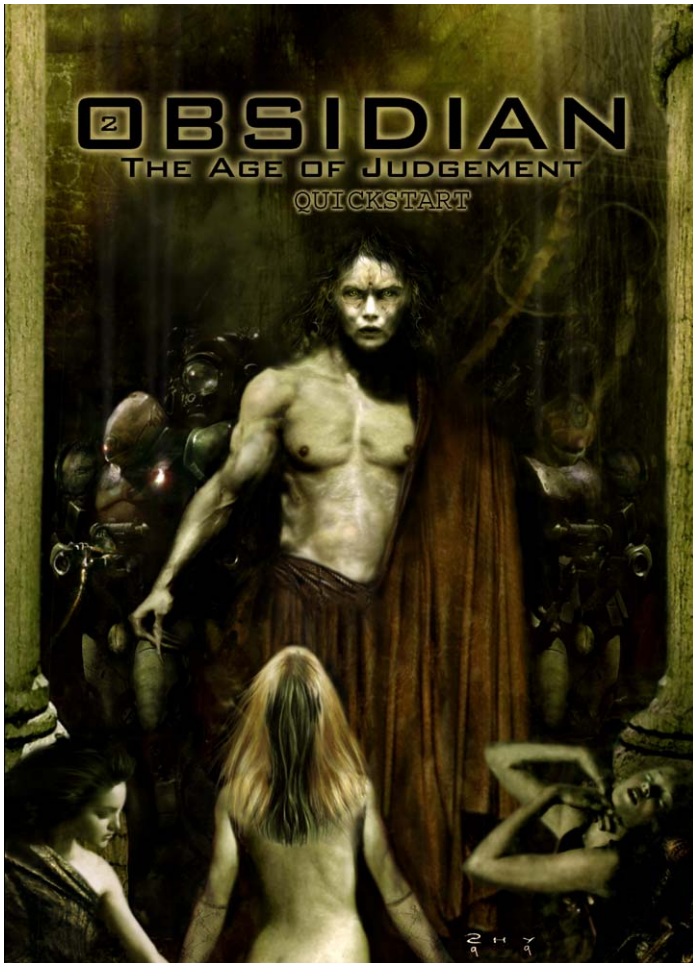




**Obsidian: Age of Judgment
Quick Start Guide
And Adventure**

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Prelude

Welcome to the quick start guide for Obsidian: Age of Judgment created by the Apophis Consortium. We at Apophis Consortium would like to thank you for picking up this quick start and taking the time to read through it. This is an extremely streamlined version of rules to introduce you to the World of Obsidian. In section VI we have included a short adventure for you and your players to enjoy. Everything you need to run this game is included in this packet. Please feel free to visit our website at <http://www.apophisconsortium.com>

I. History

The Sundering of Hell

In the beginning, there was Sheol. Sheol was a Plane of existence inhabited by Daemons. Their survival was sustained by a reservoir of energy. This reservoir was Earth, a separate Plane of being. On this reservoir were parasites, Creatures that fed upon the energy of Earth and eventually evolved. Their evolution transformed these parasites into intelligent, thinking beings known, collectively, as Humanity.

The beings of Sheol gave little thought toward the humans, finding them lesser and below their concern. However, the Divinity, the ruler and creator of Sheol, knew the truth. Humanity was corrupted by its desires. Mankind endorsed greed, perversion, hate, and corruption. These four elements transformed and warped the energies sustaining Sheol. This, in turn, corrupted the beings there, turning them into dark reflections of the four elements they embodied.

The Divinity, seeing the corruption, separated Sheol into nine Circles, placing a Shepherd--the most powerful of Daemons--as the ruler of the other lesser eight Circles. The Divinity hoped that by separating Sheol, only a few of the Circles would become corrupt and destroy themselves, rather than infecting all the beings of a unified Sheol.

The Descent in to Madness

However, the Divinity did not understand the depth of mankind's evils. Seven of the nine Circles gave themselves to the corruption, becoming the embodiment of the particular evil that sustained that Circle. The Circle of Avarice, feeding upon the energies of Lust, fell first. The Circle of Stimulus, feeding upon Addiction, came next--followed quickly by The Circle of Torment, gaining sustenance through Envy. Enraged over the fall of three Circles, the Divinity lashed out at Humanity, destroying mankind's two largest cities: Sodom and Gomorra. The two cities, utterly annihilated by the wrath of the Divinity, were buried beneath the sands of the Earth. The souls of those killed screamed their way to the Circle of Requiem, the Circle of Under, and the Circle of Carnivoria; the Circles controlling Murder, Sacrifice, and Depravity, respectively. The massive amounts of tainted energy caused by the destruction overcame the next three Circles, causing the Divinity to stop in the destruction and allow Humanity to survive.

The Revenge of Hell

At two minutes to midnight on December 31, 2026, the first of the portals opened. Transoceanic communication was almost instantly severed as Silesia took control of satellites and power lines. In the United States, a shroud of infinite darkness that quickly separated into distinct Portals blanketed the entire West Coast. Hell had arrived.

Waves of disease and radiation coated the landscape as the Circles of Pestilence and Stimulus poured their foul energies into the Earth. Indescribable horrors, capable of killing and consuming the soul of a victim with a glance, were unleashed upon the world, leaving only destruction and obliteration in their wake.

World leaders reputedly met in New York City, at the United Nations' Capital Building. Multiple raids by Daemons and Kultist infiltrators ensured that none of the leaders ever left the building.

Armies were mobilized, only to find that machinery malfunctioned on a regular basis, often firing on their own people rather than the enemy as Silesia exerted its will. As Humanity began to change tactics to more remedial weaponry, their enemies grew in power and boldness. Soon, Humanity could no longer stand against the forces of Hell and hope to win, so the remaining military leaders of the Armed Forces developed a new tactic.

Humanity desperately fought for survival, fleeing as close to the East Coast as possible. The Armed Forces attempted to fight back, but were repeatedly defeated. Small groups of no more than 250 people, 50 soldiers and 200 civilians, were ordered to disperse in every direction, as guerrilla resistance was determined to be Humanity's final chance for survival. By 2070, it is estimated that approximately 95% of Humanity had been destroyed, and the last five percent was heavily pressed all along the East Coast. The second victory came midway through the year, when Daemons of Carnivoria attacked a stronghold made of ruined metal and stone. Huge pits had been dug and covered, and when the first half of the Daemon army fell into the spike-laden pits, the second half continued, crawling over the bodies of their fallen brethren.

The soldiers fought bravely, and managed to stave-off the first wave, with only twenty soldiers surviving. A woman known to history only as Shiver called for a retreat, sending the other nineteen soldiers to flee to the north. She watched them disappear over the horizon--on the southern edge of the compound, the Daemons of Carnivoria could be seen regrouping. It was later that evening, when the sun was low in the sky that a huge shadow eclipsed the skyline--a Carnivorian Roamer had appeared and was trampling the army of smaller Daemons. Shiver worked quickly while resolutely not looking into the unfathomable form of the Roamer, and armed an archaic weapon of mass-destruction--a nuclear weapon.

When the Roamer broke over the walls of the compound, she detonated the weapon, destroying the Roamer and herself. The nineteen soldiers told her story to the northern compound in which they took refuge, and the story has been told repeatedly over the generations as a symbol of hope and human pride.

In the winter of 2071, the Circles of Avarice and Torment had harnessed enough power to open another Portal. This time, Ighalli sent forth his general--Bhaalzak, Lord of Avarice. The Daemon raged across the countryside, killing over twenty thousand people in less than three nights, though after a week the Daemon could not sustain itself--needing too much energy to survive for any sustained length of time--and it was obliterated to the dark abyss. Silesia, however, took control of the remaining launch silos for nuclear and thermal weaponry, and launched a portion of the arsenal in a calculated strike designed to herd Humanity into one concentrated area. The result was all but approximately 2000 humans were killed instantly or through radiation sickness. The landscape was forever torn, leaving only blackened ash

and sand to cover the Earth, as the final remnant of Humanity prepared itself for the final moments of existence. Radiation and nuclear winter wiped out all stragglers outside of the last compound of Humanity, historically named The Bastion.

During the Spring of 2082 construction began on the largest defensive fortification ever built. After one year of construction the Protectorate was founded. This group of Mystics were designated to oversee the construction of the Zone and controlled by the mandate of the Darchomen (*For those unaware, the Darchomen is the name of the group comprised of the forty-five original Mystics.*).

II. Setting

The world at present is infested with the gathering of Hell's minions. Having destroyed, or corrupted, more than ninety-nine percent of the Earth's inhabitants and landmasses, the Daemons use that which remains to fuel Daemonic desires and unholy pleasures. Humanity's last stand is being held within a defensive fortification known as the Zone. All else is gone--the Earth as it was in the twentieth century is no more. The Circles of Hell have begun to pervade the very soil of this Earth Plane, tainting it with an evil so strong as to obliterate every remaining human soul.

The Zone

Rising high into the stratosphere, the Zone is the last of the civilized structures. It is the equivalent of 1280 stories high--roughly 15,000 feet--its diameter is 22 miles, and it burrows 48 stories underground. For the last century, this monolithic structure has remained the residency for all that exists of Humanity. On a frequent basis, attacks are made to breach its fortifications--these onslaughts are derived from manifested Daemonic entities and exiled Wastelanders. Fortunately, it is built entirely of reinforced steel and dense concrete. It is also equipped with hundreds of Class 5 cannons, capable of disintegrating any Daemon that wanders too close to the outer perimeter 15 miles away. It is also said that a powerful Mystical barrier has been constructed around the confines of the Zone, protecting it from any sort of Hell-inspired attack.

