sourcebook
- Algeroth Sourcebook
- Ilian Sourcebook
- Brotherhood Sourcebook

ADVENTURES

- The Second Seal of Repulsion (*Venusian Apocalypse part I*)
- The Four Riders (*Venusian Apocalypse part II*)
- Beyond the Pale (*Venusian Apocalypse part III*)

WARZONE TTG

SOURCEBOOKS / RULES ADDITIONS

- Dawn of War (*Compendium #1*)
- Beasts of War (*Compendium #2*)
- Casualties of War (*Compendium #3*)
- Dark Eden (*Compendium #4*)
- Worlds at War (*Compendium #5*)

MONTHLY MAGAZINE

- «Chronicles»

- OVER 200 DETAILED METAL FIGURES for all five corporations, the Brotherhood, all five Apostles, the Cartel, and the Dark Eden setting, including vehicles.

- RESIN TERRAIN FEATURES AND VEHICLES

- PAINT SETS

DOOMTROOPER CCG

BASIC GAME

- DOOMTROOPER; over 300 cards in three different commonalities, the world's most spread card game, available in fourteen languages all over Earth!
- DARK EDEN; bring your troops down to Earth in this strategical yet action packed card game of global conquest and tribal warfare.

EXPANSIONS

- Inquisition (introducing Art of Summoning)
- Warzone (introducing Warzones)
- Mortificator (introducing Poisons)
- Golgotha
- Apocalypse (introducing Ki Powers)
- Paradise Lost (Doomtrooper on Earth)
- Genesis (the first and most action packed Dark Eden expansion)

BOARDGAMES, NOVELS, COMICS, VIDEO GAMES, AND MORE...

- GOLGOTHA – FOUR ISSUE COMIC, COMPILATION plus SOURCEBOOK (*from Acclaim comics*)
- DOOMTROOPERS – video game for SEGA and Nintendo (*from Playmates*)
- FURY OF THE CLANSMEN – smashingly violent squad level warfare with over 20 detailed plastic figures

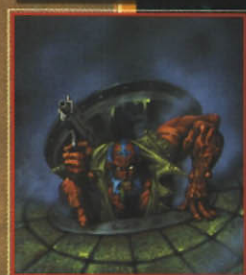
- BLOOD BERETS – fast and furious tactical combat boardgame in the Venusian jungles
- SIEGE OF THE CITADEL – have your Ezoghoul and Razides beat their Doomtrooper foes to death in this boardgame of combat, death and deceit
- IN LUNACY, FRENZY and DEMENTIA – an action packed novel trilogy (*from ROC/Penguin*)

MUTANT CHRONICLES

The Solar System is a roaring mayhem of death and war. The surfaces of the inner planets have been swept clean by the violent onslaught of the Dark Legion's storming hordes of Nepharites, Necromutants, Razides, Pretorian Stalkers and Undead Legionnaires. In the enormous cities of the far and distant future, Heretics devoted to the destruction of humankind stalk the dark backstreets and gloomy alleys spreading their teachings of greed, jealousy and war.

The Mutant Chronicles RPG brings you to a spectacular techno-fantasy setting where you are the Heroes. Within the covers of this book, you will find all information necessary no matter if you want your adventure to take place in the shadows of Luna's scyscrapers and cathedrals, the putrid jungles of Venus, or the hostile deserts of Mars. With more than 20 different character backgrounds, you have total freedom to create your own investigator, soldier, inquisitor or freelancer character.

This second edition of the world's most popular techno-fantasy RPG has been upgraded with an improved character generation system, combat rules and rules for using the Art and the Dark Symmetry. Also, it contains more background on all aspects of the Mutant Chronicles universe, including a full page spread map of the Solar System's largest city ever, Luna.



#9010

HEARDBREAKER™

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