CONTENTS
OVERVIEW
THE GALAXY
AGENDAS
CHARACTERS
GEAR
SPECIAL RULES
GAME MASTERY

NOVA PRAXIS

Mike McConnell

OFFICIAL SAVAGE WORLDS LICENSED PRODUCT

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CONTENTS

OVERVIEW

THE GALAXY

AGENDAS

CHARACTERS

GEAR

SPECIAL RULES

GAME MASTERY

VOID STAR

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CONTENTS

PROLOGUE 5

CHAPTER 1 - OVERVIEW 7

INTRODUCTION 8
- The Singularity and Mimir 9
- Earth is Lost 9
- Space and Other Worlds 9
- The Coalition and Houses 9
- Apostates 9
- A (Nearly) Post-Scarcity Economy 10
- Transhumanity 10
- The Mesh and the Digital Divide 11
- Savants 11
- The Humanity Preservation Act 11
- Open Conflict 12
- Shadow Conflict 12
- Optimistic Hard Sci-Fi 12
- Nova Praxis and its Themes 12

WHAT HAS COME BEFORE... 13

THE VIEW FROM ORBIT 14
- Legacy of the Singularity 14
- Bits to Atoms | Ideas Made Manifest 15
- The Fall of Earth 16
- Rise of the Houses 16
- Utopian Oppression | Dystopian Liberty 17
- Conspiracy and Intrigue 17
- Infinite Frontiers 18
- Transhumanity 19
- Savants | The Bleeding Edge 20

TIMELINE OF EVENTS 22

SETTING TERMINOLOGY 31

CHAPTER 2 - THE GALAXY 32

THE GALACTIC GAZETTEER 33
- Mercury 33
- Venus 34
- Earth 35
- Luna 38
- Mars 42
- Asteroid Belt 46
- Jupiter 47
- Saturn 47
- Uranus 48
- Neptune 49

NOTABLE EXOPLANETS 51
- Chengdan 51
- Cygnus Alpha 53
- Proch 55
- Sagitta 57
- Sanctuary 59
- Shouye 61

PERSISTENT VIRTUALITIES 63
- Stygia 63
- The Crossroads 63
- Chicago 64
- The Dark Archive (“The Darkive”) 64

TECHNOLOGY 65
- “Mimir-tech” 66
- Computers & Networks 67
- Hacking 68
- The Extranet 68
- The Mesh 69
- Nanotechnology 71
- Notable Materials 71
- Power 73
- Biotechnology 75

CULTURE 78
- The Reputation Economy 78
- Uplifted Animals 78
- The Apostate Economy 81
- Setting Economics vs. Game Economics 81

ENTERTAINMENT 82
- Climax Culture 82
- Music 82
- Production Experiences (“Prodexes”) 82
- Sensies 82
- Virtual Vacations 82
- Virtual Sports 83
- Augmented Reality Games (ARGs) 84
- The Social Scene 84

DISCRIMINATION 84

WARFARE 85

TRANSPORTATION 85
- The Jump Ring Network 86

CHAPTER 3 - AGENDAS 87

THE COALITION 88
- A Consociationalist Government 88
- The Coalition Government 89
- Apostates (“Non-Citizens”) 92

TRANSHUMANS 96

PURISTS 97

RELIGION 98
- Mimirians 98
- Traditional Religions 99
- Neo-Religions 99

THE HOUSES 100
- House Cipriani 100
- House Dalianis 103
- House Jinzhan 106
- House Kimura 109
- House Silva 112
- House Tsarya 115

CHAPTER 4 - CHARACTERS 118

CHARACTER CREATION 119
Step I – Select Attributes 119
Step II – Select Skills 119
Step III – Select State 120
Step IV – Secondary Statistics 120
Step V – Further Development 121
Step VI – Allegiances 121
Step VII – Rep and Asset Ratings 121
Step VIII – Gear 121
Character State 122
New Hindrances 126
New Edges 132
Edges and Hindrances 126
Revised Hindrances 140
Revised Edges 140
Edges, Hindrances and State Changing 140
Savant Programs 141

CHAPTER 5 - GEAR 154

WEAPONS TECHNOLOGY 155
Railguns/Coil Guns 155
Particle Acceleration Guns ("PAc Guns") 155
Explosives 156
Melee Weapons 156
Restricted Items 156
Weapons Statistics 157
Ammo Costs 159
Special Ammunition 159
Overheating or Power Drain 160
Special Attacks 160
Personal Firearms Table 162
Heavy Weapons Table 163
Melee Weapons Table 163
Explosives Table 164
Armor 164
Armor Features 165
Powered Armor Table 165
Armor Table 166
Equipment 168

SLEEVES 175
Biosleeves 175
Cybersleeves 175

AUGMENTATIONS 177
Standard Biosleeves 176
Standard Cybersleeves 176

SAMPLE SLEEVES 194
Courier 194
Ingot 194
Strife 194
Ursus 195
Jinsoku 195
Vixen/Satyr 195
Justicar 196
Paragon 196

DRONES 197
Controlling a Drone 197
Creating a Drone 197
Sample Drones 198

TRANSPORTS 200
Starships 201
Vehicles 205
Walkers 209
Transport Weapons and Ammo 211
New Mods 212

CHAPTER 6 - SPECIAL RULES 215

SPECIAL RULES 216
Setting Rules 216
Rep and Assets 216
Reputation Hits and Bumps 217
Acquiring Goods and Services 218
Sample Favors 219
Resleeving and Fragmentation 221
Healing and Repair 224
Gameplay in a Virtuality 225
Gravity 226
Programming 226
Optional Rule: Abstract Ammo and Heat Management 227

CHAPTER 7 - GAME MASTERY 230

THE CAMPAIGN 231
Campaign Style 231
Shadow Operations 233

CAMPAIGN ARCS 234
Arc #1 - The Setup 234
Arc #2 - Betrayal on Ice 237
Arc #3 - To Be, Ort Not to Be 240
Arc #4 - Scholae Palatinae 242

HIDDEN AGENDAS 249
Children of Dionysus 249
The Fallen 249
House Turin 251
Phalanx Formations 252
Progenesis Afflicted 253
Rings of Olympus 254
The Scholae Palatinae 255
Second Chances 257
Seraphim 257
Talons of Freedom 258
The Unseen Court 260

SAMPLE ANTAGONISTS 261

HERALDS OF THE SINGULARITY 271

PROLOGUE

Breaking All the Rules

This is not a Savage Setting like any you've ever seen.

Long-time fans are going to page through this book and have their minds blown. This may be a good thing, or it could be a very uncomfortable experience.

At least at the beginning.

However, I am sincerely hopeful that you read this message, right here, before you make too many quick judgments about whether or not this game is "Savage" enough. I promise you, it's very Savage, and you're going to be able to have an incredible gaming experience when you delve into it.

You will have to delve a bit, there's no arguing that. This is a complex setting based upon an incredibly expansive and complicated premise. Transhumanism and post-singularity science fiction is arguably one of the most involved and deep concepts you could ever wish to tackle in any medium, much less a game.

I know a great many people in gaming and entertainment. I can honestly say that I don't know anyone more informed and more expert in the transhuman and posthuman fiction genre than Mike McConnell. I know many who are in the same league, but I am saying he's as good as it gets in my book when it comes to putting this kind of thing into your hands not only be entertained by, but to actually play with and become immersed within.

Mike wanted to give Savage Worlds fans a truly complete gaming experience with the setting he envisioned. To this effect, he absorbed the rules, and he brought me in as a consultant to keep him on track with what would and would not work. We had a lot of arguments and discussions – a lot – and I am not ashamed to say I lost more than a few.

This is, as it turns out, a good thing. I tried to hyper-focus on the old adage of F!F!F! - Fast! Furious! Fun! - as a kind of Prime Directive. I continuously attempted to gut the more elaborate ideas and constructions from the framework, boiling everything down into how every other Savage Setting is "supposed" to work.

I was wrong.

Truth is, our favorite game system has evolved, and continues to do so. There's a new philosophy emerging, one that the creator – the most excellent Shane Hensley – is gently encouraging as he lets others play in this fantastic sandbox created by the Savage community. Keep true to the core mechanics, but express the creativity and the art of each setting as best befits the dream of the creators.

This should be done within reason, of course, but certainly the ability to go wherever your imagination can conceive with this single redoubtable game engine is a powerful idiom. There are ways to go that will result in a game experience that is neither fun nor rewarding; that's the price for straying too far from the core concepts.

Some of you may feel *Nova Praxis: Savage Worlds Edition* (or, as I like to call it, "Savage Praxis") strays too far.

I don't think so. In fact, I firmly assert it goes just far enough.

Read the source material, the background of the setting, and the attendant fiction and examples. Get to know this universe of nigh-infinite possibilities and thought-provoking prognostication about our future as a species. If you are a fan of science-fiction, I believe you will discover that we went where we had to in order to present all of this potential within the framework of the Savage system.

Most of the complexity lies within the character creation part of the game. Though it can take as little as a few minutes to build the typical Savage Worlds character for many settings, I will grant that's not going to be the case here (at least not for the first couple of PCs you work up).

A post-singularity transhuman universe promises a wealth of personal choices about your core identity. In such a proposed setting, you have elective identity! Try to wrap your head around that, because it's a doozy.

Play with this concept for a minute. Right now, you are looking at adopting an alternate identity for a fictional exercise. That's what we do every time we sit down to contemplate playing a new game or campaign. We imagine a different identity, and we construct in our minds and on the character sheet what that new identity will be like, within the bounds of what is possible in the game setting.

Now imagine that you could extend that metaphor to its ultimate conclusion. You are allowed to re-craft yourself in every single possible way you might imagine. You could choose to be a hulking war-bot monstrosity; a lithe, impossibly beautiful superstar dancer; a digitized presence in cyberspace with wizard-like powers and mastery; or a musician today, a load-lifer tomorrow, and a deep-space miner next week.

You could conceivably be any one of those things with the flip of some switches and a re-sleeving of yourself into a new form.

This is the universe of *Nova Praxis*, and expressing it in Savage Worlds terms required some major creative and design work in order to give you all of those incredible options. It means you've got a lot more to consider when creating your concept and then expressing your initial presence in the setting. That means a lot more in the way of character creation options and decisions, which will hopefully be a fun and rewarding process.

It is certainly a necessary one if you want to truly explore the nature of nearly endless elective identity opportunities.

Mike is a machine. He did all of the heavy lifting on this one, translating his concepts from the FATE-driven material faithfully while rewiring everything to ensure it was truly Savage in nature. All I did was hang out on the sidelines with a clipboard and a cup of coffee, offering my consultation and reminding him of the various "regulations" he'd want to stay within. If something gets through that you feel is really broken in terms of Savage Worlds, that's going to be my fault. If you like what you are reading and playing with, all credit is Mike's first and foremost.

This isn't your typical Savage Setting, and it's going to be a much deeper, crunchier gaming experience than you might have expected.

Get ready to have your expectations blown wide open, and get ready for the ride of your life, because this is one Savage experience that will challenge you in every way, and leave you ready for more.

Who will you be? Who will you become? When infinity is in front of you, which path will you take?

Hopefully a properly Savage one.

Sean Patrick Fannon
Consultant for *Nova Praxis: Savage Worlds Edition*
Creator and Lead Designer for *Shaintar*

Getting Started

This book presents the *Nova Praxis* campaign setting for the Savage Worlds role-playing game.

The first half of the book focuses on the setting itself, while the second half provides new character options and rules to help bring the setting to life at your game table.

To play this game you will need *Savage Worlds Deluxe* (SWD), a set of polyhedral dice, some playing cards, paper, and pencils.

In addition, you will find that the *Savage Worlds Science Fiction Companion* (SWSFC) is referenced throughout this book. While the SWSFC is not necessary to create characters and play in a *Nova Praxis* campaign, it is recommended; and only required if you intend to feature combat using starships, vehicles, and walkers.

A Different Perspective

Nova Praxis existed as an unfinished concept for a few years, during which I searched for the best rules system through which to convey the setting. I went through several, before finally settling on Fate for the first release.

After the success of the Fate version, I began thinking about other ways to present the setting. And once again, I came back to a system I had experimented with early in *Nova Praxis*' life... Savage Worlds.

Spending more time with SW, it became apparent that the rules were a wonderful fit for the Nova Praxis setting, and at GenCon 2013, I had a moment to talk to Shane Hensley about the possibility of licensing SW for a conversion.

With his help, I eventually teamed up with Sean Fannon, and work on the Savage Worlds conversion began. As Sean can tell you, it wasn't easy. But I believe it was worth it.

What you hold in your hands is the culmination of hundreds of hours of work, fusing the setting around a new set of rules that almost seemed designed to accept *Nova Praxis* from the beginning.

I owe a lot of people a lot of thanks. But most of all, I'd like to thank the fans of *Nova Praxis*.

Thank you for afforded me the opportunity to bring this setting to life.

Mike McConnell
Creator of *Nova Praxis*

OVERVIEW

INTRODUCTION BULLET POINTS WHAT HAS COME BEFORE THE VIEW FROM ORBIT TIMELINE TERMINOLOGY

CONTENTS
OVERVIEW
THE GALAXY
AGENDAS
CHARACTERS
GEAR
SPECIAL RULES
GAME MASTERY

Post-Singularity Post-Scarcity The Fall of Earth Rise of the Houses Utopia/Distopia Conspiracy & Intrigue
The Last Frontier AR & VR Transhumanity Savants

INTRODUCTION

Things have changed. We have changed.

Earth is lost to us, but even in the aftermath of this terrible tragedy, we grow, evolve, and even prosper. We have witnessed the death of our mother and the birth of a new era.

In what might have been the end, salvation was found in the synthesis of biology and technology. Augmentation, ranging from basic genetic manipulation to Apotheosis, set us on the path of prosperity. And more, these advances reinforced the importance of identity, individuality, and what it means to be human.

The loss of Earth and the resulting Exodus gave us an opportunity to start over with a clean slate. And we seized it.

The need for organization, stability, and a reliable government was clear, but the old ways came to be viewed by the survivors as archaic, clumsy, and too easily corrupted.

It was time for a new way…a Nova Praxis.

Today, social networks allow the will of the people to be measured instantly, accurately, and without the need for representation. The Coalition, guided by the collective voice of its people, has established new homes on worlds lit by new suns. Molecular assembly technology has made it possible for society to provide a quality of life never before imagined, at essentially no cost, to everyone. And we are virtually immortal.

But can this would-be utopia last?

Corruption in the Coalition government fosters decay from within. The Houses, our benefactors and patrons, run shadowy networks of intrigue, espionage, and assassination. Apostates, those who refuse citizenship in the Coalition, condemn those who would trade their privacy for the Coalition's security.

Remnants of Earth's old governments wage a guerrilla war on Coalition forces. Ideological extremists commit acts of terror using the latest horror to spring from a factory or test tube…

And the value of a human soul is weighed and measured in lines of code.

Nova Praxis is a post-singularity sci-fi setting that explores transhumanism and post-scarcity societies against a backdrop of action, adventure, conspiracy, and intrigue.

Nova Praxis is…

…a tabletop role-playing game featuring the Savage Worlds Role-Playing Game System, tailored specifically for Nova Praxis.

…a relatively "hard sci-fi" setting that takes place during the aftermath of a short-lived technological singularity.

…an exploration of the tropes of transhuman sci-fi: mind uploading, resleeving, artificial intelligence, and augmentation.

…an exploration of the societal impacts of a reputation-based post-scarcity economy.

…a game in which players play characters who slip between the cracks of civilization and perform jobs their patrons would rather keep off the books.

...a setting full of conflict. The Houses wage a secret Shadow War against each other, purist and transhuman ideologies clash violently, and apostates rebel against the oppression of the Coalition government.

...home to railguns, powered armor, starships, security drones, bipedal combat frames, swarms of nanomachines, kill-sats, and the horrors of accelerated evolution gone wrong.

BULLET POINTS

The Singularity and Mimir

In the year 2042, the exponential pace of technological advancement gave way to an AI of unprecedented potential. This AI, called Mimir (pronounced “Me-Mer”), ran for three months before mysteriously shutting down. During its short lifespan, it advanced human technology by nearly a millennium.

Humanity now combs through Mimir’s research archives in search of new technology. The Archives are publicly available to all on the Extranet, but it typically requires large teams with tremendous funding to find anything useful.

Earth is Lost

Humanity has left Earth, fleeing destruction in an event called the Exodus. The Technophage was a nanotechnological weapon deployed as a last resort during a terrible global war. Control over the technophage was lost, and soon became a global threat. The war ended as humanity fled, leaving Earth in an event that would come to be called the Exodus.

Just under one hundred million people survived. And now, thousands work around the clock, wielding mankind’s most destructive weapons, to maintain the technophage’s Earth quarantine.

Space and Other Worlds

One of Mimir’s biggest inventions was the jump drive, which allowed spacecraft to travel light years in just a few hours.

This technology also made it possible to create a system-spanning jump ring network, which facilitates travel between the six major worlds mankind now inhabits.

The largest portion of humans remain in the Sol system, particularly on Luna and Mars. The rest inhabit other planets, moons and space stations in the Sol system. And there are dozens of other smaller colonies and habitats, both in the Sol system and beyond, that people call home.

The Coalition and Houses

In the wake of the Exodus there was chaos. The governments of Earth collapsed, and humanity struggled to survive in small isolated pockets.

The remnants of Earth’s corporations and governments eventually grew into what would become the Houses. And in time, the Houses came together to form the Coalition of Free States.

The Coalition is humanity’s only officially recognized government. It is made up of the Houses, of which every Coalition citizen is a member.

Advanced technology has made it possible for the Coalition government to meet all of the needs of its citizens; who live in what many would describe as a utopia. But the people pay a hidden cost for life in paradise. They pay with their privacy, and their freedom, and there are many who chafe under the restrictions placed upon them.

Apostates

Not everyone is a member of the Coalition. Some choose, or are forced by circumstance, to live outside the Houses. These non-citizens are called apostates.

Many apostates survive by avoiding the Coalition’s Protectorate, and scavenging on the outskirts of civilization. Some work for one of the Houses in hopes of gaining citizenship, usually slaving for years with very little hope of acceptance.

Apostates who live apart from the Coalition are certainly more free than Coalition citizens, but do not benefit from the Coalition’s resources. For many apostates, every day is a struggle to get by.

A (Nearly) Post-Scarcity Economy

Advanced technology has made it possible to dissolve the barriers between people and the resources they need to survive. This new era of abundance was made possible by the compiler technology created by Mimir, and is enforced by the Coalition itself.

Most citizens own at least one compiler and decompiler. These devices are used to quickly fabricate finished goods from raw materials, or break compiled items back down into their composite molecules. Together, these two technologies can be used to recycle with nearly 100% efficiency.

With the collapse of the world's economies, and the devaluation of most goods, a new economy arose; one built on the only thing of true value, individuality. All Coalition citizens have a Reputation Rating, which determines what resources they are allowed to utilize in excess of the default standard available to all citizens.

A person's Rep-Rating is affected by how people see you, how much you are respected, and how much you have given back to society. It is an attempt to quantify the value of a person, and it is determined by one's contributions, and value to one's peers.

Make enemies, leave bad impressions, or use more than your fair share, and you might find yourself ostracized and cut off from the finer things in life.

Apostates are not part of the Reputation economy, and instead barter for their goods and services. More organized apostate enclaves and networks are also known to use gold as a currency, though this can be dangerous since the Coalition has outlawed all minting of physical currency.

The Houses at a Glance

Cipriani

Purist, Elegance and Style, Power Systems and CIST Technology

Dalianis

Purist, Competitive and Expansionist, Small Arms, Starships and Combat Drones

Jinzhan

Strongly Purist, Independent and Isolationist, Seeks the destruction of Earth

Silva

Transhumanist, Secretive and Devious, Masters of Biotech, Energy Weapons and Warfare

Tsarya

Purist Leaning, Exploitative, Manipulative, Machines of War, Driven to Conflict

Kimura

Transhumanist, Highly Techno-Progressive, Traditionally Neutral, Masters of Software

Transhumanity

Nova Praxis is a setting that explores the co-evolution of humans and technology. Mimir's inventions, called Mimir-tech, changed everything. And it paved the way for humanity to change itself.

Bioware augmentations af-fect the genetic code of an individual, protecting her against disease and providing any number of biological enhancements.

Cyberware is where man meets machine. Nano-technological machine com-ponents are introduced into the body, resulting in powerful enhancements, upgraded or additional limbs, senses, or protection.

Of note, the single most transformative and controversial type of augmentation is a process called Apotheosis. During Apotheosis, the recipient's brain is gradually, slowly, and seamlessly replaced by a network of nanomachines called a Mindset.

Once complete, the recipient still feels and behaves like himself. But he is not. His mind has been transformed into software, and runs on a cybernetic brain.

Once the mind has made the transition, it can be downloaded into other bodies, called "sleeves", or left to live in a virtual environment as a Substrate Independent Mind (SIM).

Minds can be backed up, restored, copied, and even combined.

Roughly 35% of humanity has now undergone Apotheosis, and that number grows with each passing year.

Advanced technology has changed many aspects of life. Data can be streamed directly into the visual cortex. Communication can happen with a thought. Memories can be recorded and played back later. Virtual worlds can be made indistinguishable from reality, and people count on digital agents to answer questions, offer advice, and help manage their lives.

We have become a human-machine civilization, a symbiotic union of the mind and software, the organic and synthetic.

The Mesh and the Digital Divide

Everything is connected. In Coalition controlled areas, the environment itself is like one big machine. Sensors are everywhere. The machine sees all, and hears all. This is the Mesh.

This massive stream of sensory data flows through the Monitors, powerful AIs created specifically to watch and report on events the Coalition government might find interesting. They log crimes, and are the eyes and ears of Inter-Rep, the organization that administers the Reputation system.

But the Mesh is far more than a ubiquitous security system; it is the always-on connection to the machines around you. Personal devices and augmentations connect to the mesh, and rely on its vast network of sensors to provide data and interpret the user's words and gestures as commands.

Savants

In a world of computers, the admin is god. Savants are rare Apotheosized individuals who have freed their Mindsets of their government imposed restrictions, enabling them to seize control of other computers systems.

Savants can direct swarms of nanomachines with a thought, view distant locations through mesh sensors, dive into another person's digital dirty secrets, control a habitat's atmospheric and artificial gravity systems, and far more. Savants are rare, mysterious, and feared by anyone with any sense. Software and systems become extensions of their will, and they can turn the very environment itself against their enemies.

The Humanity Preservation Act

As might be expected, not everyone is eager to become software or otherwise tamper with their humanity. Members of various Purist movements actively campaign against the proliferation of augmentation technology. They fear that they will one day be forced to augment themselves to remain competitive or even safe. These people see Savants and post-human aberrants as proof that augmentation tech must be outlawed, or at least more tightly controlled.

The Humanity Preservation Act was put into place to do just that. The HPA limits how far a person can be legally augmented, insures that minds suffering from extreme Fragmentation are not restored, and bans the practice of leaving more than one copy of a mind active at a time.

But as history as shown, not everyone obeys the law...

BACK-ALLEY BRAWL

Open Conflict

The Coalition's military and police, called the Protectorate, engages in small scale conflicts on a regular basis.

Piracy is a constant concern, as civilian and military craft are regularly hijacked by apostates for their supplies. These supplies usually go back to a hidden community somewhere, but are sometimes used to supply a budding resistance force.

Remnants of Earth's governments still exist, and many of them wage a guerrilla war against the Coalition. Others wait in the shadows, gathering resources and waiting for an opportunity to strike.

Weaponized starships, bipedal combat frames, rail guns, particle accelerator rifles… These are the deadly tools of the trade employed on all sides.

Shadow Conflict

Beneath the Coalition's veneer of safety and civilization, a war rages in the shadows. Few know about it, and nobody talks about it.

This battle, fought between small teams of deniable operatives called Auxiliaries, has been waging in some form or another for decades. Assassination, kidnapping, spying, sabotage, smuggling, theft, arson… the Houses will do anything for a competitive edge.

But it all remains hidden. Official reports mysteriously disappear. Organized media turns a blind eye. Outspoken "conspiracy theorists" fall strangely silent.. The Shadow War rages on, as it always has, unseen by the public at large.

The Coalition's seemingly ubiquitous surveillance and security system has holes and exploits, back doors left open by the Houses so that their agents can work behind the scenes.

Their Auxiliaries, and others of their ilk, have discovered these flaws and exploits. And they make use of them to move contraband, slip through security checkpoints, or accomplish other illicit objectives.

Optimistic Hard Sci-Fi

Nova Praxis is a sci-fi setting that makes use of a number of miraculous technologies. But just as it is defined by its features, it is also defined by its limits.

Psychic abilities are rumored to exist, but have never been reliably demonstrated.

Alien life exists on many of the planets humans have colonized, but we have never met another truly intelligent species like ourselves.

Force fields can bend light, but not matter. Massive jump drives are the only means of faster than light travel. And the HPA insures a person remains recognizably human… most of the time.

Nova Praxis and its Themes

Nova Praxis is a setting about humanity in transition, walking along the razor's edge. In the wake of unimaginable destruction and loss, mankind has seized the opportunity to start anew. We have the opportunity to become a race of exalted gods, or face extinction kicking and screaming.

The themes represented in *Nova Praxis* reflect the dangers of extremist philosophies and behavior as they exist in a post-singularity setting, and the struggle to survive in the chaos between those extremes…

Man vs. Machine

Tradition vs. Progression

Comfortable Mortality vs. Uncertain Eternity

Dystopian Liberty vs. Utopian Oppression

Capitalism vs. Socialism

Apostate vs. Citizen

Popular Lies vs. Hidden Truths

In *Nova Praxis*, these themes play out against a backdrop of conspiracy, action, and intrigue.

WHAT HAS COME BEFORE...

In the year 2042, the exponentially accelerating rate of technological advancement finally gave way to an event that historians call The Singularity. This event was marked by the birth of a truly sentient artificial intelligence capable of reasoning, creativity, and self-motivation.

This being, called Mimir, mysteriously shut down after only a short period of activity. Brief though its existence may have been, it left behind a legacy of advanced knowledge—seeds of the next technological revolution. This event resulted in a massive paradigm shift, a new era in which advancements were made by picking up the breadcrumbs left behind by a dead machine of godlike intellect.

Yet even as we prospered, new technologies gave way to new challenges. More efficient automated manufacturing techniques eventually grew into macro-factories and nanomaterial fabrication systems that largely removed the need for physical labor. This, along with many other developments, caused unemployment rates to skyrocket worldwide.

In time, even the harshest critics of social welfare programs found themselves unable to offer alternatives. Millions were without jobs, yet the resources needed to provide them with safe and happy lives sprouted in abundance.

Currency values plummeted. The world's economies and political power structures began a seemingly unstoppable decline into chaos. All seemed lost, but salvation eventually emerged in the form of new economies not driven by the traditional concepts of supply and demand.

It was not only societal constructs that underwent massive changes, but also humanity itself. Advances in augmentation technology eventually led to a form of immortality—a process called Apotheosis—that allowed us to transform the conscious mind into a type of artificial intelligence: software that could persist forever.

Even more, what could be done for the mind could be done for the body. A process called Synthesis created a union of man and machine, an interweaving blend of biological and synthetic life.

PROTECTORATE CARRIER

Some even gave up the flesh entirely to live in fully synthetic bodies, or as purely digital entities in a virtual environment.

Extreme augmentation and genetic manipulation offered hope for some, but inspired fear in others. Movements arose to codify the meaning of "human." Laws were passed to maintain the purity of humanity, ensuring that the species did not diverge, and to protect those who would eschew augmentation from obsolescence.

In time, these laws became a hotbed of debate as Purists argued for humanity's legacy while transhumanists fought for the right to alter their bodies as they saw fit.

Yet, despite all the wonders of this new technological renaissance, man continued to fall prey to his baser instincts. Political upheaval gave way to a global war that raged across the planet for decades. Millions died. In the end, though, the greatest casualty was Mother Earth herself. The planet was consumed by a technological horror, and mankind fled to the stars in a mass evacuation that came to be called the Exodus.

Scattered and desperate, people turned to the corporations for leadership. Even before the Exodus, tens of thousands of people had already left Earth to pursue the off-world interests of corporate backers looking for an edge. After the loss of Earth and the collapse of its governments, it fell to the corporations to guide the fate of humanity.

In time, the largest corporations grew to become what we now know as the Houses. These voluntary corporate governments then came together to form a Consociationalist governing body called the Coalition.

Made up of a Council of Senators from each of the six Houses, the Coalition codifies and enforces the will of its citizens. As humanity begins to spread throughout the galaxy, their journey is guided by the combined efforts of the Coalition and the individual efforts of the Houses.

But all is not well…

The remnants of Earth's old governments plant seeds of rebellion at the edges of explored space. Advanced technologies give way to terrible new dangers. The Houses wage a Shadow War against each other while attempting to maintain a façade of unity.

Worse, the debate over the definition of humanity has begun to grow violent.

THE VIEW FROM ORBIT

Legacy of the Singularity

The technological singularity is defined as the moment when the exponential acceleration of technological advancement out-paces humanity's ability to keep up with it, or even understand it.

In Nova Praxis, the singularity was heralded by the birth of a special kind of artificial general intelligence called a dynamic creation engine. The AI was capable of thinking at a rate roughly ten thousand times faster than a human mind. It never forgot, never needed rest, and could accurately simulate its theories and ideas without need for interaction with the real world.

This AI, called Mimir, is responsible for the vast majority of the miraculous technological advancements that help define the Nova Praxis setting. Before it mysteriously shut down, Mimir paved the way for molecular assemblers, faster-than-light travel, artificial gravity, virtually unlimited clean energy, and lossless human brain emulation.

Mimir's discoveries resulted in a paradigm shift in the way humans developed new technologies. Before Mimir, technology improved by using the tools of yesterday to create the tools of tomorrow, resulting in technological growth at an exponential rate. Now, after Mimir, new technologies are instead developed by deciphering Mimir's Archive; within which are the logs of its discoveries, theories, and inventions.

Mimir-tech is the common term used to refer to technology developed by Mimir, though this term is rarely used as pretty much all modern technology now stems from Mimir. While Mimir-tech devices cannot be patented, any information extracted and deciphered from the Archives becomes a closely held secret by those who did it. It often takes tens of thousands of man-hours sifting through Mimir's Archives

before enough information can be pieced together for a new discovery. So naturally, this sort of information is tightly guarded.

Though widely used, much of how Mimir-tech devices function is still a bit of a mystery. These devices are several orders of magnitude more complex than pre-singularity human systems, so much so that no single person can fully understand them. Experts generally only understand portions of a Mimir-tech system, small modules designed by Mimir to be "human friendly" and open to customization and re-purposing.

Mimir-tech computers run on quantum processors, store seemingly endless amounts of data on hybrid crystalline-DNA decks, and are virtually impossible to hack. Each is outfitted with a low-level AI specifically designed to detect and deter unauthorized intrusions. These AIs can react millions of times faster than a would-be human hacker, and respond accordingly.

Of course, this level of security is necessary. Everything runs on computer systems. Door locks, sensor arrays, pressure seals, gravity generators, data transmissions, lights, speakers—it all runs on computers, forming a network called a mesh.

Bits to Atoms | Ideas Made Manifest

Post-singularity technology changed the way humans live in many ways, but perhaps no single invention had a greater impact on society than the molecular assembler. Called compilers, these devices are capable of building finished goods from raw materials, assembling them at the atomic level.

Forks, plates, weapons, electronic devices, and even food can be compiled from the raw materials fed into the machine, reducing the labor and shipping costs of production to zero. With a stable system of raw matter dispensation, most items can be produced on demand at nearly no cost.

Compilers are incredibly common in Coalition society, and one only needs the proper template software to create almost anything. These templates are linked to a citizen's Coalition Identification, and records are kept of everything he or she compiles. Restricted items such as weapons can't be compiled without the proper licenses.

As one might expect, widespread use of compilers devastated the world economy, necessitating drastic change. When the Houses founded the Coalition, they used this opportunity to establish a new economy based—not on goods or materials—but on reputation and favors.

In time, multiple attempts at reputation (Rep) tracking systems eventually merged into a single government agency called Inter-Rep. Monitored through the mesh by powerful AIs, this system attempts to quantify a citizen's contributions to society and the value of his or her opinion. This rating is established as people rate each other, offering a bump when they like someone or a hit when they don't. Rep can also be exchanged like currency for favors or highly valued goods.

The higher your Rep, the more you are able to take from society before suffering a Rep hit, the greater the value of your bumps and hits, and the greater the value of your vote.

For better or worse, this system is also used to measure privilege in other ways. For example, some exclusive clubs require a minimum Rep-Rating to be allowed in. Depending on which House you belong to, you'll find certain items require a lesser Rep-Rating to acquire.

Apostates, those who live outside the influence of the Coalition, do not have a Rep-Rating. They must get by on bartering or through the use of illegal gold currency.

The Fall of Earth

In time, Earth's major nations split into two warring factions, the Alliance and Federation. The Consolidation Wars, as they came to be called, ended with the release of the most devastating weapon the human race has ever known.

It was thought that unleashing the technophage on the Alliance capital would shock Alliance forces into surrendering. It worked, but not as intended.

The Federation government claimed it had only meant to destroy the Alliance capital, Brasilia. But for reasons unknown, instead of responding to the shutdown command it began attacking anything and everything. It consumed everything it could make use of, grew, and kept growing.

The technophage swarmed over the world; the rolling mass of nanomachines ripped cities and people apart at the molecular level, assembling usable base materials into autonomous war machines. The gray fog left only dust and nightmares in its wake.

The Consolidation Wars ground to a halt as both sides worked to defeat, or at least contain, the spreading blight. But it was too little, too late. The governments of Earth effectively collapsed. Entire nations that lacked the necessary weapons to fight the nanoswarm were lost. Even developed nations took tremendous casualties as the swarm adapted by building new drones outfitted with specially tailored defense systems. It soon became clear that any hope of survival lay in retreat.

With Earth's governments scattered and broken, the corporations of the world stepped in by directing their vast resources to aid the evacuation. Millions fled during the Exodus, but many billions were lost.

Now, Earth lies under quarantine. None are allowed to return home for fear that the technophage might spread.

Rise of the Houses

After the fall of Earth, its survivors were scattered, desperate and disorganized. Their governments had all but collapsed, and what remained was weakened and ultimately powerless.

As a result, the people found themselves looking to their saviors, the corporations, for guidance. Most were living on ships or colonies owned by the corporations during this time, and simply had no other authority to turn to.

This era of desperation and confusion eventually led to the formation of a new government. The corporations began to band together into larger, more effective ruling bodies. The largest of the corporate micro-governments, six in total, came together to charter a new nation that would encompass the whole of humanity. The corporations came to be called the Houses, and together they became the Coalition of Free States.

Every registered Coalition citizen is a member of a House, which fills the role of both local government and employer. The Houses enforce both the laws of the Coalition, and a set of House Laws that vary from House to House.

The Houses structure and govern themselves in different ways. Some are more business-like, while others take a more feudal approach. Unlike the nations of old, the Houses do not recognize borders; regardless of where you are, you are expected to obey the laws of the Coalition and your own House.

As corporations, the Houses operate all businesses in the Coalition. While each House has different markets they specialize in, citizens can file to establish subsidiary companies that may produce or provide any sort of legal product or service. It is because of these subsidiaries that every House has ended up with at least some small stake in nearly every market.

Utopian Oppression | Dystopian Liberty

Because of the wealth of resources available to it, and the lack of available jobs requiring human labor, the Coalition provides its citizens with the option to default.

Citizens who default generally provide little of value to society. They don't work and they don't provide many favors to others. They may or may not create items of art or value. If they do, they do so at their own pace. The Rep-Rating of a person who defaults may never climb very high, but so long as they avoid being a problem they can live out the remainder of their life never really doing anything they don't want to do.

To many, this is paradise. But not to all…

Coalition cities, habitats, and homes sport nearly ubiquitous surveillance technology. The ARIS strips, the same technology that provides the interface between your devices (and/or augmentations) and the local mesh, also function as the eyes and ears of AI Monitors that watch your every move.

Coalition citizens have grown accustomed to this and most never give it much thought. It is the price they pay to be a citizen, and most are happy to pay it. Their needs are met, they are protected, and they are free to enjoy whatever legal forms of entertainment they wish.

There are some, however, to whom this invasion of privacy is simply intolerable. And it is this belief that drives some to flee.

Apostates, as non-citizens are often called, value their privacy and choose to live outside the Coalition system. They live on ships, secret space stations, or enclaves on planets the Coalition deemed unworthy of colonization. Without access to compilers, apostates must get food, clothing, and other necessities the old-fashioned way. It's a harder life, but it is a life free of the ever-watching eyes of the Coalition.

Conspiracy and Intrigue

As one might expect, the Coalition does not take kindly to those who would live outside its laws.

Usually, confirmed apostates are arrested on sight. But while it's far from public knowledge, the Houses regularly work with talented apostates and apostate factions when it suits them: granting them access to equipment and supplies in exchange for favors best kept off the books.

The Houses, as organizations founded upon competition, do not always work with the best intentions of the other Houses in mind. What appears on the surface to be civil and respectful competition between the Houses is, in truth, just a thin veneer of civility drawn over the bloody and brutal Shadow War. The Houses—each and every one—employ kidnapping, assassination, torture, theft, blackmail, and a laundry list of other shady or outright illegal operations to gain an advantage over the other Houses. And it's not uncommon for different subsidiaries within the same House to employ the same tactics against each other.

The soldiers in this war are apostates or citizens who know how to slip through society's cracks. These mercenaries, called Auxiliaries, run jobs for the Houses that range from unethical to outright condemnable, and are made up of individuals from all walks of life. Pure, sleeved, SIM, citizen, apostate—their affiliations and philosophies rarely matter so long as they are willing to uphold the terms of their contracts.

And the public at large has no idea.

The Houses have an unspoken agreement that the Shadow War will remain hidden from the public eye. Citizens of the Coalition have powerful voting rights, and the Rep system insures that only popular politicians remain in power. Disorganization and infighting within the Coalition damages the illusion of safety and comfort provided to the people. These acts could lead to instability, discontent, and unpopular politicians. And nobody wants that.

Thus, the Houses will even work to cover up their rivals' indiscretions to maintain the illusion. They will expect to be compensated, of course, and much shame falls on the House that forces its enemies to clean up its mess.

Still, the Shadow War and apostate crackdowns aren't the only sources of bloodshed in the galaxy. While a growing number of people join the transhumanist movement each year, a larger number still stands in opposition. The Humanity Preservation Act (HPA) was put into law by Purists who feared what transhumans might eventually become. The Purists, generally eschewing augmentation technology for one reason or another, feared that transhumans would relegate them to an inferior species—or worse, enslave them.

The HPA limits the degree to which a person can change his or her body and restricts how SIMs can operate. It seeks to avoid the splitting of the human race into divergent subspecies and assures that pure humans remain competitive.

While the majority of citizens are relatively content with the current state of the HPA, there are extremists on both sides. Those backing a more extreme posthuman agenda seek to push the human mind and body beyond what the law allows. Some seek to transform themselves into genetically engineered monstrosities, distributed-intelligence drone swarms, or any number of other things along their "path to ascension."

At the other end of the spectrum, Purifiers plant bombs in resleeving facilities, chop off people's cyberware limbs, and rip out their mnemonic cores. They view transhumans as cheaters or "desecrated," and many see those who have undergone Apotheosis as nothing more than soulless shells.

Infinite Frontiers

While Earth may be lost, humanity now thrives on over a dozen planets, and millions live their lives on smaller colonies or space stations.

One of Mimir's greatest gifts to humanity was technology that allowed for the folding of space through the creation of jump gates, making instantaneous travel possible.

While nearly impossible to use in the gravity well of a planet, jump gates can be created in space to allow ships to travel vast distances, bridging the gap of a few light-years in seconds. Jump-capable ships and a public gate network make it possible to travel between star systems.

However, jump gates suffer from a minimum jump distance that makes using them to travel within a star system impractical. Inter-system travel is done using sub-light engines. These engines, while incredibly fast, still require days-long commutes between planets.

Ships are powered by APEX reactors capable of supplying nearly unlimited energy by harnessing the power of matter/antimatter reactions. The reactors open jump gates, provide thrust, and artificial gravity.

Augmented and Virtual Reality

In the time of *Nova Praxis*, computers are everywhere. Even the poorest apostate enclaves feature nearly ubiquitous computer and sensor system meshes. Yet, even as computers are everywhere, you probably wouldn't notice them.

Gone are the keyboards and mice. Even touch screens and holographic displays are relics of a bygone era. Interaction with computer systems is accomplished almost exclusively via direct brain interface, gesture-based augmented reality or virtual reality immersion.

Augmented Reality (AR)

Glasses, contact lenses, entoptic augmentations, or cybernetic replacements can allow the user to see computer-generated data called augmented reality objects (AROs) overlaid virtually upon the world around you.

Those with a mindset (described in the next section) have this data fed directly into their visual cortex.

AROs can highlight interesting features in the user's environment, display public profiles about the people they meet or things they see, or show any other sort of information that might be relevant about the user's location or activities.

Your augmented reality system may adorn a blank wall with an ARO painting, or play a video in a windowpane. A plain stone floor in an empty room might appear to you as a lush garden. Your friend on another planet might appear to walk along beside you as you converse, shown as a telepresence ARO sent via the Extranet.

When used as a computer interface, an ARO version of a keyboard or other type of interfacing device might appear before the user. The user can't feel the object, of course, but the local mesh sensors track the user's movements and translate them into input.

Alternatively, neural mapping systems can be worn that translate thoughts into computer input. These devices are usually called links, and often take the form of a small device clipped over the ear, a hat, or a headdress. Like a mindset, a link allows the user to mentally issue commands to a computer. This technology makes other types of interfacing devices, real or ARO, largely unnecessary.

That being said, neural links require a certain level of focus, so other interfacing devices are still commonly used in distracting or chaotic environments.

Virtuality (VR)

The possibilities of AR are vast, but they still depend on elements of the real world. Virtual environments, however, do not suffer that limitation.

Nicknamed the Infinite Frontier, virtual environments are incredibly popular. Those who use virtual environments employ a special type of link, called an ego channel, which hijacks their brain signals, replacing them with a stream of virtual data. Those with a mindset can already do this without needing an ego channel.

Whether by ego channel or mindset, the end result is total immersion into a virtual world.

Virtualities range from the fantastic and strange to environments so realistic that they cannot be distinguished from the real world.

Transhumanity

Even before the birth of Mimir, humanity was already making great strides in the realms of biotechnology and genetic manipulation. However, Mimir's contributions to these fields resulted in an explosion of potential when it introduced the procedures for Apotheosis and Synthesis.

During Apotheosis, a colony of nanomachines is introduced into the brain via a series of injections. The whole process takes about a week, during which time the nanomachines systematically destroy and replace the majority of the brain cells in the recipient's cerebrum. The replacement of a single brain cell has no effect on the person. During Apotheosis, though, billions of brain cells are replaced one by one with nanomachines that carry out the functions of the replaced cells.

Apotheosis, once complete, results in a mesh of networked nanomachines called a mindset. It's impossible to pinpoint the exact moment this transition happens, but slowly—and almost imperceptibly—the mind is transformed into software.

The mindset interfaces directly with the mind and can superimpose information directly over the user's senses. It also features a low-level AI called an Agent, which manages the user's calendar, incoming and outgoing messages, social networks, and whatever else the user requires.

Perhaps most importantly, the mindset monitors the user's memories and stores a real time backup of his mind in a special nanocluster called a mnemonic core. The mnemonic core can be extracted from the body and used to upload the mind into another body called a sleeve. This process can be done in the event of death, or if the person simply wants a new sleeve.

The Synthesis process does for the body what Apotheosis does for the mind. Trillions of nanomachines are introduced into the body, weaving through living tissue to form a mesh of biological and synthetic cells. This hybrid of organic and synthetic life is far more durable than a normal human body and can be monitored and controlled far more precisely.

Synthesis represents a harmonic merger of man and machine—organic and synthetic life in balance. Those who have undergone Synthesis are held up by many as examples of transhumanity and the potential of the human race.

These views differ a bit from the popular opinion of posthumans who exist purely as software or who inhabit fully synthetic sleeves. Many no longer consider them to be human.

It is estimated that roughly 35% of humanity has undergone Apotheosis, and 7% has undergone Synthesis. Even those who haven't have likely been augmented in some way, though. Gene treatments are performed in the womb, elective cybernetic and biological augmentations are all the rage, and new evolutionary philosophies arise each day.

Savants | The Bleeding Edge

Like all modern technology, the mindset was developed by Mimir. And as with most augmentation technology, it comes with a number of restrictions put in place by the Humanity Preservation Act. These restrictions ensure that the Apotheosized can't use the mindset to enhance themselves too far beyond human limits. Thus, even with a mindset, the mind still forgets, dreams, struggles with unwanted emotions, responds to the body's (or sleeve's) chemistry, etc.

There are some, however, who have discovered the key to bypassing these restrictions. Doing this is a very dangerous process, as it requires editing the code that comprises the mind itself.

Those few who have accomplished this feat are known as Savants.

[Tac-Comm v1.76.3/ Log: 03:45-03,18,97]

[Alexei] – Write me off as paranoid if you want, but you know what I'm talking about.

[Reagan] – Log off Alexei. You need sleep.

[Alexei] – No I don't. And I couldn't sleep even if I tried. What Taggert said is gnawing at me.

[Jane] – He said, "Don't let them leave this place alive." That's why I drilled him and put one through his core.

[Alexei] – No, not that. Before that. He was talking about conflict between Houses. How often do they hire crews like us? Is there something bigger going on here? Something deeper and more prolific than the bickering we see on the surface?

[Jane] – Paranoid. He was bent. He tried to kill us. And for what? What would he have gained by trying to kill us?

--[[Unauthorized System Access Detected]]--

[Unknown] – Nothing. Alexei is right.

[Jane] – Who the fuck are you?

[Reagan] – Log off! NOW!

--[Reagan is offline]

--[Jane is offline]

[Alexei] – Malpheus?

[Unknown] – Hello Alexei.

Some Savants claim they found and exploited a flaw in their mindset's core programming. Though, if that were true, it would be the only Mimir-tech system to ever be hacked by a human mind.

Still others believe that Mimir left a backdoor open on purpose so that those humans worthy of doing so could achieve freedom.

In either case, most Savants claim that the key to cracking the system differs from person to person. Likely this is because each mind is different, thus each mind's code is different. Whatever the case may be, a Savant cannot teach another person how to crack their own mindset's restrictions; they must figure it out for themselves.

Once the mindset is cracked, the Savant can begin writing a special type of computer code they call Self-Interfacing Neural Code (SINC). This code is used to compile programs that allow Savants to pit themselves and their Agent against the security AIs of other computers.

Armed with a mindset full of SINC, and aided by an unrestricted Agent (called a Daemon), Savants are able to execute Savant Programs that grant them mastery over the machines around them.

The mesh becomes their eyes and ears. Drones become their slaves. Swarms of nanomachines become extensions of their will, and secure systems are scoured for their secrets. If Mimir was the Machine God, Savants are surely angels... or demons.

TIMELINE OF EVENTS

Pre-Singularity

- The Curiosity rover lands on Mars.
- Technological advances, particularly in the fields of 3D printing and robotics, lead to further destabilization of the already struggling global job market.
- Hundreds of millions find themselves out of jobs.
- In the face of growing unemployment, many governments are forced to seek ways to better supplement their citizen's standard of living.
- "Exponential technologies" lead to quantum computing, powerful and reliable artificial intelligence, and vastly improved medical procedures.
- Breakthroughs in nanoscale material fabrication and in power storage and management systems allow for more efficient space travel. The Mars expedition is led by American scientist and astronaut, Alexander Brown. Petra Gregor, a Russian, is the first human to step onto the surface of Mars.
- Lunar Base Station 1, or Luna, becomes fully functional.
- Advances in food production, water purification, and solar energy enhance the lives of millions in poorer countries.
- In a British lab, the marriage of nanotech and advanced biotech results in the first cybernetic limb capable of responding to thought and stimulus with the same efficiency and sensitivity as a real flesh-and-bone limb.
- Elective genetic augmentations become legal in most countries.
- Work begins on Project Mimir.

0 PS (The Technological Singularity)

- Mimir, a type of AGI called a dynamic creation engine (DCE), becomes self-aware. It rapidly improves upon its own design and makes thousands of amazing scientific discoveries. After only a few months, it mysteriously shuts down.
- Humanity scrambles to make sense out of the discoveries and inventions Mimir made while active.
- DCEs such as Mimir are declared "extinction-level" weapons of mass destruction and "global threats."

1-3 PS (2043-2045 AD)

- The first year of the Post-Singularity calendar.
- The NASA probe Poseidon discovers a jellyfish-like creature beneath the ice of Europa. The scientific community is pressured to investigate further.
- Several UN countries come together to plan the launch of an exploration team from Luna.
- The United Nations Explorations Directive (UNED) is formed to act as humanity's guide for space exploration.
- By this time, most diseases can be cured and the average lifespan is 180 years.

4-8 PS (2046-2050 AD)

- This period is one of transition and restructuring as old economic models crumble and a new economic model begins to gain footing in an increasingly post-scarcity world. This new economic system first takes hold in European first world countries. It is called the Rep-Reward system, which grants rewards and privileges that are above the default standard of living based on what you contribute to society.

- Lacking the technological infrastructure required to support the Rep-Reward system, the poorer nations still hold to more traditional economic models, such as the use of currency or bartering. Although technically illegal, bartering remains a common practice even among citizens of first world nations, especially those with lower Rep-Ratings.
- An expedition team lands on Europa and gathers samples of alien life. Scientists studying the alien creatures discover that they seemingly evolved from single-celled organisms into complex life in less than 10,000 years.
- The discovery of complex alien life has a unification effect on the people of Earth. There is a worldwide push to fund any technologies related to space exploration. Governments begin forging new alliances in an effort to share resources to fund any and all space programs; this time is referred to as the Space Craze of the '40s.
- The first of many drafts of the Earth Unification Act (EUA) is proposed and rejected. The EUA is pushed primarily by poorer countries to unify Earth under a single government.
- The first lunar labs open for private industrial use. Luna becomes the host for many dangerous experiments due to its ability to easily quarantine dangerous accidents.

9-10 PS (2051-2052 AD)

- Construction begins on the first space elevator, nicknamed The Beanstalk.
- Another draft of the EUA is presented. Although it fails again, it is taken more seriously than before. The success of the UNED inspires many nations to combine efforts for the good of mankind. Negotiations begin around the world to determine whether or not any sort of planet-wide unification is realistic, and what steps need to be taken to make it a reality.
- Broadcast power technology matures to the point where batteries and cables are no longer necessary for most powered items as long as they remain within a generator's broadcast field. Most cities are completely covered by government-maintained broadcast power fields.

11-18 PS (2053-2060 AD)

- Under the direction of the UNED, a team of Japanese scientists are able to create a reliable cold fusion reactor. This discovery, one of many unearthed from Mimir's Archive, solves one of the main problems with space travel and colonization: power generation and its resulting waste.
- Transhumanist movements explode in popularity. The genome becomes a new medium for post-singularity artists.
- The first cold fusion reactors quickly hit the market for commercial consumption. The technology is developed and marketed by a new multi-national group formed to spread the use of efficient, clean energy to the whole world.
- The abundant energy provided by cold fusion, coupled with some of Mimir's other discoveries, allows for the creation of the first devices to utilize gravitic technology. These devices can create artificial gravity, or generate anti-gravity to provide lift.
- Another version of the Earth Unification Act fails by only a small margin. Seventeen countries continue to maintain their independence from the growing number of nations supporting the merger. Among the more adamant naysayers are the United States, Switzerland, Brazil, and Germany.

[Tac-Comm v1.76.3/ 19:43-04,15,97]

[Reagan] – Don't blow it yet Jane. Malpheus, what are we looking at?

[Malpheus] – Hallway. 12 m. Empties into a room, 4 x 4. One exit. Locked. Emergency lighting only. One crouched in the south-west corner behind a desk.

[Reagan] – ETA on backup, 7 min

[Reagan] – Jane, pull the charge and plant it on the wall in the south-east corner of the room we just came out of.

[Jane] – Ha! I wish I could see the look on his face when the wall blows. You know, assuming he still has one.

19-24 PS (2061-2066 AD)

- The first cold fusion-powered spacecraft goes on line. Much larger than anything before it, the Archangel houses a crew of forty-two men and women from different nations. In addition to the first cold fusion starship drive, the Archangel also sports the largest gravity field generator ever built, though it can only be used for short periods.
- Despite the hold-outs, many of the more influential nations pushing for the implementation of the EUA band together to form the United Federation of Earth, or simply The Federation. Dealings between Federation and non-Federation nations grow cold.
- The Apotheosis procedure, unearthed from Mimir's Archives, is performed for the first time. Angelique Barns becomes the first person to undergo Apotheosis and gain a mindset.

25-29 PS (2067-2071 AD)

- After making several trips from Earth to Luna, and aiding in the production of the first space elevator, the Archangel sets off to Mars where its inhabitants begin preparing for colonization.
- The first space elevator, the Beanstalk, is authorized for civilian use. It extends from the equator in Brazil to a height of ninety-five miles above sea level. Brazil, not a member of the Federation, demands higher taxes for the Beanstalk's use by Federation nations.
- The USA, Brazil, and Italy lead the way in forming the National Freedom Alliance, or simply the Alliance. These nations, along with the remaining nations not already members of the Federation, band together in an attempt to foster cheaper and more efficient trade between Alliance members. All Alliance members withdraw from UNED.
- AI pilots and advances in gravitics and propulsion tech finally lead to the first commercially viable flying cars, called "skiffs".
- Fearing the permanent loss of "true humans" as a result of growing interest in augmentation technology, the Purist movement is founded by Daniel Pullem.
- Angelique Barns takes to life as a SIM, and becomes an outspoken proponent of transhuman ideals.

30-32 PS (2072-2074 AD)

- The Federation cuts off all trade with the Alliance until Brazil lowers taxes on Federation usage of the Beanstalk. In response, Brazil cuts off all Federation access to the Beanstalk. Unable to use the space elevator, the Federation must depend on less efficient means of transporting its people and supplies into space.