The social makeup of each Sublevel is very different. Sublevel 1 is corporate controlled, Law dominated, and very clean. Sublevel 2 is an upper-class residential district, containing upper-class markets. Sublevel 3 is the Entertainment district, crawling with shady corporations and crime, and is usually the most crowded--accumulating a great degree of trash and garbage from time to time. Sublevel 4 is mostly sanitation, warehousing, and processing plants. The Law frequents this Sublevel only to patrol and to answer to distress calls, but they refuse to station themselves for fear of terrorist activity. Crime is incredibly high and the death rates are not even reported to the Central Database. Daemons roam and Kultists gather in the depths of Sublevel four. Corporations tend not to base facilities in this Sublevel, unless they are illegal or corrupt. If that is the case, then it is a perfect locale.

Citizens

Inhabiting every crevice of the Zone, Humanity lives like rats. Nearly crawling over each other to navigate the Conduits and buildings of the Zone, each citizen must employ restraint to keep sanity. With nearly 60 million inhabitants, the 24-hour society is essential to maintenance efficiency within the Zone.

From birth, citizens are issued a "Citizen Identification Number" also referred to as their CIN ("sin"). Upon reaching their thirteenth birthday, each child is considered a lawful Citizen, and is given their first Credbase. It is also at this time that the new citizen becomes included into the Zone census. A person's CIN is compiled from a multitude of sources. The number is generally constructed in this order: Sector, Sublevel, year and month of birth, and lastly the citizen's personal identification number (Generally a CIN would resemble something like this; 24-03-73-10-12200). This information is used as a quick reference to a citizen's age, and the Sector and Sublevel in which they must reside. If a citizen is ever caught without this identification, the Law detains them until their true identity is clarified. Many times, children that exhibit Mystical abilities are given a special number within their Personal Identification to keep a tab on them by higher authorities.

Types of Commerce

Similar in function to the stores of the twentieth century, the places of commerce within the Zone rely on profitability and strategic marketing. Utilizing the limited resources available for advertisement, companies saturate datastands and Memory outlets with discount memberships. Once downloaded into a Credbase, a discount membership gives the citizen a specified discount each time they shop at a particular establishment.

Business continues to be conducted within corporate confines or elegant ballrooms, but more times than not meetings and disclosures are held in places of entertainment. Most street professionals use a club or lounge to discuss business, preferring to remain relaxed and within public places. Stemming from this concept of the informational environment, information dens have begun sprouting up within the Zone. Casting little or no light, these places of business tend to attract those well versed in the etiquette of the street. Trading information for Credits or other information of equal or greater value, those who operate within these shady establishments are referred to as "Street Contacts".

Systems of Law

Founded in the year 2099, the Law is one of the last institutions of order and Humanity. The Law has long since expanded from its near-mercenary beginning to develop a strict set of laws and procedures to follow. Unlike twentieth century law, the current system of government is near dictatorial, with only a few unalienable rights being granted to every citizen.

The documents state, without room for debate, that citizens are to be treated with respect and fairness. It was not long, however, until criminal elements were uncovered. The Law quickly stated that anyone caught in the act of violating the rules and laws of the Zone would lose their citizenship until such time as the officers have detained and

eliminated any possible threat. The case is then investigated, and a punishment or vindication is passed on to the person in question. During the period of the investigation, the Law usually holds suspects at Central Core. The Central Core building is a gigantic complex that is the base headquarters for Law on each Sector. Central Core is an imposing feature, coordinating all of Law's efforts and containing holding cells for prisoners. Also, during various times of the day, prostitutes and scraggs can be seen lining the steps of Central Core, awaiting an officer's attention for a renewal of licenses or the bartering of information. All Sectors have a Central Core located on Sublevel One--the alternative to detainment is for Law to delete all Zone Access passes and Sector Permits, confining the person to the Sector for the duration.

The Wastelands

Citizens may leave the Zone for only two reasons. The first being permanent, as they are exiled to live their remaining years attempting to survive the manifestations of Hell and other exiles. This only happens if ordered by the Law or The Unity, and for absolutely no reason are those exiled allowed back into the Zone, unless smuggled back in with some Wasteland scavenging outfit. Any other reason to leave the Zone must be sanctioned by the Law, or the Unity. Those who desire to venture into the Wasteland are required to purchase a "Zone Access" number, which is encoded into the user's Credbase. This coded pass may only be bought at Central Core, and only after an extensive investigation of the purchaser. Swiping the Credbase once at the last outpost activates the code. The second swipe upon entrance into the Zone deletes the file, and alerts the Law to the return of the traveler. Only one person within the vehicle needs to have this access number encoded, although more often it is encoded into the Credbases of the entire group. This allows the rest of the group to reenter the Zone if that person with the Zone Access dies. The Law keeps a group registry for each vehicle and all of its inhabitants, but the Zone Access number must be present for re-admittance. Nobody entering from the Wasteland will be readmitted without their Credbase, even if they were in an expedition group and in the registry. This is to prevent exiles from returning to the Zone.

III. Characters

For the purpose of this adventure we have included several pre-generated characters. You may use characters created out of the core book, "Obsidian: Age of Judgment" which is available at your local hobby store or online at www.apophisconsortium.com

Ethos

The Ethos is the basis of the Character. The Character's Ethos will never change throughout the Story. Remember that the Character's first Motivation is to fulfill their Ethos. For this quick start we have limited the Ethos to Citizen and Machine. The characters are included in the back of this quick start. More information on the Ethos you can play in obsidian is available at:

IV. Rules

Though the Story is the most important part of a role-playing game, rules become necessary in providing strategy and chance--they also incorporate a certain amount of realism and visual expression normally forgotten or skipped by the Narrator. Most of the rules are provided to increase the depth of a Story--if they become a hindrance, ignore them.

If for any reason a rule is not covered in this book, it is up to the Narrator to judge accordingly to the situation.

Mechanics

What do all those number on the Character sheet mean exactly? Each number represents the ability to perform the action it is associated with. There are six Attributes: Strength, Dexterity, Mechanical, Perception, Knowledge, and Mind. Underneath each Attribute are many skills that relate directly. Any unmodified skill is expected to have the same number as the Attribute it falls beneath. Modified skills are those that the Character has training or aptitude in. Modifying skills can be done during the Creation Process or by using Experience gained through the Story. This will add an additional number of dice to the skill.

EFFORTLESS- Effortless actions should rarely even be rolled, unless the Character only has 1D in a Skill.

SIMPLE- These are actions that require a second's thought and little skill.

MODERATE- Moderate rolls are intended for actions with a greater chance of failure. These would be things that your average citizen might have slight difficulty in performing.

STRENUOUS- These actions require a certain amount of skill. Most citizens can only pray when attempting these actions.

DIFFICULT- Daredevils and professionals handle any attempts at the Difficult skill. Failure is usually automatic for the average citizen.

NEAR IMPOSSIBLE- Luck has nothing to do with those skilled enough to perform the Near Impossible action. It takes years of repetitious practice, and long hard hours training to master.

IMPOSSIBLE- These are the actions legends are derived from. Acting upon an Impossible action is the easiest way to impress any professional.

HOPELESS- Actions that stupefy the person performing them, and infusing abject awe or terror from those witnessing the action, Hopeless actions are beyond the scope of even semi-logical reasoning.

Combat

Though Characters should strive to avoid combat, sometimes it is the only option. Whether in defense or offense, Conflict is extremely deadly. Obsidian takes a realistic approach to damage, and the affects of injury. This system helps depict the casualties caused by gunfights, and the benefits of armor and defensive tactics. Each Character can fight in different ways--some use Rituals, while others use Convocations. Some use heavy ordnance, while others are boosted with Cybernetics. All in all, surviving a Conflict takes Skill and a large amount of inner strength.

Below are the steps involved for a Ruled Conflict.

Conflict is initiated (This is only used on the first Round of Conflict).

Initiatives are rolled (These rolls are kept for the duration of Conflict)

Actions are taken in descending order, starting with the highest Initiative.

The Turns are taken until there is no one with Turns/ Round left.

Initiative

With the powers of Heaven and Hell on chosen sides, it comes down to who can pull off the quickest actions. The Characters use special Attributes to determine where they stand in Conflict. First though, the Initiative is needed--each Character rolls their Perception (with action modifiers listed below), and the Character with the highest Roll is the first to act in this Conflict. Initiative rolls are carried on into each Round of the same combat, with one exception--the Character who initiated Conflict loses their Bonus to Initiative. For quicker game play, just use the Character's Perception Rating and the numbers in the parentheses. Rolls that are tied are considered to take place at the exact same time, and penance is dealt in the same manner.

Initiative Modifiers:

Initiating Character- +6 (+2)

Inattentive/Surprised- -3 (-1)

Drugs- Depends on the Drug

Before any rolls are made, Characters may sacrifice Turn/ Rounds for a +6 (+2) Initiative for each Turn sacrificed.

Turns/ Round

Combat is fought in Rounds, which is a set unit of time that does not depend on the speed of the Characters. Rounds are further broken up into Turns. Referencing the Dexterity Attribute, the Character gains an equal amount of Turns/ Round. **TURN/ROUND** are the number of actions any Character may take in one Round of combat. The Turns are taken one at a time in order of Initiative. After the Initiating Character has taken one action, all others in combat each get to take one as well, in order of Initiative. When one Turn is completed, a new Turn is started for those with enough Turns/Round. Most Characters will only be taking two actions before they must wait for a new Round of combat to perform anymore. This results in the very Dexterous Characters taking actions while everyone else just sits and watches.