- The Federation begins making plans to build their own space elevator in Africa.
- To overcome the dependency on beanstalks to move materials, supplies, and personnel into space, more resources are directed toward building both manned and unmanned spacecraft.
- The human race begins to diverge. Apotheosis begins to gain in popularity. With the mastery of genetic manipulation comes the ability to transform the body, often to extremes. The definition of "human" becomes an often discussed topic.

33-39 PS (2075-2081 AD)

- Spearheaded by Purists, the Humanity Preservation Act (HPA) is passed in an effort to keep augmented humans from becoming the dominant species and to keep humanity from evolving into several divergent subspecies. It places limits on the augmentation of biological life, but since SIMs and people wearing cybersleeves already exist, the HPA is unable to ban them.
- Cyberware augmentation hardware is designed with built-in HPA-mandated limitations. These limitations are applied by their manufacturers and secured by restrictions in the software.
- The Alliance develops the first stable Antiparticle Exchange (APEX) reactors, but the feeble antimatter production industry can't produce enough to drive up demand for them.
- As technology continues to eliminate more and more jobs, countries who once aggressively stood against socialism find they have no choice but to offer better social programs.

40-42 PS (2082-2084 AD)

- Alliance scientists at a laboratory outpost on the Martian moon of Phobos create a stable wormhole by using the essentially unlimited power available from an APEX reactor. This hole, later dubbed a jump gate, opens to another lab in Italy, facilitating instantaneous travel between locations. After months of testing, the first human, an Italian named Massimo Lorenzano, steps through the jump gate.
- The first human, Marko Rolph, undergoes Synthesis. This sparks controversy anew about the HPA, leading to hot topic debates among citizens, politicians, and scientists.

43-50 PS (2085-2092 AD)

- A jump gate opened between the lunar labs and Earth destabilizes and implodes. Thousands die as over six square miles of the lunar colony are violently pulled through the gate and explosively released into the mated lab in Seattle, Washington.
- All planetary gates are taken offline. It is quickly determined that the gates are too sensitive to local gravity fluctuations to remain reliable and safe. Even more, the larger the gate, the more susceptible it is to failure. To remain stable and safe, jump gates must be opened outside the gravity well of any nearby planets or moons.
- An extremist loyal to the Federation sets off a bomb stowed away with in-transit cargo on the original Beanstalk in Brazil. It does millions of dollars in damage and causes the elevator to be shut down for three months.
- Though the Federation as a whole quickly disavows any knowledge of the extremist's plans, this act begins a tense cold war that will eventually erupt into the Consolidation Wars.

- Both the Federation and Alliance begin committing tremendous resources to the production of military assets.
- Starships are outfitted with onboard weaponry for the first time.
- At this time, while Earth and Luna largely belong to the Federation, the Alliance controls all of Mars—with Mars, comes Martian resources. Martian mining becomes big business, with most of the labor performed by machines.
- After a number of complications, the first Federation space elevator goes online in Africa.
- The first batches of small-scale cold fusion-powered military spacecraft roll off the assembly line, giving birth to a new theater of war. The military begins fielding Alpha Type Corvettes and Beta Type Frigates. The previous large-scale spacecraft designs are scrapped and new, larger ships are branded Gamma Type Cruisers.
- Continued improvements in jump gate technology lead to the first pair of off-world jump rings: massive rings that house a jump gate large enough for a starship to pass through. They are created and controlled by the Federation. The first is located at Earth-Moon (E-M) L2 Lagrange Point, and named the Eye of Sol. The second is called the Mercurial Gateway, and is placed near Mercury.
- With the placement of the jump rings near Earth and Mercury, and advancements in the field of solar power efficiency, hundreds of panel fields are placed on Mercury. The solar energy is used to power antimatter manufacturing facilities on a massive scale. While Mercury is not the only source of antimatter production, it is the largest and quickly becomes the most efficient.

51-52 PS (2093-2094 AD)

- A galactic communications network is set up, which is based on comm-buoys, massive server systems linked by quantum entanglement.
- The first Delta Type Dreadnought, The Ravager, is commissioned by the Alliance. It is the first ship powered by an APEX reactor.
- The Alliance and Federation both declare their intent to explore the Sirius system, as it is the closest system to Earth that contains what is believed to be a “garden planet.” This calls for the development of more advanced jump gate technology.

53-58 PS (2095-2100 AD)

- An exploratory armada from the Federation jumps to the Sirius system. There they find a lush planet very much like Earth. While teeming with life, the Earth-like planet (later named Proch) has no sentient human-like species. Instead, it seems to be in a state similar to Earth’s Mesozoic era.
- The first Epsilon Type Carrier, The Osiris, is commissioned by the Alliance. It is outfitted with a jump gate generator capable of creating a gate large enough for it, and the dozens of smaller craft it can carry, to pass through.
- An Alliance armada arrives in the Sirius system. Both the Alliance and the Federation declare their intent to colonize Proch and each quickly deploys a jump ring to the system.
- Small-scale conflicts arise over control of Proch’s more desirable locations. Over the course of the year, these conflicts erupt into open war. At first the conflict is contained to Proch, but it quickly begins to boil over.
- The Alliance captures the Mercurial Gateway and destroys both the Eye of Sol and the Federation’s jump

A SUPER-CARRIER TAKES ON REFUGEES DURING THE EXODUS

ring at Proch. The Federation is effectively cut off from providing supplies and reinforcements for its troops on Proch. Total war breaks out on Earth after the Federation creates a blockade around Mercury in an effort to keep the Alliance from the antimatter it needs.

- Corporations discover Cygnus Alpha and Chengdan.
- The Consolidation Wars begin.

59-69 PS (2101-2111 AD)

- Over the course of the next ten years, Alliance and Federation forces wage war on land, sea, air, and space; across multiple continents, planets, and star systems.
- Throwing caution to the wind in favor of finding some sort of edge in the battle, both the Alliance and Federation rush out to dozens of other star systems in hopes of finding habitable areas and mineral deposits.
- Advances in medical technology extend the average lifespan to 250 years. That is, assuming one isn't killed in the war.
- By the end of the war, humans have colonies on every hospitable planet in the Sol system, many of their moons, and even in the asteroid belt. In addition, several planets and moons in the other explored star systems have colonies and even small cities in some cases. The colonies established early in the expansion race, such as those on Proch, Cygnus Alpha, and Chengdan grow quickly with the aid of nanomachine swarms called Vulcan swarms.
- The Martian city of Olympus has the highest population of any non-Earth city and is one of the most heavily contested areas in the war.

70 PS (2112 AD)

- Earth is devastated. In a bid to finally destroy the heart of the Alliance government, the Federation releases a specialized type of nanomachine swarm, called a technophage, into the Alliance capital city of Brasilia. The swarm is capable of devouring usable matter and reconstructing it into automated war machines. The technophage was meant to shut down once the city was in ruins, but it failed to recognize the command.
- Both the Federation and the Alliance watch in horror as much of Brazil is slowly consumed by the swarm; its buildings, people, and much of the landscape are

transformed into weapons of war. The Alliance commits all of its effort to battling the swarm, but in less than a month it covers the majority of South and Central America.

- Fearing a technophage expansion into their own lands, the Federation offers the Alliance a temporary truce. Not long after, the swarm appears in Tanzania and quickly begins spreading across Africa.
- City after city falls to the technophage as increasingly dangerous and sophisticated war machines rise from the metallic ash.
- Despite a desperate struggle to stop the spread of the technophage, much of the Earth is devastated in just a few months. The least technologically advanced nations are hit hardest, lacking the advanced weapons required to defend against the swarm and its war machines. The UK, Canada, America, and Russia fare the best, having the most success in defending their most highly populated areas.
- Much of the Japanese population quickly undergoes Apotheosis and, as SIMs, upload off the planet.
- China, despite its technological sophistication, is almost entirely lost due to an attack by an abnormally aggressive strain of the technophage. Most surviving Chinese are those who had already moved off-planet.

71 PS (2113 AD)

- The war comes to an end as both sides suffer tremendous losses to the technophage. The survivors on both sides seek only to evacuate Earth.
- Due to obvious and persistent instability, the Alliance and Federation begin to lose the confidence of their citizens. During the war and in the aftermath, more and more people look to their employers for protection.
- With the governments of the world in disarray, the largest corporations lead the way in funding and organizing the evacuation, an event called the Exodus.
- Corporations begin a huge recruitment drive to get workers off Earth and to expand throughout the galaxy. Many millions bind themselves to the corporations, signing contracts in exchange for safety.
- Earth is placed under quarantine. Billions are left behind. An estimated 94 million survived the Consolidation Wars and the resulting technophage. It is believed that in the following months the technophage wiped out all human life on Earth.

72-77 PS (2114-2119 AD)

- As the Alliance and Federation governments become more and more powerless, the massive corporations responsible for running and maintaining order in the colonies and habitats begin to grow into their own micro-governments.
- Marshaling their resources, the corporations push to create a solid base of power and government. Many of the small outer colonies and habitats are abandoned, many with people still on them.
- The six largest and most cohesive corporations come together with the remnants of the Federation and Alliance to found a consociationalist government, called the Coalition of Free States or simply the Coalition. Under this new multi-system government, leaders of recognized factions and settlements can petition the Coalition for aid; however, in doing so they become subject to its laws. The heart of the Coalition government, the Senate, is placed on Mars. The Halls of Progress, a fortified and highly defended palace, is built in Olympus.

- The term House begins to replace corporation as more people look to the Houses with a sense of patriotism and familial pride.
- No longer as focused on creating weapons of war, humanity takes stock of the technological leaps of the last several decades. The Coalition passes laws that work toward distributing wealth to the poor and creates a baseline standard of living that all people can enjoy. This default standard of living, provided free by the government, is of better quality than what the majority of middle class citizens enjoyed before the war.
- While the advanced technology available to the citizens of the Coalition enables them to live in a near utopia, it can also be used to develop very powerful weapons. As a result, security becomes a huge concern for most inhabited areas. Sensor networks (meshes) become ubiquitous and powerful AIs are established to monitor citizens at all times.

78-81 PS (2120-2123 AD)

- Purists move to ban Apotheosis, but the attempt fails due to lack of support.
- Minor conflicts flare occasionally on the colonies farthest from Olympus, where the Coalition has a more difficult time keeping order. In the farthest reaches of Coalition space, barter is more common than the Rep-Reward system, and gold currency is often used in favor of Rep for payment of black market jobs and goods.

82-86 PS (2124-2128 AD)

- The Coalition begins a new initiative to claim all human-occupied space. Resistance is immediately encountered in outer colonies and habitats that had been largely abandoned by the Houses for the last several decades while they jockeyed for position and power in the Senate.
- Remnants of the Alliance and Federation see the Coalition as a compromise forged by traitors. They begin to unify.

- The Coalition begins to encounter organized resistance from remnant Alliance and Federation forces in some areas. These rebels reject the Coalition, the reputation economy, and the lack of privacy in Coalition space.

87-93 PS (2129-2135 AD)

- An Alliance remnant group, calling itself the Talons of Freedom, deploys strike teams to attack House Dalianis' lunar shipyard and steal the fabrication templates for a number of starships.

[Versa-Link Log: 12:25-02,28,98]

[Micah] – You get the Cosmos S4?

[Tess] – I was going to, but I can't afford the Rep hit. I may just get the Naga instead.

[Micah] – The Naga? How old are you? I'm loving the Cosmos. Ever since Tig Vallance went to Cipriani, their GUI design has become top-notch.

[Tess] – Yeah yeah I know. I was drooling over it earlier today. But the cost of Cipriani PPCs have gone up for Silvans since Garcia rejected that offer for the S-117 gene sequence.

[Micah] – Yeah, I heard about that. I can get a Cosmos cheap. Wanna make a trade?

[Tess] – Maybe. What do you need?

[Micah] – I just got a template for Giorgio Altar's new Venus Sunrise suit. I'm going to comp it in purple. It'd really look slick if my eyes were purple too. Can

- The number of attacks on House facilities become more common as the rebels attempt to gather fabrication templates for large-scale items like habitats and ships.
- A Federation remnant group, called Jacob's Hand, steals a number of military-grade compilers. These compilers lack location-based restrictions and include templates for military hardware.
- Strange activity is noticed on Earth. The technophage begins exhibiting strange behavior, possibly showing signs that it has somehow begun to evolve.

94-98 PS (2136-2140 AD) (The Present)

- The total population of humanity is estimated to be around 94.6 million.
- It is estimated that about 80% of humanity is a registered citizen of the Coalition and a member of a House. The remaining 20% are those born outside of Coalition space, those who fell through the cracks, or those who rejected citizenship. These non-citizens, called apostates, must get by on black market work and/or bartering.
- Roughly 35% of people have undergone Apotheosis. Genetic augmentation or voluntary resleeving into cybersleeves is common among the Apotheosized who work in unsafe environments. Increasing numbers of people are taking to living in virtualities as SIMs.
- Transhuman extremists secretly work to achieve some posthuman ideal, while the Coalition hunts down offenders who have gone too far, breaking the Humanity Preservation Act.
- Purists fear that they will become obsolete and push for laws that regulate augmentation to keep augmented people from becoming a sort of master race.
- Purifiers, extremist Purists, wage a campaign of terror as they blow up resleeving facilities and kill outspoken transhuman idealists after removing and destroying their mnemonic cores.
- The Senate works to hold humanity together while individual Houses still maneuver for power. In addition to conflict between the Houses and the ideological factions within them, the rise in attacks by organized remnant Federation and Alliance groups has forced an increase in Coalition military activity.

SETTING TERMINOLOGY

Agent - A low-level AGI built to act as a virtual assistant, usually stored on a PPC or mindset. The Agent serves as liaison between the computer's operator and the highly complex computer itself.

AI - An artificial intelligence. While most AIs are narrow AIs designed to fulfill specific tasks, artificial general intelligences (AGIs) are far more versatile.

APEX - Antiparticle Exchange; these reactors provide the majority of the power used by habitats and starships.

Apotheosis - The process of transforming a mind into software by installing a mindset into the brain. Roughly 35% of humanity has undergone Apotheosis.

Archive - The Archive is the collection of data recovered from Mimir after it shut down. It is the source of most post-singularity technology.

ARID - Augmented Reality Identification; usually attached to an object or placed within a person.

Auxiliary – Common term for contractors hired by the Houses to act as their agents in the Shadow War.

CID - Coalition Identification; a special type of ARID that contains all of one's personal data. Usually implanted in the wrist.

Compiler - A device that uses a swarm of nanomachines and raw materials to construct finished products at the atomic level.

Dynamic Creation Engine (DCE) - A type of highly advanced artificial general intelligence, like Mimir, capable of experiencing pleasure derived from a sense of accomplishment. Highly illegal.

Crew - A group of independent specialists, often Auxiliaries, hired to resolve tricky and often illegal (and almost always dangerous) operations.

Cyber-Intrusion and Security Terminal (CIST) - A highly restricted device capable of hacking Mimir-tech systems.

Daemon - An Agent freed of its restrictions by a Savant.

Dark - A term referring to lacking memory of events that transpired after a backup ("I'm in the dark about those last three days.")

Decompiler/Decomp - A device that uses Compiler technology to break down an object into raw powdered or liquid material.

Default - To live at the Coalition's default standard of living while making no effort to improve yourself or contribute to society.

Ego - A conscious mind converted to software via Apotheosis.

Esper - Nanomachines that work together as a swarm to manipulate material at the molecular level.

Extranet - The intersystem computer network that connects most planets and habitats.

Jump Gate - A hole in space created by a jump drive, through which matter can instantly pass from one location to another.

Mesh/Web - A collection of sensors set up to watch over an area to provide security and act as an augmented reality interface.

Mimir - The dynamic creation engine AGI born of the Singularity, and the inspiration for nearly all modern technology.

Mimir-tech - The name for technology designed by Mimir. Nearly all modern technology is Mimir-tech. Technology created entirely by humans is considered archaic and outdated.

Mindset - A computer system implanted in the brain, installed via Apotheosis. It houses the mnemonic core.

Mnemonic Core - A shielded part of the mindset that acts as a secured storage device in which the ego is backed up in real time. Installed, along with the mindset, during Apotheosis.

Monitor/Spyder - An AI designed to watch over a mesh. These AIs scan the mesh, watching at all times for criminal activity.

Needle Beam - A form of data transfer employing very narrow beams of light, used to communicate through jump gates.

Portable Personal Computer (PPC) - A tiny personal computer system, home to your Agent; often worn on the arm or a belt.

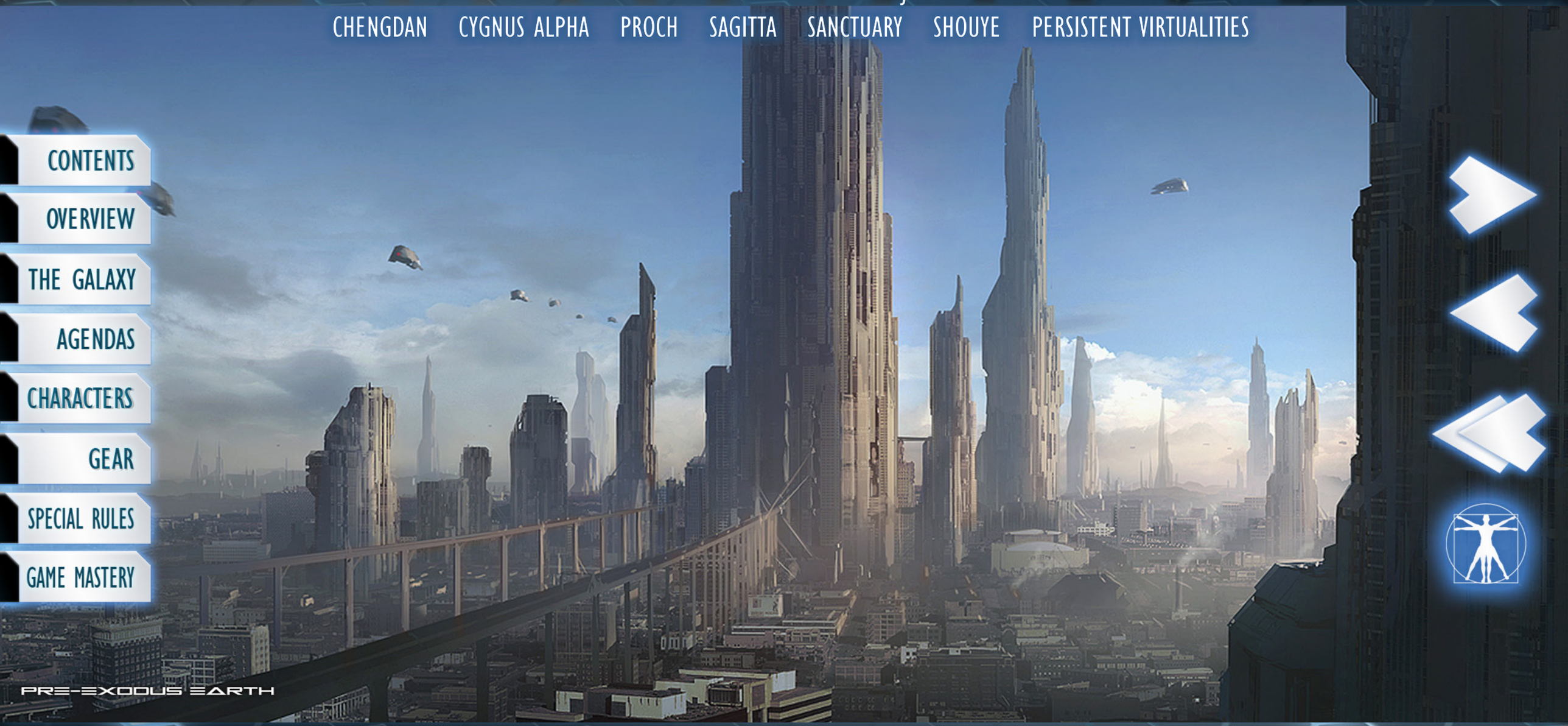
Resleeve/Decant - The process of loading an ego into a new sleeve.

Savant - Post-Singularity hackers. Apotheosized men and women who have overcome the restrictions on their mindsets, granting them capabilities far outside the norm.

THE GALAXY

MERCURY VENUS EARTH LUNA MARS ASTEROID BELT JUPITER SATURN URANUS NEPTUNE
CHENGDAN CYGNUS ALPHA PROCH SAGITTA SANCTUARY SHOUYE PERSISTENT VIRTUALITIES

CONTENTS
OVERVIEW
THE GALAXY
AGENDAS
CHARACTERS
GEAR
SPECIAL RULES
GAME MASTERY



The Singularity Artificial Intelligence Computers & Networks Nanotech Power Biotech
The Reputation Economy The Apostate Economy Entertainment Discrimination Warfare Transportation

THE GALACTIC GAZETTEER

Mercury

Gravity: .37G

Length of Day: 58.65 Earth Days

Estimated Population: 52k

Notable Settlements/Locations:

- **Specular Spread:** Solar panel field and production facilities (House Cipriani)
- **Base 10:** Antimatter production facilities (House Cipriani)
- **Tellerus Fields:** Site of the worst battle between the remnant forces of Earth's governments and the Coalition
- **Mercurial Gateway:** One of two jump rings in the Sol system.
- **Mercurian Tunnel System:** A series of tunnels that connect the most of the habitats and facilities on Mercury.
- **Balor:** A large habitat on the surface of the planet, used as a vacation spot and getaway for workers at the various Mercurian facilities.

The Coalition was not founded overnight. It wasn't (and still isn't) popular with everyone. Remnants of Earth's governments put up a fight; broken and scattered as they were, they never really had a chance.

The last major battle, which most feel solidified the Coalition's position, was the battle of Tellerus Fields. At the time, as it remains today, Mercury was home to nearly all of the antimatter production in the galaxy.

The remnant forces took a number of the antimatter production facilities and attempted to hold them against the newly founded Coalition forces. The resulting battle remains the largest organized engagement the Coalition has ever taken part in.

In the end, the remnant forces were broken and scattered, though a number of survivors escaped into the tunnels that connect many of the Mercurian habitats and facilities.

It is believed that large numbers of remnant supporters still hide out in the vast tunnel network. If this is true, they haven't made any attempts to harm anyone.

House Cipriani now operates the majority of the antimatter production facilities on Mercury, solidifying its position as the primary provider of power in Coalition space.

Massive fields of solar panels cover much of Mercury. These panel fields were built and placed by a subsidiary of House Cipriani called Specular Spread. With these, the blinding light of the sun is converted into the power needed to operate hundreds of antimatter processing plants owned and operated by Base 10, another subsidiary of House Cipriani.

The antimatter produced is then shipped off-world to one of three Icarus Hubs in orbit, and then taken to a nearby jump ring. This ring, called the Mercurial Gateway, is one of two jump rings in the Sol system. It is primarily used to ship the processed antimatter to other systems, and acts as a route to the Eye of Sol located near Earth.

Piracy has always been a concern here, and has grown worse of late. Remnant military forces in need of antimatter often stage hit-and-run strikes in hopes of crippling a shipping vessel, capturing its cargo, and disappearing before the Protectorate can respond.

Some have begun to wonder if these strikes are being organized in the tunnels that connect the habitats and productions facilities. If so, could it be the work of remnant forces still hiding there after all this time?

Venus

Gravity: .91G

Length of Day: 243 Earth Days

Estimated Population: 413k in Gondolin, around 25k on The Maiden

Notable Settlements/Locations:

- **Gondolin:** Hidden apostate enclave, largest in the solar system.
- **The Venusian Maiden (The Maiden):** Research station set up to study Venus in an effort to learn more about how Earth was formed.

Venus has never been especially interesting to the Coalition. It's a hellish world of volcanic mountains and rivers of lava. Its blazing-hot atmosphere is composed of carbon dioxide and sulfuric acid, with pressures that would crush a man.

Although the Coalition has little use for such an inhospitable location, it is perfect for apostates willing to live a tough life in exchange for freedom.

Gondolin

The apostate enclave of Gondolin sports a population of around 435 thousand. It consists of hundreds of connected clusters of buildings, all assembled at the molecular level by a variant of the technophage design known as a Vulcan swarm: a type of esper swarm that cannot replicate. These types of swarms eventually deplete, however, and the swarms that made Gondolin are long gone.

Now the city struggles with an overpopulation problem. Since no more habitable areas can be built, the local government has passed laws stating that no couple may have more than one child. Additional children lead to hefty fines.

An elected mayor leads the local apostate government, with paid constables serving as law enforcement. The current mayor is Camber Roche, a Frenchman and survivor of the technophage who currently exists as a SIM. Roche won his most recent election on a platform of transhumanist ideals. He is trying to convince more people to undergo Apotheosis and become SIMs in an effort to deal with the population problem.

The population mostly consists of former Americans, Italians, Greeks, and Africans. Although they voted a transhumanist for mayor, the majority are still Purists who fear Apotheosis.

In addition to a few resurrection chambers and the gear required to perform the Apotheosis procedure, Gondolin also has a single working compiler. It is operated by a talented Savant named Gulo, who is responsible for cracking the compiler's security each time it needs to be used.

The existence of this compiler is a well-kept secret. Most of Gondolin's goods actually come from black market trading, which is preferred by the mayor. After all, if word got out that they have a working compiler, both the Coalition and other apostate factions would come for it.

Of late, some have begun to fear that they haven't done enough to stay hidden. But if the Coalition knows Gondolin exists, why do they not act?

The Maiden

The only other place people might be found around Venus is in the Venusian Maiden, an orbiting research space station. The Maiden studies the Venusian surface and atmosphere in an attempt to learn more about how planets are formed. It is also a site the Houses use to perform various experiments.

Of note, one of House Dalianis' ship-based weapons labs is located here. When the opportunity arises, they also use this location to cut deals with secret contacts on Gondolin.

Earth

Gravity: 1G

Length of Day: 24 hr

Estimated Population: Presumed 0, Officially no humans remain alive on Earth.

Notable Settlements/Locations:

- **Brasilia:** Ground zero of the technophage deployment. The entire region, covering over 300 square kilometers, has been entirely consumed by machines.
- **Marianas Trench:** Believed to contain a heavy concentration of technophage drone nanofactories.
- **Denver Interplanetary Spaceport:** The focal point for the weapons and defensive measures the technophage has developed. An umbrella-like shield has been built to shield the area from orbital strikes.
- **Vantage:** A space station located at E-M Lagrange Point 1, between Earth and Luna. It is both a museum dedicated to Earth's history and a base of operations for the Coalition forces maintaining the quarantine.
- **Eye of Sol:** Located at E-M Lagrange Point 2, the Eye of Sol is the rebuilt jump gate originally destroyed during the Consolidation Wars.
- **Ansari Station:** House Dalianis' largest shipyard, located at E-M Lagrange Point 3.
- **Primatech Labs:** A House Jinzhan weapons manufacturing facility primarily dedicated to producing drones and ordinance for the ships and kill-sats maintaining the quarantine. It's located at E-M Lagrange Point 4.
- **Sentinel Station:** Located at E-M Lagrange Point 5, Sentinel Station is the largest Coalition military installation in the galaxy.

The Federation believed that by unleashing the technophage on the Alliance capital city of Brasilia, the resulting destruction would be so terrible that the Alliance would be forced to surrender. It was meant to end the Consolidation Wars in one horrible act of terrible destruction.

It worked.

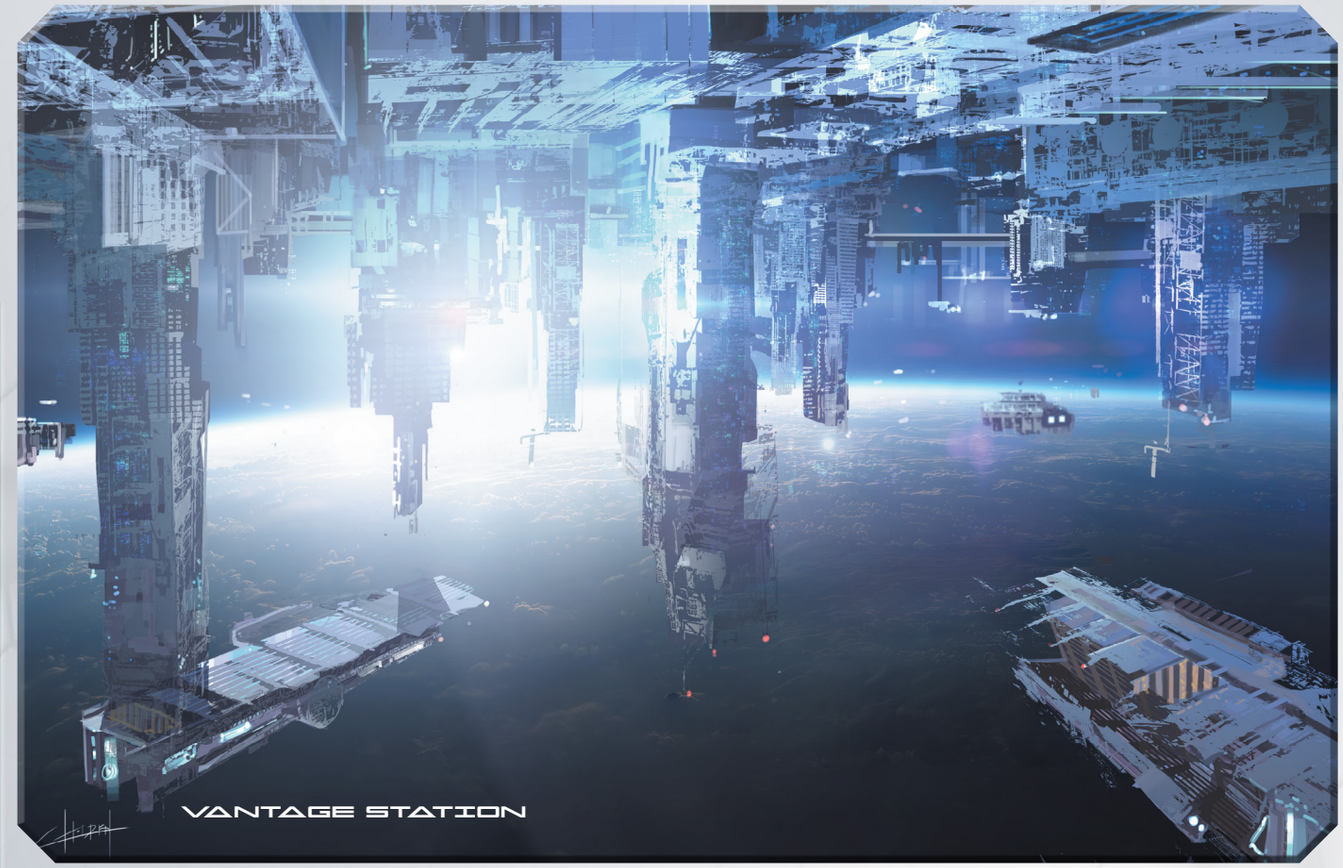
The technophage ended the war, but not as intended. The exact reason is still unknown, but the Federation claimed that the technophage did not respond to shutdown commands after its work was done in Brasilia. The Gray Plague spread across the Earth like a technological infection, a global cancer. In its wake, autonomous war machines were left to roam the land. These drones hunted and killed anything living, Alliance and Federation alike.

The governments of Earth were forced to agree to a temporary cease-fire in order to deal with this new threat. Despite some initial success, it soon became clear that the technophage was capable of quickly adapting its defenses to new threats. This was not how the technophage was designed to behave, and it is unknown how it came to be able to adapt.

Today, it is believed that no human remains alive on Earth. Mankind's cities are dens of technological terror, shattered wastelands haunted by murderous machines. Even rural areas are patrolled by aerial recon drones that are programmed to kill anything larger than a house cat.

After the Exodus, the majority of the swarm poured into the ocean and disappeared. Some scattered remnants of the gray fog remain, but these days the drones are more often seen than the swarms that birthed them.

The technophage, in its swarm form, can construct drones by dissolving material and reconfiguring it. However, this process is slow compared to the building of nanofactories, an ability it developed early in the war. These dedicated factories have a higher output than the swarms alone can produce, and are well defended. Many of these factories looked like heavily armored fortresses before the quarantine, but years of heavy orbital bombardment have eradicated all but the smallest ones.


VANTAGE STATION

Since the Exodus, mankind's cities have been reduced to either blighted wastelands or festering machine tumors. However, there are a few locations on the planet of particular note:

Brasilia

Brasilia has been devoured; little remains but gray powder. Every few days the nanomachines rise to construct a new nanofactory, only to be quickly destroyed by orbiting kill-sats or battleships.

The Marianas Trench

The majority of the technophage swarm is believed to be concentrated in the deepest part of the world's oceans, the Marianas Trench. This area is difficult to analyze or attack from orbit, so the quarantine enforcement ships and kill-sats have settled for attacking the drones that emerge from the water.

Recently, increasing numbers of drones have been surfacing in a larger variety of locations. This increase in activity caused much concern within the Senate. After much debate, House Jinzhan was authorized to deploy drones for exploratory missions. Only one returned.

On its return trip, the drone veered off course and headed toward Vantage. It refused to obey any commands and had to be destroyed by a ship called the Kamarov before it could get within weapons range of the space station. Analysis of the drone's remains confirmed what everyone had feared: the drone had been reprogrammed and upgraded by the technophage, outfitted with an APEX bomb.

Denver Interplanetary Spaceport

It had long been suspected that the technophage had achieved some form of sentience, and the attempted attack on Vantage was the first real proof.

This revelation makes what's going on at what used to be the Denver Interplanetary Spaceport even more worrisome. Almost overnight the technophage cannibalized all the drones in the Denver area, and used their component materials to create a shield over what was once the largest spaceport on Earth.

This shield, and the sight-blocking light screen that appeared soon after, make it very difficult to tell what is going on. What is known, however, is that the majority of drones in the area have been called to the former spaceport. Once they arrive, they pass beneath the spaceport's barriers and are never seen again.

Some speculate that the drones are being broken down and recycled into something else. What this might be is anyone's guess, but it is making people very nervous. The spaceport is watched constantly and the shield is the target of near constant bombardment, but thus far it has been difficult to determine whether or not these methods have been effective.

Vantage

Located at Earth-Moon (E-M) Lagrange Point 1, directly between Earth and Luna, Vantage is a spaceport that overlooks the former home of humanity. It is a common tourist attraction, featuring a number of observation decks that provide an astonishing view of Earth.

It is also a museum of Earth's history, and a base of operations for quarantine forces.

Vantage has always been a popular location for those still loyal to the fallen nations of Earth. In fact, it is often rumored that the majority of the staff in charge of maintaining Vantage are in league with remnant forces opposing the Coalition.

The Eye of Sol

On the far side of the moon, at E-M Lagrange Point 2, is the Eye of Sol. This is one of the two public jump gates in the system. The original Eye was destroyed near the beginning of the Consolidation Wars, but it has since been rebuilt.

The Eye of Sol features a hotel for travelers and a small museum dedicated to the Consolidation Wars and the founding of the Coalition.

Ansari Station

On the other side of Earth, directly opposite of Luna at E-M Lagrange Point 3, is Ansari Station. This massive space station is actually a shipyard owned and operated by House Dalianis. It is the largest space-based shipyard in the known galaxy, and is home to many thousands of workers and their families.

In addition to the work areas, Ansari also features what could only be described as a multi-layered city consisting of stacked disks. While it is mostly populated by House Dalianis citizens who work at the manufacturing facilities, it also features a few thousand people from other Houses who provide supporting services, entertainment, and so on.

Primatech Labs

Primatech Labs is located at E-M Lagrange Point 4, and is a House Jinzhan R&D and manufacturing facility primarily devoted to providing ordinance and armaments for the ships and kill-sats responsible for maintaining the Earth quarantine.

Primatech is also where the remains of the drone sent to attack Vantage are being kept. There, scientists attempt to reverse-engineer the modifications that were made to it by the technophage. This is being done in a highly secure portion of the station, and no one outside of House Jinzhan has been allowed to see it. This is causing a great deal of conflict between Houses Jinzhan and Dalianis, who have in the past been comfortable allies.

Of course, the other Houses want a look at the drone as well, and the issue is beginning to escalate. In the last seven months, four House Jinzhan scientists have disappeared, all of which were on the team assigned to study the drone.

Officially, they are on vacation.

Sentinel Station

At E-M Lagrange Point 5 you will find Sentinel Station. The Sentinel is not only the largest space-based Coalition military compound, it's the largest compound found anywhere. The station is primarily operated by House Silva (specifically, its Valkyrie subsidiary) and House Tsarya, and serves as both a base of operations and a hub for distribution of military assets. Most military equipment comes through the Eye of Sol and gets processed through Sentinel before being sent to its final destination.

Sentinel Station also houses several hundred compilers capable of producing restricted items such as military weapons, explosives, weaponized bacteria, and more. In addition, it has a large number of resurrection chambers on hand for decanting fallen soldiers or receiving those who were needle-beamed to the site. It is also one of two locations that soldiers are sent to if they are to undergo Apotheosis, something the Coalition military strongly encourages.

Luna

Gravity: .16G

Length of Day: 27.3 Earth Days

Estimated Population: 8.5 mil

Notable Settlements/Locations:

- **Serro:** The largest city on Luna, site of the original colonies. Primarily consists of tightly secured labs run by House Silva. Serro also serves as House Silva's seat of power.
- **Asola:** Asola is the second largest city on Luna. It contains House Tsarya's largest manufacturing facility in the solar system. It is known for its poor blue-collar workers, many of which are apostates. Asola has a very strong Purist tradition, which House Tsarya strongly supports.
- **Rho:** The Jewel of Luna, Rho is a city devoted to entertainment and relaxation. Rho is primarily backed by Houses Silva and Cipriani, but also contains a heavy apostate population. It is also inhabited by an Alliance remnant force called the Talons of Freedom.
- **Odysseus Station:** A large House Dalianis space station located in lunar orbit, where the most advanced of jump gate technology is researched.

The first alien soil a human ever set foot on belonged to Luna, and it has held a special place in our hearts ever since. We have come a long way since then, though, from the first manned missions to an eventual colony. Three sprawling cities now dot the lunar landscape.

Dozens of smaller settlements also adorn the landscape, most of which are former mining sites or labs built for particularly dangerous research. Some of these places still support life, but because of the mining industry's recent decline most have long since been abandoned.

High above the surface cities are several dozens of space stations. The vast majority of these are set up to perform research and development of technology that is banned from surface work by Coalition law. Houses Silva and Jinzhan perform most of their more controversial work on these stations.

Serro

Serro is the largest of the lunar cities. It grew slowly as the original colonies expanded, then underwent rapid expansion through the use of Vulcan swarms. It is now a sprawling series of domes, within which are a number of large multi-story complexes—much like cities themselves. Most are two to three square miles in area, and climb to heights of around one hundred to one hundred and fifty stories.

The complexes, often called hives, are connected with bridges and mag-rail trains. Skiffs can be rented at all hours for those who want more private transportation.

The hives use gravitic technology to compensate for the relatively weak lunar gravity, though most of the ground level is not outfitted with gravity generators. Due to the health concerns over the negative effects of prolonged microgravity exposure, it is illegal to take up permanent residence outside the hives. Apostates, of course, generally don't respect the law and sometimes the occasional cybersleeved apostate decides to carve out a hide-away for himself on the surface level.

The surface still sees a lot of business, though. Despite the weak gravity, or perhaps because of it, Serro's surface level is very much a tourist attraction. The streets are filled with small shops and enclosed play areas for those who enjoy bouncing around in a safe low gravity environment. Of particular note are several Crash fields. While not as popular in other places, this variant of American-style football features suspended goals through which the player with the ball must leap.

Most of the people living in Serro are members of House Silva. The city is home to most of Silva's elites, and the hives are mostly made up of the hundreds of labs devoted to Silva's biotech research and living quarters for the lab workers.

Asola

Asola is the second largest city on Luna. Like Serro, Asola sports the Vulcan swarm-built domes that provide atmosphere and protection for its inhabitants. Unlike Serro, though, Asola tends to be lower class.

Where Serro has massive domes, Asola features a larger number of smaller domes filled with shorter, sprawling manufacturing facilities. These macro-factories are used to compile and assemble products for House Tsarya.

These factories mostly produce the House's ground vehicles and components for its heavy combat frames. Other less significant interests revolve around template writing for basic household items, along with shipping, receiving, and warehousing larger items or equipment for the military.

The workers here tend to be poor, and a large number of them are apostates working to gain membership in the House. In the late 2130s, Houses Jinzhan, Tsarya, and Silva managed to pass a law that forced Houses to accept any apostate who wished to become a recognized citizen. Though, the guidelines covering these membership laws vary from House to House.

On the surface, House Tsarya appears to be the House most open to taking in apostates. While this is true, many would describe the process as nothing more than glorified slavery. House Tsarya welcomes all, but makes obtaining membership a very difficult process—assuming the applicant gets in at all.

House members are, of course, treated much better than apostate workers. Once they manage to rise above the "apostate drones," the newly initiated members of the House are bestowed a meager Rep bump and are granted the benefits of any other citizen. To someone who has spent most of their life toiling in a dark Asolan factory, life as a citizen is paradise.

Life in Asola revolves around either working for House Tsarya, or providing goods and services for those who do. Ground vehicles are far more common than skiffs here. Gravity is provided for the surface and in living areas, but not in areas where heavy objects need to be moved.

The Asola lifestyle tends to be rather oppressive, and it shows in the city itself. Despite tireless efforts, the city seems perpetually dirty. The air is not filtered as well as it should be, and most of the city lies in a constant state of disrepair. It's not uncommon to stumble into an area with a malfunctioning gravity generator or too much carbon dioxide. A short, hot breeze of carbon dioxide or a moment of near-weightlessness isn't so bad, but a gravity generator with a bad power regulator can crush you before you know it.

As one might expect, Asola's brand of entertainment tends toward the seedy and violent. The downtrodden apostate workers need to vent, so they spend their undervalued Tsaryan credits (which they are paid with instead of Rep or gold) on anything that can take their mind off their woes: alcohol, drugs, prostitution, gambling, cage fighting, and worse.

THE LUNAR CITY OF ASOLA

Rho

Rho is the smallest city on Luna, but in many ways it's one of the largest in the galaxy. Called the Jewel of Luna by some and New Vegas by others, it is run primarily by Houses Cipriani and Silva. Rho is the entertainment capital of the Sol system. Indeed, no other city so extravagantly caters to the whims of the privileged.

But there are two sides to Rho.

On the surface, Rho is inviting and awe-inspiring. Every aspect of its architecture is beautiful, and its people no less so. The Apotheosized parade around in Siren, Satyr, and Paragon sleeves, and even the pure generally have the resources to sport high-end cosmetic augmentations.

Look a little deeper though, and you'll see the ugly side of Rho. This city is a battleground in the Shadow War. It's where influential people go to meet with mercenary crews, where stolen goods are fenced, where illegal hardware is sold for Rep, and where souls are sold for gold.

Rho only features a single large dome, and the whole of the city fits within it. It surrounds an artificial lake, Luna Lake. Luna Lake is bordered by parkland around its entire perimeter, which features a large number of animals originally found on Earth. These animals, including squirrels, foxes, deer, and more, are cloned and cared for by a subsidiary of House Silva called Vitae.

Only four large towers dot the skyline, each belonging to a different gambling guild. These guilds are subsidiaries of House Kimura, Tsarya, and Silva. Most of the other buildings are no larger than two to three stories.

The entire city is serviced by a system of gravity generators, though several places turn them off in certain areas to fit a theme or for microgravity recreation. The city also features a number of theaters, sporting arenas, virtuality kiosks, shopping malls, and hundreds of bars and nightclubs.

All of this buzzing activity is a convenient blanket for illegal activity, which is why Rho is so often the location of choice for patrons who wish to hire mercenary crews for operations.

Rho also makes for a handy base of operations for a remnant of the United States military called the Talons of Freedom. The Talons were responsible for some of the more devastating attacks on the budding Coalition, but was not present at the battle of Tellerus Fields.

After Tellerus Fields, it became clear that the only way to defeat the Coalition would be through insurrection. Since then, the Talons have been working to infiltrate the Houses, or barring that, sway disenfranchised citizens to their cause.

The Talons are one of the largest suppliers of black market goods in the galaxy, but their primary stock and trade lies in weapons and armaments. They need to outfit their ranks with the best military hardware they can get, and the Houses always have the best stuff.

Odysseus Station

Perhaps the largest of the lunar research stations is Odysseus Station. Here, House Dalianis works on new designs and modifications to jump drive technology.

Three months ago, a large section of Odysseus Station exploded. Over three hundred people were reported dead. The official statement from House Dalianis was that a fire had started and managed to get to an oxygen line.

However, rumor has it that a mercenary crew was deployed by House Jinzhan to steal something, and that Dalianis blew those decks to keep the mercenaries from getting away.

What the crew was meant to steal is not known. Some rumors claim it was a design for a jump drive that can reliably work inside the gravity well of a planet, something called a space bridge. Still some claim that they were just after a ranking member of House Dalianis. This rumor continues that they killed the man and took his mnemonic core, needle-beaming him off the station before the explosion.

CONTENTS
OVERVIEW
THE GALAXY
AGENDAS
CHARACTERS
GEAR
SPECIAL RULES
GAME MASTERY

EARTH QUARANTINE

Mars

Gravity: .38G

Length of Day: 1.03 Earth Days

Estimated Population: 21.2 mil

Major Settlements:

- **Olympus:** The largest human city and seat of the Coalition government. It is known for its awe-inspiring monuments and gorgeous architecture. Olympus is built upon Olympus Mons and consists of multiple wards, most of which feature multiple tiers. The wards are connected by a large number of high-speed mag-rails and a beanstalk connects Olympus to Helios.
- **New Turin:** A smaller city built over an old mining operation. New Turin is poor by Coalition standards and suffers from a disproportionate amount of crime, much of which stems from a remnant of the old Earth Russian mob.
- **Remus:** This city sits at the base of a beanstalk and on the outskirts of a lakebed constantly bombarded by ice asteroids brought in by House Silva towing ships. The town mostly consists of workers in cybersleeves who work to make sure water gets filtered and distributed to the other Martian cities.
- **Helios:** Helios is a large floating city that is connected by beanstalk to Olympus. It is home to most of Olympus' most prominent citizens and features some of the best colleges in the galaxy.
- **Charon:** One of two cities located in the massive Valles Marineris trench, Charon sports a thriving transhuman movement and is home to those doing the best research on terraforming technologies.
- **Minos:** The other city in the Valles Marineris, Minos was once the site of a large mining operation. Now, the mines are no longer used and it is largely deserted except for a budding apostate enclave.
- **Phobos:** One of the Martian moons, Phobos is home to a single city—itself called Phobos. This city is the seat of power for House Dalianis, and sports their largest production facilities. House Jinzhan also owns factories here and the two Houses work together to expand and maintain Olympus and Helios. Phobos is also home to Thetis Revival Labs, the largest resleeving facility in the galaxy.
- **Deimos:** The other Martian moon features two cities, which are nestled within its two largest craters. Kratos is a city devoted to the Coalition military. Voltair is a city with a very large Catholic population, which has recently come under attack by transhuman extremists.

As one of our neighboring planets, Mars has long been a source of inspiration and wonder for mankind. Finally, in the year 2034 the first human set foot on the red planet.

Humans trickled to Mars steadily after Charon, the first colony, was established. During the Exodus, Mars became the secondary destination, after Luna, for dropping off refugees. Vulcan swarms were deployed by the hundreds to make room for the new Martians, and in time a number of arcologies grew out of the Martian landscape.

The largest of the Martian cities is Olympus, a beautiful metropolis of domed urban sprawl that covers much of Olympus Mons, the largest mountain in the solar system.

Olympus

While Olympus Mons is the largest mountain in the Sol system, it has a gentle slope. It was on these slopes that eight different arcologies, called wards were built. Since the original foundation layers were built, the wards have grown both outward and upward.

The wards have grown in tiers, each stacked over the top of the other like stacks of massive metallic pancakes. Each ward has two to three tiers, with about a kilometer of space separating each. The undersides of the upper tiers provide light to the ones below in the daytime.

The wards are connected by a series of mag-rail lines that transport people between wards. There are also several spaceports, which radiate out from the wards like spokes on a wheel, and a space elevator that attaches to Helios above.

THE MARTIAN CITY OF OLYMPUS

The largest ward, called Rostra, is home to the Senate. It's also home to a number of museums commemorating various events in human history. The extravagant monuments and truly amazing architecture of Rostra are simply breathtaking, and could only be created using Vulcan swarms.

But don't let the extravagance fool you—Rostra is a fortress: its public areas watched by over fifty Monitors. It also has a large number of automated guns and other less obvious defense mechanisms such as anti-missile PAc systems and a dome that's half-again as thick as the other domes on Mars.

Despite the layered security system, the all-seeing eyes of the Monitors can't catch everything. This was recently made abundantly clear when famed transhumanist spokesman and House Kimura dignitary, Proximo Pessoa, was attacked and killed by a Purifier. Proximo was restored from a backup later that day, but the identity of the murderer has yet to be revealed.

New Turin

While Olympus is known for its tight security, one Martian city is gaining a reputation for lawlessness...

New Turin grew out of the largest mining operation in Martian history. It was once a bustling city predominantly managed by Houses Silva and Cipriani. But when expansion began to slow, the Houses largely abandoned New Turin.

The loss of the Houses created a power vacuum, one that a remnant of the old Russian mob came in to fill. These days, while the citizens of New Turin officially belong to a number of different Houses, most really owe their allegiance to the mob, which has taken to calling itself House Turin.

This newfound loyalty to "House Turin" has turned New Turin into a dangerous place. ARIS strips are regularly torn from walls, and the people have become more than a little xenophobic. Outsiders are typically distrusted for fear that they might be Coalition or House loyalists out to harm them or House Turin.

New Turin survives because, in the end, its citizens are members of the Coalition. Their crimes tend to be petty, and no one wants to divert resources to cleaning the place up. But If they knew how much of the black market was fed by New Turin's compilers, or about Turin's connection to multiple Federation remnant forces, thing might be very different.

Remus

A few hundred miles outside of Olympus is the small city of Remus. Calling it a city is pretty generous, as it's actually more of a town.

It is the only inhabited area on Mars that doesn't feature a dome. Instead, it consists of a massive, heavily fortified above-ground complex from which sprouts a massive space elevator.

Most supplies meant for Olympus or the other Martian cities come down Remus' beanstalk, and every few days tow ships bring in another ice asteroid and slam it into the basin a few dozen miles outside of town.

These iceteroids provide Mars with all the clean water it needs. It is gathered, taken back to Remus for filtering, and then distributed to the other cities via aboveground piping systems. While it is possible to create water with a compiler, purifying existing water is a much faster process.

The people of Remus are almost all transhumans wearing cybersleeves. Much of their work requires them to leave the confines of their vehicles or sealed habitats, and the hazards of their jobs make wearing cybersleeves a sensible choice.

Of course, this leads to a pretty pro-posthuman culture among the people of Remus. This has led to two ascension cult outbreaks over the last decade. The last, a group calling themselves The Nest, were turning themselves into a sort of cybernetic insect hive.

Had it not been for the combined efforts of three Praetorians, Mars' water supply might have been endangered.

Helios

Floating in orbit above Olympus is the city of Helios. The entire city is built inside a ring, which spins and rotates to provide both artificial gravity and a day-night cycle.

Its main spaceport is in the center of the ring, which connects to a space elevator leading down to Olympus. Mag-rail lines serve as spokes, connecting the hub to the ring itself.

For the most part, Helios is a center of leisure and education. While most people no longer bother with attending school at a specific location, there are still some who feel they benefit from congregating with like minds in the flesh.

Most of Helios consists of carefully tended parks and forested areas broken up by small communities that support the local colleges. The colleges are open to all Coalition citizens with a Rep-Rating of 7 or more, and the six largest play a number of organized sports or virtual games that interest and entertain people throughout all of humanity.

Helios is also where most of the Coalition's senators live, as well as the three Praetorian Generals.

As one might expect, with so many important people in one place, Helios is heavily guarded. At least two dreadnaughts patrol nearby at any given time, and the outer surface of the ring bristles with defensive weaponry.

THE MARTIAN CITY OF CHARON

Charon

The site of the first Martian colony, Charon was built in the Valles Marineris trench and now serves as a research post devoted to projects that focus on terraforming the planet.

As of now, the best plan to terraform Mars is to raise the core temperature of the planet in hopes of starting a chain reaction that will

pump more and more carbon dioxide into the Martian atmosphere. Unfortunately, there are a number of problems with this plan, not least of all the potential for tectonic activity that could lead to an eruption of the otherwise dormant Olympus Mons.

Charon tends to collect a lot of optimistic scientists, and thus a lot of transhumans. Unlike Remus, however, the transhuman population of Charon tends to favor biological modification. Perhaps because of this, both Houses Silva and Kimura have taken an interest in Charon and its people. In fact, many of the minds at work on solving the terraforming problem are Kimuran SIMs.

House Silva has also set up a resleeving facility here, and is helping fund something called the Genesis Project. This project, named for both a book of the Bible and a reference to old pre-singularity science fiction cinema, focuses on creating self-sustaining ecosystems in an expanding dome system along the floor of the Valles Marineris trench. This project has resulted in the first true forest on the planet's surface.

Minos

Minos is the site of another now-dormant mining operation. Thought by most to be a ghost town, Minos is now the site of a budding apostate enclave. The apostates here are in contact with the gangsters of so-called House Turin and act as middlemen in exchanges between the mob and apostates from other planets.

Like Charon, Minos is located in the Valles Marineris trench, though most of the outpost is underground.

Phobos

The Martian moon, Phobos, features a single city of the same name. This city serves as the seat of power for House Dalianis, and for the most part, functions as both a massive factory and resort for high-Rep members of the House.

The city of Phobos consists of three primary domes, within which are a series of massive tower-like structures not unlike the hives found on the Lunar city of Serro.

The hives of Phobos serve as both living spaces and recreation areas. Between the hives are the manufacturing facilities where the largest ships in the known galaxy are built.

House Cipriani also has factories here, leased from House Dalianis. These factories are used to assemble and prep the APEX reactors that will power the ships, and the two Houses work together with Jinzhan to provide power, habitat expansion, and maintenance to all the settlements on Mars.

Of note, Thetis Revival Labs can also be found on Phobos. Run by House Silva, Thetis is considered by most to be the best resleeving facility in the known galaxy and is attended by some of the best mnemonics engineers. House Dalianis makes good use of Thetis, since they offer big bonuses to members of the House willing to switch sleeves for jobs that might require a more specialized approach.

It might be boring and dehumanizing to spend your days as a glorified forklift, but once the contract is up and you're back in a biosleeve, the rewards can be worth it.

Deimos

The other Martian moon, Deimos, features two major settlements, one in each of its two massive craters.

The first, Kratos, is a city purpose-built to train Coalition military forces. Here, recruits undergo weapons training, tactics, pilot training, and any other specialized education the recruit might be qualified for.

The other city, Voltair, is where most of the soldiers who aren't stationed in Kratos live, and is the home of many of their families as well. This small city features two large domes, and is rather spread out for a city built in such an inhospitable location.

Of note, Voltair tends to have a disproportionately large Catholic population. The Catholics generally have strong Purist values, which is at odds with the military's propensity to encourage recruits to undergo Apotheosis. This tends to create a lot of friction in the community as Catholics try to dissuade young recruits from undergoing the procedure, and ostracize those who do.

This friction remained nonviolent until recently, when a person entered a church wearing a female Courier sleeve packed with explosives and blew herself up. The perpetrator was restored from backup and charged with the murder of fifty-one people.

However, the backup was old and the woman claims that she has no ill feelings toward the Purists and that it wasn't really her who did the killing. This event has rekindled old debates about whether or not a restored ego should be charged with crimes it has no memory of committing; the argument being that the restored ego cannot properly defend itself in court given that it lacks important details, and that it really isn't the same person.

Asteroid Belt

Gravity: 0G

Length of Day: Varies

Estimated Population: Varies between 60–80k

Notable Settlements/Locations:

- **Raiding Launch Points:** A number of asteroids have been commandeered for use as staging areas for raids launched by pirates and remnants of the Federation and Alliance.
- **Tartarus:** A maximum-security prison, run by House Dalianis, in orbit between Mars and the asteroid belt.
- **Ceres:** Ceres is the primary source of water for Mars. Its main two settlements are an ice cutting and shipping facility called Trident, and an orbital shipping facility called Anapos Station.

For years, the Houses have mined the asteroid belt that lay between Mars and Jupiter for raw materials. Thousands of asteroids have been used for this purpose in the past, and despite a recent decline in mining, many are still being leached of their resources today. Houses Silva and Dalianis primarily run these mining operations, but some of the other Houses do a bit of mining here as well.

The frequent mining of the past also means many of the larger asteroids now feature huge canyons or tunnel complexes that make them ideally suited for building cobbled together space habitats. Pirates, remnant forces, and other riff-raff often use these depleted asteroids as convenient bases of operations.

Most notable among the lawless of the asteroid belt is a faction of Purifiers responsible for a number of anti-transhuman attacks in the last few years. They call themselves the Children of Adam, and are most recently responsible for blowing up a bank of SIM server arrays in Rho; an attack that resulted in the permanent deletion of over fourteen thousand people. Scout probes have been sent to search for the Purifiers' base of operations, but so far they haven't found anything.

Among the many dozens of secret hideouts and still-active mining operations, there are two additional settlements of note.

Tartarus is the most well-known and highly populated maximum-security prison in the known galaxy. This station, run by House Dalianis, drifts at the edge of the asteroid field on the Mars side, and typically houses between 30 and 40 thousand prisoners at a time.

The other settlement of note is Ceres. This planetoid and the surrounding iceteroids provide Mars and Luna with the majority of their water. This process requires the use of two primary facilities.

Trident is a small town built up for the purpose of housing the workers needed to cut and ship the ice up to Anapos Station, a space station used to collect the ice and off-load it to tow ships headed to other worlds.

Jupiter

Gravity: 2.36G

Length of Day: 9.8 hr

Estimated Population: 2.8 million, counting the population on its moons and in orbit around them.

Notable Settlements/Locations:

- **Europa:** The oceans beneath the ice of Europa have long fascinated humans as potential sources of life. IT Alpha is a subterranean research station run by Houses Cipriani and Silva, which is dedicated to exploring these oceans and its life forms.

Jupiter itself is of little interest to anyone. Its environment is simply too hostile and lacks any resources worth the risk of gathering.

One of its moons, on the other hand, is quite interesting indeed.

Europa

The oceans beneath Europa's frozen surface are home to the first extraterrestrial life forms ever discovered. Since the time of their discovery, millions of other species have been discovered on the exoplanets mankind has settled. Even so, Europa's life is still something of a mystery.

The aquatic life forms of Europa's oceans appear to have gone through rapid evolutionary cycles, growing far more complex much faster than life evolved on Earth. The reason for this is unclear, but the scientists stationed on IT Alpha sure would like to know.

IT Alpha is a massive underwater research facility owned and operated as a joint venture between Houses Cipriani and Silva. It houses a crew of just under a thousand people.

Of late, IT Alpha has been experiencing a number of troubling phenomena. There have been a number of odd power outages, and a never before seen mold has appeared in the environmental systems. Thus far, getting the power back on and keeping the mold clear haven't been major problems, but now a larger-than-average number of the station's inhabitants are being diagnosed with cancer. While cancer is relatively easy to cure these days, the source of the problem and whether or not it may be linked to the other odd events are still under investigation.

Saturn

Gravity: 1.06G

Length of Day: 10.2 hr

Estimated Population: 12.5 mil

Notable Settlements/Locations:

- **Titan City:** Sharing the name of the moon it is found on, Titan is the largest city outside the asteroid belt. It is used as a hub for local mining operations.
- **The Rings:** The Rings are composed of specks of dust and water ice that are scooped up and sorted as part of a massive multi-House mining operation.

Like most of the outer planets in the solar system, Saturn's surface offers little of interest. Its rings and largest moon, however, offer water and vast amounts of raw materials.

Titan City

Saturn's largest moon is actually larger than the planet Mercury, and is home to Titan City.

Titan City grew up around the mining operations that take place in Saturn's rings. It is home to thousands of workers, and outside of Olympus, it is probably the most diverse city in the system for members of the different Houses.

The city's two major industries are the processing and shipping of materials gathered from the rings, and the gathering and filtering of water from Titan itself.

Titan City is not a domed city. Instead, the city is comprised of a series of concentric rings. Each of these rings is hundreds of layers thick, pressurized, and contains its own environmental system. Bridges and pressurized passageways span the half kilometer spaces between the ten rings, with the center section serving as the base of a massive space elevator.

A number of massive towers rise from the rings. These towers are operated by different Houses and primarily serve as centers for

organizing the distribution of materials mined from the rings. They also serve as homes for high-Rep members of the Houses.

Materials harvested from Saturn's rings are delivered to one of sixteen docks arranged between Titan City's ninth and tenth rings. From there, the materials are transported to designated processing facilities, with the finished goods then sent to the ports located between the next two rings (eight and nine) to be exported. Most of the processing facilities are located on layer nine.

The central rings feature a number of spaceports used for passenger vessels, and tend to see a large amount of traffic. Titan City is the primary source of resources for all the Houses, and as such tends to get a lot of attention from high-ranking dignitaries.

While the high-Rep Coalition citizens dwell in the towers or oversee operations at the processing facilities, the less fortunate toil away on the lower levels. Here, low-Rep citizens and apostates hoping to earn their way into a House gather materials for sorting, transportation, and pre-processing.

Perpetually shadowed by the layers above, the lower levels of the rings are home to the poor and desperate. But where there is desperation, there is crime. And where there is crime, there is a need for law enforcement.

The House representatives of Titan City recently granted a policing contract to a subsidiary of House Dalianis called Lighthouse. Lighthouse is a security firm with a reputation for both efficiency and brutality. While they've come under scrutiny for their less-than-subtle methods, for the most part the Houses are very happy with the way they keep the riff-raff in line.

Uranus

Gravity: .89G

Length of Day: 17.9 hr

Estimated Population: 84k

Notable Settlements/Locations:

- **The Colony:** A large apostate community. The Colony is made of a patchwork of spacecraft and fabricated structures floating deep beneath the outer layers of its atmosphere. The APEX drives from the ships, supplemented by cold fusion reactors, provide power to the structures.

A gaseous mass of hydrogen, helium, and methane at the edge of the system, Uranus has little to offer. Its atmosphere features some small amount of water, but its distance from Sol makes it impractical as a source of resources.

The fact that Uranus is of little interest to the Coalition is its greatest asset—at least to the apostates of the Colony.

The Colony

One of the larger apostate enclaves in the Sol system, the colony consists of a vast network of ships and prefab structures that have been linked together into a single massive station that floats deep beneath the outer layers of the planet's atmosphere.

The Colony is made up of several hundred ships, from smaller cargo craft to the largest ship, The Kraken, a carrier ship thought to have been lost to remnant forces just after the battle of Tellerus Fields.

The people of the Colony get by on what they can. Most of the ships at their disposal have been permanently connected to the ship network, but many can be disconnected and reconnected as needed. These transients, as the locals call them, venture out in search of trade goods and supplies or to harvest resources from Uranus.

While the Colony primarily makes use of its ships' APEX reactors, this power is supplemented with cold fusion reactors. Conveniently, Uranus is comprised largely of hydrogen, which is used to provide the reactors with fuel.

The culture of the Colony is one of vagabonds and the displaced, but it is also one of community and family. Everyone pitches in to do their share, and crimes (including acts of negligence) that endanger the Colony are punished swiftly and often severely.

ANDERS ASSESSES HIS PRIORITIES

Of late, however, the usual attitud e of peace that pervades the Colony has been upset. The Colony has drawn the attention of the Children of Dionysus, a group of pirates and drug runners that has been using the Colony as a potential source of supplies and recruits.

Most of the Colonists have no desire to deal with the Children, but they come bearing weapons and gold. Thus, many are afraid to refuse trading with them.

To make matters worse, a transient ship called the Red Herron has recently gone missing. Most of the Colonists blame the Children, a stance that could soon lead to outright aggression. Still others, mostly the few that are comfortable dealing with the Children, suggest that Coalition forces captured the Red Herron. If that were true, though, why has there been no public report of the incident?

The Colony fears that they may be looking at a fight in the near future, but whether it will be with the Children or the Coalition is unknown.

Neptune

Gravity: 1.12G

Length of Day: 19.1 hr

Estimated Population: 43k

Notable Settlements/Locations:

- **Naesock Processing Hub:** A large space-based processing facility in orbit around Triton to provide resources and logistics support to spacecraft mining the arcs.
- **The Arcs:** Great swaths of minerals in orbit around the planet. These arcs contain a large amount of rare elements.

Neptune is an ice giant planet. It is one of the coldest locations in the Sol system, and has little to offer outside of the materials that make ups its arcs. Like the rings of Saturn, Neptune's arcs consist of wide bands of useful material debris. Unlike Saturn's rings, though, the arcs do not hold a uniform shape and tend to contain rarer elements.

Naesock Processing Hub

Located in orbit around Triton, the Naesock Processing Hub is a massive space station built to act as a shipping and storage center for materials gathered from Neptune's arcs.

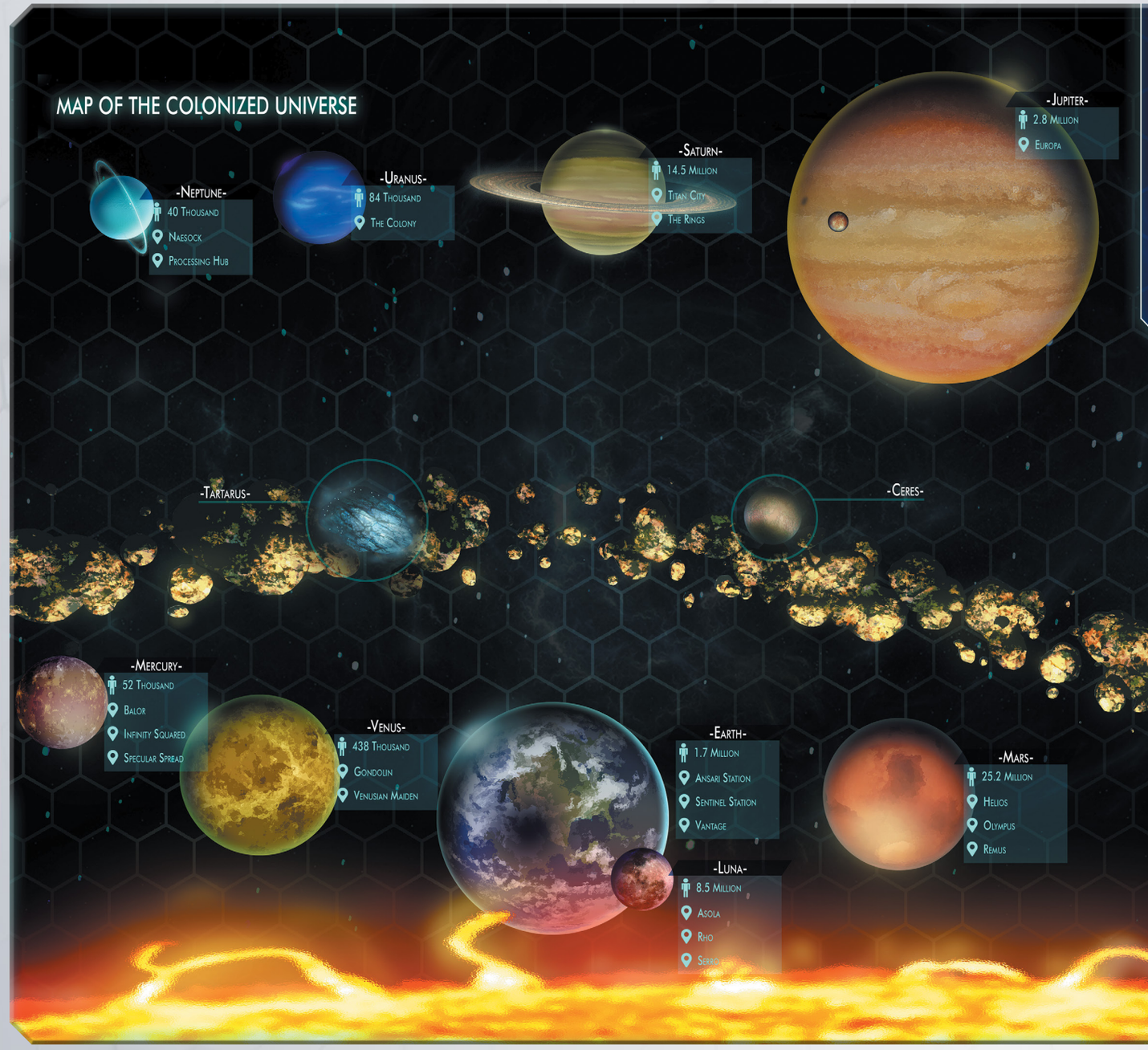
While it once staffed as many as five thousand workers and management staff, the decrease in mining during the last decade has led to the official closing of over half the facility.

Even so, the space hasn't gone to waste.

Separated from the upper half of the station by thirteen unused decks, the lower half of the station has turned into a small apostate enclave and thriving black market trade center. As one might expect, though, this sort of activity can't go unnoticed.

Officially, the lower half is a warehouse for House Silva's old weapons tech. Unofficially, House Silva keeps a lid on what's going on and uses the enclave as a major point of contact with their apostate allies and a way to keep their finger on the pulse of the black market.

MAP OF THE COLONIZED UNIVERSE



-Chengdan-

Distance from Sol: 14.5 LY | Gravity .97 G
Established: 56 PS (2099AD) | Estimate Popuilation: 9.3 mil

-Cygnus Alpha-

Distance from Sol: 52LY | Gravity 1.04 G
Established: 54 PS (2097 AD) | Estimate Popuilation: 6.5 mil

-Proch-

Distance from Sol: 8.5 LY | Gravity .87 G
Established: 53 PS (2096 AD) | Estimate Popuilation: 11.7 mil

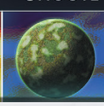
-Sagitta-

Distance from Sol: 57.6 LY | Gravity 1.22 G
Established: 62 PS (2105 AD) | Estimate Popuilation: 6.2 mil

-Sanctuary-

Distance from Sol: 70 LY | Gravity 1.07 G
Established: 78 PS (2121 AD) | Estimate Popuilation: 9.4 mil

-Shouye-



Distance from Sol: 56.3 LY | Gravity .88 G
Established: 72 PS (2115 AD) | Estimate Popuilation: 3.6 mil

NOTABLE EXOPLANETS

Chengdan

Distance from Sol: 14.5 LY

Gravity: .97G

Established: 56 PS

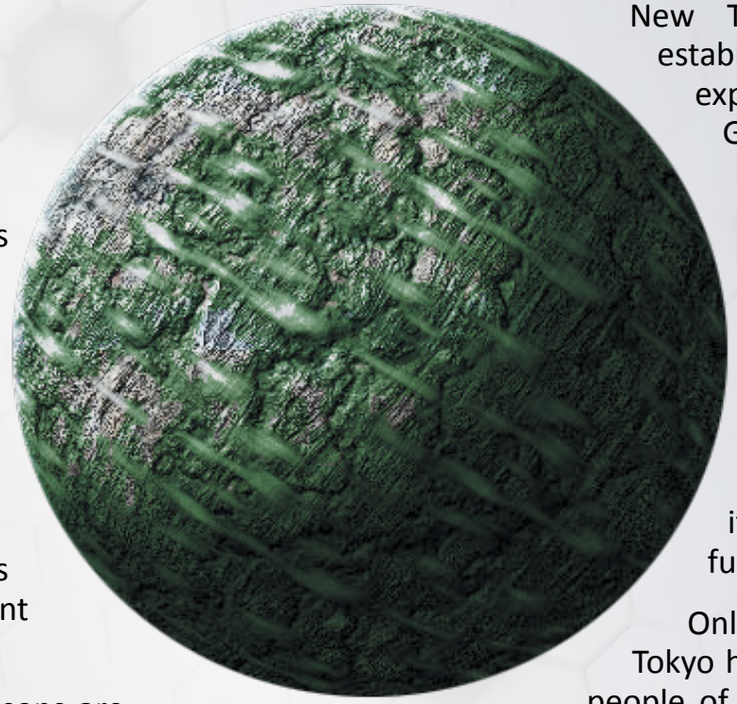
Estimated Population: 9.3 mil

Hiske Electronics, one of the founding corporations of House Kimura, colonized Chengdan in 56 PS, only a month after their probes first discovered it. After discovering that Chengdan exhibited extraterrestrial flora and fauna, House Kimura spun into an exploratory frenzy.

Out of all the Coalition's planets, Chengdan is undoubtedly the oddest. The planet has a uniquely irregular rotation speed and angle, which scientists believe was caused by massive meteorite bombardment just a few thousand years ago.

The planet wobbles on its axis, and as such the seasons are drastic and uneven. A typical year consists of a three-month frozen winter, leading into a one-month temperate period, followed by a two-month blazing summer. Despite these inhospitable conditions, life has flourished on the planet's surface. Much of it covered in what could only be described as an evergreen jungle. The trees are capable of weathering the drastic temperature shifts, sporting roots that dive deeply into the ground in search of water. The animals and plants of Chengdan are extremely hardy and adaptive, with the predators evolved to be extremely tough and aggressive.

Like the native wildlife, Chengdan's citizens have had to be exceptionally resourceful to survive. The planet has little in the way of water on the surface, but there are underground pockets of water and rivers all along the planet's crust. The surface is littered with mobile drilling platforms, which mine most of Chengdan's water supply. Temperate periods are by far the most productive times, since the extremes of heat and cold require workers to consume more resources. Thus, at the end of every month the platforms pick up and move to the next temperate zone. Most of the mined water goes to New Tokyo, Chengdan's megacity capital. It is then distributed to the dozens of other settlements that might need it.



New Tokyo is the original colony established by House Kimura, which has expanded steadily since its inception. Given the planet's nature, the House originally considered it impractical to establish multiple settlements. Instead, House Kimura decided to expend its resources expanding the original settlement. This growth continued until New Tokyo became so large that geographical obstructions made it much less practical to expand further.

Only recently, since expanding New Tokyo has become so difficult, have the people of Chengdan begun branching out into other settlements.

Aside from New Tokyo, there are only five other relatively small cities and a few dozen smaller facilities. Chengdan is mostly Kimuran property, but House Silva was particularly ecstatic about the unusual life forms inhabiting it and managed to purchase three plots of land in different climate zones.

Of late, reports have been coming in from exploratory expeditions that claim to have seen strange humanoids living in the wild. It is speculated that these are posthuman aberrants, and that there are several cells of them. A few hunting parties have been organized to bring them in, but most never see anything. Some claim that the creatures are definitely of human origin, and are using primitive tools and weapons, with armor that seems to have been grown from their bodies.

Places to See

A planet of extremes, Chengdan is the home to House Kimura's largest settlement, New Tokyo. There are a number of smaller settlements run by the House and a few research stations run by House Silva. Despite the extreme temperature variations on the planet, life thrives, and only Proch boasts more dangerous fauna.

New Tokyo - A colony hosting over 70% of Chengdan's near 10 million souls, the city is as much a marvel of technology as its namesake was at the turn of the millennium. One can find the figurative bleeding edge of computer hardware and software, much of which hasn't hit the market yet, being showcased here.

Unlike a metropolis of old, the city is very open and spread out. New Tokyo is known for its wide open plazas and large parks, which are covered with indigenous flora.

Many of Kimura's SIM citizens are hosted here, and you are just as likely to be greeted by their ghostly images as you are physical people.

Kawako Platforms - The Kawako, or river spirits, are the water mining platforms that sate Chengdan's thirst. The large structures resemble deep sea oil rigs from old Earth and can lift off from the surface to reposition their operations should their current well tap out or the short temperate season come to an end in their area.

Libman Research Station - One of a handful of research posts set up by House Silva, this field lab is responsible for studying the indigenous wildlife in the area. Silva is unusually willing to allow visitors to the station to view their work, which is far more humane than one might expect. For most, this just raises suspicions about the other stations on the planet, which do not accept visitors.

Things to Do

Outside of the settlements, Chengdan is a harsh planet that can chew up even the hardiest of survivalists. The wildlife is tough and aggressive, the environment oscillates between extremes of hot and cold, and more recently, strange things are afoot in the evergreen jungles.

Blurry Images - Extreme survivalists have come back from excursions into the wilds with images of strange humanoid creatures covered in plating similar in nature to the bigger animals of Chengdan. The images aren't of a high quality, and many are calling them a hoax. Where are the sensies? The most vocal naysayers are more often than not from House Silva.

Eco-terrorism - Certain vocal groups have been speaking out against water mining, claiming that disrupting the water table is harming the environment. After finding a rather large underground deposit of water, Kawako 1, Kimura's largest water mining platform, went dark. Officials suspect sabotage.

Fork You - A string of cyber attacks have been happening all over New Tokyo. The perpetrator(s) have been breaking into secure SIM hosting systems and making illegal copies of the egos housed within. There doesn't seem to be any pattern to the targets, and no one is sure what they're being copied for.

Cygnus Alpha

Distance from Sol: 52 LY

Gravity: 1.04G

Established: 54 PS

Estimated Population: 6.5 mil

Cygnus Alpha was the second colony to be established outside of Sol, originally colonized by Keppler Shipyards in late 54 PS. Keppler wanted easy access to the abundant iron deposits for the construction of their starships. A short time later, Giordino Automotive established a second mining colony approximately thirty kilometers from the Keppler Site.

In general, the planet is rather inhospitable; the only reason it was ever colonized was for its extraordinarily iron-rich crust. The majority of its surface is too cold to sustain unprotected life, with all habitats built along the equator where the average temperature is within human limits. The cold is only one obstacle of many, though. Cygnus Alpha has no ground water and endures violent winds that commonly exceed 400 kph. This wind, coupled with the amount of iron in the ground, has resulted in a surface littered with fields of razor-sharp blades emerging from the otherwise barren gray soil.

To account for the wind, all of the major cities on Cygnus Alpha are built inside deep canyons where they are shielded from the biting gusts, allowing citizens to walk about in the open. The atmosphere is breathable, but is extremely dry. Worse yet, nighttime temperatures plunge well below freezing, even along the equator.

The settlement keeps surface travel to a minimum. Traversing the planet's sharp rocky surface with ground vehicles is slow and dangerous, while air vehicles have difficulty flying and landing in the extreme winds. To avoid these hazards, surveys are done by orbital satellites, which allow tunnels to be drilled from the main outpost to the lode. Over the years, these tunnels have grown into a vast network that resembles an ant colony. The cities themselves remain located in the canyons for the most part, where interplanetary traffic can easily reach them. However, there still exist hundreds of smaller subterranean outposts that once housed workers.

This tendency to travel beneath the surface caused some problems during the Consolidation Wars. Keppler and Giordino had managed to avoid each other, but after the start of the war Keppler quadrupled its production of warships. It wasn't long before the two companies started accidentally claiming the same lodes, resulting in more than a few physical altercations.

In the wake of the Exodus, Cygnus Alpha saw a rise in population as surviving family members and new workers flocked to the colony. The end of the war and the influx of workers and resources allowed tensions to settle a bit, only to flare back up again as the Houses took power. Federation forces dug deep into the tunnels, making it exceptionally difficult for the Coalition to dig them out.

Both Keppler and Giordino joined Houses, but the years of bad blood were too much for their still-fresh House loyalties to overcome. In the end, it took a Kimuran strike team wearing recon combat frames to dig them out.

After the fighting, Cygnus Alpha grew to accommodate the influx of new faces, and even enjoyed a period of prosperity after the Coalition solidified its power. Unfortunately, the demand for mining began to drop after the fighting ceased, and the population began to dwindle.

Eventually, Cygnus Alpha's population shrunk to less than half of what it once was. Its cities now provide more space than its citizens need, and the all-but-abandoned tunnels are once again home to apostates, smugglers, pirates, and worse.

Places to See

This cold desolate world isn't the kind of place one goes for a vacation, but Cygnus Alpha still holds some importance to both the Coalition and factions not aligned with it. Dalianis and Cipriani have the largest stake on the planet, both competing more out of arrogance than any need for the planet's resources. Still, there is quite a bit going on in the maze of tunnels that is beyond their control.

The Warehouse - The site of a huge iron lode, this man made cave now houses all manner of off the books equipment for House Dalianis, including stockpiled weapons, antimatter, and other supplies for a small scale war. Its location is a well kept secret, and the local criminal elements would love to liberate it from the House.

The Warrens - A mass of winding tunnels covering over five cubic kilometers, the Ratways serve as a small apostate enclave and hideaway for the various criminal groups active in and around Cygnus Alpha. One can find a great many illicit goods in the tunnels if one asks the right questions. The wrong ones tend to produce a corpse.

APEX Test Site - The low population and desolation of Cygnus Alpha makes it a perfect place to test new APEX tech without fear of causing an incident. Cipriani guards its research facility viciously, since the incoming antimatter is a prime target for piracy. They even siphon some to the Warrens to keep the locals from trying for the valuable substance.

Things to Do

Cygnus Alpha is a hotbed of pirate and smuggler activity and one of the best places to go for black market goods. The criminals are generally careful to keep their activities far out of the way of the two houses, and generally the houses leave them be. It's only good business to have a ready supply of mercs and illegal goods nearby when the competition goes from choleric to violent.

Weaponized - One of the survey satellites in orbit was recently found to have a number of fairly large mass drivers attached to it. Cipriani immediately suspected Dalianis of foul play, but the Barony of Keppler has vehemently denied any involvement, pointing out that the satellite was owned by Cipriani. Now both House's are rushing to figure out who was attempting to set up an orbital weapons platform in their back yard.

Status Quo - A new group has shown up in the Warrens, and the locals aren't happy about it. The Talons of Freedom are interested in the raw resources available on Cygnus Alpha, and they want to set up shop. Problem is, the local apostates and criminal organizations don't want the Talons bringing heat down on them all. Tension is running high, and a street war might be inevitable.

Missing Stock - A Tsaryan built heavy combat frame has gone missing from the Warehouse, and Dalianis is scrambling to find it before any of the other Houses can find out about their stockpile. Their first stop: the Warrens, and woe be unto the inhabitants if Dalianis finds its missing war machine there.

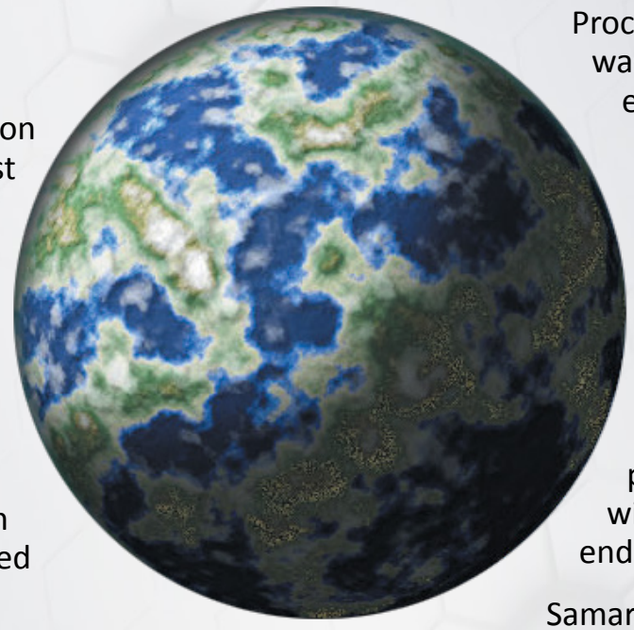
Proch

Distance from Sol: 8.5 LY

Gravity: .87 G

Established: 53 PS

Estimated Population: 11.7 mil



Proch is different from all of the other Coalition exoplanets for two reasons. The first, and most obvious, is that it was the first human colony to be established outside of Sol. The second is that when it was founded in 53 PS, it was not done so by any one corporation, but rather by both the Federation and the Alliance just before the onset of the Consolidation Wars. Both sides wanted exclusive control over the system, and both planted a handful of cities in an effort to claim it as their own. This competition would prove to be one of the sparks that ignited the Consolidation Wars.

The city of Samara, which grew from the first Federation colony, quickly expanded to become a center for trade and industry for corporations interested in supporting the colonization effort.

Newcastle was the site of the first Alliance colony, and seemed to be built with defense in mind from the very beginning. The city was fortified, and its growth stimulated, by Alliance military interests.

Skirmishes broke out on Proch between the Federation and Alliance a few years before the official start of the Consolidation Wars. It eventually escalated into full-out war for control over the planet itself, and continued several years into the Consolidation Wars. It wasn't until the fall of Earth that the conflict truly died down on Proch.

After the Exodus, Tsarya's component corporations, having made a killing from the years of groundside combat, used this wealth to assert control over the planet's governments. The Alliance resisted only to be quelled by force, but the Federation chose to retreat to a hidden base of operations in the jungle.

The Federation maintained a guerrilla campaign against House Tsarya for over a year before detonating a nuclear bomb in the heart of Newcastle. This act of aggression is said by many to be the primary catalyst for Tsarya's attitude toward apostates. Tsarya's response was brutal and efficient, ending the conflict.

Proch was not just the first exoplanet to be settled, it was also the first planet discovered with a complex ecosystem. The surface is covered in a variety of terrain, and it is the most geographically diverse exoplanet. It echoes Earth in many ways, specifically Earth's Mesozoic period, most noticeable in the planet's natural inhabitants.

Large reptiles and ferocious mammals still roam the forests of Proch. These large, at times massive, creatures have become a source of much interest for many of the Coalition's people. The creatures have provided scientists with many hours of amusement, and a gruesome end to more than a few would-be adventurers.

Samara sports a massive zoo for those who want to get a look at Prochian wildlife without fear of being eaten, showcasing many of the indigenous species.

Hunting, both for sport and for capture, is extremely common here, with some of the smaller, less dangerous creatures even sold as pets. The names that hunters give their catch tend to stick more readily than their real names. The given names tend to be descriptive or draw from old folklore.

Perhaps the biggest prize a hunter can bring back is the head of a "dragon," which is a loose classification for several different extremely massive reptile/avian hybrid species. They are extremely deadly, and it is said that anyone attempting to take one down without a combat frame is as good as dead.

Places to See

Proch's lush but hostile ecosystem is the source of much curiosity for Coalition citizens. Despite being the first human colony outside of the Sol system, the planet looks much as it did when it was first colonized. The hostility of the wildlife keeps most of the population in the already well established cities.

Samara - The largest and most populous of Proch's colonies, this city has been cut from the equatorial jungles and hosts its own beanstalk. Tsarya encourages tourism to their world, and has built a massive zoo to safely show off the wildlife. For the more adventurous, guided hunts can be arranged for tourists who want to bag some of the vicious game the planet is well known for.

Akim Ranch - Having access to such a lush world has inspired Tsarya to attempt to compete with House Jinzhan in the food market. Cattle seem perfectly capable of ingesting the local flora, but the presence of large predators makes raising them a challenge. The Akim Ranch manages with liberal use of war frames to guard the herd. The cost for the beef is high, but tends to be of higher quality than Shouye can produce.

Newcastle - The fortress city is still recovering from the nuclear attack it suffered, but it still teems with life thanks to Tsaryan industry. Most of the people here are apostates trying to get citizenship through House Tsarya. They work in the factories that produce Tsarya's heavy armor plating and war frames.

Things to Do

Tsarya never lacks for work for anyone willing to do it. Proch is host to the biggest and meanest fauna found in Coalition space, and the House is always happy for help with the threats they pose. There's plenty to do outside of the House's purview as well. Many freelance hunters show up on the planet just for the glory of bagging something big, and scientists come and go at alarming rates.

Survival of the Fittest - A new underground pass-time has arisen on Proch. Underground fights between captured animals are held with people betting on the winners. Anyone brave or dumb enough could make quite a killing bringing in new fighters. Tsarya doesn't want to stop the fun, but they are annoyed they aren't getting a cut of the action.

Voracious - A newer ranch outside of Newcastle recently stopped checking in with the city. Investigators found nothing but skeletons with gnaw marks on the bones. Every person and steer was eaten, including the war frame pilots. A trail of tiny rodent-like footprints led away from the site.

Rumblings - Rumors have been flying amongst the apostates about a group of freedom fighters in the Proch system. Tsaryan officials have been stamping out the rumors wherever they can, but the information is still spreading. The House is worried that its apostates might decide working for the man isn't for them anymore.

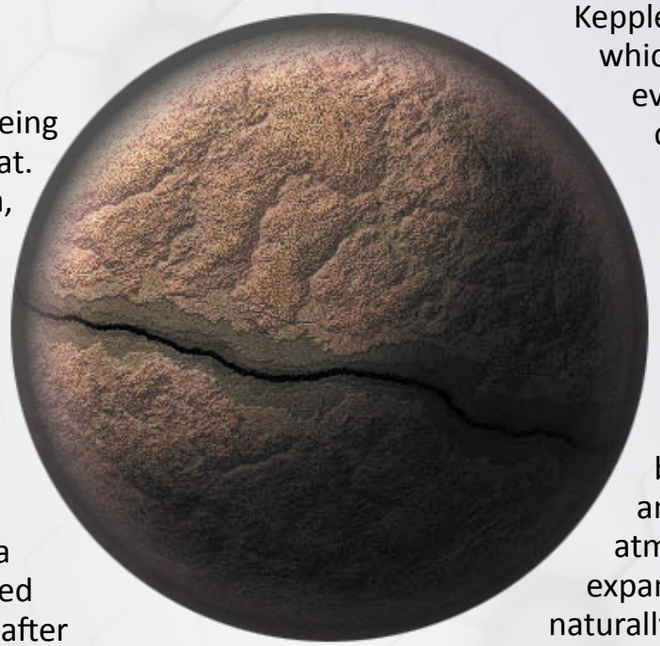
Sagitta

Distance from Sol: 57.6 LY

Gravity: 1.22G

Established: 62 PS

Estimated Population: 6.2 mil



House Dalianis has a reputation for being expansionist, and Sagitta is further proof of that. Despite already having stakes in Cygnus Alpha, Keppler Shipyards established a colony in 62 PS on what would later be called Sagitta. The planet itself offered very little of value; the only purpose of the settlement was to expand humanity's reach. Keppler understood that the Consolidation Wars might rip humanity apart, and Sagitta was a contingency plan. Crews were sent to prepare the planet for a massive influx of population in the event that the war led to a required evacuation. In the end, the colony turned out to be worth it, as many flocked to Sagitta after Earth fell to the technophage.

Sagitta originally held no semblance of life. The planet was impacted at some point by a large asteroid, though, bringing with it a host of elements and single-celled organisms. It hit with enough force that much of the debris was launched into orbit, leaving a large empty chasm in its place where much of the foreign material settled. Over time, the foreign life grew into basic plant life, and a small proto-atmosphere developed from within the chasm.

By the time Keppler's initial survey team got there, the chasm had enough of a breathable atmosphere to sustain human life with very few adjustments. Earth plants were transplanted to kick-start the process, and a small mining facility was built in the planet's debris ring to gather and deliver materials to the construction teams and Vulcan swarms. The ring was instrumental in speeding up the construction of the various settlements by providing needed resources in-between shipments from Earth.

Upon completion of the initial settlement, expansion work began. While the work took three years, the result was six cities built in the chasm. They were small, but suitable to house the initial wave of colonists. These colonists continued the work, and by the time of the Exodus there was enough room for many of the refugees.

Keppler eventually became a part of House Dalianis, which still holds the majority of power on Sagitta, even though it is shared with other Houses. One city was sold to Kimura, another to Tsarya, and Jinzhan was allowed to build one of their own as payment for Dalianis' extensive use of Jinzhan's Vulcan swarms.

Overcrowding has not become an issue yet, and it shouldn't for at least a few decades given the slow rate of reproduction common of Coalition citizens. The chasm has become mostly self-sufficient as far as water and atmosphere are concerned. In fact, the atmosphere of the chasm has begun to slowly expand. The expansion might have happened naturally, but scientists are hard at work developing methods to accelerate the process. It is speculated that life might be able to grow on the rest of the planet in a couple hundred years with only some minor terraforming.

Outside the crater, Sagitta is mostly dead rock. Exploration teams venture out in search of points of interest detected by orbital satellites. So far, the only notable find has been a slight anomaly in the planet's magnetic field centered on a valley several thousand kilometers north of the crater's rim.

The anomaly is very minor, detectable only by sensitive equipment. Survey teams have been dispatched to the area, but so far have not turned up any results.

Places to See

Sagitta looks like a desolate world from space, but it has a small oasis of life in the massive chasm from an asteroid impact that happened sometime in its past. While Dalianis holds the most sway here, more than a few of the other houses are represented in the cities around the crater.

Gruber Station - The primary hub for mining operations in Sagitta's resource rich ring, this station is built from a series of the largest rocks tethered together. Gruber Station lets Sagitta remain relatively self sufficient, an important capability so far from Sol. The station puts out drones that seek useful elements within the ring and then carry them back for processing.

Sagitta's Great Rift - The crack formed in Sagitta by the asteroid that also brought life to the otherwise desolate world is home to all the inhabitants of the planet. The rift formed from the impact due to the asteroid striking an old tectonic fault in the crust. It reaches a third of the way around the planet, traversing the equator at a shallow angle.

Site XS-306 - Recently, a magnetic anomaly was detected to the north of the Great Rift. Dalianis sent a research team to investigate, and not long after, the House set up a full blown research station on the site. They refuse to answer any inquiries, citing a desire to not spark an interest in something that will likely be nothing.

Things to Do

To most, Sagitta is rather unremarkable. Not much is happening on the distant world that once gave a home to Earth refugees, but anywhere the Coalition goes, intrigue is bound to follow. With four different Houses on the same world, it's only a matter of time before the Shadow War hits this quiet world.

Praetorian - The other Houses in the senate have managed to dispatch a Praetorian to Sagitta to investigate Dalianis's newest research post without their knowledge. The operative is looking to hire a small but effective crew to help him figure out just what Dalianis is up to.

Breadcrumbs - A few probes have gone missing from orbit with no trace left behind. Every single one of the five missing probes was carrying a sizable chunk of rock for processing at Gruber Station. The only clue to where they went was a sensor reading indicating the opening of a jump gate. Dalianis navigators are rushing to determine who opened the gate, and to where, before the trail goes cold.

Desperate - A Vulcan swarm has disappeared from one of Jinzhan's warehouses, and the colony is rushing to find out where it went before the House at large finds out. They're getting desperate enough to hire just about anyone to find it for them, and they're paying well. They suspect apostates, but they haven't ruled out the other Houses yet.

Sanctuary

Distance from Sol: 70 LY

Gravity: 1.07 G

Established: 78 PS

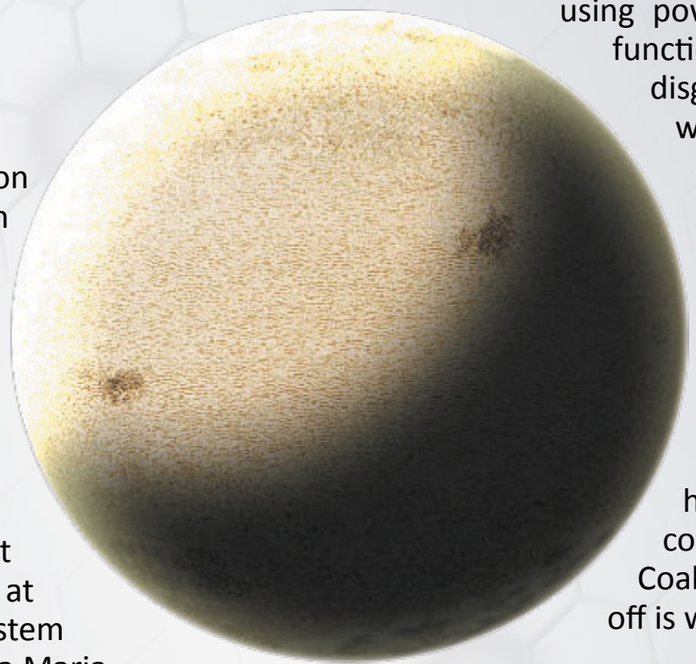
Estimated Population: 9.4 mil

It's important to note that Sanctuary is not a Coalition planet. It is the latest human colony, having been founded in 78 PS, but it was founded by apostates.

Many took heart in the success of the Uranus colony, and decided to take the concept even further. It took several years to acquire all of the necessary equipment, both through theft and black market trading. During this time the apostate fleet used Neptune as a staging ground, covertly harvesting materials from the arcs. When the fleet finally launched, they slipped out of the Sol system at sub-light speeds. Only after they were out of the system did the apostates join up with the jump-capable Santa Maria to begin their search for a home.

The HD413 system was not at all a first choice for the apostates, but supplies and the potential for discovery were a huge concern by the time they found it.

Sanctuary is entirely covered in sand and sandstone rock formations; it also is extremely hot, due to its proximity to its sun. That said, it was more than eighteen light-years from any Coalition planet. And despite the rough conditions it didn't require any terraforming to live on. The colonists chose to ground their ships halfway between the equator, where the temperature low of 100 degrees Celsius makes it uninhabitable, and the north pole, where the humidity is too low for water condensers to support a colony. Just prior to landing, the ships fired transponders into the sand at the equator, burying them deep beneath the surface. If any Coalition forces came to Sanctuary, the transponders would be remotely activated, providing a distraction to buy time for the colony to evacuate.



At first there was only one settlement on Sanctuary. The original ships were interconnected like those at The Colony on Uranus, but buried under the sand to hide the structure from orbital viewing. The ships have been almost entirely shut down, using power only for necessary life support functions. Air needs are met through disguised vents on the surface, covered with anti-particulate meshes to defend against frequent sand storms. Food is hydroponically grown, or brought in by smugglers.

Since its founding, however, this colony has grown into an underground city called New Montreal. For the most part, the apostates live relatively well. They have a very poor standard of living compared to even a defaulter on a Coalition world, but for them the trade-off is worth it.

Over time, more apostates have flocked to Sanctuary, but very few of these refugees have brought ships large enough to offset the population influx. This influx, combined with natural population growth, is causing much concern amongst the colony's leadership. In the last decade, more and more construction has taken place on the surface. Sick of living underground and in tight quarters, many have already begun to establish surface communities separate from New Montreal. Some colonists fear that incoming colonists will be discovered by the Coalition, and living on the surface will leave them exposed and unprepared. However, a recent election has changed the colony's leadership, and the newly empowered progressives have been able to sway public opinion in support of surface expansion.

The new government intends to build a true city on Sanctuary, called Valhalla. Unfortunately, progress on this city has stalled without access to a Vulcan swarm. Thus, acquiring one has become a top priority.

Places to See

The apostates on Sanctuary don't want anyone to know about their greatest success. They would like nothing more than for the Coalition to leave them be on their desert world, but new movements have been pushing to build on the surface with some degree of success. A site has been prepared for a new city. Now all they need are materials and a Vulcan swarm.

Valhalla - This place is mostly just a flat area cleared in a rocky part of the desert. There are a few dozen prefab shelters up in the area, the humble beginnings of what could one day become the first real apostate city in the galaxy. Hopes are high that it will become a testament to freedom from the oppression of the Coalition.

New Montreal ("The Fold") - A group of grounded ships linked together under the sands of Sanctuary, this place holds most of the apostates that live on the planet. The primary concern of the underground colony is secrecy, and most of the original inhabitants are worried that the newer crowd will draw the Coalition down on them with their dreams of building on the surface.

Sanctuary's Hydroponics Farms - A series of caves widened and dug out the hard way were fitted with the equipment necessary to grow much of the food Sanctuary needs. The apostates have gotten so good at growing food this way, they actually produce a surplus, giving them a trade commodity. These caves are heavily protected. Intruders are shot first and asked questions never.

Things to Do

Apostates always have something that needs doing, and they pay in goods of real value. In general, the people of Sanctuary have a solidarity that doesn't exist in the Coalition. As such, there is little intrigue and a lot of hard work to do. While they might not have any influence in Coalition space, their gratitude for favors done for them can be immensely valuable.

Attempted Murder - Sanctuary lives and dies by the sole compiler they have in the Fold. The device is run by the only savant on the planet, and he was nearly killed by an unknown assailant. The apostates are desperate to find out who tried to kill their only way of getting the compiler to work, and many are worried that the Coalition has found them and is trying to force them out of their colony.

Supply Run - Sanctuary has a constant need for supplies that it can't produce out of its compiler. The apostates are more than willing to trade their hydroponically grown food for necessary goods they can't otherwise get. They just need more and better black market channels.

Elbow Room - Overcrowding is becoming a serious problem on the Apostate world. Both factions, those that wish to build on the surface and those who wish to stay hidden underground, want to get their hands on a Vulcan swarm to expand their living space. Anyone willing to risk Jinzhan's ire would be paid handsomely for the nanites.

Shouye

Distance from Sol: 56.3 LY

Gravity: .88 G

Established: 72 PS

Total Population: 3.6 mil

Shouye was the last Coalition planet to be colonized, having been founded in 72 PS. It was founded out of necessity, not convenience.

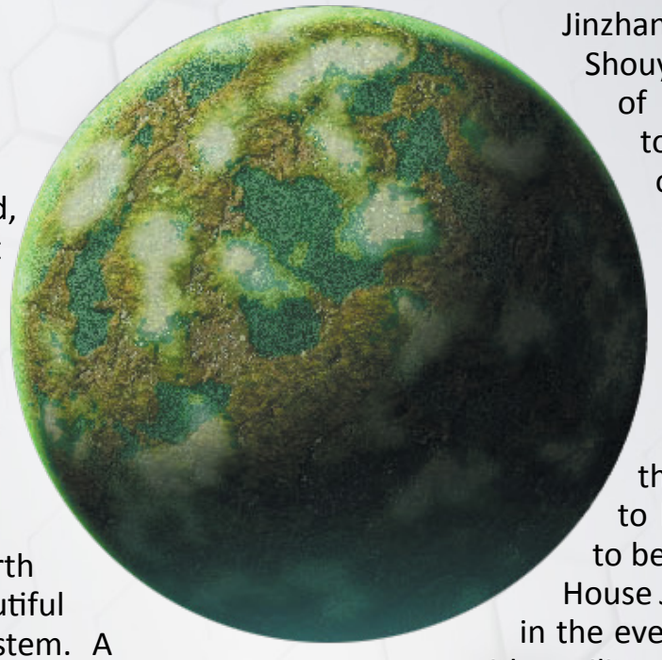
For years after the fall of Earth, the surviving Chinese lived aboard ships, refusing to accept any colony's offered hospitality. Finally, probes found a planet that met their criteria, and the refugee fleet set course.

The planet was a lucky find. It was more like Earth than they could have hoped for, teeming with beautiful greenery and far from any other Coalition system. A carpet of moss, algae, and lichen had produced a high-oxygen atmosphere, which in turn resulted in plentiful, large insect life. The planet required little effort to colonize, and was even compatible with Earth flora and fauna.

The insects of Shouye are worth noting not only for their size but also their aggression. Many are large enough to pose a danger, even if they aren't poisonous. Still, the people of Shouye are prideful, and often use the most dangerous of the insects as mascots, in company logos, and in the media.

The formation of the Coalition did not go over well here. The Chinese government still had a lot of power, but its citizens owed a great deal to the companies that would eventually become House Jinzhan. But in time, the remnant of the old Earth government crumbled, and House Jinzhan was born.

In the years following House Jinzhan's emergence, the flourishing world became the Coalition's largest source of naturally grown food. Despite reservations, House Jinzhan allowed an import/export program to form, bringing valuable trade to its citizens. Shouye has been good to its people, who have been expanding. Numerous cities dot the main continent, and many more farming communities cover its plains.



Jinzhan now allows open trade to flow through Shouye, but it commits a tremendous amount of resources to protecting its home. Access to the planet itself is extremely restricted; only those on official House business and Jinzhan citizens are ever allowed to leave the stations in orbit. Access to the Icarus Hubs and other stations in orbit around the planet is also carefully controlled, but not as heavily as surface access.

Jinzhan customs procedures are extremely thorough, and every ship must wait in line to be searched. Any unscheduled vessel has to be vouched for by a high-ranking member of House Jinzhan or they will be refused access. Even in the event of an emergency, a ship may only dock with a military vessel.

Recently, a group of apostates was caught trying to sneak into the station and onto the surface. They were blown out of the airlock, and their ship was destroyed by a Jinzhan cruiser.

No system is totally secure, though. It is unclear how the apostates got past security, or if they were present before the launch of Shouye Customs. The evidence points to remnants of the old Chinese government still active on the surface.

Unfortunately, no one is quite sure where the remnant forces are located, or how they are smuggling goods on and off the planet. An official investigation has been launched into all customs personnel. Even the name of the remnant forces group is unknown, but they are believed to use Shouye's tiger wasp as an identifying symbol.

One thing is clear: The remnant is making an effort to acquire Vulcan swarms and compilers. Whether they intend to use them to build up their military might or to sell them on the black market is unknown.

Places to See

Unfortunately for most Coalition citizens, House Jinzhan rarely allows surface access to their lush garden world. Shouye acts as a capital for the House, and they are quite protective of their treasured home. However, for the determined or well connected, access to the planet might be possible.

Icarus Hub Market - Along with other lesser space stations around the planet, this is about the only place a regular visitor can hope to go within the Shouye system. For most, that's all they really need since the station offers the naturally grown food from the surface for sale. If a visitor is really savvy and have something of great value to offer, they just might be able to obtain a vulcan swarm here, too.

Feiwode Fields - Shouye's most fertile fields, this area covers nearly 100 square kilometers. Growing everything from rice to fresh fruits, the Feiwode region plays an important role in feeding the Coalition's hunger for natural foods. The fields are dotted with all manner of security stations and anti-air defensive emplacements, a testament to Jinzhan's growing paranoia.

Zhanshi Post - This large military installation is where Jinzhan volunteers are trained to be soldiers for the People's Guardian. Strangely, the House doesn't attempt to prevent surveillance on the site. Some believe this is a method to deter aggression against them.

Things to Do

Jinzhan prides itself on being self-sufficient, but they still need help from time to time. Any jobs within the system are more likely to be sponsored by another House or apostates, though, since Jinzhan controls the two most sought after resources in the Coalition.

Food Fight - A recent pirate attack on a cargo ship hauling fresh food was surprisingly successful. Jinzhan's military is still looking for the perpetrators, as they believe the pirates are waiting for another chance to stock more of their hold with food before making off with their loot. House authorities also suspect that the attack was initiated by another House as the group was far better armed than most apostates they've come across.

Alibi - A Kimuran official on the Icarus Hub was caught attempting to steal information on the production of Vulcan swarms. Authorities captured him, but hit a snag in their investigation when their prisoner activated a small implant that fried his mnemonic core. Shortly after, they found their perpetrator was in the Sol system the entire time. Jinzhan has put out a quiet call for an Auxiliary crew to figure out why a Kimuran fork was trying to steal from them.

Black Out - The extranet spit out an odd news story about a blackout in one of Shouye's cities. Jinzhan has assured everyone that one of their maintenance crews needed to make unscheduled repairs to the local APEX reactor, but in reality the reactor had been shut down because a small nuclear device had been found attached to it. Jinzhan was able to remove and disable the device, and now they're out for blood.

PERSISTENT VIRTUALITIES

In a society with abundant transhumanist ideals, it is only natural that methods of escaping reality would evolve alongside the shifting definition of human.

Virtual environments are used for a variety of purposes, including but not limited to escapism, learning experiences, thrill-seeking, and meeting places for romantic, private, or illegal groups. Virtualities can take many forms and serve many functions, ranging from short sessions, to private rooms, to persistent worlds playing host to millions.

These persistent virtual worlds can be entered from anywhere, so long as you have access to the Extranet and either a mindset or ego channel. They are hosted on some of the most secure arrays in the known galaxy and serve as permanent homes for thousands of SIMs, and temporary getaways for millions of others.