The following Actions do not require a Turn/Round to perform and may be enacted at any time:

Yelling or short communication

Switching the ammunition select switch on dual-clip ordnance

Dropping hand-held equipment

The following Actions require One Turn/Round to perform:

Firing Ordnance

Dodging*

Blocking*

Striking

Reloading/ Unjamming/ Changing a clip

Detailed scan

Stand from prone position**

Throw an object

Retrieve gear from backpack

Upload/Download information to a memdisk or datapad

Roll Movement (The result is the number of Feet able to be moved)***

Waiting to act (This lasts until the Character's next Turn, when it is lost)

The following require the expenditure of 2 Turns

Applying medical attention (bandaging)

Setting explosives

* Dodges and Blocks may be used at anytime, but the number of Turns/ Round a Character has is decreased by one during this Round for each dodge or block that is used.

** Standing from prone may be done while attempting another action at a penalty of +1 Difficulty Level to the action performed.

***Movement may be taken during another action, but that action is at +2 Difficulty Levels.

Actions

Difficulties are used in Conflict as they are in Skill use. From firing ordnance to dodging, the Character must take the proper Actions to survive. All the Actions on the previous page are available, as are many not listed, but the following few are important in keeping a sense of realism and visual integrity. These Actions are also likely to be some of the most commonly used in the course of combat.

Firing Ordnance

The base number depends upon the range in which the Character is from their target. This number is then modified to fit the situation. The Modifiers change the Difficulty by increasing or decreasing its levels. Always round the Range up to the next Difficulty.

RANGE	BASE DIFFICULTY	MODIFIER
Point Blank	3 (Effortless)	Level of Difficulty
20 Ft	6 (Simple)	Levels of Difficulty
40 Ft	9 (Moderate)	Levels of Difficulty
60 Ft	12 (Strenuous)	Levels of Difficulty
80 Ft	15 (Difficult)	Levels of Difficulty (if successful only one location is hit)
100 Ft	18 (Near Impossible)	+1 Level of Difficulty for each point of the Target's Dexterity.
120 Ft	21 (Impossible)	+1 Level of Difficulty/ 2D of target's Movement
		+3 Levels of Difficulty
		+1 Level of Difficulty
		+1 Level of Difficulty for each weapon.
		+3 Levels of Difficulty for each weapon.
		+3 Levels of Difficulty
		+1 Level of Difficulty
		-1 Level of Difficulty
		-3 Levels of Difficulty
		+1 Level of Difficulty for every (20 M.P.H.)

FIRING MODIFIERS

Firing a Burst
Firing Full Auto
Aiming for one full Turn
Blind Fire

Target Dodges

Moving target
Head, or Called shot
Torso shot (1D8)
Firing 2 weapons (same target)
Firing 2 weapons (different targets)

Very small (Rat)
Small (Wolf)
Large (Horse)
Massive (Elephant)
Firing at a moving vehicle

MODIFIER

Level of Difficulty
Levels of Difficulty
Levels of Difficulty
Levels of Difficulty (if successful only one location is hit)
+1 Level of Difficulty for each point of the Target's Dexterity.
+1 Level of Difficulty/ 2D of target's Movement
+3 Levels of Difficulty
+1 Level of Difficulty
+1 Level of Difficulty for each weapon.
+3 Levels of Difficulty for each weapon.
+3 Levels of Difficulty
+1 Level of Difficulty
-1 Level of Difficulty
-3 Levels of Difficulty
+1 Level of Difficulty for every (20 M.P.H.)

Firing Single Shots & Ordnance Damage

After deciding to take a single shot, and rolling versus the present Difficulty, a successful shot must be located. By rolling 1D20 the firing Character can determine where they have hit their target. If the shooter succeeded in making a torso shot (+1 Difficulty Level), they may roll 1D8 on the corresponding chart.

After subtracting the Armor of the determined location, all excess damage rips into the victim's Essence for that location. The Essence must be subtracted from both the location hit and the Character's Body Essence. If the location is damaged for more penance than it can sustain it is rendered useless. This excess of penance usually related to limbs being blown off or critically mangled. Note; any excess damage is not subtracted from the Character's Body Essence. If the Head, Neck, either side of the Torso or the Abdomen is exceeded by penance, the Character is dead. Also, if at anytime the Narrator feels the Character has taken a traumatic injury that may result in incapacitation, they may have the Player roll their Stamina against the penance inflicted as a Difficulty—if they fail, they pass out. This should also be rolled after combat has concluded when all of the Character's adrenaline has decreased.

Also, each round a limb is bleeding (only if all Essence has been exceeded in that area) the Character takes one Essence damage/ limb. This lasts until the Character is dead (most likely due to blood loss), or they are bandaged up.

Endurance damage is a bit different. When a location is damaged for Endurance penance, there is still a chance to severely mangle that location. If the Endurance damage ever exceeds the location's Endurance capacity (Same as Essence), all excessive damage is transformed into Essence Damage. If a Character ever loses all their Body Endurance, they fall unconscious for 1D4 Rounds, at which time they regain 1 Endurance Point for each round resting.

Burst & Full Auto

Aside from gaining the bonuses to hit, Full Auto and Burst fire from a weapon also increases the number of locations hit in a firefight. It takes 5 rounds of ammunition to fire a Burst, but it hits 2 locations instead of one. To fire Full Auto finishes up the entire clip of a weapon, but it does massive amounts of damage if the clip was anywhere near full. By dividing the number of ammunition rounds remaining in the weapon by 5 (rounded down) the number of locations the weapon will hit when fired is given.

BURST- 5 Ammunition rounds expended, 2 locations hit.

FULL AUTO- All remaining Ammunition rounds are expended, as the number of Rounds/ 5 locations are hit.

When using Burst or Full Auto, the number of locations hit may be divided up among multiple targets as well. This must be announced before rolling the Firearms Skill, along with how many shots to each target. Next, Firearms must be rolled for each target (Different Difficulties may apply). Remember also that when firing blind (popping out from cover or shooting into the dark) only one of the many shots fired will hit.

Dodging

When dodging ordnance fire, the Character announces that they are dodging as soon as the firing Character announces their action. The Character then adds a number of Difficulty levels equal to their Dexterity to the firing Character's Difficulty. Dodging such velocity attacks always puts the dodging Character prone on the ground, and costs the dodging Character one of their Turns/Round.

Melee Weapons, and Unarmed Combat

The basic Difficulty for unarmed and melee combat is usually set at Simple. Weapons, dodging targets, and situations events will modify the Difficulty further. The two main Skills used in close combat are Fighting and Melee. Fighting is used when the acting Character is unarmed. Melee is used when the acting Character is brandishing any sort of object. Anything that the Character may lift could be considered a weapon. Below are Modifiers for Melee and Unarmed combat. The modifiers change the Difficulty level by increasing or decreasing it Difficulty levels.

Base Difficulty-	6 (Simple)
Dodge	+1 Diff for each Lvl of the target's Dex.
Kicking	+1 Diff Level
Moving Target	+1 Diff Level
Called Strike	+2 Diff Levels
Attacking with 2 Weapons (Same Target)	+1 Diff Level for each Weapon.
Attacking with 2 Weapons (Different Targets)	+3 Diff Levels for each Weapon.
Makeshift Weapon	+1 to +3 Diff Levels
Very small (Rat)	+3 Diff Levels
Small (Wolf)	+1 Diff Level
Large (Horse)	-1 Diff Level
Massive (Elephant)	-3 Diff Levels
See Weapon	Weapon Diff

Unarmed Damage

Any successful strike during unarmed combat inflicts the aggressor's Strength in Endurance Damage. If the damage (or penance) exceeds the Endurance damage capacity for that location, the excess damage is then converted to Essence. Kicking with plate boots increases the Difficulty to hit by one level, but inflicts an additional 2 points of Endurance damage. To reiterate--a character with Strength of 3D would punch for 3 Endurance penance.

Damage Types & Armor

After hitting a victim with an intending strike or weapon, penance is applied. However, it is important to note that there are multiple types of damage and their interaction with a person, armor, and surroundings can be very different.

First, there is Essence penance. **ESSENCE PENANCE** is applied when a strike is done with lethal capability. Sharp-edged weapons, Convocations, Rituals, bullets, and explosives can all inflict this type of damage. In general, anything that penetrates the skin, or otherwise damages the internal organs is considered Essence penance. Essence penance can be reduced or negated by Hard or Soft Armor, unless the damage source specifically states that the armor is negated. If a Character is ever at half their maximum Essence, they are penalized with a +1 Difficulty Level to all actions.

Second, there is **ENDURANCE PENANCE**. This is inflicted with fists, kicks, blunt objects, or other non-lethal means. This can eventually be fatal, but will knock a person unconscious (usually) first. This damage is blunt force, capable, if the Essence Capacity in Endurance points is exceeded for a location, of breaking bones and thereby inflicting Essence penance. This means that if a person takes 12 Endurance to their arm, which only has a capacity of 8, then the 4 penance over the capacity is converted to Essence damage. Endurance penance is reduced or negated by Hard Armor, unless the damage source specifically states otherwise. Though, Soft armor does not soak the penance from Endurance damaging weapons.