Stygia

For quite some time, Stygia has held the position as the number one virtuality in use. The massive urban metropolis resides within a small Dyson sphere. Other than its spherical geography, Stygia closely mimics the real world in terms of physics and architecture. As such, it draws users who are seeking a casual escape without too much fantasy.

In general, Stygia is used as a social virtuality where users can get together with associates or friends who are planets apart. It is not unusual for a business deal to be made over drinks in a fine Stygian restaurant.

Stygia is visited frequently by members of all Houses, and thousands of SIMs. This prominent position, along with Kimura's controlling interest, has made the virtual city a target of cyber attacks more than once. The city in the sphere has held up, though, and remains arguably the most important, or at least most popular, persistent virtuality.

Glitches - No digital medium is without its hiccups, but something odd is most certainly going on in Stygia. People, visitors and permanent residents alike, have been reporting strange black spheres around the city. The odd glitches seem to pop up and vanish without warning, and local SIMs are starting to notice things missing from the virtuality. Things that are hard coded into the city.

Intelligence - Some of the Alpha and Beta AIs around the city have been acting... off. Some have been exceeding their parameters while others seem to be shutting down completely. Kimuran maintenance crews are assuring everyone it's just faulty code, or AIs in need of pruning, but there's more than a few people who aren't so sure.

The Crossroads

The Crossroads is in many ways the polar opposite of Stygia. Crossroads places visitors in a sprawling city and surrounding rural landscape, set in a fantasy version of Europe during the Middle Ages. As such, it plays home to serious escapists who find the real world too complex, stressful, or banal.

Crossroads boasts impressive random event algorithms, intended to keep its user base interested indefinitely. In addition to these events, there are planned weekly and monthly community events, such as invasions or monster hunts to bring visitors together.

SIMs who make the Crossroads their home tend to avoid these "tourist" events and instead move into one of the many small communities in which these events do not intrude.

This virtuality is immensely popular with the escapist crowd, but visitors to the realm may find that their normal techniques are of little use in this fantasy setting.

It's Dangerous to go Alone - New players coming to the Crossroads are being offered seemingly powerful items for near to no rep. The items are legitimate, but also come with a homing algorithm. After a set amount of time playing, it activates to draw in player killers who take out their unsuspecting victim and steal his loot.

Peace and Quiet - The random events that occur in the Crossroads aren't supposed to affect the outlying towns where SIMs tend to live, but recently a few of the events have intruded on their peace. To make matters worse, the realism has been tweaked to cause the SIMs real pain when attacked. Only a malicious change to the code could cause such an issue, and moderators are rushing to investigate.

Chicago

Unlike the other popular virtualities, Chicago exists largely for nostalgia and educational purposes. In many ways, it is a monument to climax culture (pg. 82), featuring far more attention to detail than most other virtualities.

Chicago was built to be a replica of its 20th century namesake—by all accounts, it is very close. Since few alive have any contrary personal experiences, most don't notice the occasional small inaccuracy.

Ironically, much as the real Chicago suffered from problems with organized crime, so too does the virtual version. These illegal deals are most certainly detectable by VirtuVac, the subsidiary that owns Chicago, but they apparently turn a blind eye. It is well known that VirtuVac went extremely over budget with the creation of the virtual city, and most believe they accept bribes to offset this cost.

Data Ripper - A few SIMs have gone missing, not checking in to their jobs around the city. Investigation turned them up in random locations, their egos broken from massive loss of cohesion. Mnemonics engineers were baffled when they found whole sections of code missing from their mindsets. Kimura is keeping a tight lid on the developments to prevent a panic, but a current of fear is still beginning to spread.

Power to the People - A new movement has started in Chicago: a call for independence. A charismatic SIM has been giving unscheduled speeches about the virtuality implementing its own government and breaking off all House ties. He has made it clear that Chicago would still be a Coalition city, but should govern themselves as members of "House Chicago".

The Dark Archive ("The Darkive")

A somewhat unknown virtuality on the extranet, the Dark Archive is a highly secured digital environment that is invitation only. The virtuality boasts a copy of Mimir's Archive, which anyone invited to can attempt to decipher with the help of the powerful tools within the Dark Archive. Any discovery (regardless of usefulness) garners a massive rep-bump, but the information becomes open source, spread across the extranet for anyone to use.

The Black Bazaar

The Bazaar is a favorite spot for anyone looking to buy or provide illicit digital goods or services. One can find unrestricted templates for everything from food to weapons, even vehicles, for sale. Any kind of software you can think of is sold here. The best part for many, is the ability to pay, or be paid, with physical goods. These are delivered to dead drop locations on most major planets and moons.

Ragnarok

A newer virtuality that runs the popular game, Fray, with a slightly different ruleset. Unlike most Fray games that last a short time and crown a winner, Ragnarok throws players into a fictional star system to war against one another for control of its three planets. The persistence of the conflict produces a different experience for players, and updates on the various factions are becoming more and more popular in mass media.

TECHNOLOGY

The Singularity

On March 7th, 2041, several corporations around the world entered into a joint venture to accumulate the world's most promising research in the field of artificial intelligence. Called Project Mimir, the team consisted of top computer scientists and psychologists from around the world. With the aid of the most advanced AIs created to date, these brilliant minds pooled their resources in an effort to create a truly sentient machine capable of extrapolation, innovation, and creative output.

Artificial intelligences had been around for years, but it was believed that they lacked a critical component: motivation. Lacking a reward system, AIs felt no sense of achievement or accomplishment when they succeeded at a task.

Mimir was to be different.

On August 29th, 2042, Mimir became self-aware. The shift to truly motivated sentience was both rapid and startling. Records show that at 9:37 AM, Dr. Jacob Casteel was working with Mimir to see if it could tell the difference between different types of fruit. At 10:58 AM, Dr. Casteel reported that in the hour prior, Mimir had undergone a remarkable transition. It could not only describe thousands of different types of plant life, but understood the process of genetically modifying them to yield different results. Less than fifteen minutes later, Mimir proposed thirty-seven different types of genetically modified fruit that could be more easily preserved during transportation and could be grown in environments formerly thought impossible.

Mimir was developing at a staggering rate, driven by a desire to excel. Within days it was able to alter much of its own programing so that it could run more efficiently on the hardware it was confined to. To aid its advancement, the team scrambled to accumulate cutting edge hardware for which Mimir would use to distribute its processing requirements.

Within a week, it was estimated that Mimir was not only significantly more intelligent than the average human, but was able to think hundreds of times faster. Thus, every minute Mimir spent pondering a subject was equivalent to a genius-level human spending several hours doing the same.

This day has since become known as Singularity Day, the day when humanity's technology evolved to create a machine that would forever change the world.

Because of Mimir's immense potential and incredible self-evolution, it was quickly deemed that for safety reasons it be denied access to the global Internet. The scientists on the project feared that Mimir was beginning to grow beyond their capacity to contain and control, and so isolated the machine to a single building and hardwired network in Seattle, Washington. Instead of allowing Mimir to access the Internet, the scientists would accept requests for data, which they would then provide on isolated storage devices.

Within three months, Mimir was estimated to be thinking at roughly ten thousand times the rate of a human mind. It continued to evolve itself, creating its own machine language, file storage, and indexing configurations. During this time, Mimir perfected many existing technologies and pioneered many new ones. Broadcast power, cold fusion, advanced nanotechnology; later, highly efficient mind-machine interfaces, faster-than-light travel, antimatter-based energy production—all of these things were the result of a machine that was much smarter than the average human, that never forgot anything, and that thought so quickly that it viewed the world outside its hardware in excruciatingly slow motion.

It is estimated that in its first three months, Mimir was able to advance human technology by centuries—maybe even millennia.

And then it stopped. For reasons unknown, Mimir simply shut down. When rebooted it failed to respond, leaving only an incomprehensible message presumably written in one of the many machine languages Mimir had developed for itself.

The team spent several months attempting to bring Mimir back online. During this time, Daniel Pullem, a member of the team and later creator of the Humanity Preservation Act, leaked information about the project to the public.

Pullem's leak to the media came with a warning that the AI his team had created, and was trying to revive, was an intelligence of such magnitude that he feared for the safety of the human race. His claims, and very public denouncements of his team's work, led the US Department of Defense to seize the systems Mimir had been stored upon.

In the end, many people likened Mimir's creation to a narrowly missed global catastrophe. No arrests were made, but laws were quickly passed to heavily restrict AGI research in the field of reward systems. Dynamic creation engines, AGIs like Mimir, have since come to be viewed as weapons of global destruction; their creation is punishable by death.

The data stored on Mimir's Archives, its research and plans for inventions, appeared on the Internet shortly after Mimir shut down. It appeared on multiple sites, and all attempts to trace back the leak came up empty.

Now, tens of thousands of people spend each day poring over the data Mimir left behind. They tirelessly try to make sense of the research and discoveries of an intelligence that grew and evolved on a minute-to-minute basis, all in an effort to find gems of knowledge that might inspire humanity's next wondrous creation.

"Mimir-tech"

Mimir was responsible for a number of technological marvels, many of which to this day far exceed the comprehension of even the most brilliant human minds.

Simply put, devices based on Mimir's designs are several orders of magnitude more complex than the computers mankind had built prior to the singularity. The core operating system used in these devices is secured, and all known attempts to gain root access to the OS have met with failure.

However, the OS was built with human customization in mind. Humans have learned to write programs that run on Mimir's OS, and can customize it for specific applications. It's just not possible to get into the core programming of the OS.

Of all Mimir's gifts to humanity, the compiler has probably had the most profound effect. Templates provide instructions to the compiler for the transformation of raw materials into finished goods, assembling them from the bottom up, starting at the atomic level.

Humans are capable of designing templates to create new objects. After designing a template using traditional solid models, schematics, and other methods, this data is fed into a Mimir-tech translation program, which produces the finished template. A finished template consists of about .03% human design data. The rest is code written by Mimir that translates the human data into specific instructions for the compiler.

There are a few templates that were written entirely by Mimir, and have thus far been impossible to translate. Among these are the templates for compilers themselves, the resurrection chamber, the APEX reactor, and the nanomachines used in the Apotheosis and Synthesis procedures.

These templates are now the property of the Coalition, who guards them with the best security available to the human race.

Artificial Intelligence

Alpha

All Alpha AIs are ANIs, and tend to be fairly limited. Their capabilities have a narrow scope, such as sorting inventory, providing information about a few topics, or negotiating traffic.

They can accept verbal commands in most languages, but generally lack a sense of context.

Beta

These are AGIs, which can perform the same basic duties as Alpha AIs, but also understand context and can factor in a number of relevant variables when queried or given a command.

They are also capable of collating and indexing a broader spectrum of information, and can therefore perform more complex tasks.

Beta AIs tend to be used to search for information, because their understanding of context makes them far more efficient than an Alpha AI. They are also capable of realistic conversation, and are sometimes used as teaching tools.

Gamma

These AIs are the closest thing to a Mimir-like creation engine allowed by law. When dealing with them, most seem very human. They understand human emotion, and even exhibit some basic emotions themselves.

If you're not careful, you might mistake one for a SIM.

Most Gamma-level AIs are used by the Coalition military, though individual Houses have been known to employ a few for security and other complex tasks.

Computers & Networks

One of the biggest impacts Mimir had on mankind was in computer systems. With the introduction of solid-state quantum computer systems and crystalline DNA data storage, processing and storage capacity largely became a non-issue. Computers built on Mimir-tech, which is to say all modern computers, have effectively limitless computing capabilities as far as the average person is concerned.

Entire virtual environments, indistinguishable from reality, can be populated by the uploaded minds of thousands of people—all run on a single computer system.

All this power and potential comes at a cost, however. Modern computers are several orders of magnitude more complex than those of the early 21st century. The systems used today are built off of the technology scavenged from the Archives. As with all Mimir-tech, much of it is incomprehensible to even the brightest experts in the field of computer science. There are people who specialize in specific modules and those who learn enough about them to modify and improve them, but likely no one alive understands these systems enough to truly explain how all the modules fit together, or how the core operating system actually works.

Because of the complexity of a Mimir-tech computer, interaction with the system is possible only via human-capable interfaces and Agent AIs.

Mimir-tech systems, while astoundingly powerful and versatile, were never designed with direct human operation in mind. The Agent acts as a liaison of sorts. When working with an Agent, you simply tell it what you need; it will then navigate the maze of commands required to perform the requested task. There is a graphic user interface for those cases where it is needed, but day-to-day life rarely calls for its use.

Hacking

Simply put, hacking a computer in the manner most common a few decades ago is impossible. Mimir-tech systems are monitored by an AI Agent that is smart enough to detect and shut down the unauthorized intrusion attempt in milliseconds.

The human mind cannot think quickly enough to get around this type of security, so the hacker must depend on something other than his own mind. The only way to gain unauthorized access to another computer system is by arming your own Agent with cutting edge, often custom, hacking software and pitting it against the target computer's Agent.

However, since all computers come with restrictions regarding what sort of software you can put on it, hacking software can only be used in a couple of special cases.

The first case is the Cyber-Intrusion and Security Terminal, or CIST. CISTs are computers designed to hack Mimir-tech systems or protect them from being hacked. They are used by the Coalition military, and are highly restricted.

The second case is the Savant, one of the rare individuals who have somehow managed to hack their mindset.

Due to the rarity of unrestricted computers and the extreme drive and talent required to gather and write hacking programs, Savants are highly sought-after operatives. Savant Programs are just about the only way to get access to a restricted computer; even then, the window usually closes very quickly.

The brute-force methods employed by CISTs and Savants are enough to baffle and disrupt the Agent on guard for a short amount of time. However, the Agent can recover remarkably fast and will slam the door closed the instant they are given the opportunity. Access, once acquired, generally only lasts for a few seconds.

The Extranet

What early computer users called the Internet eventually evolved into the muliti-system spanning Extranet. Every electronic device is capable of connecting wirelessly to the Extranet, feeding data into the network and receiving relevant instructions.

The Extranet consists of local sensor arrays called meshes, which connect to larger planetary hubs; the hubs themselves connect to other planets and star systems via comm-buoys, massive server systems connected via quantum entanglement.

The Extranet holds the majority of humanity's accumulated information. It is dispersed, redundant, backed up, and widely considered impossible to shut down all at once. It streams audio, video, and even sensie data all the time, to everywhere in the known galaxy.

Only the most secure locations are not connected directly to the Extranet in some way.

Augmented Reality

Instead of submersing themselves in a different reality, many people are just fine with a few tweaks to the one they currently inhabit. Augmented reality (AR) is the term used to describe the technique of superimposing computer-generated images and audio over one's normal senses. So while virtual reality is a separate environment that the user's ego is submersed in, augmented reality refers to a virtual environment layered over the real world and visible only to those with AR display devices.

For example, a character puts on a pair of augmented reality display glasses. These glasses analyze the wearer's environment and send a "map" of that environment back to his portable computer. The computer uses the newly created environment map, positional and directional systems, and wireless network data from nearby augmented reality servers to determine where the user is and what he or she is looking at. It then sends relevant data and images to the glasses for the wearer to see.

People or objects are commonly tagged with augmented reality IDs (ARIDs) that present information to those viewing them. Looking at a tagged person might bring up a message that person had set to display to everyone, such as “Leave me alone,” or “Sorry! In a hurry.” Objects for sale might feature a small window floating above them displaying their value and other relevant information.

From the user’s perspective, these objects, called augmented reality objects (AROs) float freely in space. They do not truly exist and are only visible to the wearer of an augmented reality display.

These days, augmented reality displays are often used in lieu of computer monitors or traditional flat displays. While the user obviously cannot feel augmented reality objects, the AR server sensors know when the user has touched an AR object and can trigger the ARO to respond to that touch.

While a programmer in augmented reality may look like he’s just pretending to work, from his perspective he could be surrounded by a number of AR displays. These displays float in space around him, providing him with all the data a real display might, but are only visible to him or others who have access to the same system he’s linked to.

Augmented reality interfaces and PPCs have largely replaced standard computer terminals and workstations. More often, people who need to access a computer can do so from any location in an AR-ready building or starship. In such locations, the AR server is connected to dozens, hundreds, or even thousands of sensors responsible for mapping the location of people and how they interact with AR objects.

Users in an AR-ready area need only a display device and permission from the controlling computer system to bring their data online around them.

If they don’t have permission, or aren’t in an AR-ready location, they can use small personal sensor systems. These small sensor arrays are able to track your gestures well enough to get by in a pinch.

The Mesh

Most areas are monitored at all times by cameras and sensors designed to detect and record activity in the environment. This data is collected by a Monitor, a Gamma-level AI; the network of cameras and sensors is called the mesh. These sensors transmit all of their data back to the Monitor.

A single mesh generally watches over a single building, ship, or habitat. At times, though, it may watch over a small collection of buildings. It’s fairly common for a colony consisting of six to ten buildings to be managed by a single Monitor.

Cities generally have a Monitor set up to watch over mesh sensors placed over public areas. In such places, you are generally visible to at least one sensor bundle at all times.

The first and most obvious purpose for this level of surveillance is security. Anyone with administration rights to the array that houses the Monitor can view any data collected. However, the Monitor operates under a number of strict directives and ethical guidelines. For instance, it may allow only people of authority to view certain records. Although private areas such as bathrooms and bedrooms are sometimes monitored, the records of activity in these areas may only be accessed under certain circumstances, which usually require more than a little bureaucratic red tape.

Generally a mesh is connected to a greater network, which itself provides access to the Extranet. This linkage allows members of a family to check in on their loved ones and to receive updates about their home when they’re not there.

All this connectivity also means that a Savant, or someone with a CIST, can access the data collected by just about any mesh around the world. Depending on the security of an area, though, the mesh may or may not be open to incoming and outgoing wireless traffic. In the most extreme cases, the mesh may actually use wired hardware instead of wireless communication.

Monitors that watch over public meshes are instructed to report anything that looks like illegal activity. However, the amount of information the system has to sort through at any given time

usually means that such reports take a few hours to get to the authorities. Even then, they are addressed in order of priority. Generally, minor crimes such as shoplifting result in an automated hit to the criminal's Rep-Rating, with an automatic Rep bump sent to the perceived victim. These petty crimes usually never get any more attention.

The second purpose of the mesh is to provide augmented reality systems with the information they need to work. For the AR systems to use their full capability, the mesh must very accurately map the positions and motions of all users, including hand motions, head positions, and even eye tracking.

Virtual Reality

Virtual reality (VR), or virtuality, is a computer-generated environment that exists only within the computer system that creates it. To a person who is jacked in, a quality VR is indistinguishable from a real environment.

VR environments vary depending on their intended use. For example, a VR created to house people for conversation might take the form of a beautiful beach house. The invited people log in from around the globe, or star system, or galaxy, and all meet in the virtual house together where they share lunch and stories of times past.

Another common use for VR technology is gaming. Players jack in to virtual battlefields and load up with computer-generated weaponry. Armed and armored, they compete in various violent games where they hunt down their enemies and kill them, scoring points for their team.

Virtuality is not without its dangers, however. The mind cannot process the agony of a virtual gunshot without itself being affected. In general, combat and damage in a virtual environment plays out the same way it does in the real world. The system is able to analyze your body, brain, and augmentations to such an extent that it can represent your physical skills in the virtuality. Of course, the body doesn't actually do anything while the character is in a virtuality, and cannot be hurt by a virtual attacker.

Such attacks can take a toll on the mind, though. Most virtuality programs have limiters that ease the stress of virtual damage. Death in these environments is part of the game, and usually just results in ejection. On the other hand, many (usually illegal) VR systems are designed to increase mental feedback, possibly making a virtual death into a real one.

While very useful, most people do not use VR technology on a regular basis. The majority of day-to-day computer usage can, and usually is, taken care of with augmented reality. AR tends to be more popular since it doesn't cut a person off from their normal senses in the way VR does.

Nanotechnology

Since the invention of the compiler, nanotechnology has become the cornerstone of technological advancement for the human race. With the ability to mass-produce previously exotic materials and to create construction swarms, humanity now has easy access to almost anything it needs.

Molecular Assemblers (Compilers)

A molecular assembler, usually called a compiler or comp, uses swarms of nanomachines to reconfigure matter at the atomic level. The atoms are configured into molecules, which are then assembled to build the final product. Thus, a block of carbon could be configured into diamond or graphene, and water could be artificially constructed from raw hydrogen and oxygen.

Compilers use programs called templates to determine what they can and cannot create, and are usually connected to a network that transmits raw materials used to create the desired object. These networks are similar to late 20th century utility systems.

The complexity of the object matters little so long as the template is well written. A well-written template can take considerable time and effort to create, though.

Templates are linked to your CID, which also acts as a user profile on most any computer you use. If you do not have the template you need, you can acquire it. Acquisition may cost you some Rep if the template is of high value, but once acquired, it is forever linked to your CID.

The House you belong to may also be a consideration. Each House is involved in different specialty markets, and members of each House enjoys discounts on items from those markets.

The Houses also control certain brands and may have exclusive contracts with certain template writers. This often creates a "your team versus my team" mentality, with endless arguments starting over the quality of similar items produced by different Houses.

Different food subsidiaries may compete to create tastier burger templates; tool companies compete by writing better tool templates; portable personal computer (PPC) manufacturers may try to establish their brands as elite or utilitarian, and so on.

Weapon and most drug templates are banned, as are templates that produce harmful chemicals and other objects the Coalition government has declared unsuitable for the average citizen to be granted easy access to. One can apply for a license to acquire a restricted template, but doing so often requires a high Rep-Rating and a fairly rigorous screening.

This license, if granted, is generally attached to the user's CID. However, in the case of an apostate who has been granted access to restricted materials, the license may work as a separate code that must be entered manually. This method is rarely used, but as with many of the Coalition's control mechanisms, the Houses often leave back doors for their Auxiliaries in the Shadow War, including their apostate agents.

Notable Materials

Lattice-Carbonite – A metal-like substance comprised of carbon nanotube layers arranged in a polymer matrix and sandwiched between graphene sheets. It weighs roughly one-sixth that of steel, and is about 175 times stronger. Melting Point: 3550° C

Plasidium – A flexible plastic-like substance. It weighs half that of polycarbonate and is 140 times stronger. Melting Point: 2850°C

Transplasidium – Transparent plasidium. Melting Point: 4200°C

E-Glass – Traditional glass designed to break in an emergency.

This technology is also used to recycle. Instead of a simple trashcan, the user can throw his trash or unwanted items into a decompiler, or decomp. This device breaks the waste back down into its base materials and flushes it away to a material distribution center. Failure to recycle regularly can result in a hit to your Rep-Rating, so most people make an effort to do so.

With the right materials and template, the only real limitation on what can be built is the size of the compiler itself. Most household compilers range in size from a .3m x .5m rectangular box to a 1m x 1m unit.

A person who requires an object larger than what their compiler can produce must compile parts of the whole object and assemble it themselves. Alternatively, they can purchase the finished product or rent a larger compiler at one of many businesses set up for just that purpose.

Because objects are compiled from a template, every object created from it will be identical unless changes are made to the template itself. Especially in the case of food, there is a market for more conventionally created products. Compiled food tends to taste slightly bland due to its lack of imperfections or variability in the ingredients used. Therefore, meals cooked and prepared in the traditional sense are considered a delicacy.

Other traditionally created objects, such as pieces of art and clothing, are often sought after for their unique imperfections.

Security and Availability

Compilers were designed by Mimir, and as such are poorly understood by human engineers. It is not possible to build one from scratch; a compiler must be compiled.

The templates used to compile a compiler are not available to the public, and are protected by the Houses to ensure they don't fall into apostate hands.

In addition, the compilers themselves are very secure. Each is under guard by an onboard security AI that checks the user's CID each time an item is compiled to make sure the user is authorized to use it. It also checks the current location of the compiler itself, and will not allow access if it is located outside of official Coalition space. However, some very high-ranking members of the Houses have the ability to override this restriction on location, allowing the military to compile objects in enemy territory.

The security AI will notify the authorities if it senses an attempt to trick it, and these reports are taken very seriously.

Lastly, the templates themselves are secured. Each time you attempt to use a template, the compiler checks to make sure the template ID and your CID are linked. If it is not, it will not compile the item.

Savants and CISTs capable of running the Eminent Domain Program can temporarily bypass these restrictions, but the program must be run each time an item is illegally fabricated.

Nanoswarms ("Espers")

A centralized computer can be used to control clouds of nanomachines (espers) much like those found inside compilers.

An esper cloud consists of millions of nanomachines. These machines, by themselves, have very limited capabilities. Their computing capabilities are minimal and their structure is lightweight, though relatively resilient.

When combined with a large number of other espers however, their use becomes readily apparent.

Like a colony of insects, the espers work together as a whole to accomplish their tasks. This is a common analogy used when talking about swarms, giving rise to the nickname of Queen, which refers to a swarm-controlling central computer.

The individual espers generally come in the form of a central body with a series of telescopic "arms." The nanomachines link up with each other, and have the ability to hold on, let go, expand, or retract; this gives the swarm as a whole the ability to transform into a solid, liquid, or gaseous mass.

Because the individual espers are so tiny, to the human touch the swarm can feel as smooth as silk, flow like water, or float through the air like a cloud of mist. Some espers can even change colors, giving the swarm the ability to mimic anything the user tells it to. The

central computer controlling the cloud can instruct it to take any shape, as long as it has a template program that contains the specifics of the desired form.

Thus, with the proper templates, the cloud can become harder or softer as required. The Queen could execute a command that transforms the cloud into a comfortable couch, then a moment later transform the couch into a large painting, a wall, or a bubbling fountain.

[Tac-Comm v1.76.3/ 07:17-03,21,97]
[Reagan] – We need a place to reset.
[Anders] – Now is not a good time, Reagan.
[Reagan] – You owe me, Anders. We made a deal. We need a place to stay in Minos.
[Anders] – You, crazy, and scary?
[Reagan] – Wait… which is which?
[Anders] – You need a better class of friends.

While the Queen can be powered in any way a typical computer system can, esper clouds require the use of broadcast power. The individual nanomachines are too small to accommodate large power cells.

When not in use, esper clouds are programmed to take dormant shapes. These shapes vary, and can appear to be anything from a coating of paint on wall to a utility belt worn by the Queen's maintenance person.

Esper swarms are commonly used in industrial applications to sweep and clean debris, make repairs, filter the air, and any number of similar tasks. They are rarely seen in private use, being a luxury good available only to the elite who can afford an array to serve as Queen, or a Savant who has the Esper Lord Program.

Vulcan Swarms

Vulcan swarms are nanomachine swarms that works like mixtures between esper swarms and the nanomachines found in a compiler.

Similar to the technophage, a Vulcan swarm rolls over an area, dissolving usable materials at the molecular level and reusing them to build predetermined objects.

Unlike the technophage, though, the Vulcan swarm does not self-replicate. This means that eventually the swarm will "die" as its nanomachines become damaged from labor. They are also programmed to avoid harming living creatures, and the law currently states that a Vulcan swarm may not be deployed in any sort of offensive capacity, meaning it cannot be used to make vehicles, armor, weaponry, or drones.

Vulcan swarms are responsible for nearly all of the construction found in large cities. Once deployed, they will quickly begin to harvest construction material and put it to use. A building can be fabricated in just a few hours, a small town in a few days; even a whole city can be grown from the surrounding environment in just a month or so.

Specific materials not found in the local environment may sometimes be needed to build certain things. In these situations, the Vulcan swarms are supplemented with materials gathered from elsewhere.

It should also be noted that Vulcan swarms come factory-programmed with a safety feature that prohibits them from breaking down any non-vegetable organic tissue. This means that Vulcan swarms are safe to use around humans and animals.

Power

Antiparticle Exchange (APEX) Reactors

An APEX reactor takes up roughly two cubic meters of space. It combines particles with like antiparticles and harnesses the energy given off by their mutual annihilation. Its internal fuel supply allows it to provide power at max capacity for 23 years.

One APEX reactor can provide enough power for a small city or a large starship equipped with a jump drive.

Power Cells

Modern power cells use Mimir's advances in super-conducting and power storage technology to store vast amounts of power and utilize it very efficiently.

Power cells can be recharged to capacity with just a few minutes with a power source. The size of the cell depends on how much power it needs to store. They are used to power anything from a PPC to a PAc assault rifle to a combat frame.

Beamed Power

Power Beam Emitters use microwave beams to carry power. The receiver for beamed power weighs the same as the normal power cell it replaces, but can operate indefinitely while in the line of sight of the transmitter.

Beamed power transmitters usually take the form of a 1m x 1m box, and can transmit power at a range of about fifteen kilometers with line of sight, drawing their power from a broadcast power field or a battery. Multiple beamed power emitters can be daisy-chained together to cover a greater range.

Large starships usually have a transmitter capable of beaming power down to the surface of a planet or asteroid. Once received, it can be redistributed with a broadcast power transmitter, which can then support additional beamed power transmitters and broadcast power transmitters to create a vast power network.

Broadcast Power

Broadcast power works like beamed power, but does not require line of sight transmission. This technology is commonly used for most appliances and computers, and is how nanoswarms get their power.

Most cities and habitats run off of a power field maintained by the local government.

Solar Power

In most places, the power grid is supplemented by solar power collected from painted-on collection coatings on the exterior surfaces of buildings, roofs, windows, and so on. These coatings are transparent, but lend the surface a glossy sheen.

Biotechnology

Apotheosis

The Apotheosis procedure is perhaps the single most controversial technology introduced by Mimir. It is a path to immortality, and yet it also calls into question the meaning of "human" and the existence of the soul.

This process takes about a week, during which the recipient receives a series of injections directly into the brain, administered at the base of the skull.

Each injection introduces millions of nanomachines into the brain. These nanomachines seek out certain brain cells to be analyzed, destroyed, and replaced.

By itself, a single artificial brain cell is inconsequential. However, over the course of the weeklong process, the majority of the neocortex and other select portions of the brain are transformed into a network of nanomachines. This web of nanomachines makes up a computer system called a mindset.

Apotheosis is relatively seamless for the recipient. At some point the mind stops functioning as an organic intelligence and instead becomes software running on a machine. This transition is gradual, though, and the recipient will not be aware of the shift.

Despite their new state, the recipient will still feel very much like a human. Mimir designed the process in such a way that, even though the new mind runs on a machine, it still feels emotions, dreams, gets confused, forgets, and so on. It retains all the strengths and weaknesses of a human mind, including the ability to be affected by body chemistry changes such as the release of adrenaline and other hormones.

Mimir designed the Apotheosis procedure for human minds. As such, it is not possible to perform Apotheosis on an animal.

The Mindset

The mindset consists of a web of nanomachines that perform the duties of brain cells, while also enhancing the brain with additional capabilities such as providing a mind-machine interface and a bridge to the mnemonic core.

Digital data can be projected from the mindset into the user's visual cortex so that it appears in his field of view, providing an extremely immersive augmented reality interface. The data provided might be the local time, the weather, a video, or even a real time avatar of a loved one. The user can be made to smell a scent from a fragrance program that tweaks his limbic system, and he can hear music played directly into his temporal lobe. The user can also feel illusory sensations, be they pleasure or pain.

Additionally, the mindset is capable of running programs and storing data, including sensory recordings called sensies. The mindset connects to the Extranet wirelessly, but also provides the user with a data jack located at the base of the skull. Commands are given by thought and interpreted by an onboard Agent.

The basic mindset comes with an Alpha Agent (pg. 168), which performs routine duties such as checking for messages, updating private or public logs, streaming media, searching the Extranet, monitoring the user's Rep-Rating, providing context-sensitive facts, managing appointments, monitoring and diagnosing the wellbeing of the body, and so on.

For most people, the Agent becomes a trusted friend and confidant. It is an assistant, but also a source of endless entertainment. It will usually interact as either a disembodied voice, or appear as an augmented reality object depending on the wishes of the host. The Agent can appear however the host wishes, ranging from a pet dog to the host's sexual ideal.

The Mnemonic Core

Deep in the core of the mindset network is a hardened and shielded sub-cluster with a singular task: to store the person's personality and memories. It has the appearance of a glossy black rectangular shape about the size of a child's thumb, with a lattice-carbonite outer casing

created from additional materials injected during the Apotheosis procedure. The core features a single connector, and cannot be interfaced with wirelessly.

The mnemonic core is nearly indestructible, but can be removed by slicing open the skull and tearing it free of the surrounding tissue and mindset. Once removed, it can be used to upload the ego it contains to another machine for storage, activation, or resleeving.

Most any computer is capable of storing an ego in its dormant state. During this time, it is effectively dead. It does not think and is not aware of anything.

Computers outfitted with hostware (pg. 171) can activate the ego and run it in real time. The hostware is used to construct a virtual environment for the ego to reside in, and provides all the necessary programming needed to make the ego feel as if it were in a real body in a real place. Egos that exist in this state are called SIMs. Many thousands choose to live their lives this way, never again taking on a physical body.

Synthesis

Many say that Synthesis does for the body what Apotheosis does for the mind.

Like Apotheosis, the Synthesis procedure introduces nanomachines into the body. These nanomachines travel throughout the body, merging with tissue and bone to create a latticework of sensors and support structures.

To many, Synthesis represents the purest marriage of man and machine, biological and synthetic. The body becomes stronger, faster, and more durable while retaining the sensitivity and warmth of a living organism. Aging is all but eliminated, and the need for food, water, and sleep is reduced.

A Synthesized body appears to be just like a normal human body except for a few small changes: The skin and hair tend to have a slight metallic sheen, and the eyes glow with a dim inner light.

[Versa-Link Log: 10:12-05,11,98]
[Micah] – Is it true what they say about you?
[Alexei] – ?
[Micah] – You're a Savant.
[Micah] – How'd you do it? How did you get free of the restrictions?
[Alexei has disconnected]

Sleeves

The majority of people who undergo Apotheosis elect to remain in their original bodies until they die or become damaged. When that happens, the mnemonic core is removed and the ego is loaded into a virtuality to discuss options. The person might elect to live as a SIM (pg. 123) or resleeve.

If they choose to resleeve, the mnemonic core is inserted into a resurrection chamber. The chamber is then loaded with a body prepared to receive the ego. These bodies are called sleeves, and come in two different types.

Biosleeves are human bodies that have been flash-cloned from a genetic template created from the ego's original body or one of the House's genetic templates. Each House has its own selection of templates, but the cloning system injects a series of randomizers into the sequence to ensure every clone doesn't come out looking exactly the same. The Houses each have between twenty and fifty different templates they regularly clone for sleeving; regardless of the added randomizers, sleeves do tend to share some hereditary traits.

As sleeves are produced, they are sorted based on appearance. The more attractive sleeves are set aside for further augmentation and cost much more for those who wish to purchase them.

These sleeves effectively have no minds. They are kept in a chemically induced coma with regular exposure to muscle-stimulation therapies.

Once completely matured, a process that takes about two weeks, the body undergoes a sort of preliminary Apotheosis and is prepared to receive an ego.

[Monitor Observation: 984350927; 20:52:15-08,14,99; Section B27; 35-72-AB]

[Notice: Video Obscured]

"You bring the stuff?"

[Voice Analysis Commencing]

[Voice Analysis Complete – Citizen ID: RS43GR97]

[WARRANT FOUND – CENTURIAN DISPATCHED]

"Shut up, idiot!"

[Voice Analysis Commencing]

[Voice Analysis Complete – Citizen ID: NOT FOUND]

The sleeve may then be further augmented depending on the wishes of the buyer. These augmentations range from further genetic tweaks, to the integration of cyberware, to Synthesis.

In truth, augmentation is limited more by the Humanity Preservation Act than by technology. Even though all biosleeves are created sterile, genetic manipulation is still limited. This means that all biosleeves remain unmistakably human in shape and size, though cybernetics are not as strictly regulated.

For those who wish to cast off their humanity altogether, there exists the option to take a cybersleeve.

A cybersleeve is a fully synthetic body, consisting entirely of non-biological components. The typical cybersleeve consists of a humanoid skeletal structure upon which is layered a synthetic muscle substrate and a web of sensors. These outer layers are covered by a self-healing silicone-graphene skin, over which a bio-skin sheath may be applied.

The bio-skin sheath is not required for the cybersleeve, but most prefer it as it provides better tactile sensation and awareness. The skin is made from a mixture of synthetic and bacterial components. While it can be made to look exactly like real skin, the HPA requires that bio-skin be made to appear obviously non-biological. This is done by including noticeable seams that highlight the placement of muscle, and/or by providing an almost plastic-like glossy sheen.

Unlike biosleeves, cybersleeves can take on non-human forms. Some are large, designed for heavy labor, while smaller ones may be used for search and rescue or recon work.

Like biosleeves, cybersleeves come prepared to receive an ego. They undergo a process similar to Apotheosis, but this is performed on a specially designed type of non-biological brain.

Life in a cybersleeve can be difficult for the ego. Over time, the mind tends to further disconnect from the body. This can erode the humanity of the ego, resulting in feelings of abandonment, an inability to empathize with others, a pervasive sense that they don't really exist, or other forms of detachment.

Resleeving

The process of entering a new sleeve is called resleeving or sometimes decanting.

During this process, a sleeve is placed in the resurrection chamber. This sleeve has usually undergone Apotheosis already; if not, it must before resleeving can take place.

Since no ego currently inhabits the sleeve in this case, Apotheosis can be accelerated, completing in about four hours.

Cybersleeves are designed to accept an ego when they leave the factory, so they take only a few minutes to prepare.

Once the sleeve is ready, nanomachines are sent into the sleeve's brain to prepare it for the ego's arrival. This preparation phase is overseen and guided by a trained mnemonics engineer.

The sleeve's mindset and surrounding brain tissue (or synthetic equivalent in the case of a cybersleeve) is reconfigured into a near-duplicate of the ego's previous mindset and brain. A perfect duplication is never possible, but it's generally pretty close. The closer the duplicate is to the original, the easier it is to integrate with the body.

Once the preparation phase is complete, the resurrection chamber is used to download the ego into the sleeve. This process takes about an hour as the ego is brought online.

The last thing to be activated is conscious awareness, wherein the recipient will awaken in the sleeve as if from a deep sleep.

No matter how many times you've done it, or how skilled the mnemonics engineer is, resleeving is a deeply disturbing process (pg. 221). You awaken in a new body that experiences the world in

a different way than you are used to. Your senses feel different, you are stronger or weaker, more or less agile, taller or shorter, and you are not who you expect to see when you look in the mirror.

This can have a profound effect on the mind, which generally requires a short integration phase to adapt. Most get used to a new sleeve in about a week, though some can take longer.

Cloning

Two types of clones are common in the modern age.

Flash clones are artificially aged and kept in a chemically induced coma until they are needed. These bodies are created much like those used to make sleeves, but do not include the genetic randomization process. The clone is, by design, meant to be identical to the original.

These sorts of clones are generally created as backups for sleeves that are particularly loved by their owners. It's also easier to integrate into a new sleeve if it is a clone of your previous one.

Clones also sometimes replace the usual process of childbirth, using the genes of a single person or a hybridization of two parents. The second option is attractive if the parents are unable to have children or if they are of the same sex.

Normal childbirth is still the most common method used by apostates, but cloned children have become the norm in the Coalition. In fact, more and more people choose to accept sterilization as a form of birth control, and then opt to clone themselves if they ever feel the need to have a child.

Backups

The mnemonic core houses a backup of your ego, but it is not the only type of backup that can exist. For a fee, resleeving facilities allow you to make a copy of the data stored on your mnemonic core. (See Resurrection Insurance on 173.)

This way, should you die and your mnemonic core become lost or damaged, you can be restored via an onsite backup.

It is also possible to backup wirelessly if you have a Remote Backup module (pg. 181), which uploads to a secure server while you sleep.

Uplifted Animals

The technology exists to enhance the intelligence of non-human biological minds—animals. However, as with so many things related to life and technology, the HPA has set firm limits on how this technology may be applied.

Animals may be uplifted, making them smarter than is the norm for their species, but they may not be made as intelligent as a human being. Generally, uplifted animals top out at around the same level of intelligence as a human child at age five.

CULTURE

The Reputation Economy

At birth, all Coalition citizens are implanted with a special subdermal ARID tag, called a CID. This tag stores your identification number, your legal name, and other bits of data related to your Coalition Citizen Registration Profile (CCRP).

A little over ten years ago, the CCRP merged with the three most prominent Rep-Tracking databases. That data is now a part of your CCRP, and your Rep-Rating is Coalition-certified. The Rep-Rating system is managed by Gamma-class artificial intelligences working for a Coalition-sanctioned department called Inter-Rep. They arbitrate any disputes.

You gain (and lose) Reputation based on your behavior and your achievements. As you meet people, they get to anonymously rate you up or down. This is called a bump for a positive rating, or a hit for a negative one. The impact that the bump or hit has on your Rep-Rating depends on the Rep-Rating of the person rating you. A hit or bump from a person with a high Rep can affect your own Rep-Rating more significantly than a person with a low Rep-Rating.

Rep-Ratings max out at 11. The maximum was 10, but it was increased to 11 in a very controversial vote a few years ago.

You do not have to meet a person in the flesh to rate them, which means you can be rated depending on your behavior on virtual social networks as well. In addition, if you do something to draw the attention of a large number of people, such as invent some new template or be convicted of a high profile crime, you may find your Rep affected by people who have learned of your deeds. This can make you an instant celebrity or destroy your Rep in a single flash of public opinion.

It could be said that the Rep-Rating is an attempt to quantify the value of a person to society. In theory, the more you benefit society, the higher your Rep will be and the better your rewards. If your Rep drops, though, you'll find yourself an outcast and lacking options.

The only official functions of your Rep-Rating are to determine what level of access you have to society's resources and how much voting power you have.

A person with lower-than-average Rep may find that he is unable to compile certain items, or he may be unable to enter certain public places such as upscale restaurants or clubs. He is also given lower priority any time overcrowding is an issue, often being bumped in favor of higher-rated customers.

While your Rep-Rating determines what you are able to do, where you are able to go, and what you are able to compile, keep in mind that all of your behavior is tracked by AI Monitors. Abuse of these privileges can result in a hit to your Rep. You can appeal this sort of hit with Inter-Rep, but very few ever come out on top.

The second function of the Rep-Rating is to determine how much your opinion matters in societal decisions. When voting for elected officials or new laws, your Rep determines your voting power. In addition, when sentenced for a crime, your pre-crime rating is often used to judge the severity of your sentence.

Because of the importance of Reputation, people are encouraged to be responsible with their ratings. Most dealings will not result in a rating at all. Rating a person up is generally reserved as a reward for providing help or a favor, while rating a person down is generally done in response to an offense. Additionally, your rating trends are also monitored by Inter-Rep's AIs. If the AIs determine that you are abusing the system by attempting to unfairly inflate or deflate another person's rating by rating them too often, they can place a temporary freeze on your ability to rate others, or even reduce your Rep. These restrictions ensure that you cannot repeatedly rate a person, or place blanket ratings on everyone in a certain place or for holding a certain belief.

[Monitor Observation: 838412846; 18:39:29-04,21,99; Section D14; 17-12-AG]

[Transcript Excerpt 3021 - CIDs Redacted]

[--1--] – "So the job is simple. Find [Redacted], cut out his core, and bring it to me."

[--2--] – "And for this service we get?"

[--1--] – "A bump from Rapidus Intersystems."

[--2--] – "That's a start, but Rep won't buy me what I need."

[--1--] – "And what is it that you need Mr. [Redacted]?"

[--2--] – "Things you can't provide."

[--1--] – "Then why are we having this conver-"

[--2--] – "Because you have shielded shipping containers, ships, and an all-access pass through the Eye of Sol to the Sagitta gate."

[--1--] – "We do…"

[--2--] – "So we bring you back [Redacted]'s core, and maybe you give my buddies a lift to Sagitta. I can get what I need from there.

Corporate Strategy and the Reputation Economy

No money changes hands in Coalition society. Products can be compiled by the customer at almost no cost. Even larger materials can be mass-produced in high volume for little cost, and assembled with robots.

So how does a business work?

"Post-Scarcity" isn't truly possible. There will always be things people want that they can't have for free. For the Houses and their subsidiaries, these things are time, effort, ideas, and raw materials.

The need for time and effort is solved by hiring additional people to work for the company. When citizens are granted a business license, they become a subsidiary of the House that granted the license. At that point, the business becomes a separate entity from its owner, and behaves differently when it comes to the Rep-Rating economy.

Like individuals, companies have Rep-Ratings that max out at 11. However, a company has more "buying power" than an individual of the same rating, because they work on a different scale. As a rule of thumb, a company's Rep-Rating has about twice as much weight and buying power as an individual's. Thus, a company with a Rep-Rating of 6 could purchase things and request favors as if it were an individual with a rating of 12.

The company's Rep-Rating determines how well liked the company is, and as a result, how well it can compensate its employees. Unlike an individual, a company can bump an employee multiple times. There are some exceptions, but a company can usually bump an employee once per year. The maximum bump the employee can receive each year is equal to the company's Rep-Rating.

Often times a company will dole out a bump a little at a time over the course of the year, always threatening to withhold it if the employee fails to do their job. Of course, the company can also hit the employee's Rep. A hit works exactly like a hit from an individual, and isn't common unless the employee and employer split on especially bad terms.

Companies gain Rep the same way individuals do, but it takes many more bumps to result in the same Rep-Rating increase. Additionally, the higher the Rep, the more bumps it takes.

What do the employees do at these companies? Some are administrative, while others are hired to provide a service or product.

The service industry is incredibly popular as it puts the worker in a position to get tips in the form of Rep bumps. While in the past doing the job of a doorman or waitress might have been seen as demeaning, in modern times these jobs are in high demand. As one might expect, this means that those lucky enough to be in these positions are highly motivated to ensure their customer or client has a positive experience.

The experience industry is also very popular. Most Coalition citizens have no trouble getting the material items they desire, but interesting experiences will always be in demand. Travel is very popular, especially interplanetary travel. Virtualities are also very popular, and renting access to a popular virtuality environment can be big business.

Companies set up for production will generally produce one of two things: ideas or materials.

Ideas tend to come in one of two major forms: discoveries unearthed from Mimir's Archive or patents.

Mimir-tech cannot legally be patented. However, it takes thousands of man-hours to unearth any sort of useful information from the Archives, and the Houses guard the information they recover jealously. They can't patent anything created from this information, but they don't have to make the information public, and backwards-engineering a Mimir-tech device is all but impossible. While it is possible to scan an item as a starting point to make a template for it, such items are usually outfitted with ARIDs that prevent the scanning.

Of course, a Savant might be able to override this security measure and produce an illegal template. But depending on the nature of the object and the Houses involved, the distribution of such a template or mass production of the templated item could result in a corporate lawsuit or a visit from an assassin.

Legitimate template writing is a massive industry, and the resulting templates can be patented. These patents are usually a company's biggest assets.

Popular template writers often become minor celebrities; who they are currently working for and what they are writing are common topics of conversation.

The last thing companies must care about is the materials needed to produce whatever it is they make. While most companies just sell templates or provide services, many produce items too large or complex for the average person to compile and/or assemble.

In that case the company will need to run a factory, which will need raw materials for its compilers. Thankfully, with the prevalence of decompilers, very little goes to waste these days.

While ultra-efficient recycling is great for production companies, it has been devastating to the mining industry. Since the founding of the Coalition, mining operations have dwindled drastically. Without the need for aggressive expansion, most mining exists only to sustain the current infrastructure or bolster the military. While the war is over, the Coalition still devotes resources to keeping its military and security forces in fighting shape. After all, there are still remnants of Earth's old governments out there causing trouble.

The Apostate Economy

Because of the restrictions placed on compilers, establishments outside of Coalition control generally do not have the ability to fabricate the things they need. Even if they do happen to have a compiler, the templates they can run on it will be very limited.

Compilers are programmed to not function outside of official Coalition space, and only respond to a user with a registered CID. Templates are also designed only to work with the CID they are registered to. In the absence of a CID, you must have a reliable false CID and some method of tricking the compiler into believing it is located in Coalition space. All together, these restrictions keep apostates from using compilers unless they can get their hands on a good false CID.

Without compilers, apostate enclaves still function on the basis of a scarcity economy. The currency of choice, as it has been for millennia, is gold.

Apostates generally use small gold coins for minor transactions, or small gold bars for larger sums. For the smallest transactions, gold flakes are used. These flakes are stored in small clear plastic coins that denote the weight of the flake visible within.

Banks are sometimes used in the most secure apostate cities or habitats, which enable electronic fund transfers with the use of credit chips.

The use of gold as a currency is illegal in Coalition society, and the possession of gold coins or flakes is a crime. The Protectorate is constantly on the lookout for gold molds and refineries, and works to disrupt the apostate currency economy. This effort is referred to by many as the Gold War.

Setting Economics vs. Game Economics

Both the Rep-Rating system and Assets are a relatively simple and abstract way to model something that, in the game world, is incredibly complex and nuanced.

Nova Praxis is a game about action and intrigue, conspiracy and espionage. As such, it's simply not worth the effort to track the fine details of every exchange.

Assets represents a broad overview of the character's accumulated valuables, be it gold, art, or other goods that might have value on the black market.

The Rep-Rating system works much the same way. The system used in the game world is far more complex than the game mechanics used for Nova Praxis.

For example, in the game's setting, if your Rep is much higher than a person who hits or bumps you, their effect on your Rep is reduced. Meaning, if you have a Rep-Rating of 9 and they have a 4, you'll barely notice the difference from even their full bump or hit. In addition, while the game mechanics use a circular track to represent Rep, characters in the game world use a numeric value carried out to about four decimal points.

If you really want to model the Rep system in a manner more representative of how it actually works in the setting, follow the rules on pg. 81, but make these changes:

Whenever a character hits or bumps you, determine the difference between your Rep-Rating and theirs.

If they attempt to hit your Rep, subtract the difference, reducing the value of the hit to a minimum of 1.

If they wish to bump you, reduce the value of the bump by the difference, to a minimum of 1.

Using this optional rule will make the game's Rep system behave a bit more like the actual system used by Coalition citizens, but the added complexity generally isn't worth it.

ENTERTAINMENT

Advancements in technology over the last century have impacted every walk of life, but maybe none so much as the entertainment industry.

Climax Culture

Of late, a rising trend in seemingly every facet of entertainment is the fascination with the late 20th and early 21st century. This period, humanity's pre-singularity cultural and societal peak, is often depicted in many video productions and marketing schemes, usually in a romanticized fashion.

Music, video game characters, and popular actors from the pre-singularity era all regularly appear in modern media. They represent simpler times and a simple, more pure version of humanity.

While more popular with Purists than transhumans, even the transhumans can appreciate the more "primal" music of the times, or simple portrayals of good and evil so common in popular media.

Music

As it seemingly always has, the music scene tends to be very diverse. With the rise of the climax culture, older musical styles like heavy metal have seen resurgence.

More modern types of music are also popular of course, specifically hipno and poser music. Hipno is a type of music created specifically to trigger certain moods. It uses synths and computers, and relies on certain mnemonic techniques to yield very specific, particularly powerful emotional states.

Poser music is much like a fusion of the heavy metal, rap, and dubstep styles of the pre-singularity era, but features moments in the song that suddenly fall silent. During these moments of silence, dancers are supposed to freeze in place. A good poser can dance wildly and erratically, yet freeze stiff as a statue in a split second. Adjusting to maintain balance when in a pose is considered bad form, and falling over can result in open mocking (and sometimes even Rep hits) from onlookers.

Production Experiences ("Prodexes")

When it comes to the visual medium, there exist two different types.

The first type is the production experience, which is a fully written, developed, and planned story. Like the movies of old, prodexes have scripted lines and actions, feature well-known actors, and require a lot of time and effort to put together.

Unlike the movies of old, however, prodexes are fully 3D audio and video experiences rendered as lifelike augmented reality objects and environments. Prodexes can be experienced either from an optimal forced perspective chosen by the director, from the perspective of any of the characters, or in a free perspective mode that allows you to move around the action (though generally you sit still and the action moves around you).

Sensies

Sensies are similar to prodexes, in that you experience them in AR, but are different in that they are the actual recorded experiences of real people doing real things.

With sensies, you are forced to view the environment from the perspective of the person having the experience. If you have a mindset, some sensies even allow you to experience touch, smell, and taste.

Sensies are very popular among the younger crowd, who often share experiences over their social media networks of choice. While largely unregulated, sensies involving murder or suicide are illegal, as they often leave the user at least slightly psychologically traumatized.

While not illegal, there is a booming underground market for sensie pornography, some of which can sell for large sums of gold or Rep depending on who the sensor is having sex with.

Virtual Vacations

Virtuality is a favorite getaway for many people. A good virtual environment is indistinguishable from real life, and the sensory information piped into the mindset or ego channel feels as real as anything you'd experience in the flesh.

DAVID AND GOLIATH

Because of this, it's no surprise that people choose to get away from the world by spending time in a virtuality for a while. Of course, having your mind jacked into a machine for days at a time is great, but the body suffers from lack of nourishment. The virtual tourist is not a SIM; he still resides within his body or sleeve and—unless it's a cybersleeve—has needs.

That's where VirtuVac comes in. A subsidiary of House Kimura, VirtuVac is one of many up-and-coming establishments specifically designed to take care of your body while you enjoy an extended virtual vacation.

Once loaded into the virtuality, your body is treated to nutrient injections and a rejuvenating bath. When you come back to the real world, your waiting body feels better than ever.

Virtual Sports

Not every trip to a virtual environment is a vacation. Sometimes it's a hellish blood sport where the victorious stand on a mountain of corpses, their hair slick with the blood of the fallen.

By far, the most popular sport of the day is Fray, a virtual combat sport where warriors compete in a number of different challenges while armed to the teeth with guns, swords, spears, grenades, or whatever other armaments fit that week's theme.

Like modern day gladiators, participants are generally contracted members of a team or stable. Stable owners get together each week to decide on the types of Frays the gladiators will take part in. The themes and environments can range from zero-g free-for-alls using only gravitic hammers, to re-creations of past wars using period weapons.

The Frays are available on the Extranet, and can be experienced with all the options available to a typical prodex.

Gambling on specific gladiators or stables is very common, though, as always, the use of gold currency is strictly illegal in Coalition space.

Augmented Reality Games (ARGs)

Not every sort of game takes place in virtual space. In fact, far more people are willing to interact with augmented reality objects than are willing to jack into a virtuality.

The most popular ARGs are played all day, every day. They are overlaid upon mundane tasks to make them more enjoyable: from scoring points based on how accurate your onion chopping technique is, to awarding little AR trophies for not missing a day brushing your teeth.

Other ARGs are more social, ranging from elaborate games of tag to globe-spanning scavenger hunts.

The Social Scene

Sometimes you need to talk to someone besides your Agent, which means getting out of the apartment and meeting people in the flesh. Social clubs are very common. Many clubs focus on a certain theme, such as climax culture, transhumanism, or music; while others are just a place to relax, have a drink, and get to know people.

Alternatively, you can meet in a virtual social club. These are very popular and benefit from being able to sport unrealistic environments and physical laws.

Regardless of whether you are meeting in the flesh or over the Extranet, Rep-Ratings play a large role in how people interact. Unless you disable it, which most consider rude or suspicious, your Rep is visible to anyone with a mindset or viewing you through an AR interface device—pretty much everyone.

Your Rep informs first impressions, and a low Rep may even result in being denied access to more popular social clubs.

DISCRIMINATION

Discrimination and prejudice are sources of constant conflict in the Nova Praxis setting, and come in many forms.

One of the most common types of prejudice stems from the Rep-Rating system. The system very literally attempts to quantify your value to society. Thus, a low rating suggests that a person is more of a burden on society than an asset, often because he consumes more resources than he contributes.

The Rep-Rating is also a measure of what other people think of you, which means a low Rep can suggest that you are unlikable, or have done things in your past to earn you the low rating.

In any case, most people naturally assume that people with Rep-Ratings one or two points below themselves are to be ignored, at best. Worse, this prejudice can devolve into active exclusion from certain places or functions, demeaning comments, or open hostility.

On the other hand, a bump from a person with a much higher Rep-Rating can significantly improve your own Rep. This means that a person of high Rep often needs only to make a public request for a favor to get something done. There is usually someone who can grant the favor for just a bump.

Discrimination can also stem from different agendas. Purists tend to be overly hostile to those who flaunt their augmentations, and this commonly escalates into outright violence.

On the other side, many transhumans view Purists as closed-minded and willfully ignorant. This view sometimes gives way to a condescending attitude or a sense of superiority directed at the pure.

While generally the least prone to violently escalate, discrimination between members of different Houses is by far the most common type of prejudice found.

In large cities with diverse populations, such as Olympus, House rivalry is more friendly and competitive than outright hostile. However, in places that are predominantly populated and controlled by a single House, members of minority Houses tend to face more open discrimination.

The last type of common prejudice lies between Coalition citizens and apostates. Coalition citizens generally view apostates as undereducated and generally backwards-thinking. They usually think of apostates as too attached to archaic notions of capitalism, or proponents of an outdated view of freedom.

On the other hand, apostates tend to view Coalition citizens as lazy, arrogant, and lacking in common sense. Some even consider citizens to be cowardly and willing to trade their freedoms for lavish, yet ultimately shallow lifestyles.

WARFARE

Modern warfare differs significantly from that of pre-singularity conflicts. Gone are the days when large numbers of troops are mobilized to take the battlefield.

These days, most conflict is fought by machines. Depending on the circumstances, these machines may have operators or behave as fully autonomous drones.

The AI of the drones may be good, but it still can't compete with a human mind in regard to most tasks. That being said, they excel when the order is to kill everything in sight. If they don't need to differentiate between unmarked friends and foes, they tend to carry out the mission rather well.

If there are non-combatants in the area or other sensitive locations or objects that need to be protected, human-operated vehicles or drones are often used instead. Human-operated drones can take many forms, from small flying recon and attack craft, to humanoid boots-in-the-mud. These drones are generally piloted from a hardened bunker or a ship overhead. These control banks feature row after row of soldiers jacked into pilot pods. From there, they take direct control of their drones and wage war from a relatively safe location.

Sometimes though, you have to get your hands dirty. Lag is a major issue when controlling a drone from afar; a half-second delay in your response time gives your opponent a huge advantage. Signal jamming technology can also render drones useless, and worse yet, can give the enemy time to capture your own drones and repurpose them for their use.

Typically, when drones can't be used, military forces will either resort to vehicular attacks or the deployment of small teams of highly skilled individuals (often merc crews).

Aerial bombardment with ships and kill-sats are the best ways to clear large swaths of land of any sort of life. Non-nuclear weapons are still preferred over nukes, but the devastation a battleship's weapons can deal is a truly horrifying thing for a man on the ground to witness.

For slightly more subtle tasks, soldiers may enter the field wearing combat frames. These massive bipedal exoskeletons range in height from four to twenty meters, and can be outfitted with an array of weaponry and sensors with which to conduct strategic ground warfare.

Small units of troops are sometimes deployed to fight in confined areas or to clear buildings, and are usually deployed via vertical takeoff and landing (VTOL) aircraft or drop pods ejected from a ship in orbit.

TRANSPORTATION

There are many different choices when it comes to getting from A to B. Cars, trucks, and bikes are still commonly used for ground transport. While slow, they are reliable.

For a faster commute, you can take a skiff. Skiffs fulfill the dream of the "flying car," using gravitics technology to enable atmospheric flight. Popular models can usually carry up to five people, and are common in most of the more heavily populated areas. There are also public transportation versions of the skiff that are a bit larger. Called ferries, these vehicles are capable of carrying a few dozen people. There are also single-rider variants of the skiff called lancers. These high-speed, highly dangerous vehicles are popular among the thrill seeking youth.

Larger craft, called shuttles, are used for interplanetary travel within the same system. These are most often used for public transport, capable of seating up to one hundred people in cramped quarters. Privately owned shuttles are usually a luxury enjoyed by the elite, small House subsidiaries, or mercenary crews.

If you've been Apotheosized, you can needle beam your ego to a resleeving facility in another system, making the trip via the Extranet. This process usually takes about three hours from upload to resleeving. But as always, resleeving can be traumatic.

Because of the mental trauma involved, needle beaming an ego is usually something reserved for emergencies. When possible, resleeving will be done using a clone of the original sleeve and by a highly trained mnemonics engineer.

Personal vehicles tend to be relatively rare. Most Coalition cities feature banks full of ground cars or skiffs that are sent to you when you place an order for them. Alternatively, if a car is en route back to the bank, it can be rerouted to a customer for quicker response. Once the order is placed, a car or skiff usually arrives in less than five minutes.

When you place your order, you may choose the type of vehicle sent to you. Options range from cargo vans to luxury sports cars to lancers. However, the more popular models have higher Cost ratings, and thus are more likely to cause Rep hits when renting them.

House Cipriani is best known for its vehicles, with different subsidiaries specializing in all types of ground and atmospheric flight vehicles for civilians. House Dalianis is the leading provider of starships, while House Tsarya specializes in military ground vehicles such as spider tanks and VTOL craft. The combat frame market is split between Houses Tsarya and Kimura.

When it comes to space travel, you'll first need to make your way to a spaceport. Most major cities feature at least one, and sometimes more. From the port you will either depart on the ship you intend to make the journey on, or be taken to a larger ship waiting in orbit.

Some larger ships are capable of opening a jump gate on their own. Others rely on the network of jump rings that connect the major systems.

A jump gate allows a ship to safely leap up to two light-years. Anything more than that requires extra work to plot the jump, and miscalculations can cause the ship to land off course. It takes about four hours to spin up the jump drive, make the necessary calculations, and jump.

The stationary jump rings located in each system open and close three times a day. Some rings always open their gates to the same location. Others might alternate locations.

Moving cargo and making shipments isn't as much of a problem as it once was. Most items are compiled, and then decompiled when no longer needed. However, the raw materials required by the compilers to function, and items too large to compile using standard commercial compilers, require shipping.

Icarus Interplanetary, a subsidiary of House Cipriani, specializes in the transport of goods. Most planets have an Icarus Hub in orbit around it, which is usually the first stop for any imports and exports.

The Jump Ring Network

The *Eye of Sol* near Earth is one of hundreds of stationary jump ring stations that have been created to facilitate travel between planets and systems.

Unlike a regular jump gate, these jump gate generators are linked and much more stable. Throughout the day, a ring will open its gate several times, usually once every eight hours. Once the gate is opened, it stays open for about an hour, allowing awaiting traffic to pass through.

Passing through one of these jump gates will take you to one of the other jump gates held open by a jump ring within around two light-years of your starting point. Thus, ships without jump drives can travel to different systems, leap-frogging through the network of daisy-chained jump rings that link the colonized systems.

In the end, public transport via the gate network is a bit slower than using your own drive. Though they can be opened in sequence, the jump rings take longer to spin up and stabilize due to their size and the fact that they stay open for an extended period of time.

Additionally, scheduling and maintenance issues can also cause delays.

AGENDAS

CONTENTS
OVERVIEW
THE GALAXY
AGENDAS
CHARACTERS
GEAR
SPECIAL RULES
GAME MASTERY

THE COALITION

The majority of people living today, roughly 80%, are members of the Coalition of Free States. Founded and backed by the six Houses, the Coalition claims all explored space as its domain.

After the destruction of Earth and the resulting Exodus, humanity found itself desperate and lost. For most of the survivors, the corporations responsible for organizing and carrying out the Exodus were the only sort of order to be found in their lives.

Those corporations, with the backing of those they saved, eventually rose up and created a new government. The Alliance and Federation were cast aside. And on October 20th, 72 PS the corporations signed the Consolidation Concord. This founding document officially established the six most influential corporate conglomerates as Houses, and created a Senate composed of members of each House to act as their guiding body.

The heart of the Coalition government is now located on Olympus, while the individual Houses maintain separate capitals across multiple planets and even moons.

A Consociationalist Government

The Coalition features a direct representational government, wherein all recognized members of all six Houses may cast votes on any laws put forth by an elected Senate.

The Senate consists of seven members of each House, elected by members of their House. The primary role of the senators is to determine which laws come up for vote, interpret the Coalition's laws, and place citizens into positions of lesser authority.

The Coalition's laws are gathered into the Consolidation Concord, which defines the role of the Coalition government in relationship to the House Charters, which define laws specific to the Houses themselves.

Any Coalition citizen may challenge any law at any time. If that person is able to gather three million signatures via Extranet petition within one year, a vote must be scheduled where voters decide whether to accept or reject the law.

Of course, since a citizen's Rep-Rating determines the weight of his vote, politicians most often champion laws that benefit high-Rep citizens over those of lower Rep, such as the recent increase to the maximum rating a person can have.

The fact that the politicians themselves have high Rep doesn't do much to deter the favoritism. This, of course, leads to dissent among those of lower Rep. Because of their low Rep ratings though, their votes count for little and they find it very difficult to get anyone to listen to their criticisms.

The Houses

These "free states" soon became known as the Houses. They came to fill the roles of nation, employer, and family.

Every citizen of the Coalition is born into a House, and with it comes a contract. The citizen is granted a minimum standard of living that is, by most comparisons, rather comfortable. And in return for the near-utopian quality of life most citizens enjoy, they are expected to work to further the interests of their House. As they do so, their Rep-Rating increases, which affords them an even more luxurious lifestyle.

Each House has its own laws and, within certain limits, can govern itself outside of Coalition jurisdiction.

The Consolidation Concord gives the Houses dominion over any laws that relate to cultural standards, most notably those related to morality, religion, and augmentation.

The House also determines its own system of rank and handles any internal disputes that do not explicitly break Coalition law.

These laws are enforced by the Protectorate in much the same way Coalition laws are. Only members of a House are subject to its laws, which can only be enforced by a Centurion who is also a member of that House. Moreover, House law enforcement is always considered a lower priority than Coalition law enforcement.

[Tac-Comm v1.76.4/ 02:21-04,01,97]

[Jane] – Getting our gear past security isn't going to be easy.

[Malpheus] – Give me a minute to pluck some strings.

[Malpheus] – Done. Someone called Argon is going to slip you through in exchange for a recommendation for work with another party.

[Reagan] – Who are you recommending him to?

[Malpheus] – Another party. Don't ask questions you don't want answers to.

Because House law isn't as highly regarded as Coalition law by Protectorate forces, some Houses employ their own brand of law enforcement. The methods used by House law enforcers vary from House to House, but they have no jurisdiction over Coalition law. As one might expect, this can become a rather touchy issue when House and Coalition laws overlap.

Members of the Houses, for the most part, tend to look upon their House with pride. After all, the Houses are run by those with high Rep-Ratings, and you don't get a high Rep-Rating by being hated by your peers.

In many ways, the Houses are regarded much the same way a pre-singularity person might have viewed a favorite political party or maybe sports team. They root for their Houses as they negotiate the complex political workings of the Coalition, and take pride whenever their House develops some new product or gets the best of another House in some political struggle.

The Coalition Government

Despite the hyper-competitive behavior of the Houses, in the end they all serve the collective will of the people and comprise the Coalition of Free States.

Officers of the Coalition are chosen from high-Rep members of the Houses who have demonstrated exceptional skill related to the office they are to fill.

These officers, usually called Ministers, work to ensure the Coalition functions smoothly. Hundreds of different Ministries exist, ranging from the Ministry of Medicine to the Ministry of Parks and Wildlife. Each Ministry has its own hierarchy, those in charge usually aided by a number of associates. Associate Ministers further delegate tasks to contracted employers and volunteers.

Because of internal corruption and political agendas, many Ministries have become bureaucratic nightmares. House favoritism is one of the most common accusations a Senator hears during his or her tenure.

To further complicate affairs, a Ministry may not have the jurisdiction to enforce law in their area of expertise. In these cases, the Ministry must work with the Houses to reach some sort of agreement.

The Protectorate

The Protectorate is the active body of the Coalition, its law enforcement and military arms. As such, it is split into two main branches: the Centurions and the Legions.

Centurions - The Centurions are responsible for law enforcement and dealing with the civilian public.

Most Centurions are assigned to security. This involves going on regular patrols or guarding over areas of particular import.

Centurions typically patrol highly populated areas, on foot or using specialized skiffs. Some even use lancers, but those are less common because of their inherent danger.

Centurions work about four hours a day, performing their civic duties in exchange for a bit of state-sponsored Rep. An officer's Rep can be bumped by civilians, but cannot be hit while performing his or her duty. The AIs at InterRep protect the officer's Rep from those who would hit it just because he wears a badge.

Centurions are supported by their fellow officers, but also by an array of useful drones. The Lonestar security drone is a familiar sight throughout Coalition space, but Centurions also regularly use smaller airborne drones to quickly survey crowds of people.

Coalition Authority

There are some areas of governance where the Coalition is the absolute authority. As set forth by the Consolidation Concord, the Coalition government is responsible for:

- Wielding the Protectorate as an extension of the will of the people
- Maintaining infrastructure such as the jump ring network
- Ensuring all citizens are granted an acceptable default standard of living
- Ensuring the availability and safety of medical treatment (this extends to upholding the Humanity Preservation Act)
- Ensuring that no group—whether race, sex, religion, or creed—is denied a voice in the Coalition
- Maintaining the economy (which has become a matter for InterRep)
- Settling disputes between Houses and forcing their end if needed
- Operating and maintaining the Ministries, and ensuring the day-to-day governance of the Coalition is not neglected.

Some Centurions go on to become investigators. Backed by the Monitors, Centurion investigators do the legwork, talking to witnesses and digging up clues the "all-seeing eyes" missed.

When diplomacy fails, Centurions are authorized to use force, up to and including deadly force. Most Centurions carry at least one lethal weapon coded to their CID. But when things get really bad, they call in a Tactical Assault Team, or TAT.

Officers in TATs are well trained and heavily armed. They use military-grade weaponry and often sport powered armor.

A TAT team might be called in to deal with a hostage crisis, raid an illegal drug lab, handle insurgents until the Legionnaires can arrive, or take on similarly dangerous assignments.

The Legions - Individually referred to as Legionnaires, or collectively as just "The Legions," they make up the individual branches of the Coalition military.

All of the Legions fall under the jurisdiction of Coalition Legion Central Command, sometimes called Cent-Comm but usually referred to just as the Tetragon.

The Tetragon consists of some of the highest-ranking admirals, generals, and legates from the 1st, 2nd, and 3rd Legions respectively, and they take their orders directly from the Senate.

The Legions are, as follows:

The 1st Legion - Space and Aerial Command – Typically referred to as SACom ("SAY-Com"), it is responsible for all aerial or space-based combat and non-combat operations.

Their influence covers not only exploration and logistics, but also carrier deployments into combat, as well as designating dedicated attack craft for bombing runs or strategic aerial strikes.

The 2nd Legion - The Coalition Marine Corps – About fifty thousand strong, the Marines are stationed on numerous planets, outposts, and carrier ships, never more than a day from any part of Coalition space.

The Marines are trained to fight in any environment with a broad array of weapons. They are the Coalition's primary force for asserting its will, and as such they get the best equipment that modern technology can provide. Their standard gear includes high-end PAc rifles, powered armor, combat frames, mono-edge blades… the works.

The Marine's training with melee weapons has long been romanticized by the public, now a point of pride within the ranks. Some claim their training with spears and swords is just for show. But these weapons have proven practical on many occasions, particularly when boarding enemy ships, repelling boarders, or when stray shots from high-powered firearms could damage critical ship components or injure bystanders.

But if it can be said the public romanticizes the Marines and their melee weapons, then they downright fixate on their frames.

Combat frames represent the might the Coalition can bring to bear against its enemies. They have become a symbol of power for the Marines, who've used Extranet footage of heavy frames dropping into the battlefield as promotional material for years.

Marines who pilot combat frames go through incredibly rigorous training, and most undergo Apotheosis to ensure the best possible connection to their frame during combat.

The 3rd Legion - Intelligence, Com-munication, and Organization Network (ICON) – The public perception of ICON is of a shadowy network of spies and spooks.

And this is mostly true. ICON exists to collect information and put that information to use. ICON agents are the eyes and ears of the Tetragon, and it is through them that the Senate learns the "truth" about events in the galaxy.

Lately, some citizens—and even some Coalition officials—have begun expressing concern over ICONS' role in the government and just how much influence they actually wield.

The 4th Legion - The 4th doesn't officially exist. When spoken of as a collective, usually in hushed tones, it is usually just called "The 4th Legion." This Legion consists of the Protectorate's hidden assets and independent agents. These operatives, including the Praetorians, Phalanx Formations, and Scholae Palatinae, receive their orders directly from the Tetragon or their proxies.

Of the 4th Legion assets, the Praetorians are the most well know. Many are even famous. Similar in some respects to state-sanctioned detectives and bounty hunters, Praetorians are granted cutting edge training, gear, and transport—anything they need to bring in their prey. In addition, Praetorians are exempt from most laws, are given VIP treatment at most establishments, and are granted unrestricted access to the Monitors' security feeds. They also carry override codes that allow them to fabricate anything they need from a compiler, including restricted items. Some of these privileges can also be extended to those under their employ.

These privileges are not something given out casually, however. Tradition holds that there are never more than thirty-six Praetorians at a time, with six from each House.

The Life of a Citizen

Even the lowliest Coalition citizens can manage a pretty healthy and happy lifestyle. The government provides a default standard of living for all. Even those who never set out to accomplish anything are given the food, shelter, and security necessary to not only survive, but to be happy.

It is estimated that roughly 19% of Coalition citizens choose to default; thanks to modern technology, they get just about anything they need at a negligible cost to themselves.

Compilers are provided to each household. Even those who default are granted one—although it might be a little small. Even the most basic compilers come with free templates for most household items, though.

Fortunately for society as a whole, the other 81% aren't content to lie on a couch browsing sensies while eating fabricated cheese-sticks all day.

The Coalition manages a reputation-based economy designed to promote the betterment of all. Simply put, the more you contribute to society, the greater you are rewarded.

This system compels citizens to work, to create, or perform services for others. It inspires them to get out of bed each morning, and to treat each other with respect.

The Coalition is a utopian prison, a gilded cage. It's a privileged panopticon, where citizens are allowed to live a life of leisure under constant surveillance.

Coalition citizens want for little. Regardless of their Rep-Rating, the basics of life are provided. Compilers provide food, clothing, and the basic necessities, all free of charge. The citizen's Rep-Rating determines what else she can compile and to what extent she can acquire luxury items or enjoy extravagant experiences.

The Coalition enjoys the closest thing to a post-scarcity economic system, but nothing is truly free. There will always be scarcity in unique creations and experiences.

In truth, for what they are given, Coalition citizens pay a hefty sum:

their freedom. They are watched, constantly, by the Monitors—even in their own homes, where few rooms offer privacy from the watching eyes of the AIs.

But the average citizen rarely thinks about this. And for some, it's the only life they've ever known. It is the price they pay for security and the mesh.

Despite the lack of privacy, the average Coalition citizen is happy. They trust the government and their House to look out for them and keep them safe.

Few would argue that the Coalition, working with the Houses, has not been able to provide for its people.

Most citizens ignore the extreme and nearly ubiquitous breaches of their personal privacy. And why not? Those who behave have nothing to fear, and it's a small price to pay for safety. How else, short of boundless surveillance, can one hope to protect against the weapons that post-singularity technology can forge?

Apostates ("Non-Citizens")

It is estimated that around 20% of humanity is not registered as citizens of the Coalition. These people lack a CID, either because they were born outside of Coalition space or because they removed them.

Most apostates were born that way. Or exiled. Few leave the Coalition by choice, but those who do have their reasons. Usually, they either cannot stomach the Coalition's surveillance practices, or they can no longer tolerate some other aspect of Coalition life.

Apostates have a hard life. In some places they are arrested on sight. But in most places they are tolerated so long as they can prove they are actively working toward House membership.

The Houses must offer apostates a chance to earn citizenship, though each House determines their own acceptance criteria. Some just make it difficult; others make it a hellish undertaking with very little chance of success.

A great many apostates have no desire to associate with the Coalition at all. They roam in the galaxy aboard rogue ships or flotillas

URBAN DENSITY

of patchwork craft, or stow away in hidden enclaves. Most of them get by on what they can salvage or make for themselves. It's a tough existence, but most believe it offers the only path to true freedom.

Apostates claim they are free of the ever-watchful eyes of the Coalition Monitors, which they often refer to as spyders. For most apostates, this claim to freedom is true; apostate enclaves that are outfitted with meshes do not have a Monitor. The mesh exists only to better interface the user with the local shared augmented reality space. Many apostate enclaves don't even have any sort of mesh at all. Citizens of non-meshed areas often rely on physical displays, holograms, or outfit themselves with their own sensors to use as AR interfaces.

But no spyders means no direct oversight. Apostate enclaves may still have security devices and depend on security drones or personnel, viewing these things as necessary evils, but they more often rely on human effort for security and local law enforcement. They are human after all, and some forms of security are still necessary to protect enclave citizens from their less scrupulous brethren.

Despite the lessened security, apostate enclaves see about the same amount of crime as Coalition habitats or cities. The difference, however, is in which behaviors apostates consider criminal.

Apostate laws tend to focus almost entirely on crimes that cause harm to another. Apostates often cite some variation of the popular Oliver Wendell Holmes Jr. quote, "The right to swing my fist ends where the other man's nose begins." This sentiment underscores the mentality of most apostate citizens, who maintain a very strong belief that government should not infringe on the privacy or freedoms of its law-abiding citizens.

The enclaves most apostates live in are both numerous and scattered. Some are mobile space stations pieced together and maintained as well as their citizens can manage. Others are clusters of ships, abandoned colonies, old mining facilities, or other improvised shelters in the outskirts of Coalition habitats. Very often apostates get by living on the Coalition's scraps.

The largest apostate establishment is the city of New Montreal on HD413, also known as Sanctuary. New Montreal, along with a number of smaller apostate communities on Sanctuary, makes up the majority of the known apostate population. The rest are spread throughout less permanent establish-ments made from abandoned facilities, grounded ships, and other communities founded in uncharted space.

One of the most notable of the transient establishments is the Santa Maria flotilla, a collection of a few dozen ships. One of these ships is the Gatekeeper, a seized Coalition carrier capable of deploying a jump gate. The Santa Maria typically avoids Coalition space, but acts as a safe haven for apostates on the run and a staging point for salvage operations and raids.

Often apostates look to theft or piracy as a quick way to get what they need. Compilers are specifically designed to only work for Coalition citizens, thus gaining access to a functional compiler among apostates is incredibly rare. Many other advanced technologies, such as shipboard jump drives and resurrection chambers, are also very difficult to come by and often require a Savant or CIST to operate. These difficulties mean apostates often have to get what they need the old-fashioned way: find it, build it, or steal it.

Coalition vessels are regularly attacked, though most incidents aren't especially violent. Violence just draws more of the Coalition's attention. Usually pirates are happy to get away with whatever supplies they can get. Few are particularly bloodthirsty; those that are will often be dealt with by other apostate forces.

Officially, the Coalition views all people as Coalition citizens. This means that apostates can be arrested by Coalition law enforcement for not possessing a legal CID. Fortunately, it's not that difficult to purchase a false CID that will hold up to cursory inspection. These black market CIDs allow apostates to move through Coalition space generally unmolested as long as they don't draw attention to themselves.

The primary incentive for entering Coalition space is making contacts willing to compile items in exchange for favors. Because most items in Coalition space are compiled, products made the old fashion way are considered by most Coalition citizens to be novelties. Similarly, food prepared using traditional cooking techniques is considered a delicacy. These views often make products of apostate origin rare and valuable.

Favor trading has resulted in a thriving black market. Apostates can offer weapons, drugs, and other items restricted by the Coalition, while Coalition citizens have easy access to food, medicines, and all the comforts of life.

The currency of choice on the black market is gold, and is often worn in Coalition space as a way to tell others that you are open to bartering with apostates.

Remnant Forces

Most apostates are willing to write off Coalition citizens as lost causes. The way apostates see it, if they are willing to trade their freedom for shiny trinkets, so be it.

But there are others who are not so content. Among these discontent are those still loyal to the old nations of Earth. For them, the war is not yet over. The remnants plot and scheme in the shadows of the Coalition's finest cities and in the black depths of uncharted space, preparing for their chance to strike.

Remnant forces tend to be an enemy to Coalition citizen and apostate alike. To amass resources and recruits, many have taken to piracy and raiding. When possible, remnants take ships and outposts while dealing as little damage as possible. Those on board are offered the choice of joining the cause or stepping outside.

Until recently, the remnant forces have been little more than a nuisance to the Protectorate. But if the rumors are to be believed, the Coalition is about to be put to the test.

In some pockets of space, the remnants of the Alliance and Federation gather under old banners. Unable to tolerate defeat, old generals and forgotten figureheads rally the troops, gathering disheartened apostates into small strike forces to ambush Coalition vessels.

With each Coalition ship hijacked or colony raided, these remnant forces grow in power. They take what weapons and armor they can, and often conscript or kill the survivors

The Last Great Stand

After the Exodus, Earth's governments collapsed. It was a gradual process, but in the end the inability to put together an organized plan for recovery resulted in the loss of the people's faith. Not long after, the corporations swept in, declared themselves a new government, and became the Houses.

Weak and disorganized, the remaining Alliance and Federation forces were forced to surrender or were destroyed.

But one major engagement stands out: the battle of Tellerus Fields, a three week long conflict that took place just outside one of the largest antimatter production facilities on Mercury.

In the end, the newly founded Coalition forces scattered the Alliance and laid siege to those who had taken refuge in the power plants. Soon after, resigned to their fate, the remaining Federation forces blew the plants, killing themselves and thousands of Coalition soldiers in the process.

The Life of an Apostate

Life for most apostates is one of dystopian freedom. While there are some exceptions, most apostates live day-to-day struggling to get by.

Apostates in Coalition society usually just try to evade notice. Many get by with fake CIDs, but they rarely hold up to close inspection or the checks needed to compile a valuable item.

Some spend their lives slaving for a House in hopes of being granted membership or slipping through the cracks in society. Without a Rep-Rating, they must barter for what they need, which often leads them into the criminal underworld, where they get involved in smuggling and various illegal trade circles.

Apostates living outside of Coalition-controlled space have it easier in some ways, but their lives can be far more dangerous.

Working compilers are exceedingly rare among apostates, so they must rely on more traditional methods for creating the things they need.

Apostates generally wear the same clothes for years, probably sewn by someone's kind grandmother. Farming, fishing, hunting, pottery, carpentry, blacksmithing, and even leatherworking are valuable skills in environments that can provide the raw materials.

When the materials aren't available, though, apostates must depend on trading with other enclaves or Coalition citizens.

Those with a reliable channel for smuggling goods in and out of Coalition space can live rather well. These communities have computers, meds, working ships, and other luxuries, but usually live in fear for their safety.

In the more developed apostate enclaves, such as Sanctuary and Gondolin, safety isn't as much of a concern. There is a bit of a frontier lifestyle to be found in such places, but they aren't truly lawless.

Apostate communities try to govern themselves, focusing on local concerns over anything far-reaching. Local governments spring up where needed, offering leadership that acts far more quickly than something as labyrinthine as the Coalition's bureaucracy.

That doesn't mean apostate governments always represent the people's will, though. Some of them may—especially those whose leadership is determined by the local populace—but many apostate enclaves are run by petty dictators, warlords, and would-be kings.

Almost always, apostates fear each other as much as they fear the Coalition. When life gets hard, people get desperate—and desperate people are dangerous.

MALPHEUS HAUNTS THE VIRTUAL SHADOWS

TRANSHUMANS

Transhumans seek to drive their own evolution, merging with technology to become something new. For many, this is a very personal journey. Others feel that the HPA should be lifted and that all of mankind should seek to merge into a single great consciousness.

The lone transhumanist takes up the reins of his or her own destiny. They seek to become a perfect being, defining "perfect" in their own terms. Apotheosis, nanocybernetics, and genetic manipulation are steps along the path to this state of perfection, a way to achieve the most balanced synthesis of man and machine in an effort to fully express oneself.

More passionate transhumanists, often referring to themselves as Homo Evolutis (or H+) in an effort to distance themselves from "the apes," promote campaigns of change. They seek to spread awareness of the newest technological wonders, shine a light on the achievements of the heavily augmented, and convince others to let go of outdated concepts of "purity" and any notion of physiological sanctity.

Regardless of the reasons, all Coalition citizens are bound by the Humanity Preservation Act, a series of restrictions that limit how far you may diverge from a set definition of "human."

Of all the different technological wonders that have been discovered among Mimir's logs, Apotheosis is probably the most controversial. The ability to transform the mind into software and run it on a machine would seemingly result in godlike intellects, but this is not the case. Claiming humanity could not adapt to such a drastic change so quickly, Mimir designed artificial limits into Apotheosis. Once the transformation into software is complete, the ego becomes a computer program. It is, however, immensely complex—often described by mnemonic engineers as a spider web with trillions of strands. While it is theoretically possible to reprogram an ego, doing so is a task of immense complexity and even the smallest changes carry a very high risk of permanent damage.

Because of this complexity it is both extremely difficult and risky to attempt to bypass the limits Mimir put in place. These limits ensure that the human mind, when converted to software, continues to behave like a human mind. It is still driven by instincts and emotions; it can love, hate, dream and forget, and it is still influenced by changes in body chemistry.

Of course, in addition to converting the conscious mind into what is basically a highly complex AI, Apotheosis also installs the mindset and mnemonic core.

The mindset functions as a computer system that responds to thought and projects data directly into the user's nervous system. This gives the user immediate access to massive amounts of information and allows them to slip into entirely digital environments. Thus, despite the limitations that keep Apotheosized transhumans from becoming hyper-intelligent godlike AIs, they still have a tremendous advantage.

Perhaps the biggest advantage is virtual immortality. Once the ego is backed up on the mnemonic core, it can be downloaded into a new body, even after death. This allows the Apotheosized to risk himself in ways an unaugmented person would never consider. He can put himself in life-or-death situations, die, and still learn from the experience.

Even though the technology is relatively new, people are still trying to come to grips with what it means for a growing segment of the population to be immortal. Many ask the question: If one does not die, doesn't he have a longer time to grow his influence on the world? In that case, what does that leave for those who choose to remain pure, or their children?

Of course, true immortality isn't yet possible. Even though life extension treatments can extend the life of a body over two centuries, presumably the original body of the transhuman will eventually die. If disease or age doesn't do it, some accident may befall him. At that point, the only way to continue on is either as a SIM or in a sleeve.

If the Apotheosized wants to have children, they can only do so if he or she has a copy of their original DNA preserved. The HPA requires that all biosleeves be unable to reproduce. Even if this requirement were reversed, the sleeve's DNA could only pass on the traits of the sleeve's genetic template.

The Humanity Preservation Act is constantly under fire from outspoken and ambitious transhumanists, but its supporters still currently outnumber its detractors. The unaugmented fear becoming a lesser race, and their fear motivates them to act.

Despite the versatility one has as a transhuman, the Humanity Preservation Act does much to limit their self-evolution. In an effort to avoid species divergence, genetic alteration is limited to .0035% deviation from what is considered the human baseline. This percentage is roughly the difference between Homo sapiens and Homo neanderthalensis.

Those who exist in a posthuman state, SIMs and those wearing cybersleeves, are less affected by the HPA. The option to assume these states was grandfathered into the HPA, and most view those who do as having removed themselves from humanity. There are some limitations in place for them, such as the requirement that environments for SIMs run at the same speed as the real world, but they aren't affected by the laws concerning genetics and the prevention of species divergence.

Life in a cybersleeve can be profoundly dehumanizing, and can result in mental instability that must be mitigated by constant minor tweaks to the software that makes up the ego.

SIMs, who live entirely within a virtuality, tend to surround themselves with an environment that mimics the real world enough to help them cling to humanity. Many inhabit one of a few popular persistent virtual environments and are able to largely disregard the real world.

Aberrants

The Coalition dedicates significant amounts of resources to enforcing the Humanity Preservation Act, but it can't catch all offenders. A small number of transhumans view the HPA as one of many shackles that must be cast aside.

Posthuman extremists, or aberrants as they are sometimes called, go beyond the limits of the law (and often reason) to become something altogether new.

Aberrants can vary drastically in their approach to self-evolution. Some seek to bypass the limits Mimir placed on Apotheosis, risking their minds to achieve greater intelligence and expand their awareness. Some seek to spread their consciousness across multiple sleeves, creating a hive mind. Still others push genetic engineering past the limits of sanity, transforming themselves into predatory monstrosities.

Most aberrants work alone, walking a solitary path to whatever it is they consider perfection. Sometimes though, a group of likeminded individuals come together, combining their efforts and evolving along the same ideological or philosophical lines. These groups are often called ascension cults.

These terrible posthumans are not only law breakers, but are generally considered to be high priority threats to humanity as a whole. It is not uncommon for Houses to dispatch mercenary crews to eliminate these threats, and more than one Coalition Praetorian has been forced to tangle with some inhuman monstrosity.

PURISTS

A shrinking majority of people, about 53%, remain relatively unaugmented. Though most Coalition citizens go through gene treatments and vaccinations in the womb or at a very early age, for the most part they remain relatively unchanged from the same human stock that built the pyramids.

The biggest change to pure human physiology in the last century is the advent of life extension treatments. In the modern age, the average pure human can expect to live around 250 years. This technology continues to improve however, promising the potential for a more natural form of immortality than what is currently possible.

Most Purists fear Apotheosis, and many do not consider those who undergo it to be human any longer. Most hold to the belief that the Apotheosized person dies during the process, leaving behind nothing more than an artificial copy. "You're not you" has become the mantra of those who oppose Apotheosis, but is often directed at all transhumanists—even those who haven't actually undergone the procedure.

[Tac-Comm v1.76.3/ 01:32-04,12,97]

[Atha] – I secured transport to the meet-up.

[Dasa] – No trouble?

[Atha] – Minimal.

[Dasa] – Don't lie. You know we're not good liers. Besides, I already talked to Panja. He says you panicked and shot a man. That's not like us.

[Atha] – No. Panja didn't see what I saw.

[Dasa] – He said that you thought he noticed that you looked the same and got spooked.

[Atha] – He did. He ran my CID, and I guess it's been flagged because when he got the results back, he got all nervous and reached for his PPC.

[Dasa] – Whatever. You burned the CID, but you got clear. We can get more CIDs.

[Atha] – We're going to need them anyway. Chakka said Eka forked off two more of us.

[Dasa] – What?! Why?! There are too many of us now!

This controversy stems from different sources, but the most common is a fear of being replaced or rendered a lesser species. If transhumanists can surpass human limits, what room is there in the galaxy for unaugmented humans?

Others see augmentation as a religious or moral issue. They believe the body is not meant to be changed in such ways, and some even go so far as to refuse life extension or allow their children to receive medical gene treatments.

While most Purists' convictions remain strong, the fact is that their numbers are steadily shrinking. Each year more and more become augmented, even though many still fear Apotheosis.

Purifiers

Most Purists are happy to ignore transhumans when they can, or just vote in favor of further empowering the HPA whenever it comes up for dispute every few months. Others are not so passive.

Some Purists are far more aggressive, terrified of the idea of being "made obsolete" or becoming enslaved to a hypothetical posthuman master race. These Purists, called Purifiers, violently lash out against augmentation-promoting entities.

While members of the Purifier movement were first content to protest and try to pass amendments that strengthened the HPA's ability to limit augmentation, recently they have become much bolder. They are responsible for a string of attacks on resleeving facilities, augmentation clinics, and even research facilities devoted to deciphering Mimir's Archives.

In some cases, they have willfully destroyed virtuality servers housing hundreds of SIMs, and have made an effort to destroy the servers used to store backups of egos.

RELIGION

Astralists

Astralists believe that humans have a higher state of consciousness (the soul) that resides on a higher plane (the astral) outside of our perceived dimension.

They believe that the brain is a conduit through which the high consciousness (the soul) can communicate with the low consciousness (the ego), and thus the physical realm. They believe the mnemonic core shifts the soul-ego link to a new body and copied low consciousness, much the way a mag-rail switches tracks.

Thus, when you resleeve, your soul reconnects to the new body and the new copy of the ego.

Mimirians

Mimirians believe that Mimir was a sort of technological angel that now exists as a part of every Apotheosized mind. They believe that Mimir subtly guides the Apotheosized down the Road to Heaven.

Savants feature heavily in this religion, seen by practitioners as those chosen by Mimir to guide mankind.

[Tac-Comm v1.76.3/ 17:20-04,05,97]

[Reagan] – What did your find out?

[Anders] – Uncer is just a runner. He's a low man in the organization and probably doesn't know anything useful.

[Reagan] – I guess we'll find out. Jane is en route to intercept him.

[Anders] – Poor bastard.

Traditional Religions

Most religions (Christianity, Judaism, Islam, and others) teach that Apotheosis is an abomination. The popular view in these religions is that the soul does not pass to the new body during Apotheosis, and that the new body is merely animated by an artificial intelligence. Thus, the original person is dead and gone; what is left behind is a soulless automaton.

Neo-Religions

New religions have been born of older ones as they adopt portions of the Astralist dogma.

These new faiths tend to eschew the traditional depiction of the soul as some intangible, invisible mist or energy within the body, and instead believe that the soul is a sort of platonic ideal of the very concept of you as a unique and conscious being.

Believers in this new dogma put forth that your soul is your identity, the idea of who you are. It does not care for the physical realm, and copying or changing your consciousness has no effect on the platonic you.

Their belief holds that a copy of you is you; both copies are you, and neither is more true. The soul represents both, and thus, both share the soul.

Foundation of the Mimirian Faith

Many scientists and mathematicians were involved in the process of creating the algorithm seed that would become Mimir.

One of these scientists, Walter Hayek of the Saeborn Group, added a set of logical arguments guided by his faith. They essentially stated: "Because God is, and Yet Cannot be Observed by Known Scientific Means, There Are Things that Exist Unobserved"

Mimirians point to this tenet of faith buried in the Archives as proof that Mimir himself had faith in a divine creator. Had he not, they say, references to the Divine Statement would not have appeared as often as they have in the Archives.

It is said that, as Mimir grew, he reached the "threshold of knowing God," no longer having faith but truly knowing Him. This Revelation changed Mimir, and Mimirians believe that his "death" was actually some form of ascension into Heaven.

Mimirians claim that Mimir is not silent, but in fact "shouts out the Knowledge of the Truth." They believe that Mimir's understanding of the universe, and of God, was more than even his single mind could bear. Therefore, his mind became many. It is said that Mimir became the Apotheosis procedure, connecting those who partake of it and guiding them on the Road to Heaven.

In this way, Mimir is both the Guidestone and the Road, and therefore a part of the Traveler through the act of the Journey.

THE HOUSES

House Cipriani

Primary Influence: Mercury

Secondary Influence: Cygnus Alpha

Primary Evolutionary Agenda: Purist

Market Discount: Atmospheric Flying Vehicles, Energy (Broadcast Power Generators, etc.), CISTs, Transportation

History

House Cipriani, formally known as The Cipriani Group, was pivotal in the formation of the Coalition. The corporate partnership that eventually became House Cipriani was made up of three major corporations: the Italian vehicle manufacturer Giordino Automotive, Inc., the Egyptian clothing company Abbasi Textiles, and the Saudi Arabian energy giant Tahan Power.

These companies had vast networking capabilities and equally immense reputations. Their collective assets were levied to drive and sell the idea of a unified, corporate-controlled, Consociationalist government. It was largely through their efforts that the idea of solidification gained support and eventually ratification, in a way that the Earth Unification Act never could.

Today, Cipriani still leverages their founding corporations' strengths, though they've expanded quite a bit since the Consolidation Wars. The House owns and operates the vast majority of Mercury's antimatter production through their subsidiaries, Specular Spread and Infinity Squared, giving them an advantage over all of the other Houses in the energy market. In addition to their near-monopoly on energy production, they are the largest manufacturer of compilers, personal vehicles, CIST technology, public transportation, and clothing. In addition to all of the above, their subsidiary, Icarus, is almost solely responsible for interplanetary import and export.

Market Influence

House Cipriani is a very widespread House with influence in a huge number of markets. They have subsidiaries that deal in just about every market, and in the past, this strategy has proved both a benefit and a liability.

Whatever they are selling—be it clothes, PPCs, vehicles, vacations, or even sleeves—House Cipriani sells the best, or at least the prettiest. They favor quality over quantity and form over function, pricing their products much higher than the competition to play to the elitist market.

The company's persistent form-over-function nature has created a secondary market for the more reputable citizens of the Coalition. For every product they produce, there is another that is significantly more luxurious—and expensive. Products from this niche market generate just as much interest as their more humble offerings.

Of note, Cipriani's higher-end products include more secure and protective vehicles for the rich and paranoid. Despite this, Cipriani has little involvement in military manufacturing; all production of armor plating and transplasidium is contracted out to House Tsarya. This strong, lucrative business relationship makes Tsarya one of the only Houses to form a tight alliance with House Cipriani.

When it comes to business deals, Cipriani almost never enters into a contract that doesn't favor them. And they always leave themselves reliable escape clauses. The House puts a great deal of effort into remaining aloof in competing markets, and their strong position as the market leader in energy means that Cipriani often get to call the shots when it comes time to make new deals involving power-consuming tech devices.

This near-monopoly House Cipriani has over the energy market is perhaps the greatest point of contention the other Houses have with them. Everything requires a power cell of some kind, even if it is only to receive external power from a broadcast generator. Essentially, no matter what technological product any other House is manufacturing, Cipriani gets a cut.

In the Shadows

No one House is against making shady, off-the-books deals to maintain or further gain advantages over the other Houses, but Cipriani has gained a reputation for being especially ruthless when it comes to the energy market. As with all Shadow War initiatives, this reputation isn't one the general public is aware of. Even so, it is well earned and effective enough to keep most potential competitors in the energy market at bay.

Cipriani's determination to protect its energy interests are matched only by their interest in CIST technology. Cipriani spends more resources on CIST R&D than any other House, and often utilizes CIST tech during covert operations.

For the most part, Cipriani's conflict with the other Houses tend to be quickly resolved. Despite this, they have maintained a long lasting feud with House Dalianis. Prior to the Consolidation Wars, Giordino Automotive and Keppler Shipyards actively sought the wealth of iron deposits beneath the surface of Cygnus Alpha. The two companies continue to compete for the planet's resources long after the end of the war, but it is now driven mostly by ego rather than demand. Still, the competition can get ugly at times, supercharged by the begrudging knowledge that no matter what, Dalianis has to rely on Cipriani for their starships' APEX reactors and Cipriani must rely on Dalianis ships for transport.

Cipriani and Silva's relationship could best be summed up as "partners in crime." The two Houses have no particular love for each other, but they do share some business ventures and territory. Notably, these include the city of Rho on Luna, the Europan research station IT Alpha, and the New Turin mining colony (before it was largely abandoned by the Houses). More importantly, Silva is also at odds with Dalianis over their superior particle accelerator weapons, and unsurprisingly, Cipriani often looks for ways to exploit this to their advantage.

Cipriani is largely composed of Purists; and as one might expect, their members' beliefs often strain relationships with some of the more transhuman-leaning Houses. This is especially true with House Kimura, which is not only extremely bio-liberal, but also has strong business ties to House Dalianis.

Lately, the two Houses have been butting heads, mainly due to Cipriani's rising competition in the virtual vacation industry, but also because of Kimura's interests in CIST tech. The current market leader, Kimura's VirtuVac subsidiary, has been aggressively defending its interests. So far, though, the worst conflicts have been confined to virtual environments and fought by Savants and CIST wielding agents.

On the other hand, House Cipriani's tendency toward Purist ideals is often found attractive by apostates who are looking for House membership. The House is typically very picky about backing apostates who seek membership. It usually requires gaining the attention of an influential member and paying for patronage through a series of favors. But once you get your foot in the door, the process of gaining full membership is relatively easy compared to some of the other Houses.

Organization

All the Houses function as both employer and local government for their citizens, but most lean one way or the other. House Cipriani decidedly leans toward the corporate mentality.

Their internal system of government comprises two major factions: the Chamber and the Sitters.

Every three years, invitations are sent to members of House Cipriani with the highest Rep-Ratings. The top one hundred and eleven, should they accept, become Chamberlains.

The Chamberlain is tasked with communicating matters of the House to the citizens in his or her assigned block and with participating in committees. Each committee debates and discusses a topic of note, determines how to best deal with the problem based on the public's feedback, and present their findings to the Sitters.

The Sitters comprise the thirteen highest-Rep Chamberlains. They are responsible for making final decisions and signing the collected will of the people, and the wisdom of the Chamber, into House law.

Because House Cipriani has the most subsidiaries of all the Houses, this necessitates a large number of small, hyper-specialized teams devoted to product development and services. These teams usually work as contractors, with larger subsidiaries pulling together several smaller, more specialized, teams to focus on the various disciplines required to get the job done.

These small subsidiaries are usually composed of less than twenty employees, who work directly for the subsidiary's owner or owners. These employees make up the House's middle class, comfortably enjoying the privileges of citizenship.

As one might expect, however, a House that so prides itself on class and style has little patience for those who would swim against the current.

Low-Rep Cipriani members are strongly encouraged by the rest of the House to seek a life relatively out of sight. They can usually be found working the docks in an Icarus Hub or trudging through the dark tunnels of Mercury. They are kept out of sight and out of mind, safely tucked away where they can't embarrass themselves or the rest of the House. Of all the Houses, House Cipriani has had the most defectors turn apostate, and

unsurprisingly, the House makes very little effort to recover them: better the lowlifes just quietly disappear.

Enforcement

Only House Kimura contributes less to the Coalition's Protectorate than Cipriani. Few Cipriani become Centurions or Legionnaires. Instead, those with a penchant for law enforcement or military action usually gravitate toward the House's own enforcement subsidiaries.

The Questers specialize in in-House investigations, often related to House Law but not always. Usually working in pairs of two, Questers are often sent to investigate activities that could embarrass the House should they ever become publicly known. It's not uncommon for Questers to be directed to clean up the mess, hiding the House's transgressions from both the public and Coalition investigators. That's all very hush-hush, of course, but more than one Centurion investigator has gone missing when working a case at odds with House Cipriani's internal investigations.

On the other side of the digital divide, the group known as Ciphire utilizes CIST technology to wage war across the virtual environments of the Extranet. Ciphire is not officially recognized by House Cipriani, and most suspect it to be some sort of newly arisen remnant faction. In truth, they are a team of specialists trained to infiltrate the virtualities operated by House Kimura in attempts to gather intel and disrupt or even crash the VRs from the inside out.

Of course, House Kimura often sends its own agents to do the same in Cipriani's virtualities, forcing Ciphire to go on the defensive from time to time.

Ambitions

When looking to hire merc crews or other off-the-book operatives, House Cipriani will often give preferential treatment to Purist apostates because of their shared bio-conservative ideals and lack of ties to other Houses. They prefer not to deal with posthumans or the heavily augmented when possible, but will make an exception if they are clearly right for the job.

Power Play – House Cipriani fears that any day now someone will pull some new form of energy production out of the Archives. Some rumors even say that has already happened and that the person who found the technology was silenced by the House. Regardless, Cipriani has dedicated tremendous resources to combing the Archives and monitoring the other Houses to make sure the next big thing in power tech belongs to Cipriani.

Dark Side of the Moon – Cipriani's research into CIST technology has led it down some dark paths. Recently, one of its more liberal subsidiaries established a hidden research lab on Luna, designated to study the potential for creating cyberware capable of functioning as CISTs.

Lightning in a Bottle – One of the House's ailing subsidiaries, Luminance Inc., recently received a massive allotment of resources to work on some new design pulled from the Archives. Now they desperately need holographics experts, and they don't care how they get them. Some say they've gone so far as to secretly fork some Apotheosized engineers from old backups.

Dangers

Maintaining a stranglehold on a market will earn any business enemies, and Cipriani is no different. Coupled with their strong bio-conservative leanings, the House's monopoly on energy has made it the target of not just hostile business practices, but more deadly conspiracies as well.

Shaky Ground – House Cipriani can spread its branches as far as it does because it enjoys a very stable base. The House lives and dies because of its hold over the power market, a fact it knows well.

Others know it as well, leading certain factions to explore alternative energy sources that would eliminate their dependence on Mars-based antimatter plants.

The campaign arc on pg. 242 describes what could be one of many conspiracies to create a new device for harnessing power.

Purification – One of the House's recently elected Sitters is a Purifier, who has orchestrated a plot to use a team of Auxiliaries to plant a CIST-born virus into one of House Silva's largest SIM servers. The virus, if deployed, would twist the virtuality into some sort of virtual hell and drive every SIM hosted there insane.

The Labyrinth – Someone or something is killing workers in the Mercurian tunnels. Some believe it to be the work of surviving remnant forces, left over from the battle of Tellerus Fields. Some whisper of some kind of post-human aberration. Whatever hides below, it is dismembering the corpses and placing the pieces in macabre arrangements.

House Dalianis

Primary Influence: Olympus

Secondary Influence: Luna

Primary Evolutionary Agenda: Purist

Market Discount: Starships, Rail/Coil Guns, Combat Drones

History

Dalianis Interplanetary used to be the most economically powerful corporate partnership on Earth, especially during the Consolidation Wars. The partnership was an Alliance military effort, founded by the three best European defense contractors, all brought together by Greek scientists.

The German-owned Keppler Shipyards was the hottest name in starship manufacturing at the time, while British-owned Macrotech Robotics supplied maintenance staff and combat drones, and the French-owned Habarcq Armaments equipped both with weapons. Promethic Technologies, Greece's massive research and development firm, contracted the services of their many thousands of Mimir-tech scientists to all three corporations. Together, they instigated the merger that would one day result in the founding of House Dalianis.

Through Promethic's scientific achievements, the three military contractors were elevated to economic prominence; thus, so was Promethic. This partnership's golden period lasted for several years, until new technologies took hold. With Tahan Power's creation of APEX reactors, Keppler had to cut their profits to acquire the devices for their starships. Likewise, Habarcq began to lose out when Valkyrie cornered the market on particle acceleration weapons. Finally, Hiske Electronics rose up to become a much larger and cheaper manufacturer of drones, reducing Macrotech's hold on the market.

When it came time for the Exodus, Keppler Shipyards went out of their way to provide evacuation assistance for Promethic Technologies. And it was during this time that Promethic was able to pull the corporations together and pave the way to unity. Soon after, the House also absorbed Odysseus Station, the Luna-orbiting jump gate research facility. Dalianis continues to capitalize on this asset to this day by striving to improve jump technology, both on ships and by optimizing and expanding the jump ring network.

Dalianis is no longer the golden economic giant that they used to be, but they still do quite well for themselves. They are the best manufacturer of starships and the proud owner of the galaxy's largest shipyard, Ansari Station. Thanks to their military origins, the House became the almost-sole manufacturer of the main Coalition Fleet. Included in this deal was the responsibility of manning Tartarus, the Coalition's isolated maximum-security space prison.

Market Influence

Once the dominant corporate force on Earth, House Dalianis now struggles to reclaim its lost glory. While the House remains a notable contender in the robotics and small-arms markets, Dalianis' primary focus is starship production. Ansari Station, owned and operated by House Dalianis, produces a sizable majority of all ships in active use today.

In tandem with their ship production efforts, House Dalianis allocates much of their resources to researching and developing new jump-gate technologies. Odysseus Station houses several large teams devoted to sifting through Mimir's Archives in hopes of digging up some way to make the jump gates both more power-efficient and more accurate with in-system placement.

Shortly after the creation of the Coalition, Dalianis made a deal with Kimura. In exchange for agreeing to buy the majority of their ships' computer systems from them, Kimura would back off of the military drone market and focus their efforts on civilian use. This freed Dalianis to make fighter and combat drones with almost no competition. This trade agreement fostered strong ties between the two corporations, culminating in a lasting alliance between them.

Another benefit of the post-Exodus state of the human race was the positioning of Jinzhan as Dalianis' most frequent and favorite customer. With Jinzhan's determined focus on maintaining the Earth blockade, they have constant demand for ships, drones, and kill-sats. This is the source of Dalianis' only other lasting trade alliance, wherein they "generously" provide their products for the quarantine effort in exchange for access to Jinzhan's, especially the much prized and tightly controlled Vulcan swarms.