Third, and finally, there is **ELECTRICAL PENANCE**. This penance is rare, but inflicts its damage to the entire body, not a specific location. This damage is applied as Endurance penance, and drains Energy from anything in the person's possession in an amount equal to the penance inflicted. (So, if a person is inflicted with 6 Electrical penance, they take 6 Endurance penance, and all equipment and cybernetics are drained of 6 Energy each.) Electrical penance is not reduced or negated by either Soft or Hard Armor, but specific protection can be found through Rituals or Convocations or other specialized equipment.

The type of penance inflicted is important to note, because depending upon the victim's armor the damage could be negated or increased. Also, other things such as disease, radiation and even torture can inflict these damages.

VI. Equipment

This is a brief description of a few of the pieces of equipment that your players can purchase and obtain for their characters. Much more equipment is available in the core book "Obsidian: Age of Judgment", and our supplements "Inside the Zone", "Wastelands" and "Legends"

BANDOLEER- A bandoleer with a battery unit attached where the strap crosses the hip. This item has six pressure sensitive pads that, when activated, generate a hyper-electromagnetic pulse that holds a clip of ammunition securely. This allows for safe transportation and easy access. The battery unit lasts for 24 hours before it must be recharged.

CREDBASE- This piece of equipment is completely necessary if the Character wishes to make Credit Transfers. Credits are based on electric transfers, carried digitally in the memory of the Credbase. They can be swiped to other Credbases, or when in a place of commerce, into larger store registers. This is the means of purchase and transport. If the case of the Credbase is breached, all Credits inside are deleted. The Credbase also carries a tamper proof electric identification--this is issued with the Credbase, upon the citizens thirteenth birthday. Only an approved swipe by the carrier will transfer Credits to other units. It uses a voice analyzer to distinguish the user's voice upon transfers, and unauthorized transfers will not transfer. Its dimensions are similar to that of a wallet. *All starting Characters, except the Enigmatic, start with this item.*

CYBERNETIC TOOLS- A standard battery of tools, resembling Medical Instruments in some cases to minuscule forms of Mechanical Tools, the Cybernetic Tools contain everything necessary for the installation of cybernetics. The tools themselves can be contained in a box about two-feet long and about seven inches high. While the tools are heavy to carry about during daily activity, most people owning Cybernetic Tools tend to maintain a shop where such tools are used.

DATAPAD- Approximately 8 x 10 and one inch thick, the datapad comes with a laser pen that slides across the top of the pad for storage. The pad itself is a notebook of sorts that can hold up to three memdisks worth of written information on it. Downloads or transfers, via credbase swipe or jackslot, are possible, and options such as voice activation/recording, password, additional jackslots, or signature recognition are widely available for a modest charge. Upgrades are common, containing expanded memory, printout capability, or even graphic display. Highly paid executives have been known to spend in upwards of ten thousand credits on a truly state-of-the-art datapad.

DIGIWATCH- Most citizens wear this item. It has many valuable detectors built in. A synthetic female voice instructs the wearer of nearby radiation (Level 2 and above) and diseases (Simple DCR and above). It also produces the time and has an alarm setting. Time settings can be synchronized together by holding Digiwatches within a 1-foot proximity. The Digiwatch may be set up to vibrate, eliminating embarrassing situations.

E.M.K. (EMERGENCY MEDICAL KIT)- These kits have basic tools and supplies for First Aid. It contains two doses of Liquid Skin (1 Area/Dose). This stops blood loss, and acts a new layer of skin along with 1D6 Essence Points/ Area. Liquid Skin is applied by an aerosol spray that thickens into a rubbery skin surface across any wound, in addition to this surface coverage, the chemicals of the Liquid Skin accelerate the regenerative process of the body, which stimulates the healing effect. An E.M.K. is also equipped with one dose of Sanitation Spray, which contains a recombinant genetic virus that preys upon other diseases and viruses. The Sanitation Spray will nearly instantly kill any disease within the bloodstream or contracted through blood (allows the victim of a disease to reroll Immunity with a +3D bonus). It also holds one Coolant Gel packet, which soothes burns and negates one level of Radiation affecting the body (the packet is actually a basic substance that neutralizes acids and discomfort). Lastly, it holds many bandages, stitches, suture needles, and 5 Revival Sticks (which bring unconscious victims into consciousness, along with 1D6 Endurance Points by being cracked in half and held under the nose).

ENERGY UNIT- This large, foot-long box can hold up to 40 Energy Points that can be used to recharge just about anything. These Units carry battery backups that, when holding 5 or more Energy Points, rejuvenate the Energy of the Unit at a rate of 1 per 5 Rounds. It contains a Jack-Slot for plugging in to rechargeable items.

FLASH SUPPRESSOR- For covert operations, the Flash Suppressor is a 4-inch tube with small built in compartments used to trap and contain the flash of a bullet's discharge. No flash is seen from a suppressed gun, though the noise is only slightly hampered.

GRENADE CASE- This extremely fortified case has 35 Hard Armor points. It can hold four standard grenades, and has a cushioned interior molding to ensure the safety of the grenades during transportation. It has a jointed steel belt attached for easy carrying.

HOLSTERS- Mostly used as a convenience rather than concealment, the Holster allows the Character to carry other items or keep their hands free while in possession of ordnance. The Class 1 Holster may be worn anywhere, while the Class II Holster is specifically to be worn across the back. This item reduces the carried weight of ordnance by one, though only one Class II Holster may be equipped.

HOVER CRATE- Using a newly founded magnetic repulsion technology, this crate hovers inches above the ground eliminating friction, making movement effortless. It can carry up to a weight of 6 within its 3x4x3 foot dimensions. While rather heavy and bulky when not in use, the weight of the hover crate drops to zero when activated. A remote is required to open and close the crate, as well as a beacon for it to follow. It follows at a distance of 3 Feet, at a Movement of 2D.

IR SCOPE- A large scope that attaches to the center of a gun that allows for clear shots in darkness or dim light. The user gains no penalties to hit targets in perfect darkness--it must be noted, however, that the target must be alive or generating heat in some way for this to have any benefit.

LASER SIGHT- Beaming an intensified point of light, this device allows the user to see where the shot is going to hit. The user just waits until the point of light is on their target, then pulls the trigger. Mounting this equipment to ordnance costs 200 Credits. This piece of mounted equipment subtracts one Difficulty level to hit when firing ordnance.

LOCK DISRUPTER- Useful against card reading electronic locks, the Lock Disrupter uses algorithmic-testing and high-speed processing to override any card-swiping lock. This device appears in the form of a clear swipe card with a metallic edge. Bypassing the security does not cause alarm.

MAG-LINKS- Used by the Law and most Mystic Contractors, these cuffs generate an electromagnetic seal across the locking mechanism when placed around the wrists. The Links may then be attached to any metallic surface magnetically to restrain the captive's movement. A Hopeless Strength roll is needed to break the seal without the compliment key. Each set of Mag-links has a different key.

MECHANICAL TOOLS- Heavier and bulkier than Cybernetic Tools, the Mechanical Tools can be used for anything from vehicular installations to mundane repair of day-to-day equipment. The tools are nearly impossible to carry about during daily life, and they also require a cubic carrying capacity nearly equivalent to a hovercrate. The tools contain a welding unit, in addition to hammers and screwdrivers of different sizes, as well as an assortment of mechanized torque wrenches.

NEON STICK- By bending the stick, a chemical reaction causes the stick to glow brightly, illuminating in a 20' radius for 10 Rounds. These will glow through smoke, causing a cloud of smoke to illuminate a neon color. Comes in packs of 10.

SHEATH- These sheaths serve the basic necessity of concealed transport. A sheath may be purchased to carry any sized blade, and may be strapped anywhere using durable metal clasps.

SHOULDER SACK- Simply a sack made of synthetic leather, granting it two Soft Armor points, the Shoulder Sack contains durable clasps along the top and a strap for carrying across a person's back. While not heavy in itself, the Sack may be filled with anything fitting within its large dimensions. The total weight of all the objects within the shoulder sack is reduced by one, allowing a person to easily transport bulkier or awkward objects more efficiently across long periods of time.

SILENCER- This item is imperative for covert assassinations. A Silencer is screwed on to the end of a gun barrel, adding about 6 inches to the length of the weapon. However, with a Silencer only a soft rush of air, a flash of fire, and the screams of those hit gives testament to the fact that ordnance has been used.

Armor

The **ARMOR RATING** (or A.R.) is the amount of damage that is absorbed by certain types of clothing. Some Armor is built directly for Combat situations, while others are more for fashion or everyday survival.

Each location has an Armor Rating--this Rating buffers that much Penance to the target location. Hard Armor is not destroyed if the Penance exceeds the A.R., though it is if the damage equals double the Rating.

Mechanical Armors

Mechanical Armors have built in Stabilizers and Muscle Coils. They give Characters a +1D Strength (not including Movement) while outfitted in them, and they have an Energy Rating of 18 and shut down if all Energy is drained. It must be recharged once for every day's usage (This takes approximately 15 minutes). Getting in or out of this Armor takes 8 turns, as the wearer must unfasten the restraints and pull the pieces apart. No Soft Armor may be worn under this type of armor, due to its confined space and breathing room.

STORMTROOPER- This basic full body Armor is common among corporate Security. There is no exposed flesh, but the armor is not sealed against environmental hazards and has no built-in air filtration systems. With patented Full-Flex joints this armor only inflicts a -1D to all Dexterity Rolls, but its maximum Movement is only 2D. With 13 Armor Points, it is no wonder this has become the standard Mechanical Armor used by corporations and businesses.