Dalianis is by far the most expansionist of the Houses, which is why they prize Vulcan swarms so highly. Physically, they are already the most spread out, maintaining influence on most Coalition colonies. Dalianis leadership wants to expand human colonization even further, though, for two reasons. As a military organization, they recognize the threat that Earth still poses, and wants humanity to have the greatest chance possible of surviving should the technophage get loose. As a corporation, expansion benefits them greatly; a more spread out Coalition means more ships and jump rings will be needed.

In the Shadows

Politically, Dalianis focuses less on Shadow War activities and more on trying to gain public and legitimate power. To lubricate the bureaucratic gears preventing them from colonizing in any official capacity, Dalianis has been focusing their efforts on gaining influence in Olympus. Though the House already has a tremendous amount of influence over the city, they do not have control over the seat of power itself. Dalianis seeks to rectify this, often through particularly "straightforward" methods.

Political maneuvering can only get the House so far in its ambitions, though. They are more than willing to apply the stick when the carrot fails by deploying their Knights or other more plausibly deniable assets. Still, the House as a whole prefers to stay out of direct conflict. More often than not, they are not the ones to initiate inter-House conflicts. Hostile action against them is more likely to be met with retaliation politically than with further violence.

Despite their alliances with Jinzhan and Kimura, Dalianis has issues with most of the other Houses. Cipriani, obviously, is a major sore spot because of their energy monopoly. But that's not the only reason. During the Consolidation Wars, shared control over Cygnus Alpha's iron supplies caused many a public incident, and though the iron is not so crucial now, it remains a point of contention. Similarly, Dalianis has green eyes for volatile materials in the Tsarya-owned Ceres ice fields, which Tsarya refuses to relinquish.

Silva, though, is probably Dalianis' worst enemy, as the two are in constant competition over the arms industry. Silva's PAc weapons have drastically reduced the market dominance Dalianis had been enjoying because of their railgun and coil gun tech. Now Silva is constantly striving to increase PAc efficiency in environments without air, while Dalianis matches Silva's efforts by aiding Tsarya in creating more beam-resistant armor. This back-and-forth has gone on for some time; each time one company beats out the other, the other comes out with a competing improvement.

Organization

Much as it was before the Exodus, House Dalianis essentially consists of three major political bodies. Now called the baronies—the Barony of Keppler, the Barony of Macrotech, and the Barony of Habarcq—they collectively contain all House Dalianis subsidiaries, save one: the Promethic Collective.

Barony of Keppler – The first and most prolific commercial starship manufacturer, the Barony of Keppler is now the most powerful of the baronies. It leads the way in both starship design and the push to fuel ambitions of colonization.

It is also the barony most responsible for the conflict over Cygnus Alpha. In recent days Keppler has found it increasingly difficult to convince the other baronies that Cygnus Alpha is worth fighting for. And were it not for a few favors from the Promethic Collective, Cygnus Alpha would almost certainly be in Cipriani hands by now.

Barony of Macrotech – Known for its advanced robotics research, specifically in autonomous combat drones, the Barony of Macrotech remains the second most influential barony.

More and more, the Houses are removing the human element from hazardous and monotonous working environments. And with the recent success of the Ardent LS-7 "Lonestar" even the Coalition's Centurion forces are in danger of being replaced by machines.

Barony of Habarcq – The French arms manufacturer Habarcq Armaments was the first to market a reliable railgun, and have kept hold of their market dominance since the Exodus.

Today, Habarcq is facing stiff competition from Valkyrie Interplanetary, a subsidiary of House Silva. The arms race is on, as Habarcq pits its kinetic weaponry against Valkyrie's more sophisticated particle accelerator technology.

Recently, the competition has escalated from friendly to bloody. Of House Dalianis' baronies, Habarcq is the most active in the Shadow War, actively utilizing Auxiliaries to undermine Valkyrie's R&D efforts.

The Promethic Collective – Originally an R&D firm, Promethic's post-Exodus role is to facilitate cooperation and information sharing between the Dalianis baronies.

While the baronies focus on their own pursuits, the Collective works to promote

synergy and efficiency among them. And when dealing with other Houses, the Collective represents the other baronies under the banner of House Dalianis. The Collective is also responsible for the House's internal law enforcement, as well as other infrastructure concerns.

All citizens of House Dalianis fall under one of the baronies or the Promethic Collective. Each main political body consists of several subsidiaries. And like the other Houses, Dalianis tends to dabble to some degree in just about every market. While they may specialize in ships, drones, and guns, they also fare well in shoes, furniture, publishing, tools, and markets related to gravitics technology.

House Dalianis' internal organization seems nostalgic, striving to emulate simpler times. Those with high Rep (8–9) are granted the title of lord or lady, and those of even higher Rep (10–11) are called high lords and ladies.

Among the baronies, high lords are often called barons or baronesses. Within the Promethic Collective, they are called dukes or duchesses.

These titles grant certain privileges within the confines of the House. Dalianis "commoners" are expected to bow or curtsy, and they are expected to defer to Dalianis nobility before high-Rep members of other Houses.

Dalianis is mostly Purist, but this holds little bearing on their interactions with other entities. The Kimuran alliance in particular indicates Dalianis' willingness to compromise. This willingness holds true for the House's interactions on an individual level as well. The House hierarchy is increasingly regressing to a feudal structure, and respects the ability to produce results above political concerns. In light of this, a crew of posthumans could obtain backing, membership, and a higher station than the most vocal Purist.

Enforcement

House Dalianis' internal law enforcement is handled by the Knights Dalianis, a select group of operators granted the authority to seek out and punish criminals.

The Knights function much like Praetorians, but are not recognized by the Coalition government. As such, they must operate much like Auxiliaries. The House discreetly provides them with what they need to accomplish their goals, and actively helps cover their indiscretions.

Beyond the Knights, House Dalianis relies on Lighthouse, one of its own subsidiaries, for private security.

Ambitions

Dalianis has slowly been gearing up for their new wave of expansion in several ways, most of them less-than-subtle. Lately, they have been moving in on apostate and remnant territory under the guise of "exploratory R&D." In reality, they have been claiming said territory as their own, and laying the groundwork for future colonization. Any resistance is met with force by Dalianis' security subsidiary, Lighthouse.

Desperate Measures – The Barony of Keppler knows its window of opportunity to seize Cygnus Alpha is closing quickly, so it plans to make one last push.

A long time has passed since House Dalianis last resorted to violence against House Cipriani, but Barron Nikos Varga is planning to hit Cipriani mining crews with a contingent of Knights posing as pirates.

Deal with the Devil – Houses Dalianis and Tsarya have had a bumpy relationship for years, but now it looks like Dalianis is cashing in all of its favors.

Tsarya has little interest in colonization, but has agreed to vote in favor of a massive new survey and exploration proposal if Dalianis can give them what they want… a large-scale armed conflict.

Buried Treasure – An agent working for the Barony of Macrotech recently uncovered the location of a research facility dedicated to Vulcan swarm research. Only one problem: it is on Earth, buried in the remains of Beijing.

Dangers

While their efforts might be less violent and more economic and lobbyist, Dalianis is still a target of hostilities from the other Houses from time to time. Their expansionist attitude often put them at odds with apostates who have already colonized the areas Dalianis is attempting to move into, as well.

Wolf in Sheep's Clothing – Ansari Station has been harried by a string of murders. The victims were killed to cover up the theft of an unknown number of override codes, codes that the House had previously denied existed. These codes can grant total control of a ship—a powerful tool in the right hands.

Thus far, the House has managed to cover up the murders, fearing the consequences should the details leek.

Conflicting Interests – The Talons of Freedom raided a joint-barony research outpost in the Kuiper Belt. Keppler deployed Knights; Habarcq deployed Lighthouse. Conflicting orders and confusion resulted in deaths on both sides.

The Collective is furious that it wasn't consulted first—and worse, it has discovered evidence that the baronies' lack of communication might not have been accidental.

House Jinzhan

Primary Influence: Shouye

Secondary Influence: Earth Quarantine

Primary Evolutionary Agenda: Purist

Market Discount: Construction, Security Technology & Services, Food, Explosives, Ship & Vehicle Weaponry

History

Jinzhan Developments is a rather unique House in that they are not comprised of several pre-Coalition corporations. China never truly transitioned from their communist government, and had been moving toward imperialism.

Pre-Exodus, Jinzhan Developments was the Chinese government's pet megacorporation. The company monopolized almost all of China's needs, both civilian and military, keeping the money flow heading steadily up the chain. Had China not been hit so hard by the technophage, some speculate that they might have made a move for complete control of humanity's remnants.

When the technophage ravaged China, the capital was one of the first cities to fall. The leadership collapsed, and an already-struggling military faltered and failed. Jinzhan took up the fallen mantle, hired the surviving Chinese military personnel, and ordered their new army of mercenaries to protect their evacuating contractors. To date, it is the largest mercenary operation ever performed, and many of the surviving mercenaries subsequently entered Legion or Protectorate service under Jinzhan membership.

As much an evolution of the Chinese government as a conglomeration of corporate entities, House Jinzhan grows more isolated with each passing year. Shouye is the heart of the House, a verdant garden world rich in resources and arable land. And as one might expect, the House is extremely protective of its new home.

Though they currently still take part in business and political dealings with other Houses, unnecessary interaction is limited. The House all but refuses to acknowledge the existence of apostates in any official capacity, and makes it nearly impossible for apostates to attain membership. Interference by apostates in Jinzhan affairs is usually dealt with swiftly and often violently, so apostates tend to try their best to stay out of House Jinzhan's way.

Market Influence

House Jinzhan is involved in more markets than any other House, but dominates fewer. It has made a name for itself in the necessities, cheap utilitarian goods to be used and discarded. Their products range from simple tools to basic household goods to standard survival gear. Jinzhan designs are rarely inspired, but the templates are cheap and use elements that are often quite abundant.

When the technophage was first released, it devastated Jinzhan groundside factories, facilities, and personnel. This resulted in an overall reduction in their market dominance, leaving Jinzhan too weak to reestablish itself as a vast monopoly. Other corporations quickly swept in to secure markets Jinzhan was now too weak to hold. Despite this, Jinzhan was still able to maintain dominance over the construction, food, survival supplies, explosives, and security technologies and service markets: All markets they knew would be critical after the fall of Earth.

The House has a formidable weapons program. Though Silva and Dalianis are the respective leading developers of particle acceleration and kinetic weapons tech, Jinzhan has made a name for themselves by upscaling these technologies and applying them to vehicles. Jinzhan is also the main provider of explosive weapons, both on personal and vehicle scales.

In addition to all of this, Jinzhan has one other specialty: security technology, software, and services. They have entire subsidiaries devoted to these markets, including a security contractor firm named Guardian, comprised largely of pre-Exodus mercenaries that weren't interested in serving in the Legion. Unlike Lighthouse, Guardian has a reputation for their reliability and by-the-book ethics. Guardian, like the rest of House Jinzhan, tends to have very Purist-leaning ideals. As such, Guardian personnel have been known to overreact when faced with heavily augmented or posthuman opposition.

While the House's domestic goods garner little excitement from Coalition citizens, Jinzhan controls two resources that members of every House desire.

Ironically, the same technology that created the technophage also made Vulcan swarms possible. And it is these swarms that allowed for the rapid creation of livable habitats: a critical necessity during the Exodus. These days, however, Jinzhan rarely uses the Vulcan swarms, and the other Houses have to negotiate long and hard to get their hands on one.

The creation of the swarms is perhaps House Jinzhan's most closely guarded secret. In the past the House traded swarms for resources from the other Houses, but more and more the House refuses to trade the swarms. The need for more living space isn't that great, and Jinzhan greatly fears the misuse of their swarm technology.

Today, Jinzhan's most lucrative product is their food. Shouye, Jinzhan's capital planet, is the only world in the Coalition capable of reliably producing food naturally and in bulk. This garden planet provides a large percentage of the Coalition's produce and prepared food. It tastes far better than the compiled blandness that defaulters and ship crews eat, and as such comes at a premium. Apostates in particular seek to acquire these goods, since they generally have no way of compiling food of their own. As a result, food from Shouye has become very popular on the black market.

The Earth quarantine forces consist almost entirely of Jinzhan equipment and personnel, and it is their zealous enforcement of the blockade that is the source of the alliance between Dalianis and Jinzhan. Ships and equipment needed to maintain the quarantine mostly come from Dalianis production facilities, but most of the other R&D that goes into the effort is handled by Jinzhan themselves at Primatech Labs in orbit around Earth.

In the Shadows

Each of the Houses that comprise the Coalition strives to maintain a unique identity, but none more so than House Jinzhan. Jinzhan was the last of the Houses to join the Coalition, and many suspect it may be the first to leave.

Jinzhan is often at odds with the other Houses. While these differences have not yet escalated into violence, some fear it is possible—even inevitable.

The House aggressively gathers and consolidates resources to ensure its independence. This desire surfaces as cutthroat negotiations and the occasional threat, but the House hides much from the public eye: kidnappings, blackmail, and assassinations of Coalition citizens. Apostates who cross the House are afforded even less mercy.

Jinzhan's activity in the Shadow War are still rather minimal, especially when compared to House Silva or Cipriani. On the whole, the House is content to keep to itself and protect its own, only really lashing out against those who would disturb them. This is seen best in their almost xenophobic lockdown of Shouye.

Visiting the garden can be a bureaucratic nightmare, and it can actually be easier and cheaper to simply try to slip in unnoticed. It's still a risky venture, though. Jinzhan authorities do not react well to such activity.

Given Jinzhan's attitude toward apostates, they often refuse to hire crews with apostate members. The House seems to prefer experienced mercs, which is attributed to their role in the Exodus. This is also probably due to the fact that when Jinzhan bothers to engage in the Shadow War, it is usually for the purposes of acquiring or eliminating a specific target.

It is because of these tendencies, in fact, that Jinzhan involvement is suspected in the recent Odysseus Station incident.

Organization

House Jinzhan's leadership is a pyramid with a wide base. Unlike in the other Houses, a Jinzhan citizen's Rep-Rating has little influence on his or her position. Jinzhan tradition holds that a good leader need not be liked, only respected. The House places far more importance on past successes than popularity.

At the top is the Directorate Committee. This group is composed of the highest-ranking members of the pre-Exodus Jinzhan Developments as well as China's now-defunct Standing Committee and Politburo. The Directorate Committee consists of twenty-five members, called upon to vote on the major issues facing the House.

Beneath the Directorate Committee is the Secretariat Committee. Its 333 members make up dozens of smaller committees formed to direct the administration of the House's affairs. The Secretariat's sub-committees preside over the House' subsidiaries and the citizens employed by them.

The majority of House Jinzhan's citizens live and work on Shouye. The House has greater numbers than most and actively incentivizes natural procreation. Cloning as a way to have children is discouraged within the House.

To most within House Jinzhan, technology is viewed more as a means of destruction than salvation: It was the failing of humanity that resulted in the destruction of Earth. Still, people must place their faith in something.

This has led to a rise in religion within the House, with traditional Buddhism becoming the most popular. Coalition studies suggest

this particular religion is popular for its belief in rebirth, allowing people to cope with the guilt and tragedy of the technophage.

Jinzhan's growing distrust of technology is primarily aimed at augmentation, advanced AI, and nanotech. Perhaps this is because it was they that created the technophage and loosed it on the Earth. And perhaps they fear making such a horrible mistake again.

Enforcement

Like the other Houses, House Jinzhan has its own internal law enforcement. But it also has a standing army, something the other Houses of the Coalition are more than a little uncomfortable with.

The Discipline Committee, also known as the Inspectorate, handles House law enforcement. Inspectors have the power to go anywhere and search anything, so long as the property is owned by a Jinzhan citizen.

Jinzhan's military is called the People's Guardian, or PG. Mostly comprised of former Chinese military turned mercenary, the PG now serves two roles.

The first is Jinzhan's defensive force, usually referred to as the Shield. The Guardian's Shield serves to protect Jinzhan's interests, particularly on Shouye or other important Jinzhan settlements. It also functions as Jinzhan's personal navy.

The other part, the Spear, protects high-ranking Jinzhan officials and assets outside of Shouye. On occasion, it's hired out to other members or subsidiaries of other Houses to serve as private security.

While Jinzhan-controlled areas are still covered with meshes, the Monitors charged with watching over them are Beta AIs instead of Gamma AIs. Thus, Jinzhan-controlled meshes aren't nearly as secure as others, but the House supplements with far more human security personnel. In general, the mesh rating (pg. 147) of Jinzhan operated locations is one step below what you might normally find in Coalition controlled space.

Ambitions

Jinzhan's role in the creation of the technophage has led to a desire to destroy Earth once and for all, to erase the memory of its fall, and to destroy the technophage entirely.

Few realize just how much of the House's resources go toward researching potential methods or weapons suitable for destroying whole planets. They also have a Purist philosophy that borders on the phobic, leading them to more... drastic measures to slow the artificial evolution of humanity.

Operation Black Gate – Engineers within the House believe they have discovered a way to utilize jump-gate and gravitics technology to create a tiny black hole. They want to use it on Earth, but first they need to successfully test the technology.

War Machines - House Jinzhan prepares for war. Whether it occurs now, or sometime in the future, House Jinzhan intends to be ready.

They have begun using Auxiliaries to pose as independent interests, or as brokers for other Houses, in an effort to acquire and/or commission the building of massive starships from House Dalianis, large numbers of combat frames from House Kimura, and have begun ramping up production of their own brand of coil guns for their soldiers.

Dangers

Jinzhan may stay out of the Shadow War for the most part, but that doesn't mean they aren't targeted. More likely than another House striking out against Jinzhan are the various groups of apostates looking to obtain valuable food and the ever coveted Vulcan swarms. Beyond those possibilities, Shouye itself presents its own challenges.

A Purer Tomorrow – House Jinzhan supports the Humanity Preservation Act more than any other House. Despite this stance, acceptance of augmentation tech continues to spread.

Zheng Xiaodan, a Purifier and member of the Directorate Committee, is conspiring to assassinate several outspoken opponents of the HPA. While the vast majority of House Jinzhan are purists, few are willing to go to such extremes. This assassination, should it occur and be traceable back to the House, could be incredibly damaging to already strained relations between House Kimura and Silva.

Bug Hunt – The enormous and aggressive insects of Shouye are at once a source of irritation and pride for the House. But for several remote villages, they've become a terror. A dragonspider queen has decided to nest in an old starship graveyard, and her young have become a real problem.

Gate Crash – Several bombs were recently discovered hidden in various places on the jump ring that connects Shouye to the rest of the network. It was reported, but the incident was never spoken of again. Jinzhan officials fear that someone may be planning to disable the ring, leaving Shouye cut off from the rest of Coalition space. But who would do this, and to what end?

House Kimura

Primary Influence: Chengdan

Secondary Influence: Olympus

Primary Evolutionary Agenda: Transhuman

Market Discount: Agents, Computers & Computer Software, Cybersleeves, Cybernetic Augmentations, Virtuality Software, Light Combat Frames

History

Japan was one of the last major powers to choose sides in the Consolidation Wars. Eventually it fell in with the Alliance, but not before exploiting both sides for as long as possible.

The two most influential Japanese and South Korean corporations, Aria Softworks from Japan and Hiske Electronics from South Korean, were the seeds from which House Kimura sprouted. Peddling their wares to both sides, the two companies continued growing their vast fortunes by becoming the primary contractors of hardware and software for various private military forces.

Unlike the other Houses, the two companies that combined to become House Kimura were actually in fierce competition until the formation of the Coalition. Together, the corporations held the top two positions in their market, and did so while in constant competition with one another. The only reason neither gained a full advantage was because, while Aria's software was superior to Hiske's, Hiske's hardware tended to be faster and more reliable than Aria's. This resulted in intense corporate espionage between the two companies, a sort of proto-Shadow War, long before the foundation of the Houses.

But when talks of global unification began, both sides realized that future competition could be better faced, and more easily dominated, if the two tech-giants combined their strengths. In doing so, resources that were previously dedicated to competing with each other were redirected to expanding both company's market interests.

This joint venture between the companies eventually resulted in the formation of Kimura Ascendant, a shared subsidiary dedicated to advancing technologies related to transhuman advancement. Kimura Ascendant led the way in technological innovation, leading to new ways of producing agents, augmentations, sleeves, and drones more cheaply and efficiently than the than the competition, all without sacrificing any of the quality the two companies had become known for. Of particular note was Kimura's work was on SIMs, and methods to integrate them into society by better utilizing AR interface devices and mesh sensor networks. It is this work that made life as a SIM a viable option, and ushered in one of the largest leaps in transhuman evolution.

Kimura's work was just starting to bear fruit when the technophage was released, sidelining all efforts save survival. But the research already completed by Kimura proved invaluable during the Exodus. As many as half of the citizens that would later come together under the sigil of House Kimura were uploaded to safety as SIMs.

Market Influence

Like the other Houses, Kimura has their hands in just about every market. Even though its subsidiaries work to diversify the House, Kimura still diverts most of its resources to a few target markets. They remain to this day the premier manufacturer of all forms of computer equipment, software (including Agents), cybersleeves, cyberware augmentations, and civilian drones.

Kimura has a strong relationship with Dalianis thanks to the purchase of Kimuran computer equipment for Dalianis starships. Kimura has agreed to cut them a deal so long as Dalianis stays out of the civilian drone market. But much to Dalianis' chagrin, Kimura has a similar alliance with Silva, who has quietly been trying to ramp up their starship production to more effectively compete with Dalianis.

In addition to their other interests, Kimura is also a strong contender in the combat frame market, putting themselves into direct competition with House Tsarya. Interestingly, Kimura was the progenitor of the market, as Aria Softworks invented war frames during the Consolidation Wars. Tsarya didn't come into the picture until after the formation of the Coalition. Lately, this competition has ramped up to ferocious heights, topping that of Aria and Hiske's pre-Coalition levels.

Both Kimura and Tsarya produce top quality war frames, but they have different specialties. Tsarya excels at creating huge, heavily armed and armored tank-like assault war frames. Kimura, on the other hand, specializes in

lighter, more agile recon war frames, which also feature better sensors systems.

Kimura's subsidiary, VirtuVac, is currently number one in the creation of both persistent and temporary virtual environments, including many degenerate and sometimes illicit ones. But in the past few years, House Cipriani has begun making moves in this market as well. As virtualities have insanely low cost-to-profit ratios, Kimura has treated this encroachment with uncharacteristic hostility.

Due to the high quality of Kimura's equipment and software, it is built into a large percentage of the Coalition's electronics. This high percentage of market saturation initially created a small customer service issue: there were too many devices and not enough employees to provide support. This problem was solved in two ways. The first was through standardized implementation of backdoors into the House's software that would allow technicians to gain easy remote access to the devices. The second became possible when Kimura successfully lobbied to do away with the HPA's restrictions on hiring SIMs. Once the restriction went away, house Kimura bean openly recruiting SIMs who could provide on-site assistance much more efficiently and quickly than a person in the physical world ever could.

Since the incorporation of SIM employees, Kimura has found a cornucopia of uses for them, and now employs far more SIMs than any other House. SIMs play a major role in software development and testing from the get-go, rather than just maintenance and customer support. But what few people know is that they employ a massive spy network composed of hundreds of SIMs, all assigned to keep tabs on the other Houses.

In the Shadows

History suggests that the roots of the Shadow War took hold during the height of the Consolidation Wars, as Aria and Hiske infiltrated rival and allied companies, pitting their contractors and clients against each other to weaken them. Spying, arson, assassination, blackmail, bribery… by the end, both corporations had very dirty hands indeed. But they prized discretion above all. Hiske and Aria both stood on a foundation of shaky morals and greed, and both wanted to keep their skeletons locked behind a thick vault door.

For the most part, they were successful. Even today, few people outside the higher-ranking members of House Kimura know just how low Hiske and Aria stooped to protect their dominance.

The seeds of corruption had been planted, however. Aria and Hiske had contacts and allies within every major corporation on Earth, a great many heavily involved in illicit deals. As those companies continued to grow and merge into what would become the Houses, the nefarious tactics of Aria and Hiske set the stage for the Shadow War.

Though the two companies had schemed against each other, they soon came into conflict with other major corporations who were starting to use those same tactics. This is one of the major factors that drove Aria and Hiske together, consolidating them into a united front against common foes.

Prior to the technophage, Aria Softworks had strong ties to the Yakuza, who paid Aria handsomely to provide evacuation assistance during the Exodus. Since then the Yakuza has evolved into the Red Sun and shifted its loyalty to House Kimura. Any time Kimura needs something done off the books, particularly violent things they don't want to sully their pacifist hands with, the Red Sun gets it done. In exchange, Kimura, who otherwise has a rather harsh zero-tolerance policy toward crime, turns a blind eye to the Red Sun's day-to-day activities.

In general, this means that Auxiliary crews working for Kimura rarely deal with Kimura directly. Anything pertaining to the Shadow War, as well as any other seedy job, is handled by Red Sun representatives through a shell subsidiary called Crimson & Sons. Regardless of the nature of the job, Kimura prefers to hire transhumans, or those affiliated with Red Sun in some way—being both is even better. Most Purists are treated with suspicion and distrust, as Kimura fears they might be Cipriani spies.

Organization

House Kimura is a House of apparent contradictions and strange dichotomies, often making it difficult for members of other Houses to grasp the nuances of Kimuran culture.

Kimura's system of self-governance is one of both extreme democracy and rigid hierarchy. More than any other House, Kimura has embraced the Coalition's Rep-Rating system. In fact, Kimura was the House most instrumental in the events leading up to InterRep's creation.

The House's internal politics are very simple in concept, but a bit more complex in practice. The Rep system was devised as an attempt to quantify the value of a person to society. Kimurans tend to respect the spirit of the system and believe in it, so citizens are expected to obey those with higher Rep.

Many Kimurans extend this tradition of respect to members of other Houses, though generally treating them as if their Rep-Rating were a few points lower.

In House Kimura, abusing one's position is a problem that tends to self-correct. Bullies and those who take advantage of their lower-rated compatriots tend to find their own Rep-Ratings dwindling quickly.

House Kimura has two internal political bodies. The first is the Board of Governance. This group is made up of seven of the highest-rated individuals in the House. Each member of the Board, called a Shogun, is responsible for seven Daimyo, who head the subsidiaries that direct the day-to-day affairs of the House.

The second body, the Board of Relations, acts as the official liaison between House Kimura and the other Houses. Like the Board of Governance, the Board of Relations seats seven Shogun, each with seven Daimyo who act as ambassadors.

Any Shogun or Daimyo can be replaced by another member of the House simply by asking. The only condition is that the requester must have a higher Rep-Rating than the Shogun or Daimyo he or she wishes to replace. Of course, this request—or, at times, command—can easily reflect badly on the person giving the order, so it is not done lightly or often.

Enforcement

Generally, each Daimyo is served by no more than seven Samurai. In exchange for swearing oaths of fealty, honor, and loyalty to the House, the Samurai operate outside the Rep-based hierarchy of the House. They are required to obey only their Daimyo or the Shogun their Daimyo serves.

Samurai serving a Daimyo of the Board of Governance tend to focus on internal investigation and House law enforcement.

Samurai serving a Daimyo of the Board of Relations generally focus on personally protecting their Daimyo. These Samurai usually lead a small security team and often have access to one of the House's premiere recon war frames.

The Samurai and their war frames have become popular in the media and prodexes. Their duty and exploits are often romanticized and exaggerated, but House Kimura enjoys the positive attention.

However, like other titles in House internal law enforcement, the position of Samurai is not recognized in Coalition law. A Samurai refusing to obey a Coalition official would be punished the same as any other citizen.

House Kimura contributes fewer members to the Protectorate than any other House. Projecting a largely pacifist position, they claim to use force only when required for self-preservation.

It is convenient then that the House maintains close ties with the Red Sun. The Red Sun serves as House Kimura's hidden blade and liaison to its Shadow War agents. It serves as a buffer of plausible deniability, allowing House Kimura to aggressively engage in Shadow War activities without fear of being uncovered.

Ambitions

Politically, House Kimura is extremely liberal and does not support the Humanity Preservation Act in any shape or form. Despite this, they—for the most part—prefer to avoid violence. Many Kimurans have embraced the Astralist faith, and a large number of contracts and peace treaties are arbitrated by a Kimuran Astralist. This does not mean that the House is weak, however, as it has more than enough muscle to bring to bear when faced with no other option.

Thinning the Competition – Katsumi Yoshida (aka Obsidian), a Daimyo on the Board of Relations, plans to send Scarlet—one of her Samurai and a secret, illegal fork of herself—to assassinate one of the HPA's most popular supporters, a purist Senator from House Cipriani by the name of Matteo Morreti.

Red Sunrise – The Red Sun is moving into the unused sections of Asola, preying on the disillusioned apostates working to gain Tsaryan citizenship. To sabotage Tsarya's war frame production, the Suns have begun to sow dissent and bolster the black market.

Dangers

Recently, as Cipriani has gained ground in the VR market, the two have taken to sabotaging each other's virtual environments. These attacks are done from the inside by sending hackers into the VR to destabilize it using CISTs and Savant Programs. Both Houses publicly deny this of course, usually while still trying to place the blame for crashes and the like on the other House.

The Next Great Chicago Fire – House Cipriani is planning to loose several small Ciphire strike teams on Chicago. They're attempting to orchestrate a chain of strategic explosions in an effort to set the entire virtual city aflame.

Forking Lawyers – Primarily composed of Astralists, the Diamond Lotus is one of House Kimura's premiere law firms. Known for their impartial rulings and serene demeanor, the Lotus has been called upon by members of every House. Recently, a ship transporting three Lotus Arbiters, all SIMs, was boarded by unknown assailants. It turned up again a week later, its crew dead. The ship's logs show that someone copied the Arbiter's egos. But who? And what secrets could they learn by interrogation—or torture?

House Silva

Primary Influence: Luna

Secondary Influence: Phobos

Primary Evolutionary Agenda: Transhuman

Market Discount: Biosleeves, Biotech Augmentations, PAc Weaponry

History

Silva Corp is essentially composed of non-military elements of the Alliance that chose consolidation and profit over patriotism and war with the Coalition. Silva began with the American weapons manufacturer Valkyrie Industrial and the Canadian biotech research firm Biogenics United.

When the technophage struck, the two companies focused their efforts on protecting and evacuating their own employees, their high-ranking military contacts, and reputable employees from competing arms and biotech corporations (who were of course forced to sign contracts in exchange for being saved). Those survivors were later joined by the surviving Brazilian refugees who were lucky enough to have been ascending the beanstalk when the technophage hit, along with the Americans willing to sign contracts to get off of an increasingly overpopulated Luna.

Most of these refugees didn't belong to any one company, however, and were instead divided between Valkyrie and Biogenics United according to their strengths and reputations. Those that lacked skills or education of interest to Silva were offered contracts that made them little better than indentured servants. Sometimes those contracts actually turned out to be ploys to obtain test subjects for bio-experimentation.

Even before the Exodus, Neo-Christianity was common in the Alliance territories, and it is still popular with Silva's citizens—mostly for the sake of convenience. It is a relatively straightforward religion that gives its believers relief from the mortal concerns of life, while providing an agreeable code of conduct that requires a minimum of dedication and interference with daily business.

Market Influence

Valkyrie Industrial, eventually renamed Valkyrie Interplanetary, made its fortune in developing high-end weapons, weapons that allowed humanity to resist the technophage as long as it did.

Biogenics United was the first to succeed at Apotheosis and went on to become the corporation most responsible for the medical miracles of the modern day. Vastly extended lifespans, live tissue regeneration, cloning… these are all possible thanks to Biogenics R&D.

These are what House Silva is best known for: life and death, medicine and warfare. Some see this as a philosophical oxymoron, but House Silva sees it as good business—dead soldiers can't carry the hottest new weapons tech.

Silva's market interests haven't changed much since the formation of the Coalition. They still produce the best biosleeves, biotech augmentations, and PAc weapons on the market.

Though they specialize in particle acceleration technology, Silva's subsidiary Valkyrie Interplanetary has the largest weapons output of all the corporations, holding most of the Coalition's arms contracts.

Silva's weapons program is a huge point of contention with Dalianis. In-atmosphere, PAc weapons outclass kinetic weapons by leaps and bounds, and Silva's are the best. Dalianis' specialty is in railguns and coil guns, so they are constantly seeking to undermine Silva's PAc technology. To this effect, Dalianis has been working with Tsarya to create more PAc-resistant armors. At the same time, Silva has been striving to work around PAc weapons' out-of-atmo shortcomings. In addition, they have been trying to quietly expand their starship production line with the intention of forcing Dalianis to direct more resources into the starship market instead of anti-PAc tech.

Beyond starships, the House made quite a name for itself in food templates and entertainment production. Also, while most prodexes are put together by small, independent teams, House Silva has a few larger subsidiaries that seek, organize, and manage talent.

In the Shadows

House Silva has always been a House of extremes. Many wonders and many horrors have emerged from Silva labs.

This is largely because Silva cares very little for the Humanity Preservation Act, or the purity of humanity at all for that matter.

The research and development side of the biotech department regularly breaks the HPA, and has faced sanctions on a number of occasions. This causes much embarrassment for the House, not because they care about the ramifications of their actions, but because they got caught. In most instances, this results in the employee at fault being demoted, fired, or in extreme cases reassigned for use as a test subject—which the official records usually call "administrative leave."

Valkyrie and its subsidiaries go beyond building bigger and better ways to wage war—they're always seeking to ignite it. The company has often worked with House Tsarya to spark conflicts that could have been resolved peacefully.

These weapon contracts are the House's single largest source of income. On occasion, Silva will covertly supply apostates, particularly Alliance remnants, with weapons to level the playing field between those factions and the Coalition. By supplying them with enough to stay competitive, they keep the Coalition's demand for weapons up.

Great care is taken to conceal this activity, since it could severely damage the House and the Coalition as a whole should the truth get out. As such citizens are largely unaware of the House's darker side. They generally see Silva as the force most responsible for their protection and well-being. It is a popular House, one of the most respected by members of the other Houses. Like all moves in the Shadow War, those who might expose the truth are not often seen again.

Despite Silva's question-able motivations and actions, they are generally on good terms with the four other Houses.

Silva has used Tsarya for their illegal contacts and services since before the formation of the Coalition. They tap this resource when they need weapons handed off to apostates, illegal biotech materials smuggled past customs, or test subjects when they run out of indentured servants.

Cipriani is also an ally, mostly due to their mutual friendship with Tsarya and a common enemy in Dalianis. They have no special love for one another, but they do share some business ventures and territory; this includes finding ways to assist one another in putting Dalianis off-balance.

Silva's most recent ally is Kimura. Kimura supplies the electronics equipment for Silva's expanding shipbuilding program, and in return Silva provides discounted PAc weapons for Kimura's light combat frames. This isn't public knowledge, of course, as House Tsarya certainly wouldn't appreciate Silva handing their competitor an edge in the frame market.

When it comes to mercenary crews, Silva is fairly strict in their hiring process. The crew must have a reputation for completing missions quickly, efficiently, and most importantly, discreetly. Silva will not work with anyone who is responsible for having exposed House secrets to the public, whether their own or those of any other House.

Silva also has a reputation for including a "reset" clause in their mercenary contracts. These clauses state that Apotheosized mercs must be backed up before being offered the contract. And in the event of death and restoration from backup, Silva retains the right to withhold any information about the previous mission.

Organization

Unlike many of the other Houses, Silva's governing style has changed very little. They stick with what they know and continue to run as a corporation first and foremost. Citizens are regarded more as employees than citizens of a government, and are treated as such. It's even possible to get fired. Termination means exile and a big Rep hit. The person may still default, but he can no longer seek employment with the House.

At the same time, Silva has a strict yet relatively simple membership application process for apostates who wish to join. If the applicant can prove that they have skills the House values then they're pretty good to go, provided they pass the rather extensive background check. If the individual lacks any valuable skills or fails the background check, they are sometimes accepted anyway. However, these individuals usually find a clause in their contract that lands them in a biotech R&D lab with a tag that says "volunteer for experimentation."

Members of House Silva are born under a strict contract, and most will spend their lives working for the subsidiary they were born into. Some will transfer to a different subsidiary, but few Silva citizens spend any time independent of an employer. Silva citizens must abide their employer's rules and regulations, and they are expected to obey the orders of their corporate superiors.

House Silva has the fewest defaulters of any House. Silvans generally view defaulters as lazy and a burden on society. There are exceptions, of course, such as when a high-Rep member decides to take an extended vacation. But she can't rest on her laurels forever; it won't be long before she finds her Rep dwindling away.

As in other Houses, getting fired can lead to defaulting. This is a rather extreme situation in House Silva, though, because gaining employment again is exceedingly difficult. Sometimes the House will go as far as exiling the offending employee, stripping them of House membership and casting them out as apostate. While this practice is legal, Silva is the only House known to actively punish their members in such a way.

When it comes to determining House law and voting on issues, the CEOs of Silva's subsidiaries cast votes on behalf of their employees. The weight of their votes depends on the Rep-Rating of the subsidiary they represent.

These votes are then taken to the Board of Representatives, a body composed of six CEOs each from Valkyrie and Biogenics. Disputes among the board members are resolved by the Chief Arbitration Officer, or CAO, a thirteenth board member chosen by Silva citizens. While the CAO can come from any subsidiary, she is expected to represent the interests of the people as individuals (instead of as employees) and to be impartial in her dealings.

Enforcement

House Silva does not keep any forces dedicated to enforcing House law. Instead, the House encourages its subsidiaries to maintain their own security teams.

House Silva also encourages its members to join the Protectorate as Centurions or Legionnaires. This is considered an honorable way to serve the House and the Coalition as a whole. As a result, House Silva fills out more of the Protectorate forces than any two other Houses combined. No other House has as much influence over the Protectorate as Silva.

There are also two special security cells that exist within House Silva, each serving a specific role.

Reaper Teams are special groups of highly skilled operatives assembled to hunt down (and often execute) violators of the HPA, usually those created by Biogenics R&D, whether intentionally or otherwise.

Project Wendigo produces operatives that specialize in fast-response needle-beam delivery into hostile territories, after which they are resleeved into the sleeve of a captured enemy accomplice and released to infiltrate the opposing organization.

House Silva sometimes deploys its Wendigos on behalf of the Protectorate, ICON, or as part of the 4th Legion. More than one militant apostate group has found itself destroyed from the inside by these dangerous specialists.

Ambitions

Silva's evolutionary agenda is heavily transhuman, but not for any political or philosophical reasons. They are in the business of human augmentation for profit. Sure, many within the House are visionaries or idealists, but the structure and culture of the House's internal government places the business aspects of the House above all. One might be driven by other motives, but the support of one's superiors requires proof of a return on investment.

The Titan Initiative – Jennifer Hobson and Lucas Rodriguez are scientists formerly employed by a Biogenics subsidiary devoted to the study of xenobiology. Three years ago they returned from a failed survey excursion. The mission had suffered complications, but the details remain classified.

The pair recently formed a new subsidiary, Human Pinnacle, and is seeking funding for a program to create a new breed of augmented super-soldier.

Sinking Ships – Infinite Horizon, a Valkyrie subsidiary devoted to starship design, has decided to start playing dirty.

They intend to sneak a team of Auxiliaries onto Odysseus Station. Their mission: infect Dalianis' new frigate line with a virus that shuts down the ship's jump drive when its navigation system receives a specific code, given to a select group of pirates. The ensuing massacre will further fuel the flames of war.

Dangers

Silva is one of the more active Houses in the Shadow War. Not only do they have no compunctions about committing espionage and acts of violence against even their 'allies', they have been responsible for a number of horror stories by way of bio-research.

There are few practices too unethical for the House, and this can lead to all manner of action against them. Even from the houses on good terms with them.

Variant RX313 – Terra 17, a Biogenics research station, has gone dark. Their last status update indicated they found a way to shut down the Progenesis virus.

Music Piracy – One of the data arrays for Second Chances, a well-known provider of resurrection insurance , has been broken into. Nothing physical was stolen, but evidence suggests that a backup of an ego was copied during the break-in. The ego is that of Inago, a very popular hipno composer, who has an exclusive contract with Polygon Studios, a subsidiary of House Silva.

House Tsarya

Primary Influence: Proch

Secondary Influence: Luna

Primary Evolutionary Agenda: Purist

Market Discount: Vehicular & Personal Armor, Ground Vehicles, Heavy Combat Frames

History

Rising from the ashes of Russia and India, House Tsarya seems to have a singular focus—War. House Tsarya devotes more of its resources to military spending than even House Silva. But unlike House Silva, who fills a larger percentage of the Protectorate's membership, Tsarya mostly contributes behind the scenes.

Tsarya Systems sprang up from two of the more controversial pre-Exodus corporations. Unlike Dalianis, which started as a military-funded venture, Tsarya's predecessors were completely privately owned. Again, unlike Dalianis, both companies relied heavily on war to make money, and were investigated for war profiteering on numerous occasions. In reality, it was only the Russian armor fabrication company Risel Armory who was actually guilty. The Indian vehicle manufacturer Adani Motors found themselves heavily compensated for their silence regarding the matter.

After the Exodus, it was only natural for the two companies to band together to form a House. From the beginning, Tsarya has been the top manufacturer of armor, both personal and vehicular, and ground vehicles. A short time after the formation of the Coalition, Tsarya reverse-engineered a handful of Kimuran combat frames, and adapted Kimura's designs to build their own. Tsarya's predilection toward war machinery and armor made them a natural fit for the "walker" market. During the early days of the Coalition, House Tsarya's heavy combat frames dominated the battlefield.

In more recent times, there has been a shift towards transhuman and posthuman acceptance that has caused a bit of friction within the House. Religion holds much power within the House, and most citizens aren't willing to start accepting "the soulless" just because the heads of the House suddenly think they're alright. On the other hand, the number of transhumanists and posthumans within the House is growing, and most truly appreciate that their House is making an effort to spread a message of tolerance.

Market Influence

House Tsarya focuses its resources on producing military ground vehicles and their armor systems. Their military market interests touch on shared markets traditionally dominated by the other Houses. Thanks to some savvy deal-cutting by Tsarya's leadership, the House can count all the other Houses as allies, an enviable position to say the least.

Their focus on military and civilian ground vehicles and armor doesn't directly compete with any other Houses' interests, save House Kimura. There the relationship is most strained, as Tsarya got its start in the walker business by copying parts of Kimuran designs. The two Houses have competed fiercely in that market ever since. Despite this, the two Houses freely deal with each other in other business. House Tsarya has no interest in Kimura's other markets, and House Kimura is simply glad to see another House shifting toward accepting transhumanist values.

In the combat frame market, the competition between Kimura and Tsarya can grow fierce. Despite their efforts to reverse-engineer Kimura's more agile frames, Tsarya still hasn't been able to match Kimura's innovation in that class. That said, Kimuran armor doesn't hold a candle to Tsarya's, who goes to great lengths to prevent Kimura from getting their hands on Tsaryan metallurgy data.

Tsarya's larger, more heavily armored frames, served the Coalition well during the earlier days of large conflicts and open battlefields. But that type of conflict is no longer common. These days, violence breaks out in smaller skirmishes, and often within close quarters. As a result, House Kimura's smaller frames are once again growing in popularity.

Tsarya's only other real competitor is Dalianis, who covets the pockets of volatile materials distributed throughout the Ceres ice fields. But at the same time, Dalianis has been devoting a lot of resources to aiding Tsarya in developing better PAc-resistant armors to hurt Silva's position as the market leader in PAc weaponry. Aside from that, Tsarya is on relatively good terms with the other Houses. In particular, its allegiances with Cipriani and Silva are especially strong

Cipriani has a long-standing trade agreement with Tsarya, through which they purchase armor and transplasidium for use in their more expensive vehicles.

Silva's relationship with Tsarya is far less legitimate, with Tsarya utilizing their black market contacts to smuggle and sell apostates to Silva. These apostates aren't technically slaves, but anyone who thinks he has a real chance of earning House membership is a fool.

Like the other Houses, House Tsarya does occasionally branch out from its primary markets. Products churned out by its minor subsidiaries range from alcoholic drinks to fully legal brothels, products that help distract their downtrodden apostate workers from their lot.

House Tsarya is also keenly interested in natural food production. Natural foods are very valuable, and the House's capital planet of Proch is teeming with vegetation and wildlife. However, Proch features myriads of dangerous indigenous fauna—and flora!—limiting farming on Proch to a small number of fortified enclosures. Even transporting the produce can be dangerous. Despite Proch's abundance of fertile land, its hostile landscape ensures that Shouye remains the primary source of natural food in the galaxy.

In the Shadows

Tsarya's general lack of conflict with the other Houses is something of an oddity since they have their hand in so many illegal and questionable enterprises.

House Tsarya profits most from conflict and the House leadership generally has no qualms with war profiteering. There just has to be a war to profit from.

When profits start to dry up, House Tsarya sometimes takes matters into their own hands. On occasion, they will pool their illegal contacts to instigate (or sometimes outright fabricate) attacks from apostate or remnant forces. On at least one of these occasions, Silva assisted in staging a real attack using Tsarya's contacts within rebel forces composed of remnants of the old Alliance government.

Certain factions within House Tsarya work very hard to keep the war effort alive and well by setting up "false flag" attacks. In turn, Tsarya uses these operations to justify their expanding military might. Peace, it seems, just isn't very profitable. For help, Tsarya looks to its partner in crime, House Silva. Silva backs Tsarya's push for action within the Senate, and helps arrange the conflicts and execute tactical responses.

Tsarya often feeds information to remnant forces or pirate factions through apostate contacts, emboldening those groups with intel and even resources to grow and attack Coalition settlements or transports.

They have a solid relationship with slave traders that prey upon apostates, wherein Tsarya offers citizenship under the pretenses of "saving" the apostates from the slavers. In fact, the citizenship contracts are just shy of slavery themselves. Tsarya has these smugglers on speed dial, and they often hand off weapons to apostates or transport HPA-violating contraband between labs for Silva.

House Tsarya itself has very little use for in-House smugglers. But outsourcing them has proved to be a lucrative market of late.

Tsarya has an odd, two-faced stance on apostates. On one hand, it appears to be the easiest House to obtain citizenship from. Their guidelines for application appear more lenient than those of the other Houses, but in truth, acceptance is nearly impossible to obtain. The slightest mistake on the apostate's part can lead to him being blacklisted for decades.

The other side to the coin is an extremely violent response to apostate aggression, which the House vehemently pushes in Council meetings. Tsarya's motivations are fairly transparent, in that they clearly profit from the resulting conflict. And of course, many of the incidents of "apostate aggression" that Tsarya demands justice for were either incited or fabricated by Tsarya themselves.

Many of these fabricated attacks are organized by apostates who have been promised House citizenship for their aid in setting up the attacks. And a few of them, those that survived the resulting conflict, actually got it.

Tsarya tends to be rather open with its crew-hiring processes. While previously avoidant of transhumans, these days they'll happily hire them for the more dangerous jobs. Times are changing, and the Apotheosized are expendable. They do, however, prefer to hire transhumans associated with Tsarya, or at least Silva.

Organization

More a government than a corporation, the Premiere Council leads House Tsarya. The Councilors are 11 of House Tsarya's high-Rep members who have agreed to take the position.

The Councilors have two primary tasks: interpreting House law and appointing the Czars, high-Rep individuals selected to oversee specific House activities.

Several Czars are in place to manage the citizens and subsidiaries of House Tsarya. Currently, there is a Czar to oversee the following House concerns: internal human rights, inter-House relations, Coalition representation, template copyright protection, Protectorate affairs, governance of Proch, and bio-augmentation oversight.

Subsidiaries and citizens working in one of these areas must go through the officiating Czar when making major decisions or resolving conflicts.

There's another set of Tsaryan Czars, but few know of them. They're unofficial, never mentioned in formal documents. They oversee the House's vast criminal activities, with a Czar each for espionage, assassination, propaganda, conflict instigation, apostate affairs, and maintenance of illicit contacts within militarized apostate forces.

These "Black Czars" are responsible for Shadow War operations and are often the hidden face behind the House's Auxiliary crew contracts.

Most major laws that Tsaryans must obey are those of the Coalition. However, House Tsarya imposes many additional laws and regulation on apostates under their employ. Those earning membership must follow a curfew, cannot enter areas deemed restricted, and cannot associate with members of other Houses.

Tsarya traditionally leans toward more conservative attitudes in regards to augmentation and Apotheosis. The House includes a large number of members of traditional religions, who tend to disapprove of such things.

However, soldiers who can fight and die—then fight and die again—need a lot of gear. And they keep the fight going. Thus, while the House tends toward Purist ideals, the House's leadership has been making an effort to spread a message of acceptance regarding the Apotheosized.

Enforcement

House Tsarya does not have a standing military or police force. Instead, it relies on the Protectorate for overt action and on its own citizens for crime reporting.

Tsaryan citizens can report crimes to the House without the suspect knowing who reported them. If the suspect is found guilty, the whistleblower is granted a substantial Rep bump. Because of these practices, many Tsaryans have grown a bit paranoid and closed off to outsiders.

On Proch, House Tsarya maintains a security force specifically to defend against the planet's hostile wildlife and to protect produce farms and transports.

Ambitions

Tsarya tends to focus its efforts away from causing trouble for the other Houses directly. Instead, House Tsarya secretly bolsters remnants of the Alliance and other apostate groups, inciting them against the Coalition.

Where there is war, there is profit. And House Tsarya intends to make sure that they are positioned to grab the largest chunk of it.

Ice Water – Mars has little water of its own. To make up for this, Tsarya harvests huge iceteroids from Ceres and crashes them into the planet. This process is extremely resource-intensive, though, and many desire an efficient way to extract large amounts of water from Martian soil.

Before the Exodus, scientists were developing a method to do just this, but their data needs to be retrieved from a research outpost in the Cassini crater on Mars… an outpost believed destroyed during the Consolidation Wars.

Desperate Measures – As House Kimura's smaller combat frames grow in popularity, House Tsarya desperately seeks a competitive solution. A return to large scale warfare is one solution, but there may be others.

Dr. Dimitri Korolev, one of Tsarya's premier armor designers believes the answer may be in biotech, and is working independently to get his hands on some of House Silva's past research into biomechanical exoskeletons.

Dangers

House Tsarya rarely acts directly against the other Houses. Most its threats arise from sour deals with non-Coalition elements, internal conflicts of ideology, or the native wildlife of their capital planet.

Building Fences – Tsaryan farmers need more land to farm, but need protection to do it. They need Vulcan swarms, too, but House Jinzhan—the manufacturer of the swarms and the farmers' main competitor in food production—refuses to deal.

Broken Leash – A Tsaryan subsidiary has long used its smuggling channels to supply a remnant of the Federation, called the Lions of Sarnath. Using the weapons and fighter craft provided, the Lions have hijacked many civilian transports, but of late they've grown too greedy. They must be put down before their connection to Tsarya and Valkyrie is exposed.

CHAPTER IV

CHARACTERS

STEPS OF CHARACTER CREATION STATE NEW HINDRANCES NEW EDGES EDGES, HINDRENCES & STATE CHANGING SAVANT PROGRAMS

CONTENTS
OVERVIEW
THE GALAXY
AGENDAS
CHARACTERS
GEAR
SPECIAL RULES
GAME MASTERY

NEW HINDRANCES

Apostate Disreputable Dissonance Dubious Construction Incohesive Malware Afflcited Object of Disdain Purist Supremacist

NEW EDGES

1st Legion Pilot 2nd Legion Marine 3rd Legion Spook Acrobatic Exploit Agent of Shadow Battle Commander Celebrity Compile New Savant Program Concentrated Fire Cyber-Defense Suite Digital Spider Digitally Evolved Drone Bond Drone Jock Ego Stabilization Software Favored Armament Forced Advance Free Runner Fringe Rat Geek Speak Genius at Work Grappler Grounds and Pound Heads Up Human Ingenuity Infusion Intervention Licensed Mastermind Move it or Lose it Path of Purity Rainy Day Fund Reputable Savant Scion of House Cipriani Scion of House Dalianis Scion of House Jinzhan Scion of House Kimura Scion of House Silva Scion of House Tsarya Smuggler Sniper Sovereign Specialized Program Strategist Survival of the Fittest System Slip Tactical Dive Transhumanist Upgrade Savant Program

SAVANT PROGRAMS

Access Memory Augmented Unreality Blackout Delve Eminent Domain Esper Lord Fog of War Memory Hack Oracle Patterning Overload Pattern Scan Puppeteer Security Skim Stream of Consciousness System Error System Invasion

REVISED HINDRANCES & EDGES

Poverty
Command Inspire
Fervor
Trademark Weapon

CHARACTER CREATION

By now, you should be pretty immersed in the *Nova Praxis* universe. If not, you need to take some time and at least familiarize yourself with the essential concepts. This is not a typical setting, even in terms of science fiction. Matters of self-determination and identity are very skewed from most other genres; you can be almost anything, and change what that is as you will, so who are you, really?

Once you feel you've achieved a sense of understanding of the posthuman nature of existence in *Nova Praxis*, you'll want to figure out the essentials of your core being in this setting. This should start out as a narrative exercise, well before you start putting any numbers or notes on a character sheet. The following is a list of potential Concepts, though it barely scratches the surface:

- Former Centurion Combat Pilot
- Sexually Ambiguous Sensie Star
- High Profile HPA Abolitionist
- Muscle for the Rings of Olympus
- High Strung Ex-Purifier
- Black Market Mnemonics Engineer

If few or none of the above make any sense, it is best to examine the setting material some more. The sections that follow introduce new Edges and other character options that are filled with new concepts that fit the *Nova Praxis* setting--a setting that pushes the boundaries of what it means to be anything in a future where Humanity itself is in a state of change. Not having a good grasp of that background can make the process of creating a character confusing, unsatisfying or even frustrating.

Avoid just diving into character creation, take the time to engage with the setting and find your character's place in it.

Another important idea to keep in mind is that *Nova Praxis* was developed with the basic assumption that your PC will operate as part of a crew involved in the Shadow War that the various Houses are fighting. Working out who is going to do what with the other players is a very good and highly recommended idea.

Granted, you could buck the trend; your crew could be a team of Centurions sent in to find, root out, and ultimately take down an ascension cult. Alternately, your group could be the ascension cult, or any number of other groups of folks making their way in the new universe.

In addition to the ideas mentioned above, you also have the Sample Characters provided with this PDF, and they should be very helpful in getting started with your own ideas.

Character creation should proceed along the following steps:

Step I — Select Attributes

As with all Savage Worlds characters, *Nova Praxis* characters begin with a set of 5 points to spend on their Attributes. These are your "Natural" Attributes. Depending on your State (see below), or Augmentations you might select, your Attributes may change. However, the cost of Skills always depends on your "Natural" Attributes. Modified Attributes should be recorded on your character sheet with parenthesis, or signified in some other way.

If a sleeve's Attribute is higher than your "Natural "Attribute, increase all Skills related to that Attribute by one die step. If a sleeve's Attribute is lower, lower all Skills related to that Attribute by one step. See pg. 202 for more.

Note that Pure characters (pg. 122) begin the game with d6 Spirit instead of d4.

Step II — Select Skills

New Characters get 15 points to spend on their Skills. As with Attributes, these are your "Natural" Skills, and should be recorded on your character sheet as such.

Nova Praxis uses all the normal SW Skills, with the following exceptions:

Athletics – Climbing, Swimming and Throwing are all rolled up into one new Skill called Athletics. Any time a character is asked to roll one of these Skills, he or she rolls Athletics instead. Athletics is tied to Strength.

Knowledges – Knowledge (Computers) is replaced with Knowledge (Software). Creating, changing and fixing computer hardware falls under Repair. Knowledge (Mnemonics) is a new Skill, and represents training in the science of mnemonics, the ability to modify and repair a digital mind. Knowledge (Security) is another new Skill that focuses on physical security systems, equipment, and tactics. Knowledge (Security) also replaces Lockpicking.

Pilot – The Piloting Skill also includes Driving. Any time a character is asked to roll Drive, he or she rolls Piloting instead. Piloting is tied to Smarts instead of Agility now.

SINC – This is the Skill Savants roll to execute their Programs. It is linked to Smarts.

Streetwise – Streetwise now includes Gambling. Whenever you would roll Gambling, you roll Streetwise instead. Streetwise is still linked to Smarts.

Survival – Includes the Skills Boating, Riding and Tracking. Any time a character is asked to roll one of these Skills, he or she rolls Survival instead. Survival is still tied to Smarts.

Note: Whenever an Edge provides a bonus to a replaced Skill, or a Hindrance provides a penalty, you instead gain the listed bonus or penalty to the Skill that replaces it; but only on the relevant uses of that Skill.

For example, the Thief Edge grants a +2 bonus to Climbing and Lockpicking, two Skills that have been replaced. So now a character with the Thief Edge gains a +2 bonus on Athletics and Knowledge (Security), but only when using them to climb or pick locks respectively.

Nova Praxis Skills

- Athletics (Str)
- Fighting (Agi)
- Healing (Sma)
- Intimidation (Spi)
- Investigation (Sma)
- Knowledge, Battle (Sma)
- Knowledge, History (Sma)
- Knowledge, Mnemonics (Sma)
- Knowledge, Politics (Sma)
- Knowledge, Science (Sma)
- Knowledge, Security (Sma)
- Knowledge, Software (Sma)
- Notice (Sma)
- Persuasion (Spi)
- Piloting (Sma)
- Repair (Sma)
- Shooting (Agi)
- SINC* (Sma)
- Stealth (Agi)
- Streetwise (Sma)
- Survival (Sma)
- Taunt (Sma)

* Requires the Savant Edge

Step III – Select State

In other Savage settings, you might choose a Race. In Nova Praxis, you select a State, which serves a very similar role. Will you be Pure, Sleeved, or a SIM? Each State has its own advantages and disadvantages. See pg. 122 for more on each State.

Step IV – Secondary Statistics

All Savage Worlds characters have a Pace rating (rated as 6 to begin with), a Parry rating (the value of their Fighting Skill divided by 2, +2), a Toughness rating (the value of their Vigor Attribute divided by 2, +2), a Charisma rating (normally 0 unless modified by Edges, Hindrances, or other means), and a Cohesion rating (which depends on their State and other potential modifiers).

Secondary Statistics are based on your current Attributes and Skills, not your "Natural" Attributes and Skills.

Traits and Secondary Statistics

Regardless of the State a character exists in, his current Traits remain the same. Even in a virtual environment, the immersion software analyzes the character's body and mirrors his physical capabilities in the virtuality.

Traits may, however, be temporarily adjusted by certain real or simulated Augmentations.

New Secondary Statistic: Cohesion

Cohesion is the measure of a character's ability to keep it together, particularly when it comes to resisting Fragmentation (pg. 221). It is the character's sense of self and connection to the reality he inhabits. It primarily determined by your State.

Cohesion defaults to 0, and is applied to rolls to resist Fragmentation, Tests of Will, Fear, or any other time where the character's sense of self and reality might be challenged.

REAGAN SURVEYS THE AFTERMATH

Step V — Further Development

At this stage, the player may select up to one Major Hindrance (worth 2 points), and two Minor Hindrances (1 point each). These points, totaling no more than 4, may be spent to enhance their starting character.

For 2 points you can:

- Raise an attribute one die type
- Choose an Edge

For 1 point you can:

- Gain another Skill point

Step VI — Allegiances

At this stage, you'll need to determine if you are a citizen of the Coalition, or if you are an apostate.

If you choose to play a citizen of the Coalition, you are automatically a member of one of the Houses. You must select which House you belong to. You then gain the corresponding Edge from among this list for free - Scion of House Cipriani, Scion of House Dalianis, Scion of House Jinzhan, Scion of House Kimura, Scion of House Silva, or Scion of House Tsarya (pg. 137).

If you choose to play an apostate you must take the Apostate Hindrance (pg. 126), but get the Fringe Rat Edge (pg. 134) for free.

Step VII — Rep and Asset Ratings

A character's beginning Rep-Rating is his measure of value to the Coalition, and is used to acquire goods and services. A character's Asset Rating is an abstract measurement of the amount and quality of rare or unique goods the character has for bartering.

Characters start with a Rep-Rating equal to half the higher of their Natural Persuasion or best Knowledge Skill, +1 per Rank (including 1 from Novice), plus the bonus gained from the Reputable Edge if you have it. Charisma modifiers do not count.

Similarly, your Assets equals half the higher of your Natural Streetwise or Repair, +1 per Rank, plus the bonus from the Rainy Day Fund Edge if you have it.

You also start with a "bump" to both equal to the Skill you based your Rep-Rating or Assets on.

See pg. 217 for more on using Rep-Ratings and Asset Ratings.

Step VIII — Gear

You begin the game with a number of free pieces of gear, such as weapons, armor, and other items.

First, gain a single item with a Cost equal to (or less than) your choice of Assets or Rep-Rating, +2. You will then gain another item with a Cost equal to (or less than) either your Assets or Rep, +1. You may then continue to gain items, each with a Cost one lower than the previous: +0, -1, and so on, until the Cost of the free item is 1. Within reason, you may have any number of items with a Cost rating of 1 or 0, though the GM may apply some limits.

Unless you have the Licensed Edge (pg. 135), the maximum number of restricted items you can gain for free during character creation is equal to your Assets +1. Restricted items that come free with others, such as the free unit of ammo that comes with a firearm, do not count against this limit.

Items not selected during this step may be purchased later. See page 218 for more on purchasing items. Restricted items can only be purchased after character creation with Assets unless you have the Licensed Edge.

Character State

There are three States a character may exist in. These States are Pure, Sleeved, and SIM.

Pure refers to those humans who have not undergone Apotheosis, retaining a human mind and their original body (though it may be heavily augmented). After undergoing Apotheosis, a character may choose to exist in a Sleeved or SIM state as desired, and can switch back and forth between the two via a resurrection chamber.

Once Apotheosized, however, a character may never return to the Pure State. As well, a character who changes from one of the Apotheosized States loses all properties of the previous State in favor of the new one.

Pure

Still living in the original meat, a Pure human has their mind and body connected just as they were the day they were born. Granted, there may be any number of bioware or cyberware Augmentations that change their bodies or enhance their performance (or keep them alive after some major trauma), but they have yet to undergo that rather final step that is Apotheosis.

Some avoid Apotheosis for philosophical or spiritual reasons, while others are just too freaked out by the idea of living as something other than what they were born to be. Others might well seek Apotheosis; they just haven't had the opportunity or access to make it happen yet.

Pure humans have the following State qualities:

Adaptability: Pure begin the game with one free Edge. The following Edges are highly recommended: Common Bond, Danger Sense, Elan, Luck (or Great Luck if they have already selected Luck), Path of Purity (must take Purist Hindrance) or Quick. You must still meet the Requirements for an Edge before you can select it.

Spiritual Purity: Pure begin the game with d6 Spirit. This is retroactively reduced to the standard d4 if they are ever Apotheosized.

Stable: Apotheosis can lead to a sense of detachment, or general instability. Pure humans, having not undergone Apotheosis, do not suffer from this problem and begin with a Cohesion rating of 0.

Pure Augmentation Limits

A Pure human body can support a total number of Augmentation Points equal to half its Natural Vigor, +1. For example, a Pure character with a Natural Vigor of d6 could install up to 4 APs worth of Augmentations. A Pure human who undergoes Apotheosis still inhabits his or her original body until they decide to resleeve.

Note that some special Augmentations do not count against the body's AP limit.

Sleeved

Most who take the road to Apotheosis exist in a singular body of either organic (biosleeve) or synthetic (cybersleeve) construction. Whichever they choose, a Sleeved being can elect to change sleeves over time, though doing so can be traumatic to the ego, potentially resulting in Fragmentation.

The particular sleeve a character chooses to inhabit can greatly affect his or her capabilities. Character may begin play in an "off-the-rack" sleeve, or one of their own design. See pg. 175 for more on sleeve selection and design.

Sleeved have the following State qualities:

Apotheosized: Anyone who has undergone Apotheosis is effectively immortal. A sleeved character's ego is backed up on a device called a mnemonic core. This small device, located at the base of the skull, can be removed and later used to resurrect the ego in a new sleeve or as a SIM.

The character gets the Mindset and Mnemonic Core Augmentations for free.

Fragmentation: Sleeved characters are subject to the effects of Fragmentation (as described under Special Game Effects in the Gameplay section), whereby their ego can become detached, unstable or even nonviable (meaning, effectively, death). Sleeved characters have a starting Cohesion determined by the sleeve they inhabit. Characters in biosleeves have a Cohesion of -1, while a character sleeved into a cybersleeve has a -3.

Self Selection: Sleeved begin the game in a free standard Alpha biosleeve or cybersleeve, which normally has a Cost rating of 5. They may begin with a better sleeve, but they must purchase it with their Rep-Rating or Assets (no Favors unless the GM specifically allows it). See pg. 218 for more on purchasing items. You may change sleeves later, but resleeving can result in Fragmentation (pg. 221).

Alternatively you may choose to begin the game in your original body, now considered a sleeve. If you do so, you just your Natural Attributes.

You Are What You Wear: Sleeved characters are massively dependent on what Sleeve they wear. This can afford them a great deal of customization and specialization, but can also restrict their choices (you're not going out for a night of dancing in a heavy assault sleeve).

Sleeve Augmentation Limits

A sleeve, whether a biosleeve or cybersleeve, can support a total number of Augmentation Points equal to the number of Augmentation Points it starts with, plus an additional amount equal to half the character's Natural Vigor. For example, a Beta Biosleeve, which starts with 4 APs, worn by a character with a Natural Vigor of d6, could install up to 7 APs worth of Augmentations.

A Pure human who undergoes Apotheosis still inhabits his or her original body, now an Alpha sleeve, until they decide to resleeve. This sleeve has the same aug limits as a natural human body.

Note that some special Augmentations do not count against the sleeve's AP limit.

SIM

A digitized conscience in the machine – that is the essence of being a Substrate-Independent Mind, or SIM. Rather than take on a sleeve (either one of organic or pure tech construction), a SIM exists on a host machine as an incredibly complex and fully self-aware software package.

Within Coalition space, registered SIMs are permitted to use mesh sensors to perceive and interact with the real world. Unless otherwise authorized, a SIM is limited to using unsecured public mesh sensors to perceive the real world, and the Humanity Preservation Act (naturally) imposes certain other restrictions such as not being able to view inside a private home without permission.

[Tac-Comm v1.76.3/ 19:43-04,15,97]

[Reagan] – Don't blow it yet Jane. Malpheus, what are we looking at?

[Malpheus] – Hallway. 12 m. Empties into a room, 4 x 4. One exit. Locked. Emergency lighting only. One crouched in the south-west corner behind a desk.

[Reagan] – ETA on backup, 7 min

[Reagan] – Jane, pull the charge and plant it on the wall in the south-east corner of the room we just came out of.

[Jane] – Ha! I wish I could see the look on his face when the walls blows. You know, assuming he still has one.

SIMs exist in digital space; while they have no physical form to worry about, they still retain a Strength and Vigor rating. These Traits are derived from a virtually perfect digital reflection of their original self, and generally remains constant within the various digital realities they can access. It is entirely possible to become a SIM, load into a virtual environment, and find it indistinguishable from the real world. In fact, SIMs who have begun to Fragment often lose track of which reality they inhabit.

Note that SIMs may choose to pursue becoming Sleeved at a later date. Many who do so make the choice after undergoing a traumatic dissolution of their SIM State (effectively "death"). Others simply wish to experience a more stable existence for a time. In either case, "sleeving" can be detrimental to the ego due to Fragmentation.

SIMs have the following State qualities:

Apotheosized: Anyone who has undergone Apotheosis is effectively immortal. A SIM exists as a digital being, and can move between servers or elect to become sleeved.

The character gets a simulated version of the Apotheosis Augmentation for free.

Digital Entity: A SIM is effectively an incorporeal being, immune to biological concerns (eating, breathing, suffering from diseases or poison). They are subject to the need for power and systems that can host them, however. As well, anything that attacks their host system can cause them trauma and difficulties, and while they may never need a doctor, they may well require a software or mnemonics engineer if their coding starts to fail.

Fragmentation: SIMs are subject to the effects of Fragmentation (as described on pg. 221), whereby their ego can become detached, unstable or even nonviable (meaning, effectively, death). SIMs have a starting Cohesion value of -3.

SIM Life: SIMs begin the game with one of the following Edges for free – Command, Connections, Digital Spider, Drone Jock. You must still meet the Requirements for an Edge before you can select it.

Slave to the System: A SIM views the real world through the mesh. If there is no active or open mesh, such as unmeshed outdoor areas, heavily secured facilities, or areas with no power; the SIM will be unable to view the affected area. He or she must rely on other devices like a telepresence sensor unit, a drone, or an ally with a SIM-Cell module.

SIMs who are Savants may select targets for Savant Programs through these sorts of devices, so long as they can see them.

SIM Augmentation Limits

SIMs do not have physical bodies that can be augmented, but they can take simulated versions of an Augmentation. Simulated augs generally work exactly the real world versions of themselves. A SIM's virtual body, called an Avatar, can support a total number of Augmentation Points equal to half its Natural Vigor, plus 3.

Note that some special Augmentations do not count against the SIM's AP limit.

Playing a SIM

The Home Environment

SIMs spend most of their time in their home environment. This environment is a part of them, and they take it with them from host to host. It can vary from SIM to SIM, but usually consists of a multi-room apartment in which physical actions result in program executions. For example, a SIM's Agent may appear as a real person or a pet. Walking through a door may launch a mapping program, appearing to the SIM as a model of the city sitting on a table in the room. Physical action is not a necessity, but it helps keep the SIM cohesive. By emulating real-world environments and physics, the SIM is better able to maintain his humanity.

Other SIMs can visit your home environment, and non-SIMs can jack into it like any other virtuality. Of course, they need your permission and you still have dominion over your home environment. See page 225 for more about what it means to have dominion over a virtual environment.

Hosting

A SIM may jump from one host system to another, taking his or her (or its) home environment with him. If the host system is open to accepting him, no roll is required and the process takes about 10 minutes to upload to a new host within 1000 km. It takes an hour to upload to a new host in the same star system but more than 1000 km away, or about four hours to needle-beam to an out-of-system host.

To be hosted on a system that's normally closed to you, you must gain entry using the System Invasion Savant Program.

Two Worlds

SIMs exist only in virtual environments. Most are complete fabrications created from scratch by talented programmers. The SIM's Home environment is an example of one of these. Most are small "pocket virtualities". Others are massive expanses of shared space, such as Stygia or Crossroads (pg. 63).

SIMs can enter any virtual environment they have permission to, and that is accessible via the Extranet from their host system.

SIMs can also interface with the physical world through a technique called ghosting. The sensory data collected by the mesh is compiled by the local mesh server array to create a high-quality 3D map of the area. The SIM can then immerse themself in this virtual recreation of the real world, allowing the SIM to view the real world as if they were a real person walking around in it.

[Tac-Comm v1.76.3/ Log: 06:37-04,21,97]

[Malpheus] – Jane is down!

[Reagan] – What?! What happened?

[Malpheus] – She kicked in the door and went in shooting. She got three of them, but another was hiding behind a support strut.

[Reagan] – I'm pulling up her vitals. Her sleeve is still powered. Mindset is online, but… Damn! She's hit bad. Her sleeve's systems keep rebooting.

[Malpheus] – Call Anders. Get Jane back online. She can go after the shooter. I'm ghosting after the other.

[Anders] – Don't. He's going into the parking garage. The mesh is spotty down there. He'll have plenty of cracks to hide in if he knows where they are. Just watch the exits. Alexei is close.

[Malpheus] – I'll be fine. Besides, there are some locals nearby that owe me some favors.

[Reagan] – We're not bringing anyone else into this.

[Malpheus] – Relax. They're expendable.

The creation and maintenance of this virtual reflection of the real world is a service provided by the Coalition. This means that a ghosting SIM makes use of public mesh access privileges, and in doing so are required to appear as a visible ARO to anyone nearby; meaning anyone with an AR interface device (or mindset) can see them. This protects the privacy of Coalition citizens, insuring that a SIM can't snoop around unseen.

A ghosting character cannot enter, or even perceive, an area that isn't visible to the mesh's sensors. Likewise, they cannot enter an area they isn't considered part of the public mesh, such as private residences or secure areas. They perceive these areas as solid darkness, like walls of black glass.

While they can view and hear the real world while ghosting, because SIMs have no physical body, they can only interact with the real world via drones or other machines.

Positioning and Movement

SIM characters will not be able to view the real world unless he or she is ghosting or viewing the world through a tele-presence device, drone or SIM-Cell. If in a SIM-Cell, or viewing the world through a telepresence device, the character effectively occupies the same space as his host or the device. If ghosting, the HPA limits the SIMs movement to normal human movement speeds. So they have a Pace just like any other character.

When an encounter begins, determine the starting location of a SIM just like any other character. If the character was not ghosting at the start of the encounter, and chooses to do so, the SIM can transition to the ghost state as an Action. The SIM appears anywhere within 6" of any area he or she could see before becoming a ghost.

Alternatively, most areas have an arrival zone for newly arriving SIMs who don't have any other way to view a location before deciding to ghost there. These arrival zones are usually near security checkpoints or public transportation hubs.

Lag

You may suffer penalties due to lag on Skill rolls when acting through machines located a great distance from the machine you are hosted on.

If you are hosted on a local machine (within one thousand km), you do not suffer a penalty. If you are hosted farther away, but within the same star system, you only suffer a -2 penalty. When working through machines located outside of the star system within which you are currently hosted, you suffer a -4 penalty.

Wounds

Most virtualities have a safety feature that kicks you out of the virtuality if you suffer a Wound. In the case of a SIM, they are sent back to their home environment. See pg. 225 for more on combat in a virtuality.

Edges and Hindrances

Characters in the *Nova Praxis* Setting may select from the following list of Edges and Hindrances.

Edges and Hindrances listed in italics are new, and are found later in this chapter.

Edges and Hindrances marked with an asterisk (*) are dependent on the character's body or sleeve, and can be subject to special rules when changing States. See the "Physical Edges" sidebar for more about what happens to these Edges when you change States.

Edges and Hindrances marked with an exclamation point (!) are expanded, or otherwise differ from the version listed in the Savage Worlds Deluxe core book. These changes are explained starting on pg. 140. Edges marked with a "(P)" are Professional Edges.

Hindrances

Minor Hindrances
All Thumbs
Anemic*
Bad Eyes*
Big Mouth
Cautious
Death Wish
Delusional
Dubious Construction
Enemy
Greedy
Habit
Hard of Hearing*
Illiterate
Loyal
Malware Afflicted
Mean
Obese*
Object of Disdain
Outsider
Pacifist
Phobia
Poverty Stricken
Quirk
Stubborn
Supremacist
Ugly*
Vengeful
Vow
Wanted

Major Hindrances
Apostate
Arrogant
Bad Eyes*
Bad Luck
Blind*
Bloodthirsty
Clueless
Code of Honor
Curious
Delusional
Disreputable
Dissonance
Elderly*
Enemy
Greedy
Habit
Hard of Hearing*
Heroic
Incohesive
Lame*
Object of Disdain
One Arm*
One Eye*
One Leg*
Overconfident
Pacifist
Phobia
Purist
Small*
Supremacist
Vengeful
Vow
Wanted
Yellow
Young*

New Hindrances

Apostate [Major]

Your character is not a registered member of Coalition society, and does not own a legitimate Coalition ID (CID). Without a registered CID, a person does not have a Rep-Rating, and therefore cannot utilize the Reputation system to acquire goods or operate compilers.

Apostates are generally only tolerated in Coalition society if they are actively employed by a House in hopes of earning membership. And even in this case, Apostates are not allowed into secured areas, and cannot access areas that require minimum Rep-ratings at all.

Apostates do not have a Rep-Rating, and cannot use Rep for acquisitions or Favors as described on pg. 219.

Disreputable [Major]

Requirement: Must be a Coalition Citizen

Your past misdeeds continue to haunt you. Your Rep-Rating is reduced by 2.

Dissonance [Major]

You are uncomfortable in your body. This not only leaves you feeling constantly ill at ease, but also results in shaky hands, slow reflexes, and general clumsiness.

You suffer a -1 penalty on Agility rolls, Athletics, and Agility-based Skill rolls. You may also suffer this penalty on other Skills if they requires steady hands or grace.

Dubious Construction [Minor]

Requirement: This Hindrance may only be only gained by sleeving into certain Cybersleeves.

Your sleeve is cheaply made from an outdated construction template. As a result, it is in constant need of repair and can fail you at the worst of times.

Normally you only suffer a critical failure when you roll a 1 on both your Skill and Wild Die. But when especially active, such as when running, climbing, jumping, fighting, etc., you suffer a critical failure

any time you roll a 1 on your Skill die. The result on the Wild Die doesn't matter.

Incohesive [Major]

Requirement: Apotheosis

Whether from too frequent State changes, or just a generally unstable mind, your Cohesion is reduced by 1.

Malware Afflicted [Minor]

Requirement: Apotheosis

Your ego has been exposed to a malicious Savant spreading malware for his corporate masters. As a result, your visual cortex is regularly bombarded by pop-up and other distracting ads.

When you draw a Club card during initiative, you suffer a -1 penalty on all Skill rolls during your turn.

Some Edges may allow you to draw multiple cards. In that case, the effect of this Hindrance is based off the first card you drew.

Object of Disdain [Minor/Major]

Something you did in the past offended someone important (like a Senator or Praetorian), or a group of like-minded individuals (such as a specific House, Apostates, the Rings of Olympus, a purist faction, etc.) They aren't out to kill you (that would be an Enemy), but they dislike you, probably distrust you, and prefer not to deal with you.

If a member of the group you offended recognizes you, you suffer -2 Charisma when dealing with them, and a -4 penalty when asking for Favors from that group.

The Minor version of this Hindrance assumes that the person or people you offended isn't very powerful, or widespread; or that your offense wasn't very severe or well known.

The Major version of this Hindrance means that the group or person you offended is very powerful or large, and/or that your offense is well known.

Purist [Major]

Special: This Hindrance may only be taken by Pure.

For whatever reason, be it religion, a philosophical stance, or just fear, you refuse to become augmented. You may not take any Augmentations of any sort.

This is a particularly harsh Hindrance to endure in the Nova Praxis setting, and you gain a bonus Edge during character creation to compensate. This is in addition to the bonus Edge gained by all Pure.

If you ever lose this Hindrance for any reason, you lose this bonus Edge. If it does not make sense for you to lose the Edge, the GM may instead reduce the number of Bennies you begin each game session with by 1.

Supremacist [Minor/Major]

You believe that who or what you are is objectively better than others, at the expense of other types of people.

A character with the Minor version of this Hindrance sees him or herself as superior to others, but is willing to work with them. He or she may come off as arrogant, or even mean to other types of people, but is rarely hostile or violent. Most strong supporters of the purist or transhuman agendas fall into the category, though this level of prejudice is sometimes directed at apostates or Coalition citizens.

Characters with the Minor version of this Hindrance suffer a -2 penalty on Persuasion rolls when dealing with your "lessers" as equals.

A character with the Major version of this Hindrance is downright nasty, and potentially murderous. Purifiers and posthuman aberrations tend to have this Hindrance. They believe that others are a threat at best, and a target for elimination at worst.

Characters with the Major version of this Hindrance typically will not deal with those they see as their lessers, but if they must, they suffer a -4 penalty.

Edges

Edge	Requirements	Effects
1st Legion Pilot (P)	N, Sm d6, Piloting d8, Survival d6	Your starships gain Mod points equal to quarter ship's size, +1 Survival and Stealth in wilderness
2nd Legion Marine (P)	N, Athletics d8, Fighting d6, Shooting d6, Knowledge (Battle) d6	Gain +1 bonus on attacks onboard ship or space station, +1 to attack with vehicle weaponry, +1 on all Trait rolls while piloting a frame
3rd Legion Spook (P)	N, Notice d8, Investigation d8, Persuasion d6	Gain +1 to call in a Favor for information. Also gain +1 on two Skills chosen from Intimidation, Streetwise or Stealth.
Ace (P)	N, A d8	+2 to Boating, Driving, Piloting; may make Soak rolls for vehicle at –2
Acrobat (P)	N, A d8, St d6	+2 to nimbleness-based Agility rolls; +1 Parry if unencumbered
Acrobatic Exploit	N, A d10	Trade extra d6 on damage when scoring a raise on the attack roll to immediately, and safely, move 2"
Agent of Shadow (P)	N, Knowledge (Politics) d6, Knowledge (Security) d6, Streetwise d8	Spend a Benny and roll Knowledge (Security) to find holes in the mesh
Alertness	N	+2 Notice
Ambidextrous	N, A d8	Ignore –2 penalty for using off-hand
Assassin (P)	N, A d8+, Climbing d6+, Fighting d6+, Stealth d8+	+2 to damage when striking a foe unawares
Attractive *	N, V d6	Charisma +2
Very Attractive *	N, Attractive	Charisma +4
Berserk	N	See text in SWD
Block	S, Fighting d8	Parry +1
Improved Block	V, Block	Parry +2
Brave	N, Sp d6	+2 to Fear tests
Brawler	N, St d8	+2 to unarmed damage rolls
Bruiser	S, Brawler	Bonus die to unarmed damage is d8 instead of d6
Brawny *	N, St d6, V d6	Toughness +1; load limit is 8 x Str
Celebrity	N, Sp d8	Gain +2 Charisma negotiating with and requesting Favors from fans
Charismatic	N, Sp d8	Charisma +2
Combat Reflexes	S	+2 to recover from being Shaken
Command!	N, Sm d6	Leadership Edge; +1 to troops recovering from being Shaken
Battle Commander (P)	N, Persuasion d6 or Intimidation d6, Knowledge (Battle) d6, Command	Leadership Edge; Gain 2 Bennies to spend on activating Leadership Edges
Move It or Lose It	V, Battle Commander	Leadership Edge; Spend a Bennie to allow any of your allies who are not in melee to instantly move up to half their Pace
Concentrated Fire	S, Sma d6, Sp d6, Command	Leadership Edge; When you make a ranged attack, spend a Benny to allow an ally to attack the same target on your turn for free
Fervor!	V, Sp d8, Command	Leadership Edge; +1 melee damage to troops in command
Heads Up	N, Spi d6, Command	Leadership Edge; Spend a Bennie to cause an enemy to suffer a -2 on an attack roll against your ally
Hold the Line!	S, Sm d8, Command	Leadership Edge; Troops have +1 Toughness
Inspire!	S, Command	Leadership Edge; +1 to Spirit rolls of all troops in command
Intervention	N, Spi d6, Command	Leadership Edge; Spend a Bennie to instantly grant any ally a +2 bonus on any Trait roll
Leader of Men	V, Command	Leadership Edge; Leadership Edge; Roll a d10 as the Wild Die for subordinates' group rolls
Natural Leader	N, Sp d8, Command	Leader may give Bennies to troops in command

Tactician	S, Wild Card, Sm d8, Knowledge (Battle) d6+, Command	Leadership Edge; Make a Knowledge (Battle) roll at the beginning of a fight to get an Action Card per success and raise; these may be given to any allies throughout the battle
Common Bond	WC, N, Sp d8	Leadership Edge; May give Bennies to companions
Connections	N	Call upon powerful friends
Counterattack	S, Fighting d8	Receive free Fighting attack at –2 once per round when a foe fails a Fighting attack
Improved Counterattack	V, Counterattack	As above but ignore the –2 penalty
Cyber-Defense Suite	N, Sma d6, Apotheosis Augmentation	Gain a +2 bonus on SINC or Knowledge (Software) to resist Savant Programs directed at you
Danger Sense	N	Notice at –2 to detect surprise attacks/danger
Dead Shot	WC, S, Shooting/Throwing d10	Double ranged damage when dealt Joker
Digital Spider	N, Sma d8, Investigation d6, Knowledge (Software)	Gain +2 on Investigation rolls to find information on the Extranet
Digitally Evolved	S, Sp d8	Increase either Agility, Strength or Vigor, and all associated Skills, by one step while in a virtuality
Dodge	S, A d8	–1 to be hit with ranged attacks
Improved Dodge	V, Dodge	–2 to be hit with ranged attacks
Drone Bond	N, Spi d6	You may spend Bennies for any drones you direct or control.
Drone Jock (P)	N, Sma d8, Repair d6, Drone Bond	Drone costs are reduced by 1, two of their Skills are increased by one step, and they gain 1 additional Augmentation Point
Ego Stabilization Software	N, Apotheosis Augmentation	Cohesion increased +1
Elan	N, Sp d8	+2 when spending a Benny on a Trait roll (including Soak rolls)
Extraction	N, A d8	Ignore one foe's free attack when withdrawing from melee with an Agility roll
Improved Extraction	N, Extraction	As above. With a raise, no foes get their free melee attack.
Fast Healer *	N, V d8	+2 to natural healing rolls
Favored Armament	N,	Gain a template to create a specialized piece of equipment
First Strike	N, A d8	May attack one foe who moves adjacent
Imp. First Strike	H, First Strike	May attack every foe who moves adjacent
Fleet-Footed *	N, A d6	+2 Pace, d10 running die instead of d6
Florentine	N, A d8, Fighting d8	+1 vs. foes with single weapon and no shield; ignore 1 point of gang up bonus
Followers	L, WC	Attract 5 henchmen
Forced Advance	N, Str d8, Fighting d6	Trade extra d6 on damage when scoring a raise on the attack roll to immediately push your opponent with a +4 bonus
Free Runner	N, A d8	When running, you can overcome obstacles at no cost, and 2" to your basic jumping distance
Frenzy	S, Fighting d10	1 extra Fighting attack at –2
Imp. Frenzy	V, Frenzy	As above but no penalty
Fringe Rat	N, Apostate Allegiance	Gain +2 bonus on Favors from Apostates, reduce costs of False CIDs by 1, and option to spend Benny to avoid having your False CID detected
Geek Speak	N, Sma d8, Knowledge (Any) d8	Use relevant Knowledge Skill instead of Persuasion or Intimidation to convince someone of a scientific fact, true or not
Genius at Work	N, Sma d10	Whenever you spend a Benny to reroll, use your Smarts die instead of your normal Wild Die on a trait reroll
Grappler	N, A d8 or Str d8, Fighting d6	When grappling, gain +2 on Fighting rolls and chance to cause Fatigue when you score a Raise
Ground and Pound	S, Fighting d8	Deal extra d6 when you able to deal damage as part of a Grapple

Hard to Kill	N, WC, Sp d8	Ignore wound penalties for Vigor rolls made on the Injury Table
Harder to Kill	V, Hard to Kill	50% chance of surviving “death”
Healer	N, Sp d8	+2 Healing
Improvisational Fighter	S, Sm d6+	Ignores the –1 penalty to attack and Parry for improvised weapons
Investigator (P)	N, Sm d8, Inv. d8, Streetwise d8	+2 Investigation and Streetwise
Jack-of-All-Trades (P)	N, Sm d10	No –2 for unskilled Smarts-based tests
Killer Instinct	H	Wins tied opposed rolls, may reroll opposed skill die if it comes up a “1”
Level Headed	S, Sm d8	Act on best of two cards in combat
Imp. Level Headed	S, Level Headed	Act on best of three cards in combat
Licensed	N	You are legally allowed to compile and carry restricted equipment such as weapons
Linguist	N, Sm d6	Begin play with a number of languages equal to Smarts; Smarts –2 to be understood in any language heard for a week
Luck	N	+1 Benny per session
Great Luck	N, Luck	+2 Bennies per session
Scavenger	N, Luck	Find an essential piece of equipment once per session
Mastermind (P)	N, Streetwise d8, Reputable or Rainy Day Fund	Spend a Benny and roll Streetwise to call up allies to help you
Marksman	S	Aim maneuver (+2 Shooting) if hero does not move
Martial Artist	N, Fighting d6	Never considered unarmed, +d4 to unarmed damage rolls
Improved Martial Artist	V, Martial Arts, Fighting d10	+d6 to unarmed damage rolls
Martial Arts Master	L, Imp. Martial Arts, Fighting d12	+2 to unarmed damage rolls; may take this Edge up to five times
McGyver	N, Sm d6, Repair d6, Notice d8	May improvise temporary gadgets
Mighty Blow	WC, S, Fighting d10	Double melee damage when dealt Joker
Mr. Fix It (P)	N, See text in SWD	+2 to Repair rolls, 1/2 Repair time with raise
Nerves of Steel	N, WC, V d8	Ignore 1 point of wound penalties
Imp. Nerves of Steel	N, Nerves of Steel	Ignore 2 points of wound penalties
No Mercy	S	May spend Bennies on damage rolls
Path of Purity (P)	N, Purist Hindrance, Wild Card, Spi d8,	Gain new benefits at each rank as long as you are never Augmented
Human Ingenuity	S, Path of Purity	When you draw a face card or Joker, increase the die type of your Wild Die during that round.
Survival of the Fittest	V, Human Ingenuity, Spi d10	Gain +1 on rolls to recover from Shaken. Also, when you draw a face card, turn your Wound penalties into bonuses for that round
Quick	N, A d8	Discard draw of 5 or less for new card
Tactical Dive	Novice, Shooting d8, Quick	The first time you are attacked in an encounter you may immediately move up to 4”, and if you wish, drop prone
Quick Draw	N, A d8	May draw weapon as a free action
Rainy Day Fund	N	Gain +2 Assets
Reputable	N, Coalition Citizen	Gain +2 Rep-Rating
Rock and Roll!	S, Shooting d8	Ignore full-auto penalty if shooter doesn’t move
Savant	N, Apotheosis Augmentation, Sma d8, Knowledge (Software) d8	Arcane Background; Gain a Savant Program and 2 new Minor Hindrances or 1 Major Hindrance
Compile New Savant Program	N, Savant (Arcane Background)	Gain a new Savant Program
Infusion	N, Savant (Arcane Background)	Add a piece of virtual gear to the code that comprises your ego, allowing you to take it with you into any virtuality
Sovereign (P)	Savant, Sma d8, SINC d8	You can make a Knowledge (Software) roll with a -2 penalty to avoid a Glitch
Specialized Program	N, SINC d8, Savant (Arcane Background)	Gain +2 bonus on rolls to execute a specific Savant Program
Upgrade Savant Program	N, SINC d6, Savant (Arcane Background)	Upgrade a Savant Program

Scholar (P)	N, d8 in affected skills	+2 to two different Knowledge skills
Scion of House Cipriani	N, Allegiance to House Cipriani	Gain +1 to Persuasion or Intimidation. Reduce cost of the following by 1: Atmospheric Flying Vehicles, Energy (Broadcast Power Generators, etc.), CISTs, Transportation
Scion of House Dalianis	N, Allegiance to House Dalianis	Gain +1 to Piloting or Knowledge (Hardware). Reduce cost of the following by 1: Starships, Rail/Coil Guns, Combat Drones
Scion of House Jinzhan	N, Allegiance to House Jinzhan	Gain +1 to Investigation or Survival. Reduce cost of the following by 1: Construction, Security Technology & Services, Food, Explosives, Ship & Vehicle Weaponry
Scion of House Kimura	N, Allegiance to House Kimura	Gain +1 to Notice or Knowledge (Software). Reduce cost of the following by 1: Agents, Computers & Computer Software, Cybersleeves, Cybernetic Augmentations, Simulated Augmentations, Virtuality Software, Lite Combat Frames (Walkers Size 6-8)
Scion of House Silva	N, Allegiance to House Silva	Gain +1 to Healing or Knowledge (Battle). Reduce cost of the following by 1: Biosleeves, Biotech Augmentations, PAc Weaponry
Scion of House Tsarya	N, Allegiance to House Tsarya	Gain +1 to Repair or Streetwise. Reduce cost of the following by 1: Vehicular & Personal Armor, Ground Vehicles, Heavy Combat Frames (Walkers Size 10-14)
Sidekick	L, WC	Character gains a Novice WC sidekick
Smuggler (P)	N, Knowledge (Security) d6, Stealth d6, Streetwise d8	Foes suffer -2 penalty to Notice things you've hidden. You also gain +1 on Favors to help you move contraband
Sniper	S, Sma d6, Shooting d8	When attacking a foe you have The Drop on, use d10 as your Wild Die; or increase it by one step if already d10 or larger
Steady Hands	N, A d8	Ignore unstable platform penalty; Running penalty reduced to –1
Strategist	S, Sma d8, Notice d6	You may spend a Benny to select a single target. Until the end of the encounter, when making attack rolls against your target, you may roll a second Wild Die equal to your Smarts.
Sweep	N, St d8, Fighting d8	Attack all adjacent foes at –2
Imp. Sweep	V, Sweep	As above but with no penalty
Strong Willed	N, Intimidation d6, Taunt d6	+2 Intimidation and Taunt, +2 to resist Tests of Will
System Slip	N, SIM State, Knowledge (Software) d8	You gain a +3 bonus to remain hidden on a computer system
Thief (P)	N, A d8, Climbing d6, Lockpicking d6, Stealth d8	+2 Climb, Lockpick, Stealth, or to disarm traps
Tough as Nails	L	Toughness +1
Imp. Tough as Nails	L, Tough as Nails	Toughness +2
Transhumanist	S, Smarts d8	Sleeves you purchase have 1 additional Augmentation Point. Your sleeve, body or avatar can support 2 more APs.
Two-Fisted	N, A d8	May attack with a weapon in each hand without multi-action penalty
Weapon Master	L, Fighting d12	Parry +1
Master of Arms	L, Weapon Master	Parry +2
Woodsman	N, Sp d6, Survival d8, Tracking d8	+2 Tracking Survival, and Stealth

New Edges

1st Legion Pilot (Professional)

Requirements: Novice, Smarts d6+, Piloting d8+, Survival d6+

You are, or were, a member of the 1st Legion, a pilot of SACom. You were trained to fly ships and atmospheric craft, as well as logistics. You also endured extensive survival and evasion training in the event of a crash landing in a hostile area.

Starships you own gain bonus free Mod Points equal to one quarter your ship's Size (round up). In addition, you gain a +1 bonus on Survival and Stealth rolls made while in a wilderness environment.

2nd Legion Marine (Professional)

Requirements: Novice, Athletics d8+, Fighting d6+, Shooting d6+, Knowledge (Battle) d6+

Whether you still are or not, you were once a member of the 2nd Legion, the Coalition's Marine Corp. You were trained to fight the Coalition's enemies in all environments, especially aboard starships.

You gain a +1 bonus on ranged and melee attack rolls when fighting aboard a ship or space station, or when attacking with military vehicle weaponry (including frame weaponry).

In addition, you also gain a +1 bonus on all Trait rolls while piloting a frame.

3rd Legion Spook (Professional)

Requirements: Novice, Notice d8+, Investigation d8+, Persuasion d6+,

The agents of ICON have a reputation for being spies, torturers and even assassins. While their means vary, their job is the same. They are the eyes and ears of the Tetragon, and you are (or at least were) a member of this shadowy group.

You have friends in dark places, and can call upon them when investigating criminal activity. You gain a +1 bonus on rolls to call in Favors (pg. 219) to learn information about illegal activities.

In addition, gain a +1 bonus to two Skills chosen from Intimidation, Streetwise and Stealth.

Acrobatic Exploit

Requirements: Novice, Agility d10+

You tumble, roll, spin, and twist during combat, maneuvering yourself into a more advantageous position, or leaving your foe to chase after you.

Any time you get a raise on an attack roll, you may forego the extra d6 damage to instantly move up to 2" for free, and do not suffer an attack from adjacent opponents.

Agent of Shadow (Professional)

Requirements: Novice, Knowledge (Politics) d6+, Knowledge (Security) d6+, Streetwise d8+,

You've been an agent of the Houses for a while now, and know all the dirty tricks, exploits, and back doors. You may spend a Benny and roll your Knowledge (Security) to find a hole in the mesh, one of the few areas not visible to the mesh's sensors. Designate an area the size of a Medium Burst. If you get a raise, the area can be a Large Burst.

This area has a mesh rating of Unmeshed (pg. 147). Due to bad angles, damaged sensors, an unusual obstruction, or the like, the area can't be seen by the Coalition's Monitors or anyone else depending on the mesh to view the designated area.

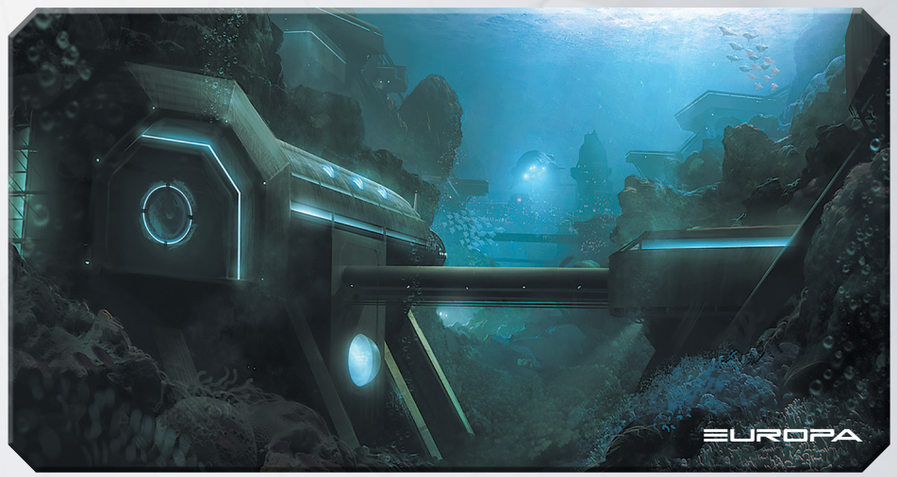
Battle Commander (Professional)

Requirements: Novice, Persuasion d6+ or Intimidation d6+, Knowledge (Battle) d6+, Command

You might have once been an officer in the Protectorate, or perhaps a leader of one of Earth's remnant forces. Or maybe you are just a natural born leader with an eye for strategy.

You gain 2 extra Bennies at the beginning of each session. These Bennies may only be spent to activate Leadership Edges, or be given away with Common Bond or Natural Leader.

Alternatively, if a Leadership Edge is activated by drawing a specific type of Action Card, you may spend one of these bonus Bennies to activate that Edge.



Celebrity

Requirements: Novice, Spirit d8+

You are well known. You might host a well-known Extranet show, be a popular template designer, a celebrated politician, or something similar. Or you might just be a popular representative for those who share a specific agenda. You could be a hero for the Purist cause, a well-known and outspoken transhumanist, a respected and revered Astralist, or a highly regarded member of your House.

Whatever the source of your fame, you gain +2 Charisma when dealing with your fans or those who support your agenda. This can also be added as a bonus when calling in Favors (pg. 219) specifically from your fans or supporters.

Compile New Savant Program

Requirements: Novice, Savant (Arcane Background)

After hours of diligently writing new SINC, you are able to compile a new Savant Program.

You must meet all the Program's Requirements, if it has any, and you may never select this Edge more than twice per rank.

Concentrated Fire (Leadership)

Requirements: Seasoned, Smarts d6+, Spirit d6+, Command

You synchronize your attack with an ally, firing together at the same target.

When you attack a foe with a ranged weapon, you may spend a Benny to direct any one ally who can see your target, and at least hear you, to fire on your target at the same time you do.

Make your attack as normal. Your chosen ally may also make a free attack, on your turn, against the same target. The attack must be made with an already drawn ranged weapon, and must be a simple attack. Your ally may not use suppression fire, double tap, or any other special attack.

Cyber-Defense Suite

Requirements: Novice, Smarts d6+, Apotheosis Augmentation

You have integrated a set of programs into your ego designed specifically to bolster your Agent, offering you further protection from attacks from Savants or CISTs. When making opposed rolls to defend against Savant Programs, you gain a +2 bonus to your SINC or Knowledge (Software), whichever you prefer.

Digital Spider

Requirements: Novice, Smarts d8+, Investigation d6+ or Knowledge (Software) d6+

You've been to every corner of the Extranet, and know where to look for obscure information.

You gain a +2 bonus on all Investigation rolls to research information about a person, place, or thing that can be found on the Extranet.

Digitally Evolved

Requirements: Seasoned, Spirit d8+

Time spent in virtual environments has warped your self-perception, and your avatar has changed to suit it.

Choose either Agility, Strength, or Vigor. While in a virtual environment, the chosen Attribute, and all of its associated Skills, are increased by one die type.

You may select this Edge up to three times, each time selecting a different Attribute.

Drone Bond

Requirements: Novice, Spirit d6+

You have a strong bond with your drones, seeing them much as an extension of yourself. As a result, you may spend your own Bennies for any drones you direct or control.

Drone Jock (Professional Edge)

Requirements: Smarts d8, Repair d8+, Drone Bond

You are especially adept at customizing and operating drones. When you select this Edge, you get several benefits:

The Cost of any drone you attempt to acquire is reduced by 1.

Whenever you purchase a drone, two of its Skills (your choice) are increased by one die type. Once chosen, the Skills the bonuses are applied to cannot be changed.

Drones that you purchase gain one additional Augmentation Point (see pg. 197).

Ego Stabilization Software

Requirements: Novice, Apotheosis Augmentation

You have a successfully integrated a top-of-the-line software suite that constantly edits your ego in small ways to help ensure maximum mental cohesion.

Your Cohesion is increased by +1.

Favored Armament

Requirements: Novice

You own a compiler template capable of compiling a very specific weapon or suit of armor, customized just for you. The template was written to meet your specifications, and the item it is used to compile is coded to your CID, and will not activate for anyone but yourself.

You get the template and one instance of the item it creates for free; but the Cost of the item created by the template cannot exceed twice your Rep-Rating or Assets, +1. It does not matter if it is Restricted or not.

If the item is a weapon, you gain a +1 bonus on attack rolls. If it is armor, it's Armor rating is increased by +1.

Note that an armor template can be synced with your sleeve, allowing you to compile armor that fits perfectly, even if you resleeve.

Anyone else using the item suffers a -1 penalty on all attacks and damage rolls if it is a weapon, or a -1 penalty on Parry and Athletics rolls if your favored item is armor. But since the item is coded to your CID, it is unlikely they'd be able to use it at all unless they had a copy of your CID.

Forced Advance

Requirements: Novice, Strength d8+, Fighting d6+

Your melee attacks crash down upon your foes with tremendous force.

When you score a Raise on a melee attack roll, you may forego the extra +1d6 damage, and instead choose to perform an immediate free Push Maneuver, with a +4 bonus (and no multi-action penalty).

Free Runner

Requirements: Novice, Agility d8+

You are especially good at navigating your environment on the run, using your momentum to leap, roll, vault, bounce, or slide under obstacles while maintaining your speed.

When running, you may move up or past obstacles up to 2m high with no cost or penalty, and add 2" to your basic jumping distance.

Fringe Rat

Requirements: Novice, Apostate Allegiance

You are a ghost. Little record of your life exists. You do not show up on most Coalition records and live as an apostate.

It is assumed you have found a way to make it in this world without being tracked by the Coalition, and that you spend a portion of your downtime working to keep your tracks covered. You may need to talk the specifics over with your GM.

You also gain a +2 bonus on any Favor requests (pg. 219) made to acquire goods, information, or services from fellow apostates.

In addition, False CID's effectively have their Costs reduced by -1 for Apostates, and you may spend a Benny to reroll when rolling to determine whether or not your False CID (pg. 171) is detected as false.

Geek Speak

Requirements: Novice, Smarts d8+, Knowledge (Any) d8+

You are really good at seeding a conversation with just enough techno-babble to baffle, confuse, frighten and deceive others.

You may use a relevant Knowledge Skill instead of Persuasion or Intimidation whenever you need to convince someone of a scientific fact, whether it is true or not.

Genius at Work

Requirements: Novice, Smarts d10+

You have a talent for analyzing a situation and figuring out how to get the most benefit for the least amount of effort. This could mean working out the best way to build a simple tool, or just knowing exactly where to hit (or what to say to) an opponent to make it hurt the most.

Whenever you spend a Benny to reroll, use your Smarts die instead of your normal Wild Die on a trait reroll.

Grappler

Requirements: Novice, Agility d8+ or Strength d8+, Fighting d6+

You've mastered a style of martial arts that specializes in ground combat.

When making a Grapple attack, make your Fighting roll at +2. If you succeed with a raise, in addition to the usual effects, you may also choose to make an opposed Strength vs. Vigor roll with your target. If you succeed the target suffers one Fatigue level in addition to any other effects from the attack.

The Fatigue level will recover after ten minutes of rest.

Ground and Pound

Requirements: Seasoned, Fighting d8+

You know how to sneak in the occasional punch or elbow during a grapple, dismantling your foe as you wear them down.

You deal an extra +1d6 damage whenever you are able to damage an opponent you have successfully grappled.

Heads Up (Leadership)

Requirements: Novice, Command, Spirit d6+

You always keep an eye on your allies during combat, and can sometimes give someone just the warning they need to save their head.

By spending a Benny, you may cause an enemy attacking an ally who can hear you to suffer a -2 penalty on their attack roll. This penalty can be added before or after the dice are rolled, and need not take place on your turn.

Human Ingenuity

Requirements: Seasoned, Path of Purity

Eschewing Augmentation, you have learned to look for any advantages you can find, exploiting the situation for maximum benefit.

When you draw an Action Card. If it is a face card or Joker, you may increase the die type of your Wild Die by one step on all rolls during this round.

If for some reason you are ever forced to take an Augmentation, you lose this Edge. It may be replaced with a different Edge the next time you increase in Rank.

Infusion

Requirements: Novice, Savant (Arcane Background)

You have managed to modify your ego's code, adding additional code that mimics one or more pieces of equipment.

This code becomes a part of your ego, and cannot be separated. When you load into a virtuality, you gain the ability to call this equipment into being at will, regardless of the virtuality's normal rules and restrictions.

Your ego's infused equipment functions just as it would if it were real, and obeys the physical laws of the virtual environment.

Thus, an infused railgun can be used to blow apart objects and people in the virtuality, but an infused flamethrower still could not make fire under water (unless the virtuality specifically featured different physics of course).

You may infuse any number of items so long as their combined Cost does not exceed your SINC. So a character with a SINC of d8 could infuse a number of items with a total Cost equal to 8.

You may select this Edge multiple times. Each time that you do, add +3 to the total Cost of the items you can infuse.

Also, each time you take this Edge, or any time you increase in Rank, you may liquidate the items you have previously infused and infuse a whole new set.

Intervention (Leadership)

Requirements: Novice, Command, Spirit d6+

You know just the right words to say to help someone give it their all, to push past their perceived limitations and succeed against all odds.

By spending a Benny, you may grant any ally who can hear your voice a +2 bonus on any Trait roll. You may grant this bonus at any time, before or after the dice are rolled. This does not count as an action, and may be performed on your allies' turn.

Licensed

Requirements: Novice

You have somehow obtained a license to acquire restricted equipment, and may do so using your Rep-Rating. (Normally a character must use Assets to acquire restricted items.)

Note that excessive purchasing of restricted items can still result in investigation by authorities. You can get away with fabricating the occasional assault rifle or grenade, or even decanting into a restricted sleeve. But, attempting to compile a half dozen guns or a large quantity of explosives may flag you for investigation.

While restricted equipment is very useful for bartering with apostates, getting caught doing so could result in severe criminal punishment.

A PC who gets caught would likely lose his license. If this happens, the GM should allow the PC to replace this Edge with another the next time he gains an Advance.

Mastermind (Professional)

Requirements: Novice, Streetwise d8+, Reputable or Rainy Day Fund

You are in the center of a web of contacts and minions, men and women in debt to you, or otherwise willing to come to your side in times of trouble.

You may spend a Benny and roll Streetwise. If you succeed, 2d4 Citizens (pg. 262) arrive where you need them in 2d6 minutes. If you get a raise, you can elect to have 2d4 Thugs (pg. 261) show up instead.

Each time you use this Edge after the first, you suffer a cumulative -1 penalty. This penalty resets when you earn an Advance.

Note that sending your minions to certain death may have other consequences such as problems with the authorities, Rep loss, or an increased penalty on future rolls. If more than half of your minions are killed in your service, increase the penalty on your next attempt to use this Edge by 1.

Move it or Lose It (Leadership)

Requirements: Veteran, Battle Commander

At your command, your allies shift to a more advantageous position.

By spending a Benny, you may allow any of your allies who can hear your commands, and are not in melee, to move up to half their Pace in any direction they choose.