BOUNTY- Frequently used by Headhunters because of its lightweight material, the Bounty Armor covers all areas, except the head, neck, hands, and feet. It has 2 built-in chest compartments, which can barely fit a Class 1 weapon in each. There is no Dexterity modifier for Bounty Armor and the maximum Movement is 3D. With only 10 A.R., mainly professional Contractors who wish to retain their Dexterity use this bodyware.

ORDNANCE

DIFFICULTY MODIFIER- Different modifiers are given due to the size, bulk, and recoil of unique weapons. This modifier is added to any shot fired by the weapon.

RATE OF FIRE- Three firing rates:

SINGLE SHOT: These ordnance are only capable of expending one round for every pull of the trigger.

BURST: Bursts are short concentrated sprays of round expulsion. Ordnance that can fire bursts can also fire single shots to conserve ammo.

FULL AUTO: This form of Ordnance can expel all its ammo in one massive barrage. This weapon also fires bursts and single shots unless otherwise stated.

EFFECTIVE RANGE- This is the maximum range of the weapon.

PENANCE- The damage inflicted by this particular ordnance.

Class 1

Class 1 weapons usually have no automatic capability. Some shoots bursts, but most are single shot. Class 1 weapons are legal and available on the street to those without an Arms Dealer Contact.

ANGELHATE- Considered by professionals to be a relic that refuses to die, the Angelhate is an older gun that, in the minds of many, has been surpassed by the stopping power of newer weapons. The advantage of the Angelhate is the sleek, easily concealable moldings. The gun is relatively small, even by Class I standards, and so can easily be slipped into the pocket of a coat. As a weapon of combat, rather than self-defense, the Angelhate is sorely under-powered.

Class 2

Class 2 Weapons are your average fully automatic assault Ordnance. They are still legal, but more difficult to obtain. Most Corporate Soldiers carry Class 2 weaponry. These are the largest weapons allowed on the street with ammunition rounds in the chamber.

LAST RITES- Created for intimidation and stopping power, the Last Rites was an experiment to place the firing capability of the Bulldozer 4-2 (an earlier version of the newer 8-1 model) into a smaller molding. Unfortunately, the project only partially succeeded. While the gun is indeed about a foot shorter, it is still heavy, bulky, and cumbersome. Its stopping power is by far the greatest of guns in its Class, but its weight places it close to Class III. Rumors of bribery and the promise of personal weapons development for LAW, however, allowed it to be classified as a Class II weapon.

Class 3

Class 3 Weapons are abominations of firearms. They are classified as small vehicular weapons. It is illegal to carry a weapon of this magnitude on the streets without an Assassin's License, and even then it is illegal to carry it loaded. Most Class 3 weaponry is fired from the hip, and usually comes fitted with a waist brace.

DECAPITATOR 666- Created from lightweight elements, the Decapitator 666 was the second result of the attempt to place a powerful firing mechanism in an easier to handle weapon by the makers of the Last Rites and the Bulldozer. Again, the experiment was only partially successful. While indeed lightweight and rather sleekly designed, the length of the barrel is the longest of Class III weapons. The attempt was to create a weapon with greater accuracy so that ammunition could be conserved, and the result works, even if most Contractors or others who can carry a Class III weapon scorn it for its high expense and lack of full-auto sprays that suppress superior numbers. Still, the Decapitator sells enough that it has stayed on the market.

Ammunition

Each Class of ordnance has its own ammunition clips. This standardizes Ammunition use. The cost of the ammunition is for a standard clip of that particular Class. The Flame Thrower uses a fuel cartridge, which is further described below.

Class 1 Standard Clip
Cost- 30 Credits
Rounds- 15

Class 2 Standard Clip
Cost- 50 Credits
Rounds- 25

Class 3 Standard Clip
Cost- 70 Credits
Round- 35

MELEE WEAPONS

Before ordnance and explosives, hand carried weapons were the dominating factor in most conflicts. Early examples of these weapons may seem crude and useless; but their modern counter parts are sleek and effective. These weapons are the silent tool of the assassin and the essential instruments of a street brawl. Below are the basic weapons used on the street. Many complex ancient weapons have been lost however.

CIRCUIT BLADES

These electrical klaives have an on/off switch in the hilt.

Balance- None (+1 Difficulty Levels to Throw)

Penance- 1D6+ Strength: Electrical & Essence (4 Electrical Attacks before it must be recharged)

Block Value- 2 (will inflict 1D6 Electrical Penance to blocked adversary)

Cost- 200 Credits

CIRCUIT SWORDS

Usually 3 to 4 feet in length, these swords are similar to the Circuit Blade.

Balance- +1 Difficulty Level

Penance- 1D10 + Strength: Electrical & Essence (8 Electrical Attacks before it must be recharged)

Block Value- 3 (will inflict 1D10 Electrical Penance to blocked adversary)

Cost- 600 Credits

Weight- 1

Cyberware

The cybernetics in this quick start are based on physical combat and defense. The range of cybernetics in the core book ranges from physical effects to neural racks with memdisks that can increase your skills and be switched out. The core book is available at your local hobby store or at www.apophisconsortium.com

Cybernetics are constantly being miniaturized, but the energy required to operate their microscopic mechanisms has not diminished. Each piece of cyberware has an **ENERGY RATING**, or "E-Rating". This is the amount of

Energy stored in the device. Some pieces of cyberware require its own energy to operate, or sustain operation. Others run on supplied energy, and are sustained by the body's own Bioelectric charges. Adding the Energy Ratings of all the body's cybernetics together gives the Character their **PULSE RATING**.

The location of the cybernetic is also important. The cyberware continues to function for hours after the body has died, but if the cybernetic takes a direct shot from a velocity firing weapon it may be destroyed. This is only possible if the Armor Rating of the cybernetic is exceeded, after all of the Character's body armor is subtracted. Cybernetics may also be fried by conducting large amount of Electrical Force into them, as is usually the case when caught in the concussive blast of some grenades. Electrical Penance does Endurance Penance, and it reduces the Energy to each cybernetic in the body by the number rolled. The Narrator may have to decide how damaged a cybernetic is, if it is not in a specific location, i.e. Biobooster and constrictors. If the Energy Rating of a cybernetic is ever exceeded it is damaged and shuts down. The cost to fix is usually the Installation charge. If someone wanted to attempt to repair a broken cybernetic the Difficulty becomes the same as installing it.

Some cybernetics function on Bioelectric Energy. **BIOELECTRIC ENERGY** is created within the cybernetic anytime the user is active. Therefore, anytime the industrialist moves their arms, runs in place, or even walks down the street they are providing energy for any cybernetic that runs on this. The human body can only produce 10 units of Bioelectric Energy for every die in Strength. The cybernetics must be recharged (physical exertion) if the user is dormant, or asleep for any longer amount of time. This Energy can be drained the same as Energy, but easily regained by exercise. 5 Rounds of physical exertion is needed to recuperate 5 Bio-E. A Narrator may wish to add unwanted effects to cybernetics that have been drained by electric penance. These effects are temporary until the character regains their Bio-E, but should take the form of nonreactive bioboosters or delayed constrictors.

Full Bodyware

FILLERS- Every Filler bought gives the Character 5 extra Essence and Endurance. Only up to 4 Fillers may be injected in one organism without the threat of suffocation, or worse. The Character takes on a stockier build with each Filler implanted, until Class 4 which results in nearly doubling the users starting body mass. With the implantation of the fourth Filler, the Character goes up in size to the classification of Large. Each Filler creates an increased hunger within the subject as the minute processors of the Filler injections require a catalyst energy to feed from.

HUMANITY MODIFIER- -1/ Filler

LOCATION- Full Body

ENERGY- None

ARMOR- 1/ Filler (Natural)

BIOBOOSTERS- This Cybernetic increases all Dexterity Rolls by 3/ Class, by running a small cables throughout the body all connected to the base of the brain. This networking increases the time it actually takes for synaptic functionality. BioBoosters come in Classes 1-3. Class 2 gives the Character an extra Turn/Round, and Class 3 gives the Character 2 extra Turns/ Round. After installation, the only obvious signs of usage are the pulsating cables just below the skin, which resemble veins in almost every aspect, with exception to their increased size. Each Class also adds that many Levels of Difficulty to an attacker when they choose to dodge.

HUMANITY MODIFIER- -1/ Class

LOCATION- Full Body

ENERGY- 5 Flowing Bioelectric/ Class

ARMOR- None

CONSTRICTORS- Those with Constrictors look to have ridged tubing under their skin. This cybernetic increases the Character's Strength rolls by 3/ Class. Constrictors do not boost immunity. Each class of Constrictors adds one cumulative point of damage to any hand-to-hand or melee strike. Constrictors are only found up to Class 3, though some illegal shops have modified Class Four at an increased cost. Each Class of Constrictors also allows a person to carry one additional weight without becoming overly fatigued.

HUMANITY MODIFIER- -1/ Class

LOCATION- Full Body

ENERGY- 5 Flowing Bioelectric/ Class

ARMOR- None

DERMAPLATING- This full body Natural Armor is buried under the epidermis. It is a Soft Armor that is fully flexible, yet it is as strong as Hybrid Weavings. Dermaplating adds 3 Natural Armor Points/ Class. This cybernetics creates a crosshatched texture on the surface of the user's skin.

Dermaplating only exists up to Class 4.

HUMANITY MODIFIER- -1

LOCATION- Full Body

ENERGY- None

ARMOR- 3 Natural Body Armor/ Class

VI. Adventure

Prelude

This adventure is part of a quick start created by Apophis Consortium. This adventure is primarily based off of materials presented in "Obsidian: Inside the Zone". Both "Inside the Zone" and other books should be available at

www.apophisconsortium.com or your local hobby store. Before running this adventure make sure your players have had the opportunity to read the History and Settings section of this document, or read it aloud to the players.

Subsector 3

This majority of this adventure is based in Subsector 3. Subsector 3 is where a majority of the Sanctioned citizens work as miners. Under the Zone in each cardinal direction, is a tunnel that stretches outward, toward the edge of the Zone. Once this tunnel clears the perimeter, it opens up to form a sprawling catacomb. Within these mineral rich tunnels a number of daemons tunneling in from the Wasteland have taken up residence. It is up to the Sanctioned citizens to clean out these infestations with crude weapons and mine the tunnels at the same time. To get to the tunnels, the Zone has provided electrical cable cars to transport these Sanctioned citizens.

Entrance to the Subsector is controlled through one of four sector lifts. Each tunnel on the Subsector lead to one of these sector lifts. A heavy guard of Law officers patrols each sector lift, as well as the immediate vicinity, but leave the security of the rest of the tunnels to the convicts and automated attack vehicles. These attack vehicles are released down each tunnel at the beginning of a shift, taking a full two hours to sweep most of the tunnel's branches. When the threat of danger has passed the Sanctioned citizens are released to work. If for some reason the automated attack vehicle does not return, the tunnel is closed and a contractor team is brought down to investigate.

Beginnings

Each of the characters begin working for an investigation firm named Sycophant Investigations based out of Sublevel 3. Sycophant Investigations has not been doing so well recently. They have been laying off employees and it hasn't been taking much to be terminated. The owner of the company Vincent Bane Cartridge III has not been in a good mood. He has recently been known to walk up to a random employee with a frown on his face and tell them "You know profits are way down you are lucky to have a job", he then walks out with a huff. When they arrive at the office in the morning things are different. The first thing the characters would notice is that they have a new email informing them about a meeting they are to attend at 9am. If the players listen to the talk of the office they can learn the following facts.

- Their boss Vincent has been in a good mood this morning and has been muttering about a new contract.
- A few of the Terminated Employees have arrived back at work this morning.

With a moderate Manipulation roll (Diff 9) the Characters may learn the following from his secretary.

- Vincent has secured a contract with the Law to oversee and investigate a few ongoing crimes and possible Kult activities.
- One of the stipulations of the contract was that Vincent had to agree to support something going on in the Subsectors of the zone.

When the characters arrive at the 9am meeting Vincent will answer no questions and barely even looks at them. He seems to be checking something of a list as each of the characters enters the office. If one of the characters enters late he mumbles something about profits being low and being lucky about having a job. When every one arrives he says the following to the characters.

We have recently been hired by the Law for several assignments. One of these assignments is to provide support to a mining venture in Subsector 3 of the zone. Subsector 3 is a mining operation that mines minerals far below the surface of the earth. Due to safety precautions the Law sends an automated attack vehicle down in to the mines to make sure it is safe for the miners to enter the mines. It normally takes a two-hour sweep of the mines in returns. The vehicle left at 4am this morning and has not returned as of yet. The Law has said that it has probably overturned or gotten stuck and that all they need is some one to go down and asses the situation. This is where you come in. I want you to go down to Subsector 3 and find the Law's automated attack vehicle for them. Pretty simple I think. Any Questions? Didn't think so. Be on your way, there is a Law officer out front to escort you to the lifts.

He will answer no more questions and simply bids that they hurry up and meet the law officer in the lobby. If pressed he will tell the characters that he has no further information.

The Descent

When the characters reach the lobby they are escorted to the lifts and taken down to Sector 1. At sector one pass through a security checkpoint. They will be escorted to the lift and begin their descent. The first descend past the Law stationed guards of the first Subsector, followed by the stacked cells of the prison sector. This is where the lift stops and the characters are escorted to the cable car. The cable car will take them down to the entrance to the main tunnel. At this point the characters are alone. The only option they have is to go forward. The tunnels are barely lit and sight is limited to 10 + the level of perception in feet. The walls of the tunnel are jagged where the mining of the mineral causes huge divits and pock marks in the walls. About every 30 feet there is metal braces in the wall for support. With a moderate Notice roll (diff 9) treaded vehicle tracks can be seen clearly. The characters can follow the tracks to a fork in the tunnels marked as A on the map.

- A. The characters come to a fork in the tunnel.
- The tunnel to the right leads to a collapse in the tunnel.
 - The tunnel to the left leads to the rest of the adventure.

- F. At the end of each of these tunnels is Class 3 ordinance called the "Nineteen" it is mounted on Class 3 AI Tripod. This tripod has a Dimensional Occuli it will only fire on things with a dimensional taint, such as daemons or zombies. This tripod is not mobile. To take this weapon of the tripod requires a difficult repair roll (Diff 15) failure will result on the AI targeting on the players. When one gun is tampered with all guns will be switched to general targeting. Meaning all guns will target anything that moves in front of it. When rolling to hit with this weapon roll the AI, the AI also determines how many turns per round the weapon gets. The stats are as follows
- AI: 6d
Diff Mod: +2 Levels
Rate of Fire: Full
Range: 900 Feet
Penance: 6d6+2
Weight:3
- B. At the end of this tunnel the players will find many bodies of what appears to be miners face down. If rolled over They characters will notice that they have a puncture wound in their chest, that is surrounded by green growth of some sort. A difficult medicine roll (diff 15) will notice that a jagged piercing weapon, similar to a hand carved spear, caused the wounds. The green growth cannot be identified. These miners have fallen victim to the kult of the dead and will rise to stop the characters way out of the tunnel. Their stats are as follows.

Zombies

Essence- 15
Endurance- 18
Body Size- Medium

Dexterity-1D
Strength- 4D
Mechanical- 2D

Knowledge- 2D
Perception- 1D
Mind- 2D

Natural Weapons: Claws- 3D6+4 Penance

Natural Ability: Zombies will is never depleted from endurance inflicting attacks. It's endurance is used only to calculate the amount of physical trauma a zombie can take before sustaining Essence Penance.

- C. A difficult notice roll (diff 15) will notice that past this junction there is no supports on the walls, the minerals have not been removed from the walls and the tunnel is getting darker.
- D. The characters will notice that the light is coming from ahead of them in the tunnel. At this point depending on how the group is faring you may want to throw in a few zombies to rise up from bodies laying on the ground do not weaken the party to much because further dangers lie a head.
- E. This area is where the light is coming from. There is a huge whole in the ceiling leading to the wastelands. Stress the fact that anything came come down from the wastelands through this whole and have a chance at entering the zone. This is something the characters will want to tell the law. The characters at this point may decide that they should return and tell the law. Entice them with noises coming from tunnel G and remind them that they have yet to find the Patrol Vehicle. Which the freshest tracks from the vehicle are going in to the top entrance of tunnel marked g on the map. There is no tracks out.
- F. Tunnel G is what is called a Mausoleum Hall. When the characters enter the tunnel and make a difficult notice roll (diff 15) the will notice that the rock gives way to flesh with muscles underneath. These sheets of flesh cover the entire tunnel from entrance to exit and will attack the characters as they venture down the tunnel. The walls of flesh will throw itself at the characters. The only way to stop the Mausoleum Hall from attacking is to deal penance equal to its Essence.

Mausoleum Hall

Essence- 75
Str- 2D
Mech- 2D

Endurance- 48
Dex- 1D
Know- 2D

Per- 2D
Mind- 2D

Natural Weapons: Throwing itself at the characters will inflict 2D6 Endurance Penance.

Natural Ability: Zombies will is never depleted from endurance inflicting attacks. It's endurance is used only to calculate the amount of physical trauma a zombie can take before sustaining Essence Penance.

In the middle of the tunnel is the Patrol Vehicle. There are two creatures in this area. The first is the **Sinister Minister**, which is a zombie with bounty hunter armor drilled in to its flesh. This creature was left to guard the Patrol Vehicle while the Kultist went back in to the wastelands to get reinforcements.

The second creature in this part of the tunnel is **Segmented Doom Spawn**, which has been nesting in the patrol vehicle itself. Any gun fire or loud noises will awaken this creature and it will set itself on the characters. Once these creatures have been killed the characters may repair the Patrol Vehicle with a moderate repair roll (Diff 9) and drive it back to the lift area. The characters are then congratulated by the company and given the following experience.

Sinister Minister

Essence- 25
Str- 3D (10D Arms)
Mech- 2D

Endurance- 30
Dex- 1D
Know- 2D

Per- 1D
Mind- 5D*

Armor- 10 Hard Armor

Special Attack: Talons (4D8+10 Essence Penance)

*The minister is wearing an artifact, which is giving him the ability to operate with out his masters control. The stats for the artifact are as follows.

Mind Evolver Restraint Helmet

This sinister looking item looks like a restraint helmet used when given MRI's. With the exception of two large screws that are about temple level drilled in to the side. When not in use the screws hang limply from the metal frame. When the Helmet is put on the screws become alive and drill themselves in to the temple of the wearer. The screws will not come undone until the wearer is dead. This helmet bestows upon the wearer a mind of 5D. But the downside of this is it also allows the user to roll only 2D for restraint.

Segmented Doom Spawn

One of the stranger undead creations, this zombie is comprised of seven torsos, including the arms and hands. Each torso is cut away from the legs and head, and then attached together to form a segmented snake. The doom spawn can raise itself up at either end to attack enemies in any direction. Three torsos must always be planted on the ground to maintain stability. This gives the creature two attacks directed at front facing enemies, and two attacks for those in the rear, for a total of 4 attacks each turn. The doom spawn has been implanted with serrated blades and weapons into it fingers and wrists. A human head is sewn onto each end to allow the entire entity to fully perceive its surroundings.

Essence- 4D6 (Per

Torso)

Str- 2D

Mech- 2D

Dex- 3D

Know- 2D

Endurance- 4D6 (Per

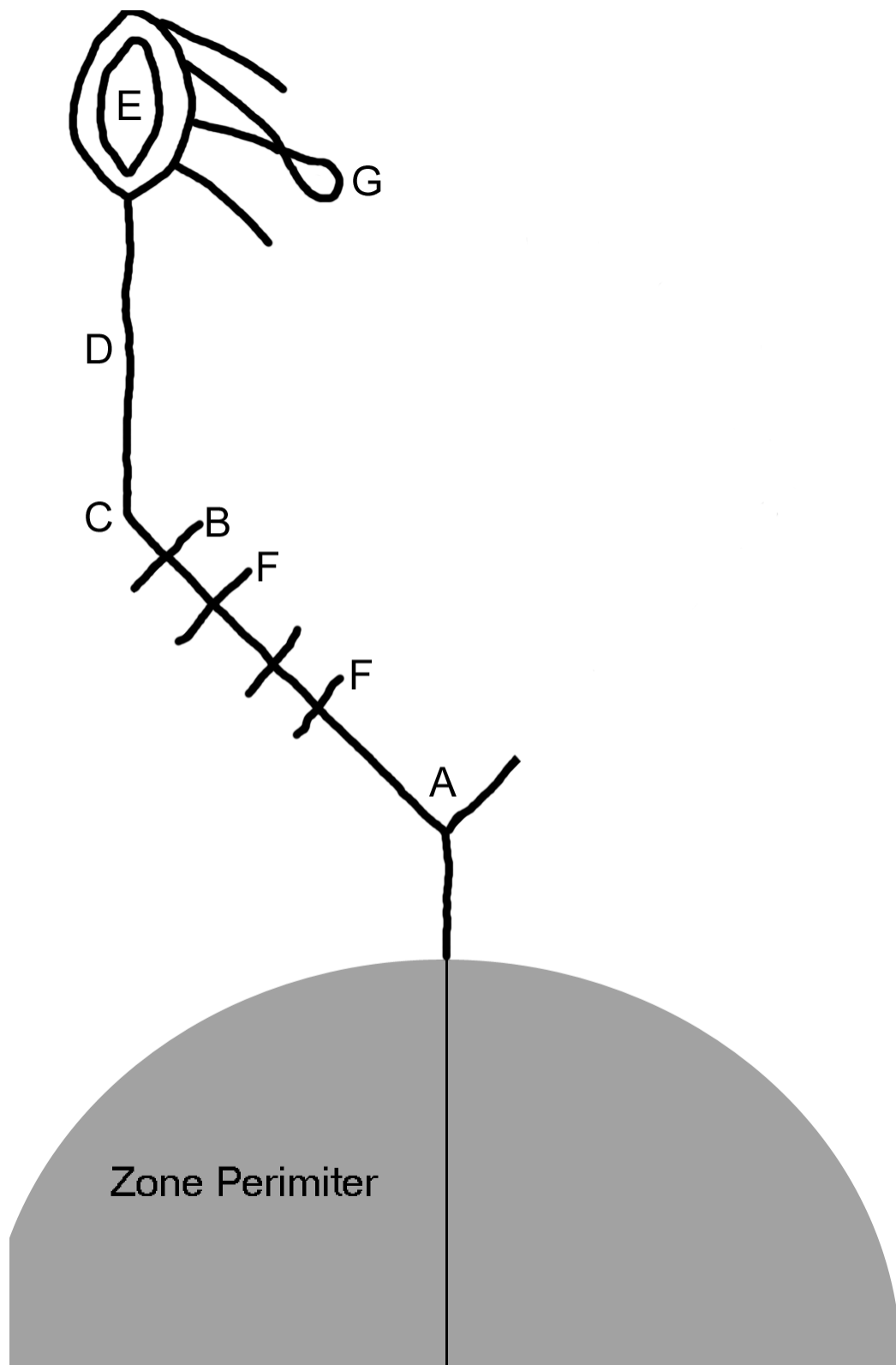
Torso)

Per- 1D

Mind- 2D

Special Attack: Claws (3D6+5 Essence Penance)

At the end of this adventure the player have earned 2 Experience points and 1 Corporate Experience point. More information on spending XP is available in



OBSIDIAN

ATTRIBUTES

DEXTERITY: 5D

FIREARMS- +2D (+6)

THROWING OBJECTS- (+6)

FIGHTING- (+6)

MELEE- (+6)

STEALTH- (+6)

STRENGTH: 3D

MOVEMENT-

GRAPPLE-

LIFT-

STAMINA-

IMMUNITY-

MECHANICAL: 3D

DRIVE-

CYCLE-

REPAIR-

CYBERNETICS- +2D

SABOTAGE-

KNOWLEDGE: 2D

STREET WISE-

TECHNOLOGY-

MEDICAL-

RELIGION-

OCULT-

MYSTICAL LORE-

DATA-

PERCEPTION: 3D

SUBTERFUGE-

SEARCH-

PSYCHOANALYSIS-

NOTICE-

SENSITIVITY-

MIND: 2D

MENTAL-

MANIPULATION-

RESTRAINT-

INSIGHT-

MEMORY- +1D

CHARACTER NAME:

ETHOS: Machine

PRIMARY SOCIAL BACKGROUND: Industrialist

SECONDARY SOCIAL BACKGROUND: Investigator

ESSENCE / ENDURANCE (4D6)

ESSENCE: 27

STARTING SPIRIT (1D6): 3

TURNS / ROUND: 4

VIRUS RATING (1D4): 1

ENDURANCE: 22

HUMANITY (20): 15

PULSE RATING: 10

EQUIPMENT:

ENERGY

ARMOR:

AR

LOCATIONS

ENERGY

RADIATION LEVEL- _____

DISEASES:

Cybernetic Tools

E.M.K x2

Neon Stick x5

Shoulder Sack

Datapad

Digiwatch

Common Outfit

MELEE WEAPON:

B:

P:

BV:

GAME EXPERIENCE-

CORPORATE EXPERIENCE-

DOMINATIONS REMAINING-

CREDBASE- 150

CREDIT ACCOUNT-

CR

CR

ORDNANCE:

NAME	CLASS/WEIGHT	PENANCE	RATE OF FIRE	DIFFICULTY MODIFIER	RANGE
Last Rights	II/3	4D6+3	Full	+2 Lvl's	700

CLIP TYPE-

OF CLIPS-

Class III / 7 / / / 245

CLIP TYPE-

OF CLIPS-

/ / / /

CLIP TYPE-

OF CLIPS-

/ / / /

CYBERNETICS:

TYPE	EFFECT-	HUMANITY MODIFIER	AR	E	AREA#
Filler	+10 ES/EN	-2	+2		Full
BioBooster	+6Dec	-2	0	10	Full
Dermplating	+3 Armor	-1	3	0	Full

PULSE RATING- _____

FULL BODY HIT CHART- (1D20)

1-2	HEAD (1/3)	___ OF
3-6	LEFT TORSO (FULL)	___ OF
7-10	RIGHT TORSO (FULL)	___ OF
11-12	ABDOMEN (FULL)	___ OF
13-14	LEFT ARM (1/2)	___ OF
15-16	RIGHT ARM (1/2)	___ OF
17-18	LEFT LEG (1/2)	___ OF
19-20	RIGHT LEG (1/2)	___ OF

ARMOR

5

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MOTIVATIONS:

PASSIVE/ACTIVE

1. _____
2. _____
3. _____
4. _____
- (5.) _____
- (6.) _____

TORSO HIT CHART- (1D8)

1	HEAD (1/3)	SEE ABOVE
2	NECK (1/4)	___ OF
3-4	LEFT TORSO (FULL)	SEE ABOVE
5-6	RIGHT TORSO (FULL)	SEE ABOVE
7	ABDOMEN (FULL)	SEE ABOVE
8	GROIN (1/4)	___ OF

ARMOR

5

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OBSIDIAN

ATTRIBUTES

DEXTERITY: 3D

FIREARMS-
THROW OBJECTS-
FIGHTING-
MELEE- +2D
STEALTH-

STRENGTH: 3D

MOVEMENT- (+6D)
GRAPPLE- (+6D)
LIFT- (+6D)
STAMINA- (+6D)
IMMUNITY-

MECHANICAL: 3D

DRIVE-
CYCLE-
REPAIR-
CYBERNETICS- +2D
SABOTAGE-

KNOWLEDGE: 2D

STREETWISE-
TECHNOLOGY-
MEDICAL-
RELIGION-
OCULT-
MYSTICAL LORE-
DATA-

PERCEPTION: 3D

SUBTLEFUGE-
SEARCH-
PSYCHOANALYSIS-
NOTICE-
SENSITIVITY-

MIND: 2D

MENTAL-
MANIPULATION-
RESTRAINT-
INSIGHT-
MEMORY- +1D

CHARACTER NAME:

ETHOS: Machine

PRIMARY SOCIAL BACKGROUND: Industrialist

SECONDARY SOCIAL BACKGROUND: Investigator

ESSENCE / ENDURANCE (4D6)

ESSENCE 23

STARTING SPIRIT (1D6): 3

TURNS / ROUND: 3

VIRUS RATING (1D4): 3

ENDURANCE: 26

HUMANITY (20): 15

PULSE RATING: 10

EQUIPMENT:

ENERGY

ARMOR:

AR

LOCATIONS

ENERGY

RADIATION LEVEL- _____

Cybernetic Tools

E.M.K x2

Neon Stick x5

Shoulder Sack

Datapad

Digiwatch

Common Outfit

Sheath

Energy Unit

MELEE WEAPON:

B:

P:

BV:

Circuit Sword

+1

1D10+5

3

DISEASES:

GAME EXPERIENCE-

CORPORATE EXPERIENCE-

DAMNATIONS REMAINING-

CREDBASE-100

CREDIT ACCOUNT-

CR

CR

ORDNANCE:

NAME	CLASS/WEIGHT	PENANCE	RATE OF FIRE	DIFFICULTY MODIFIER	RANGE
Angel Hate	I/3	1D10+2	Single	-1 Lvl's	200

CLIP TYPE-

OF CLIPS-

Class I / 10 / / 150

CLIP TYPE-

OF CLIPS-

/ / /

CLIP TYPE-

OF CLIPS-

/ / /

CYBERNETICS:

TYPE	EFFECT-	HUMANITY MODIFIER	AR	E	AREA#
Filler	+10 ES/EN	-2	+2		Full
Constrictors	+6Str	-2	0	10	Full
Dermplating	+9 Armor	-1	3	0	Full

PULSE RATING- _____

FULL BODY HIT CHART- (1D20)

1-2	HEAD (1/3)	___ OF
3-6	LEFT TORSO (FULL)	___ OF
7-10	RIGHT TORSO (FULL)	___ OF
11-12	ABDOMEN (FULL)	___ OF
13-14	LEFT ARM (1/2)	___ OF
15-16	RIGHT ARM (1/2)	___ OF
17-18	LEFT LEG (1/2)	___ OF
19-20	RIGHT LEG (1/2)	___ OF

ARMOR

11

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MOTIVATIONS:

PASSIVE/ACTIVE

1. _____
2. _____
3. _____
4. _____
- (5.) _____
- (6.) _____

TORSO HIT CHART- (1D8)

1	HEAD (1/3)	SEE ABOVE
2	NECK (1/4)	___ OF
3-4	LEFT TORSO (FULL)	SEE ABOVE
5-6	RIGHT TORSO (FULL)	SEE ABOVE
7	ABDOMEN (FULL)	SEE ABOVE
8	GROIN (1/4)	___ OF

ARMOR

11

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O B S I D I A N

ATTRIBUTES

DEXTERITY: 3D

FIREARMS- +3D

THROW OBJECTS-

FIGHTING-

MELÉE-

SLEATH-

STRENGTH: 3D

MOVEMENT-3D

GRAPPLE-

LIFT-

STAMINA-

IMMUNITY-

MECHANICAL: 3D

DRIVE-

CYCLE-

REPAIR-

CYBERNETICS-

SABOTAGE-

KNOWLEDGE: 3D

STREETWISE-

TECHNOLOGY-

MEDICAL-

RELIGION-

OCULT-

MYSTICAL LORE-

DATA-

PERCEPTION: 3D

SUBTERFUGE- +2D

SEARCH-

PSYCHOANALYSIS-

NOTICE-

SENSITIVITY-

MIND: 3D

MENTAL-

MANIPULATION-

RESTRAINT-

INSIGHT-

MEMORY- +1D

CHARACTER NAME:

ETHOS: Citizen

PRIMARY SOCIAL BACKGROUND: Contractor

SECONDARY SOCIAL BACKGROUND: Investigator

ESSENCE / ENDURANCE (4D6)

ESSENCE 20

STARTING SPIRIT (1D6): 2

TURNS / ROUND: 3

VIRUS RATING (1D4): 3

ENDURANCE: 16

HUMANITY (20): 20

PULSE RATING:

EQUIPMENT:

ENERGY

ARMOR:

AR

LOCATIONS

ENERGY

RADIATION LEVEL- _____

Assassin's License

Bounty Armor 10 Not Head

DISEASES:

Datapad

Bounty Helmet 10 Not Head

Digiwatch

Trench Coat 2 Torso

Shoulder Sack

E.M.K x2

Silencer

Flash Suppressor

IR Scope

Laser Sight

MELEE WEAPON: B: P: BV:

GAME EXPERIENCE-

CORPORATE EXPERIENCE-

DAMNATIONS REMAINING-

CREDBASE- 0

CR

CREDIT ACCOUNT-

CR

ORDNANCE:

NAME	CLASS/WEIGHT	PENANCE	RATE OF FIRE	DIFFICULTY MODIFIER	RANGE
Decapitator 666	III/2	3D12	Burst	0	800

CLIP TYPE- # OF CLIPS-
Class III / 5 / / 175

CLIP TYPE- # OF CLIPS-
/ / /

CLIP TYPE- # OF CLIPS-
/ / /

EXPLOSIVES:

NAME	PENANCE	RADIUS	# OF LOCATIONS	SENSITIVITY

FULL BODY HIT CHART- (1D20)

		OF	ARMOR
1-2	HEAD (1/3)		10
3-6	LEFT TORSO (FULL)		12
7-10	RIGHT TORSO (FULL)		12
11-12	ABDOMEN (FULL)		12
13-14	LEFT ARM (1/2)		12
15-16	RIGHT ARM (1/2)		12
17-18	LEFT LEG (1/2)		12
19-20	RIGHT LEG (1/2)		12

MOTIVATIONS:

PASSIVE/ACTIVE

1.	
2.	
3.	
4.	
(5.)	
(6.)	

TORSO HIT CHART- (1D8)

		OF	ARMOR
1	HEAD (1/3)	SEE ABOVE	10
2	NECK (1/4)		10
3-4	LEFT TORSO (FULL)	SEE ABOVE	12
5-6	RIGHT TORSO (FULL)	SEE ABOVE	12
7	ABDOMEN (FULL)	SEE ABOVE	12
8	GROIN (1/4)		12

OBSIDIAN

ATTRIBUTES

DEXTERITY: 3D

FIREARMS-
THROW OBJECTS- +5D
FIGHTING-
MELEE-
STEALTH-

STRENGTH: 3D

MOVEMENT- 2D
GRAPPLE-
LIFT-
STAMINA-
IMMUNITY-

MECHANICAL: 4D

DRIVE- +1D
CYCLE-
REPAIR- +2D
CYBERNETICS-
SABOTAGE-

KNOWLEDGE: 3D

STREET WISE-
TECHNOLOGY-
MEDICAL-
RELIGION-
OCULT-
MYSTICAL LORE-
DATA-

PERCEPTION: 3D

SUBTERFUGE- +2D
SEARCH-
PSYCHOANALYSIS-
NOTICE-
SENSITIVITY-

MIND: 3D

MENTAL-
MANIPULATION-
RESTRAINT-
INSIGHT-
MEMORY- +1D

CHARACTER NAME:

ETHOS: Citizen

PRIMARY SOCIAL BACKGROUND: Technophile

SECONDARY SOCIAL BACKGROUND: Investigator

ESSENCE / ENDURANCE (4D6)

ESSENCE 19

STARTING SPIRIT (1D6): 6

TURNS / ROUND: 3

VIRUS RATING (1D4): 2

ENDURANCE: 20

HUMANITY (20): 20

PULSE RATING:

EQUIPMENT:

ENERGY

ARMOR:

AR

LOCATIONS

ENERGY

RADIATION LEVEL- _____

Mechanical Toolkit

Stormtropper 13 Full

Hovercrate

Digiwatch

Shoulder Sack

E.M.K x2

Datapad

Lock Disruptor

Mag-Links

Grenade Case

Energy Unit

MELEE WEAPON:

B:

P:

BV:

5x Circuit Dagger +1 (Thrown) 1D6+Str

2

DISEASES:

GAME EXPERIENCE-

CORPORATE EXPERIENCE-

DAMNATIONS REMAINING-

CREDBASE- 0

CREDIT ACCOUNT-

CR

CR

ORDNANCE:

NAME

CLASS/WEIGHT

PENANCE

RATE OF FIRE

DIFFICULTY MODIFIER

RANGE

CLIP TYPE-

OF CLIPS-

CLIP TYPE-

OF CLIPS-

CLIP TYPE-

OF CLIPS-

EXPLOSIVES:

NAME

PENANCE

RADIUS

OF LOCATIONS

SENSITIVITY

3x Dismantler D12 20 6 +2

FULL BODY HIT CHART- (1D20)

ARMOR

1-2	HEAD (1/3)	___ OF ___	13
3-6	LEFT TORSO (FULL)	___ OF ___	13
7-10	RIGHT TORSO (FULL)	___ OF ___	13
11-12	ABDOMEN (FULL)	___ OF ___	13
13-14	LEFT ARM (1/2)	___ OF ___	13
15-16	RIGHT ARM (1/2)	___ OF ___	13
17-18	LEFT LEG (1/2)	___ OF ___	13
19-20	RIGHT LEG (1/2)	___ OF ___	13

MOTIVATIONS:

PASSIVE/ACTIVE

1. _____
2. _____
3. _____
4. _____
- (5.) _____
- (6.) _____

TORSO HIT CHART- (1D8)

ARMOR

1	HEAD (1/3)	SEE ABOVE	13
2	NECK (1/4)	___ OF ___	13
3-4	LEFT TORSO (FULL)	SEE ABOVE	13
5-6	RIGHT TORSO (FULL)	SEE ABOVE	13
7	ABDOMEN (FULL)	SEE ABOVE	13
8	GROIN (1/4)	___ OF ___	13