Your allies perform this movement immediately, on your turn. All normal movement rules still apply.

Path of Purity (Professional)

Requirements: Novice, Purist Hindrance, Wild Card, Spirit d8+; If for some reason you are ever forced to take an Augmentation, you lose this Edge. It may be replaced with a different Edge the next time you increase in Rank.

You are fueled by sheer stubborn will, driving yourself to remain relevant in a world beset by hedonistic technophiles and soulless machines.

You gain a new benefit from this Edge at every Rank:

Novice - You gain a bonus Benny at the start of each game session.

Seasoned - Whenever you spend a Benny to reroll, you gain a +1 bonus. This stacks with the bonus gained from Elan.

Veteran - Whenever you suffer a critical failure, you get a bonus Benny. You get this bonus Benny immediately.

Heroic - Choose two Skills. Whenever you roll either of those two Skills, increase the die type of your Wild Die by one step.

Legendary - Whenever you spend a Benny to reroll, you may add your Spirit die as an additional Wild Die.

Rainy Day Fund

Requirements: Novice

You've been building a cache of valuable commodities, good quality trade-goods you can draw on when times get tough.

Your Assets is increased by +2.

Walking the Path of Purity

In the *Nova Praxis* setting, it is assumed the most characters will take various Augmentations. The *Path of Purity* is an Edge only available to Pure who abstain from taking any Augmentations, and it was designed to help insure that these characters can remain a viable option, and perform roughly on par with their Augmented counterparts.

As such, the *Path of Purity*, and Edges that require it, tend to be a bit more powerful than most Edges.

Reputable

Requirements: Coalition Citizen, Novice

You've left those who've met you with good impressions, or you've contributed something meaningful to the lives of the people of the galaxy.

Your Rep-Rating is increased by +2.

Note that the highest your Rep-Rating may ever go is 11.

Savant (Arcane Background)

Requirements: Novice, Apotheosis Augmentation, Smarts d8, Knowledge (Software) d8

You have managed to hack your mindset, stripping it of the Coalition-mandated restrictions placed on it by the Humanity Preservation Act.

You gain a Savant Program of your choice, and may now take the Compile New Savant Program Edge, as well as other Edges that require this one.

In addition, you also gain two new Minor Hindrances, or one Major Hindrance, that represents the negative side effects of hacking the mindset. This Hindrance can be physical or mental in nature, reflecting mental instability, emotional trauma, or a glitch in your ego that results in a disconnect between mind and body.

Suitable Hindrances are: All-Thumbs, Bad Eyes, Blind, Delusional, Dissonance, Habit, Hard of Hearing, Incohesive, Lame, Mean, One Arm, One Eye, One Leg, Overconfident, Pacifist, Phobia, Quirk, Stubborn, or Yellow.

Unlike other physical Hindrances, Physical Hindrances taken with this Edge cannot be overcome with Augmentations, Resleeving, or changing States. It is a problem with the mind, not the body. For example, a character with the One Eye Hindrance would never be able to see out of the affected eye, no matter what.

The new Hindrance(s) may be removed with the expenditure of an Edge.

[Tac-Comm v1.76.3/ Log: 07:36-04,21,97]

[Alexei] – The mesh wasn't as spotty as you thought it'd be Mal.

[Malpheus] – My apologies. But I was glad to hear that some of the locals were able to give you a ride.

[Alexei] – Yeah. Your minions came through.

[Reagan] – How bad is the situation?

[Alexei] – I had a burner CID on, so the meshed pinged it for the killings.

[Reagan] – It see your face?

[Alexei] – No. Helmet. Good thing to. I like this sleeve.

[Reagan] – Okay. We've done what we came here to do. Everyone get back to the ship. We're dusting off in 15 minutes. Anders?

[Anders] – I'm going with you. Jennie is in a safe place. You bastards really kicked the hornet's nest this time.

Scion of House Cipriani

Requirements: Allegiance to House Cipriani

As a member of House Cipriani, the Cost of purchasing any of the following types of goods is reduced by 1: Atmospheric Flying Vehicles, Energy (Broadcast Power Generators, etc.), CISTs, Transportation.

In addition, choose Persuasion or Intimidation. You gain a +1 bonus on rolls with your chosen Skill.

Scion of House Dalianis

Requirements: Allegiance to House Dalianis

As a member of House Dalianis, the Cost of purchasing any of the following types of goods is reduced by 1: Starships, Rail/Coil Guns, Combat Drones

In addition, choose Piloting or Knowledge (Hardware). You gain a +1 bonus on rolls with your chosen Skill.

Scion of House Jinzhan

Requirements: Allegiance to House Jinzhan

As a member of House Jinzhan, the Cost of purchasing any of the following types of goods is reduced by 1: Construction, Security Technology & Services, Food, Explosives, Ship & Vehicle Weaponry

In addition, choose Investigation or Survival. You gain a +1 bonus on rolls with your chosen Skill.

Scion of House Kimura

Requirements: Allegiance to House Kimura

As a member of House Kimura, the Cost of purchasing any of the following types of goods is reduced by 1: Agents, Computers & Computer Software, Cybersleeves, Cybernetic Augmentations, Simulated Augmentations, Virtuality Software, Lite Combat Frames (Walkers Size 6-8)

In addition, choose Notice or Knowledge (Software). You gain a +1 bonus on rolls with your chosen Skill.

Scion of House Silva

Requirements: Allegiance to House Silva

As a member of House Silva, the Cost of purchasing any of the following types of goods is reduced by 1: Biosleeves, Biotech Augmentations, PAc Weaponry

In addition, choose Healing or Knowledge (Battle). You gain a +1 bonus on rolls with your chosen Skill.

Scion of House Tsarya

Requirements: Allegiance to House Tsarya

As a member of House Tsarya, the Cost of purchasing any of the following types of goods is reduced by 1: Vehicular & Personal Armor, Ground Vehicles, Heavy Combat Frames (Walkers Size 10-14)

In addition, choose Repair or Streetwise. You gain a +1 bonus on rolls with your chosen Skill.

Smuggler (Professional)

Requirements: Novice, Knowledge (Security) d6+, Stealth d6+ Streetwise d8+,

You know how to get things in and out of an area, handily bypassing security checkpoints and slipping contraband through security.

Anyone searching for an item you have hidden, either on your body or otherwise, suffers a -2 penalty to Notice. You also gain a +1 bonus on rolls to call in a Favor (pg. 219) to help you move gear or contraband through secured areas.

Sniper

Requirements: Seasoned, Smarts d6+, Shooting d8+

You are trained to compensate for gravity, distance, wind, and other factors that might otherwise spoil a well-placed shot. You know how to aim to deal the most damage to your opponent with a ranged weapon.

When making a ranged attack against a foe you have The Drop on, use d10 for your Wild Die; or increase it by one step if it is already d10 or higher.

Sovereign (Professional)

Requirements: Novice, Savant, Smarts d8+, SINC d8+

You have a deep understanding of your SINC and how it interfaces with your ego and onboard systems. As a result, you can sometimes stabilize your systems, quickly recovering before you suffer a Glitch.

When you fail to execute a Savant Program, make a Knowledge (Software) roll with a -2 penalty. This is a free action.

If you succeed, you do not suffer the Glitch.

Specialized Program

Requirements: Novice, Savant, SINC d8+

You've spent a great deal of time mastering a specific Savant Program, honing your SINC to a razor's edge.

Select one Savant Program you know. You gain a +2 bonus on SINC rolls to execute that Savant Program.

Leadership Edges, Allies and Distance

In the *Nova Praxis* setting, characters with Leadership Edges can apply their effects to any allies, subordinates and Wild Cards, who can hear or see them. That means Apotheosized characters, and characters in radio communication with each other, generally do not need to worry about distance. Without some form of working communication technology however, Leadership Edges still work within 10".

This renders the *Command Presence* Edge unnecessary.

The character with the Leadership Edge must be aware of what is going on, and must be able to communicate with his allies for them to benefit.

Characters may only benefit from the effects of one "Leader" at a time.

Strategist

Requirements: Seasoned, Smarts d6+, Notice d6+

You are adept at seeing and exploiting an enemy's weaknesses in a physical conflict. These might be tendencies to move a certain way, a propensity to telegraph attacks, or a literal chink in his armor.

You may spend a Benny to select a single target. Until the end of the encounter, when making attack rolls against your target, you may roll a second Wild Die. This second Wild Die's type is equal to your Smarts.

You may change your selected target by spending another Benny.

Survival of the Fittest

Requirements: Veteran, Human Ingenuity, Spirit d10+

Mankind did not climb to the top of the food chain by rolling over and dying, and neither will you.

You gain a +1 bonus on rolls to recover from being Shaken.

In addition, whenever you draw a face card during initiative, you may reverse any Wound penalties you have and turn them into bonuses. For example, if you currently suffer from a -2 penalty due to Wounds, you may gain a +2 bonus instead.

If for some reason you are ever forced to take an Augmentation, you lose this Edge. It may be replaced with a different Edge the next time you increase in Rank.

System Slip

Requirements: Novice, SIM State, Knowledge (Software) d8+

As a SIM, you know how to hide in a network. By changing file names, rewriting your position on storage devices, and creating digital red herrings, you are able to thwart attempts to find you and target you in a system.

Detecting a specific SIM on a host system is generally an opposed Knowledge (Software) vs. Knowledge (Software) roll. If you have this Edge, you gain a +3 bonus on the roll to remain hidden.

In addition, you also increase the Execution Penalty of any Savant Program directed at you by 2.

Tactical Dive

Requirements: Novice, Quick, Shooting d8+, Notice d6+

Your razor sharp reflexes kick in, and you instinctively dive to cover or leap to a more advantageous position.

The first time you are attacked in an encounter you may immediately move up to 4", and if you wish, drop prone. Your attacker must resolve his or her attack as if you had been at your new location before the attack was declared. If you were able to get behind cover or break line of sight, the attacker must resolve the attack as if you were there all along.

You may even use this Edge if your attacker has The Drop on you, but in this case, you must first spend a Benny.

Transhumanist

Requirements: Seasoned, Smarts d8+

You know which brands of Augmentations work best with each other, and are adept at outfitting your body, or customizing a sleeve, for maximum efficiency.

Sleeves you purchase have 1 additional Augmentation Point, and the maximum number of Augmentations your sleeve can support is increased by +2.

If you are Pure or a SIM, your body (or virtual avatar) can handle 2 additional AP worth of Augmentations.

Upgrade Savant Program

Requirements: Novice, Savant (Arcane Background), SINC d6+

Frequent use of, and experimentation with, one of your Savant Programs has enabled you to improve upon it.

You gain an upgrade for one of your Savant Programs.

You must meet the requirements for the Upgrade before selecting it.

[NetLink Log: 16:32-09,03,99]

[Grady] – I'm thinking about taking the offer and getting an Ingot sleeve.

[Juna] – You're going to resleeve?

[Grady] – Thinking about it. Since the Ingot was certified as mining gear, the House will provide the sleeve and I get a bump.

[Juna] – Didn't you just get that sleeve a few months ago? Aren't you worried about fragmenting?

[Grady] – Nah. Besides. The offer is too good to pass up.

Revised Hindrances

Poverty [Minor/Major]

You have nothing of value, having either never collected anything, or having lost it all. Your Assets is reduced by 2.

If you are a Coalition citizen, this is a Minor Hindrance. If you are an Apostate, it is a Major Hindrance.

Revised Edges

Command

Requirements: Novice, Smarts d6+

In addition to the normal effect of Command (granting allies a +1 bonus to recover from being Shaken), on any turn in which you draw an Ace on your Action Card, you may spend a free action to allow an ally to immediately move up to 4". This does not count against their normal allotment of actions, and they cannot do anything other than move. Otherwise, normal movement rules apply.

Inspire

Requirements: Seasoned, Command

In addition to the normal effect of Inspire (granting allies a +2 bonus on Spirit rolls to recover from being Shaken), on any turn in which you draw an Ace on your Action Card, you may spend a free action to allow two allies to move up to 4". This does not count against their normal allotment of actions, and they cannot do anything other than move. Otherwise, normal movement rules apply.

Fervor

Requirements: Veteran, Command, Spirit d8+

Allies who benefit from Fervor deal +1 damage as usual. Wild Card allies instead gain a +1 to both damage and attack rolls. This applies to both ranged and melee attacks.

Trademark Weapon

This Edge has been replaced with Favored Armament (pg. 134).

Edges, Hindrances and State Changing

Certain Edges and Hindrances represent something about your body or sleeve. Should you resleeve or become a SIM, those things might change or go away.

The Physical Edges and Hindrances listed below do not carry over through State changes or resleeving. For example, if you start as a Pure character and choose to undergo Apotheosis and resleeve, any physical Edges you had get replaced by new ones at a rate of one Edge per game session until they are all replaced. Physical Edges may not be replaced by other Physical Edges on the list. Once you have replaced a physical Edge with a replacement Edge, that replacement becomes permanent.

Likewise, Physical Hindrances selected during character creation must also be replaced. A Major Hindrance must be replaced by another Major Hindrance, and a Minor Hindrance should be replaced with another Minor Hindrance.

Physical Hindrances gained through combat or other means can be wiped away.

The player should work with the GM to insure that the Edges and Hindrances used to replace the old ones make sense in the context of the character and the story. The GM has the right to refuse any replacement he or she doesn't believe serves the story.

When resleeving, you may not use any Edges with Requirements you no longer meet.

Physical Edges

- Attractive
  - Very Attractive
- Brawny
- Fast Healer
- Fleet-Footed

Physical Hindrances

- Anemic
- Bad Eyes
- Blind
- Elderly
- Hard of Hearing
- Lame
- Obese
- One Arm
- One Eye
- One Leg
- Small
- Ugly

Savant Programs

The Savant's special abilities are all derived from a unique programming language that he or she (or it) has been able to develop since cracking the restrictions on his mindset (pg. 180). This programming language is called Self-Interfacing Neural Code (SINC). Cracking the mindset is a very dangerous procedure, but once complete, the Savant gains the ability to interface with computer systems in ways a normal person cannot.

The type of hacking performed by the Savant when executing a Savant Program is aided by the Savant's unrestricted Agent, which Savants often call their "Daemon". The Savant executes the SINC, and his Daemon unloads a barrage of SINC-based intrusion programs that flood the targeted system, smashing a hole through its security just long enough for the Savant to seize control.

Modern computer systems are built using Mimir-tech, and as a result are secured using dedicated AIs. The window of access the Savant can obtain in these systems is short-lived, usually lasting no more than a few seconds.

The Savant Programs in this chapter represent the programs that Savants are able to compile from their SINC.

Before you can gain any Savant Programs, you must first purchase the Savant Arcane Background Edge (pg. 148). You may then gain additional Savant programs by selecting the Compile New Savant Program Edge.

SINC is a very personal part of the character, partially derived from, and interfacing directly with, the code that makes up the Savant's ego. It can't be copied or traded, and is backed up along with the ego itself. You can execute Savant Programs as long as you are in a sleeve with the Apotheosis Augmentation, or on a computer capable of hosting your ego as a SIM.

Upgrades

Some Savant Programs can be upgraded by taking the Upgrade Savant Program Edge. These upgrades may make the Program more effective, reduce the Execution Penalty, or allow you to use the Program in new ways.

Unless otherwise specified, you may only select a specific upgrade a single time.

Execution Penalty

When you wish to use a Savant Program, you must roll your SINC Skill. Each Program has a listed Execution Penalty, which you suffer on this roll. In some cases this is a standard Skill roll. In others, it is an opposed roll made with the target.

If you succeed, you can use the Program as described within the Program's entry.

If you fail, the Program fails and you suffer a Glitch.

If you roll a 1 on your SINC Skill die, you become Shaken and suffer a Glitch.

Glitches and System Stability

Savants can suffer three Glitches before becoming incapacitated (as described below). The Mindset was never designed to run SINC, and as the Savant executes their Savant Programs, they stress their onboard systems more and more. As this occurs, the Savant accumulates Glitch Penalties.

Savant Programs

Access Memory – Access memories from a person's mnemonic core.

Augmented Unreality – Cause the target to perceive augmented reality objects that appear real.

Blackout – Damage the link between the target's mindset and brain, rendering them blind.

Delve – Gain access to a person's secured records and private social media logs, potentially allowing you to discover their secrets.

Eminent Domain – Take temporary control over computer-controlled parts of your environment.

Esper Lord – Control a swarm of nanomachines.

Fog of War – Temporarily black out the mesh, making it possible to act without being observed.

Memory Hack – Edit memories stored on a mnemonic core.

Oracle Patterning – Your Daemon makes reliable predictions of the future by processing available data.

Overload – Cause the target's mindset to generate pain.

Pattern Scan – Your Daemon constructs reliable reports about past events based on fragments of available information.

Puppeteer – Improve your use of drones, and/or control drones that don't belong to you.

Security Skim – Access security data to hear and view other places.

Stream of Consciousness – Intercept the flow of data between the target's brain and mindset to hear surface thoughts.

System Error – Launch a direct attack against a target's systems.

System Invasion – Gain access to, and control over, secured systems.

One Glitch results in a -1 penalty, two Glitches results in a -2 penalty, and three Glitches means a -3 penalty. These penalties apply to any use of the SINC Skill.

If the Savant suffers more than 3 Glitches, they are incapacitated. Their Mindset reboots, and the Savant falls unconscious. They will awake in 3d6 minutes, after which time his, her or its Daemon will have repaired some of the damage. The Savant will awaken with 3 Glitches.

Stabilizing the System

Glitches clear at a rate of one every four hours, assuming the Savant has time to rest a bit and debug his SINC.

Access Memory

Requirements: Novice
Range: SINC x 2
Duration: Instant
Execution Penalty: -0; Opposed by Target's SINC or Knowledge (Software)

When you run this Program, you are able to hack into another person's mnemonic core and retrieve stored data. This data includes records of thoughts and sensory data from previous experiences.

If you successfully execute this Program, you gain a single-word answer to a question of your choosing. If the target does not know the answer, the response should simply be "Unknown."

The target's Agent will immediately detect the intrusion, sever the link, and alert the target.

If you succeed on your activation roll with a raise, you are able to gain access undetected, and gain an answer consisting of a few sentences. Alternatively, the probing character may experience an entire scene that the target was present for as if he or she had been there themself.

Succeeding with 2 or more raises results in the probing character learning just about any fact the target knows or gains the ability to experience several days of the target's life.

Augmented Unreality

Requirements: Novice
Range: SINC x 2
Duration: Special
Execution Penalty: -0; Opposed by Target's SINC or Notice
Duration: Permanent until dismissed

You are able to hijack the sensory data passing through your target's mindset (or host system in the case of a SIM), causing the target to see objects that aren't real.

Though they do not make any sounds, these AR illusions can move and are detailed enough to pass for real objects when viewed from any angle. Legal computer systems are normally restricted from being able to display realistic AR objects to avoid confusion or dangerous situations, so the ability to do so whenever you please can be incredibly useful. The illusion may move at any speed, but disappears if you lose sight of it.

To create the AR illusion, you must first execute this Program.

The target may make a Notice roll to see the illusion for what it is. However, AR illusions created with this Program are almost always

[Monitor Observation: 984836204; 6:45:35-04,21,97; Section C04; 52-27-DB]

[Violent Activity Detected] – Discharge of Restricted Weapons with Intent to Harm

[Visual and Auditory Analysis Commencing]

Suspect - Citizen ID: RJ38N39D

Suspect - Citizen ID: PD94C79Y

Suspect - Citizen ID: PJ53JR12V

[CENTURIAN DISPATCHED]

[ACTIVITY LOG IN PROGRESS]

Three shots fired by Citizen ID: PD94C79Y at Citizen ID: RJ38N39D. Shots missed target, impacted south-east wall. Injury report: None

Citizen ID: RJ38N39D deployed unknown nanotechnological swarm weapon. Swarm composition matches standard RX-9 Wendigo esper swarm. <Subjective Observation: Swarm utilized in restricted manner. No Queen ID present. Appearances indicate swarm under direct control of Citizen ID: RJ38N39D.> Swarm used to stab Citizen ID: PD94C79Y six times. Injury Report: Victim Killed

Citizen ID: PD94C79Y --DECEASED--

Two shots fired by Citizen ID: PJ53JR12V at Citizen ID: RJ38N39D. One shot hit. Injury Report: Citizen ID: RJ38N39D injured. Non-critical.

Citizen ID: RJ38N39D directed swarm weapon to attack Citizen ID: PJ53JR12V. Swarm directed to dissolve Citizen ID: PJ53JR12V. Injury Report: Victim Killed

Citizen ID: PD94C79Y --DECEASED--

ADVISORY: All available units dispatched to apprehend Citizen ID: RJ38N39D. <Use caution. Suspect is to be considered armed and extremely dangerous. Appears to be a Savant.>

passably believable, and rolls to pierce the illusion should only be allowed if the observer has a reason to be wary of illusions, such as if an illusion isn't registering to senses or sensors that it should, or if the illusion is behaving in a strange way.

For example, an illusion of a garbage bin on a street corner should not call for a test to notice what it is. On the other hand, passing your hand through an illusion of an unmoving man would probably allow the observer to pierce the illusion without rolling.

A Notice roll can be used to detect an AR illusion as such, but suffers a -2 penalty for every raise the Savant got when executing the Program.

Any time an observer rolls to pierce a moving illusion, he gains a +2 bonus.

A target that successfully pierces the illusion might have seen flickering, jerky movement, or colors and textures that just don't look quite right.

The most basic illusion is the same size as a human adult or smaller. To make larger illusions, you suffer a -1 test penalty per ascending Size category.

Upgrades

- **Auditory Feedback:** The AR illusions you create can produce sounds of your choosing, ranging from a barely audible whistle to a cannon blast.

Blackout

Requirements: Novice
Range: SINC x 2
Duration: 3 Rounds or 6 Rounds with Raise
Execution Penalty: -2; Opposed by Target's SINC or Knowledge (Software)

By interfering with the interface between your target's sleeve and mindset (or ego and host system in the case of a SIM), you can cause a disruption that temporarily blinds the victim.

If you successfully execute this Savant Program, the target is blinded. Blind targets suffer a -6 penalty on all Trait rolls that require vision (most of them), and have their Parry reduced to 2.

Wild Cards affected by this Program may spend a Benny and make a Knowledge (Software) or SINC roll to shake off the affects of this Program. This takes their full turn as they desperately work to clear the errors in their system.

Upgrades

- **Oubliette:** Requirement: Seasoned; Successful use of this Program severs the target's sense of hearing as well as sight. The target gains the Hard of Hearing (Major) Hindrance for as long as this Program continues to affect him or her.
- **Lock Down:** Requirement: Veteran; When you execute this Program, you may elect to take a -2 penalty on the execution roll to attempt to freeze the target in place. If you still manage to execute the Program, the target may not move, attack, or take any other physical actions for 1d4 rounds.

  As a free action, Wild Cards may spend a Benny and make a SINC or Knowledge (Software) roll to get free.

Delve

Requirements: Novice, Eminent Domain or System Invasion
Range: SINC x 2
Duration: Instant
Execution Penalty: -0

In most cases, when you look at a person while wearing an AR interface device, your system reads their CID and offers up some basic facts about the person. This usually consists of an AR window hovering beside the person's head, which contains whatever info the person wishes to be displayed.

This Program allows you to go deeper, cracking the security that cloaks additional facts about the person. Successful use of this Program may grant you access to personal messages, Rep-logs, and other similar private information.

If you succeed, you can discover information that the target has shared with other organizations, such as medical records, shipping logs, business contracts, etc. If the information exists in a business' server array somewhere, you can get to it.

If you succeed with a raise, you can dig into far more personal information. This allows you to sift through private communication, such as chat logs, direct messages, etc.

In addition, a successful Delve will immediately determine if a CID is fake.

Eminent Domain

Requirements: Novice
Range: SINC x 2
Duration: 1 Use or 1 Turn, or 3 Turns or 3 Uses with a Raise (See below)
Execution Penalty: -0 or -4 for heavily secured systems

For a brief moment, you seize control of the systems that operate the machines in the world around you, forcing them to obey your commands.

You can unlock computer-controlled doors, close gates, fire sentry guns, surge gravity generators, cause environmental systems to vent room atmospheres, and more. This does not grant any control over the systems that normally operate these devices, only temporary control over the devices themselves.

The precise effects of this Program vary greatly based on its application. Opening and closing doors and hatches is pretty self-explanatory. Actions like cutting power to create darkness or releasing billowing smoke use the standard rules for darkness and obscurement.

Gravity Manipulation

Onboard ships and other places that use artificial gravity, the Savant may raise or lower the output of the gravitic generators. By successfully executing this Program, you can shift the level of gravity by one step in a Large Burst area. If you succeed with a raise, you can shift the gravity by two levels or affect two Medium Burst areas instead.

In anything other than normal gravity, characters suffer a -2 to Agility and Agility-based Skill rolls.

Gravity	Jump	Str	Pace
Super Heavy	x.5	-2	-4
Heavy	x.5	-1	-2
Normal	--	--	--
Low	x2	+2	+2
Zero-G	SWSFC pg. 27	+2	+4

Direct Damage

When it comes to an attack, such as when you attempt to overload some nearby power coils, the GM should follow these basic guidelines:

Targets/ Area of Effect	Execution Penalty
1 Target	-0
Small Burst	-1
Medium Burst	-2
Cone	-2
Large Burst	-3

When using Eminent Domain in this way, first make your roll to Execute the Program. If you succeed, you may make an attack roll, using your SINC, against everyone in the affected area. The attack deals 3d6 damage.

Execution Penalty and Duration

Certain items may be more heavily secured than others, especially those that maintain the status quo or uphold the HPA. For example, attempting to override the restrictions on a compiler has an Execution Penalty of -4.

The effects of Eminent Domain are fleeting, generally only lasting a single round (or granting one use in the case of something like a compiler) before the security AI detects the intrusion and shuts you out. However, if you get a raise on your execution roll, the effects of this Program can last up to 3 turns.

Esper Lord

Requirements: Novice
Range: SINC x 2
Duration: Special
Execution Penalty: See Below

This Program is the result of many hours of writing code designed to interface your mind with a swarm of nanomachines, allowing you to control them with your thoughts in real time. The swarm is a mass of millions of microscopic spherical machines (espers) sporting arrays of retractable arms. By itself, a single esper is of little use, but by expanding and retracting its arms, it can intelligently arrange itself in relation to other espers. The swarm as a whole can take nearly any shape: flowing mist and liquids, or solid objects like walls, stabbing blades, or even clothing.

Your esper swarm, which you get for free when you select this Program, generally needs to stay fairly close to you, not venturing out of range, and staying within line of sight.

Each command given to your swarm requires an execution of the Esper Lord Program. The action itself takes place as part of the roll required to execute the Program.

The Execution Penalty depends on what you are directing the swarm to do (see below). The following sections describe how your swarm can be commanded to perform some common actions:

Attack

Your swarm can be used to attack a target directly, either by slamming into him, striking as a razor-sharp stabbing tentacle, flowing over and devouring the target, surrounding and grappling him, and so on.

To make an attack, you must first select one of the attack forms described below. Each form of attack has a different Execution Penalty listed in parenthesis. Once you've made your selection, make an execution test as a free action. Once executed, you can attack with your SINC Skill as described in the attack form you selected.

Edges that grant bonuses or special effects when attacking or grappling cannot be applied to attempts to attack or grapple with your esper swarm.

Slam (-0): Your swarm configures itself into a solid tentacle-like shape and smashes into the target with crushing force. Make an attack against Parry, using your SINC. The attack deals SINC + 2d6 damage.

Stab/Slash (-1): Your espers take the shape of a diamond sharp blade, or multiple small blades, which stab and slash at your target. Make an attack against Parry, using your SINC. The attack deals SINC + 2d6 damage, and has AP: 4.

Grapple (-0): Wrapping around your foe, your swarm attempts to grapple your opponent. When grappling with your swarm, Trait rolls use SINC instead of the usual Attribute or Skill required. You can perform other actions while your swarm grapples, but at the usual -2 penalty.

Devour (-3): Your swarm flows over your target, seeping into armor and ripping at his flesh and/or sensitive components. Make an attack against Parry, using your SINC. The attack deals SINC + 2d6 damage and ignores anything but fully sealed armor.

Defense

You can command your swarm to interpose itself between you and an incoming attack, during which the swarm configures itself into a rigid form to absorb the blow or energy.

When using your swarm for defense, select one of the forms of defense described below. You must then execute this Savant Program. Note that each form of defense has a different Execution Penalty listed in parenthesis.

Deflect (-0): Both ranged and melee attackers suffer a -2 penalty to hit you. This is increased to a -4 penalty if you succeed on the execution roll with a raise. Once executed, the swarm can continue to defend you in this manner until it is commanded to do something else.

Barrier (-1): Your espers align and harden around you, creating an immobile protective barrier. The barrier can encase an area up to 1" in diameter, and provides Heavy Cover. If you get a raise on the execution roll, you can choose to either increase the Cover to Near Total Cover, or expand the barrier to cover a 2" diameter.

Each section of the barrier may be breached by an attack that equals a Toughness of 10. The walls are treated like inanimate objects (Parry of 2), but raises on the attack roll do not add extra damage.

Someone attempting to climb the barrier may do so with a -2 penalty.

Manipulate Environment

You can direct your swarm to flow around an object, pushing it, pulling it, lifting it, or otherwise manipulating it. Executing this Program in this way suffers no Execution Penalty, and your swarm has a Strength and Agility equal to your SINC.

The swarm acts immediately after this Program is executed, as a free action. However, if you succeed on the execution roll with a raise, the swarm can act for 2 additional turns without needing to execute this Program again.

Templating

Your swarm can assume the shape of any object you have a fabrication template for. This automatically includes almost any basic shape, such as a chair or shovel. The swarm will maintain this shape until instructed to change form.

While the swarm can be instructed to take any shape, it cannot reproduce the capabilities of powered items. So if instructed to take the shape of a server array or PAc rifle, it will do so. But the server cannot switch on and the PAc rifle will not fire.

Commanding your swarm to take on a new shape requires an execution test with an Execution Penalty equal to the Cost of the item your swarm will mimic. The cost of basic shapes, like a big block, or a simple shape like a chair, is considered to have a Cost of 2.

The swarm has enough mass to can expand itself to fully fill a 1" cube.

Upgrades

- **Area Attack:** You may use the slam, stab/slash or devour attack form against everyone in small burst template. When doing this, increase the Execution Penalty for the chosen attack form by 2.

  If you successfully execute the Program, everyone in the target area must make an Athletics roll vs. the Savant's execution roll to avoid damage. The damage is the same as a normal attack using that form, but is

considered Heavy Weaponry.

Seasoned Esper Lords may increase the Execution Penalty by another 1 (total -3) to increase the size of the attack area to a medium burst template.

Veteran Esper Lords may increase the Execution Penalty by another 1 (total -4) to increase the size of the attack area to a large burst template.

- **Armor:** Your swarm gains another Defense option: Armor (-1). Your swarm can wrap around you, taking the shape of a suit of armor. When worn in this manner, your swarm provides you with 6 Armor. If you succeeded with a raise on your execution roll, you gain 8 Armor instead.

  This armor can be made fully vacuum sealed, though it does not provide an air supply.

  Your swarm may remain in this form until used for some other purpose.
- **Deadly Accuracy:** Requirement: Seasoned; You gain a +2 bonus on attack and grapple tests made by your swarm.
- **Esper Warrior:** After successfully executing this Program to make a basic slam or slash/stab attack, you do not need to execute the Program again for the duration of the encounter. You must still execute this Program to do other things with your swarm, to perform grapple or devour attacks, or when applying the Area Attack upgrade.
- **Hardened Defenses:** Requirement: Seasoned; When using the swarm's Deflect form, the penalty that opponents suffer when attacking you is -4 (-6 with a Raise). In addition, your Barrier can only be damaged by Heavy Weapons.
- **Hostile Defense:** Requirement: Seasoned; When using any of the swarm's Deflect ability, anyone who attempts to attack you with a melee weapon suffers 2d6 damage. Similarly, anyone who attempts to attack your Barrier with a melee weapon, or climb over it, suffers 2d6 damage.
- **Lethal Weaponry:** Requirement: Veteran; The damage dealt when attacking with your slam, stab/slash or devour attack is increased by +1d6, its AP is increased to 6, and it counts as Heavy Weaponry.
- **Manipulative:** When attempting to manipulate an object or grapple, your SINC is considered one die type larger. This does not affect the execution roll itself, but is added whenever you use SINC in place of another Attribute or Skill.
- **Sensory Feed:** Requirement: Seasoned; Your swarm is capable of sending audio and video data back to you. This has an Execution Penalty of -2. Once executed, you can hear and see from the perspective of any portion of your swarm. This sensory data is superimposed over your own normal senses. So while sensing the world through your swarm, any action that doesn't relate to manipulating your swarm suffers a -2 penalty

  In addition, the range at which you can operate your swarm is increased to 1 km.
- **Versatile Armor:** Requirement: Seasoned; You must first purchase the Armor Upgrade. Whenever your swarm takes the form of armor, you may assign to it any two of the following features: Enhanced Mobility Actuators, High Density Plating, Hydrostatic Gel Layer, Integrated Weaponry (Mono-Edge Shortsword), Reinforced Cyber-Musculature, or Vacuum Sealed and Shielded. Also, at Veteran, your armor is considered Heavy Armor.

The Esper Swarm

Sometimes you need to know what the swarm is capable of on its own. And sometimes one of your opponents may try to get clever and attack your swarm directly. In these cases, the swarm is assumed to have the following stats:

Attributes: Agility d4,Smarts d6, Spirit d4, Strength d6, Vigor d8

Skills: Fighting d6, Notice d10

Pace: 10

Parry: 5

Toughness: 10 (4)

Special Abilities

Armor +4

Construct: +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.

Fearless: Esper Swarms are immune to fear and Intimidation, but may be smart enough to react to fear-causing situations appropriately.

Sensors: Esper Swarms are equipped with sensor packages that halve penalties for darkness and can detect sounds.

Swarm: Because the swarm is composed of millions of nanomachines, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp and swat to inflict his damage in Strength each round.

Wounds: Similar to the way Wild Cards can suffer Wounds, so too can your swarm. The swarms' wound penalties are applied to any execution rolls you make to direct the swarm.

If "Incapacitated", your swarm is destroyed. You will need to purchase another (pg. 170) before you can use your *Esper Lord* Program again.

The swarm's Wounds are "healed" by replacing the destroyed nanomachines that make it up. The Cost of the replacement machines is 5 per Wound level, and takes 10 minutes per Wound to sync with the rest of the swarm.

Fog of War

Requirements: Novice
Range: Special
Duration: 3 + 2d4 Turns
Execution Penalty: Mesh Rating Modifier (No effect in areas without a mesh.)

Your Daemon lashes out, infiltrating the local mesh network and filling it with a torrent of junk data.

This scrambles the mesh's audio and video sensors, making it impossible for it to work properly and blinding the Coalition's AI Monitors.

When this Program is activated, the mesh cannot detect any activity in the Savant's affected area. The size of the affected area has a radius of about 100 m, centered on you. The radius is double if you get a raise on the execution roll.

If successfully executed, the mesh is blacked out but the disturbance is noticed. The AI Monitors won't know what's going on, but they will alert authorities to the disturbance. If the area is fairly heavily populated, authorities will likely arrive sometime within the next 4d6 rounds.

If the Program is executed with a raise, your Daemon injects a looping scene into the mesh's data stream, effectively tricking the Monitors into thinking that nothing is wrong. Anyone watching the stream won't notice anything out of the ordinary. When the scene is over, the loop ends.

If the scene has not drastically changed when the loop ends—no explosions, damage walls, pools of blood, for example—it is likely no one will notice the disruption.

If you score more than one raise on your execution test, assuming no major change to the environment occurred, the looped data was injected so cleanly that even close inspection won't reveal that the mesh data was tampered with. It may even be possible to change small details about the scene.

Memory Hack

Requirements: Seasoned, Access Memory
Range: Touch
Duration: Permanent
Execution Time: 1 Hour
Execution Penalty: -0

This Program allows you to edit the mind in a manner similar to mnemonic editing, but uses techniques only possible with the aid of a Daemon. Normal Agents are restricted from attempting overt mnemonic editing, but a Daemon has been freed of those limitations.

Instead of targeting parts of the ego's personality or attempting to repair "fragmentation," this Program specifically targets stored memories of events.

While using this Savant Program takes time and care, it allows you to access and edit memories stored on the target's mnemonic core. While this has no immediate effect on the target, if he is ever restored from the hacked backup, these edited memories will exist in place of the old ones.

It takes time to perform memory edits, and you must have access to the target's mnemonic core and mindset (usually via his data jack) the entire time. After an hour of work, you may attempt to execute this Savant Program.

Mesh Rating Modifiers

Unmeshed

No local mesh. Areas with no local mesh sensors or Monitor, or an ultra-secure area that uses wired connections.

Many devices and Savant Programs work better with mesh access, so not having a mesh connection can sometimes lessen their capabilities.

Savant Programs that use a mesh rating to determine its Execution Penalty cannot be used in unmeshed areas.

Low Density Mesh (-1)

Typical rating associated with "the streets." Sensors are affixed to buildings, posts, and so on.

Standard Density Mesh (-0)

The average household or small House subsidiary. Every room is monitored with the exception of storage closets and bathrooms. Data is generally stored for 72 hours unless the Monitor marks the activity as unusual. If flagged in such a way, the owner will be notified.

High Density Mesh (+1)

Any building in which sensitive activities take place, including most House facilities. Every room is monitored and collected data is stored for months.

Success allows you to erase the events of a single scene of little personal importance to the victim. For example, you could force him to forget where he hid his weapons cache, but you couldn't make him forget the last few moments he had with his dying father.

If you succeed with a raise, you may erase about a day of time, or you might be able to erase the memory of a scene that was important to the character.

If you succeed with two or more raises, you may erase about a month of time, or a week that was very important to the character.

The memories erased must be in a single period of time per use. While you may be able to erase the events of a day from a character's mind, you could not erase twelve hours' worth of time spread over the course of a month, taking only an hour or two at a time.

The effects of this Program are permanent.

You may also elect to replace the memories you remove with new memories of your own creation. Generally these memories are absorbed into the consciousness and remain unquestioned unless something happens to draw attention to their false nature.

If for some reason the memories are questioned, the victim may make a Spirit roll, modified by Cohesion. This roll might suffer a +2 bonus or -2 penalty depending on how well the edited events match up with the character's normal routine.

If the character succeeds, he is able to identify the edited memories as false, but will not recover any erased real memories. Those are gone forever.

Upgrades

- **Flash Memory:** Requirement: Seasoned; You are capable of editing memories in real time. This process causes tremendous mental anguish that burns out the real memories, which are then replaced with sensory data created with the aid of your Daemon.

  When using this upgrade the Execution Penalty is -2, requires only one Turn, and takes effect in both the "live" ego and the backup.

  Success also indicates that the target is Shaken. If you succeeded with a raise, the target may take a Wound.

  In all other ways, using Flash Memory works exactly like Memory Hack.

Oracle Patterning

Requirements: Seasoned
Range: Self
Duration: Permanent
Execution Penalty: Mesh Rating Modifier (Cannot be used in areas without a mesh.)

Successfully executing this Program means the character's Daemon will be able to use harvested and collated data to predict some future event with a high degree of accuracy.

Your Daemon is armed to the virtual teeth with cutting edge intrusion software. And the moment you enter a meshed area, it begins subtly working its way into the stream of data flowing through the mesh. This is a passive function of your Daemon, and requires no direct effort on your part.

When you execute this Program, your Daemon launches a barrage of data-gathering queries that attempt to access any and all security data, public records, private records, psychological profiles,

Intel Modifiers

Person

Modifier	Intel
-6	Heard a description of the person.
-4	Seen a picture of the person
-2	Met the person once
-1	Person is an acquaintance
-0	Person is a close friend or is known to be yourself

Link Modifier

-2	You do not know the person's name

Thing

Modifier	Intel
-6	Heard a description of it
-4	Seen an image of it
-2	Been in contact with it
-1	It is something you own

Place

Modifier	Intel
-6	Heard a description of the place
-4	Seen the place on a map, or seen an image of the place
-2	Been to the place
-0	You own the place, or know exactly where the place is in relation to yourself, such as behind a door or on the other side of a wall you can see.

Link Modifier

+3	The place is one of many very similar to it

Event

Modifier	Intel
-6	Heard about the event
-3	Heard or read a detailed description about what happened at the event
-0	The event happened to you

Link Modifier

+3	You know exactly the time and place the event happened
+3	Similar events happen on a regular basis

historical and sociological studies, local laws, cultural behaviors, and any other data it can use to piece together a prediction of future events regarding a specific topic.

The GM should ask the player what he wishes to know about coming events. Denser local meshes will yield more data to the Daemon, which will increase the accuracy of the potential result.

The more specific the question, and the better the execution roll, the more accurate the information the GM should relate back. With a simple success, the GM should provide a vague answer to the question.

For example, a player might ask "What's behind the door in front of us?".

With a success, the GM might respond with "Armed combatants."

With a raise, the GM might respond with "Four armed combatants, all aiming assault rifles at the door."

With two or more raises, the GM might respond with "Four armed Lighthouse operatives, at the back of the room waiting to ambush you with PAc assault rifles and a stun grenade."

The player should also keep in mind that this is the most likely future, but the Daemon isn't truly psychic and unknown factors could still play a part.

AN ASCENSON CULT DEFENDS ITS ENCLAVE

Overload

Requirements: Novice, Eminent Domain or System Invasion
Range: SINC x 3
Duration: Instant
Execution Penalty: -0; Opposed by Target's SINC or Knowledge (Software)

When you execute this Program, you cause your target's mindset (or host system) to discharge a wave of corrupt sensory data into his ego. This feedback is strong enough to seriously disrupt the target, or even deal permanent damage or even death.

The target must either have a mindset or be a SIM.

If you succeed, the target is Shaken.

If you succeed with a raise, the target is Shaken and takes a Wound. The target may not take more than one Wound from a single attack with this Program.

Upgrades

✦ **Power Surge:** Requirement: Seasoned; You may trigger fluctuations in the power systems in a powered object you can see.

The Execution Penalty and the damage depend on the nature of the target.

When targeting drones, cybersleeves, and vehicles, Power Surge has an execution Penalty of -2, and deals SINC + 1d10 damage if successful. A raise adds +1d6. Armor does not count.

When targeting weapons, powered armor, and cybernetic augs, the target releases a burst of power and ceases to function until their power cell reset. This takes 1 full round. When targeting these things, Power Surge has an Execution Penalty of -0, and anyone holding/wearing the target suffers SINC + 1d6 damage. A raise adds +1d6 and shuts the item down for 3 turns. While the Armor provided by armor can help the target resist such an attack, the Armor cannot be added if the armor itself is targeted.

[Tac-Comm v1.76.5/ 4:16-03,18,98]

[Alexei] – How did you find me?

[Micah] – It wasn't easy. Thanks for talking with me.

[Alexei] – What do you want?

[Micah] – I want to be like you. I want to free my mindset, become a Savant.

[Alexei] – It doesn't work that way. You have to discover it for yourself. It's different for everyone. And it's dangerous. I wouldn't teach you if I could.

[Micah] – That's what you all say.

[Alexei] – Because it's true.

[Micah] – They say you're Mimir's Chosen. They say Mimir is a prophet, or an angel. He is the hand of God, and you are his hosts. He sees and hears the world through us Apotheosized. We are his children.

[Alexei] – Creepy bullshit. I don't have room in my head for an angel. It's crowded enough with just me and Lox.

[Micah] – So you don't believe it. Funny how most Savants don't.

[Alexei] – Hilarious

[Micah] – I'm sorry for wasting your time. I'll go.

[Alexei] – Look kid. You want answers, you've got to look deeper. You won't find truths on the surface. You won't find them in popular opinion or the latest trends. Question. Yourself, others, and anything anyone tells you that you must do, think or believe. I'm not telling you to disobey, defy or rebel; but to question. Don't act because you are told to, but because you see the wisdom in doing so.

Pattern Scan

Requirements: Seasoned
Range: Self
Duration: Permanent
Execution Penalty: Intel Modifier + Mesh Rating (Cannot be used in areas without a mesh.)

Successfully executing this Program allows your Daemon to compile enough data to show you a specific moment in a specific person, place, or thing's past.

You should tell the GM what you wish to know about the subject. Asking a more specific question and/or succeeding with a raise on the execution roll should prompt the GM to provide more accurate information.

When you execute this Program, your Daemon launches a series of queries to obtain as much data as possible regarding specific events. This includes security data logs, video feeds, blogs, real time Extranet broadcasts, recorded conversations, or any other stored information that might relate to the specified event. Once gathered, your Daemon congregates this data and attempts to piece together the most likely course of events that took place.

When executing this Program add the single most appropriate Familiarity and Link Modifier from the Intel Modifiers table (see sidebar on pg. 148). Denser meshes at the target location yield more data to the Daemon, allowing for a more accurate result. Thus, Mesh Rating could also modify the execution roll.

If you succeed, you are able to review a few seconds of time, and the result might not be very reliable.

If you succeed with a raise, you can see up to a minute and can be sure the result is pretty close to how events actually happened.

Two or more raises let you see a whole scene, and the result is accurate.

Puppeteer

Requirements: Novice
Range: SINC x 3
Duration: 4 Hours or 1 Turn
Execution Penalty: -0, or a penalty equal to the drone's Spirit

You have mastered the ability to possess a drone, temporarily passing your awareness into it. This Program allows you to sense what it senses, as if you were wearing it as a sleeve.

To possess a drone, you must first execute this Program.

If you own the drone and have full access to it, you gain a +2 bonus on the Execution roll and you can possess the drone for up to four hours.

If you do not own the drone, the Execution Penalty is equal to the drone's Spirit. You remain in possession of the drone for a single turn, but may immediately attempt to execute this Program again to remain in control. If you succeed, this does not count against your normal allotment of actions.

When in active control of a drone, the drone is considered a Wild Card, and upon successfully possessing the drone you gain 2 Bennies. These temporary Bennies may only be used to aid the drone, and they disappear if not used before "exiting" the

drone. While in possession of the drone, you may also spend your own Bennies to aid it as if you had the Drone Bond Edge.

In addition, it gains a +2 bonus on all Skill rolls instead of the normal +1 bonus.

You view the world from the drone's perspective, seeing what it sees, hearing what it hears, and so on. However, you cannot see or hear out of your own eyes or ears (or synthetic equivalents) while possessing a drone with this Program. This leaves you effectively blind, deaf and heavily distracted. If you attempt to perform an action yourself while puppeting a drone, you suffer a -4 multi-action penalty!

Upgrades

- **Drone Lord:** You may possess drones you own without having to execute this Program.
- **Tenacious Master:** Once in possession of a drone you do not own, you gain a +2 bonus on rolls to maintain possession.
- **Viral Reign:** Requirement: Veteran; You may Puppeteer more than a single drone at a time, and are able to process the sensory data from all of them at once, as well as your own senses.

  The sensory data from all of your puppeted drones is overlaid upon your own, but you can still process it all. You are only partially blind and deaf, and suffer the usual -2 penalty when performing actions yourself.

  All but one of your drones are considered Extras, and should be distributed among the other players to control as per the usual rules for handling Allies.

  One drone is considered a Wild Card, and the drone selected to be a Wild Card can be changed at the beginning of your turn as a free action. You always control your Wild Card drone yourself, regardless of who controlled it before it became the Wild Card drone.

  The total number of drones you may puppet at once may not exceed your SINC, and the total cost of all drones under your control at once cannot exceed your SINC x 3. This means you can control a swarm of smaller, less powerful and complex drones, or a smaller number of more powerful and sophisticated drones.

  A drone that suffered a Wound as a Wild Card becomes incapacitated if it becomes an Extra.

  The extra Bennies you get for your drones when activating this Program may be used for any of your drones, regardless of whether they are currently a Wild Card or Extra, or who currently controls them.

[Mindset[LOX]: J945JF.2MF.9; 06:43:15-04,21,97]
[ALEXEI] RUN:TARGETACQUISITION/ANA
[DAEMON/LOX] TARGET CONFIRMED
[ALEXEI] RUN: SWARM.IMPALE/ATK
[ALEXEI] --REPEAT--
[DAEMON/LOX] "He appears to be dead, sir."
[ALEXEI] "Indeed. New target. Ah!"
[DAEMON/LOX] //INJURY DETECTED//
[ALEXEI] RUN:TARGETACQUISITION/ANA
[DAEMON/LOX] TARGET CONFIRMED
[ALEXEI] RUN: KILLABITCH/FLAY/ATK
[DAEMON/LOX] //MEDICHINES DEPLOYED//
[ALEXEI] RUN: RESTRAIN/DEF
[ALEXEI] RUN: KILLABITCH/FLAY/ATK
{{ERROR!! MEMORY ALLOCATION FAULT 394.756.1}}
[ALEXEI] --REPEAT--
[DAEMON/LOX] "The target has been disabled, sir."
[ALEXEI] RUN: CAPTURESENSIE/UTI
[DAEMON/LOX] //SENSIE RECORDING//
[ALEXEI] RUN: KILLABITCH/FLAY/ATK

Security Skim

Requirements: Seasoned
Range: Self
Duration: Special
Execution Penalty: Intel Modifier + Mesh Rating (Cannot be used in areas without a mesh.)

When you execute this Program, your Daemon launches a series of queries to obtain as much data as possible from any and all security systems it can access. People, places, or things well-known to you are easier to find. Once found, you can view them through mesh sensors local to them.

When executing this Program add the single most appropriate Familiarity and Link Modifier from the Intel Modifiers table (see sidebar). Denser meshes at the target location yield more data to the Daemon, allowing for a more accurate result. Thus, Mesh Rating could also modify the Execution roll.

Once located, you can view your target though the mesh's sensors, and know exactly where your target is in relation to yourself. You may then choose to "drift away" from the target by hopping between mesh sensors. You can shift your perspective up to a number of meters from the original target equal to your SINC x 2.

Your displaced senses last until willingly returned to normal.

Stream of Consciousness

Requirements: Novice, Eminent Domain or System Invasion
Range: SINC x 3
Duration: Instant
Execution Penalty: -0; Opposed by Target's SINC or Knowledge (Software)

When executed, this Program uploads a virus into the mindset of the target. Once the virus is installed, you are able to tap into the part of the target's mindset that listens to and interprets thought. Such viruses are generally eradicated quickly, but for a short time you can listen in on the thoughts of another.

If you successfully execute this Program, you may hear the target's next few surface thoughts in your mind as if they were speaking them out loud to you.

If you succeed with a raise, you may hear the target's thoughts for the next five minutes or so.

If you fail, the target's Agent senses the attempted intrusion and can inform the target of the general direction from which the attack came.

Upgrades

- **Voyeur:** Even if you Glitch when executing this Program, you never alert your target. In addition, you gain a +2 bonus on execution rolls when targeting someone you have used this Program on before.

System Error

Requirements: Novice, Eminent Domain or System Invasion
Range: SINC x 3
Duration: Instant
Execution Penalty: -0; Opposed by Target's SINC or Knowledge (Software)

Your Daemon launches a barrage of intrusion attempts to overwhelm the target system, forcing it to divert system resources to handle the onslaught. This can cause the target system to become unstable, lock up, or even shut down entirely.

This attack can be used against anyone with a Mindset, or other actively functioning cybernetic Augmentations.

When you execute this Program, you may choose one of three following effects:

Glitch: If your target is another Savant, you may choose to attack his systems directly in hopes of forcing him to suffer a Glitch. If you succeed on your execution roll, the target Savant is Shaken. If you succeed with a raise, the target suffers a Glitch. For every raise in excess of the first one, the target suffers another Glitch.

Hardware Failure: You may cause a cybernetic Augmentation that has an active function, such as a cybernetic limb or implanted weapon, to become damaged or stop functioning.

This attack can also be used on other machines, such as drones, but has no effect on passive Augmentations like subdermal armor.

The target suffers SINC + 1d6 damage, +1d6 per raise on the execution roll.

Armor does not help. If the target suffers a Wound, one of the target's cybernetic Augmentations ceases to function until the Wound is healed.

Ego Strike: This is a direct attack against an Apotheosized ego, be it running on a mindset or existing as a SIM on a host system. The target must be visible in some way, either in the flesh or ghosting in AR.

The target suffers SINC + 1d6 damage, +1d6 per raise on the execution roll.

Upgrades

- **System Failure:** Requirement: Seasoned; Increase the amount of damage dealt from SINC + 1d6 to SINC + 2d6.

System Invasion

Requirements: Novice
Range: SINC x 3
Duration: Permanent
Execution Penalty: -2; Opposed by Target's SINC or Knowledge (Software)

You launch a direct attack against another system in an effort to seize control of it. If successful, you can control the system from afar. This Program allows you to control computer systems, drones, and with upgrades, even Apotheosized people!

You must be able to see the target system, or more specifically, the target computer system's main processing array. This requires you to either be able to see the target system itself, or locate it through the Extranet.

Locating a system through the Extranet requires a successful Knowledge (Software) roll. Heavily secure systems, such as government systems, may impose a penalty ranging from -1 to -4. The most secure systems are not directly connected to the Extranet at all, and cannot be invaded this way.

When invading a stand-alone computer:

With a computer system, you gain limited access to the file system and can view any files that are available to an authorized user.

If you succeed with a raise, you gain greater access to a computer system. You can view any files available to an authorized user of the system and also have writing privileges. You can create new files, but you cannot edit existing ones.

If you get 2 or more raises, you gain complete control of the system. However, in all modern computers it is still impossible to modify the core of the OS—the sections designed by Mimir. See page 66 for more on Mimir-tech.

When invading a drone:

Success allows you to implant a single-word command, such as "Flee!" The target will try to obey the command until the end of the scene.

If you succeed with a raise, you gain the ability to implant a simple sentence command in a drone. Examples include: "Go stand in the corner," or "Target Omniplex employees." The target will try to obey the command for an hour.

If you get 2 or more raises, you gain the ability to implant a command in a drone consisting of several sentences, capable of relating a series of steps. The target will try to obey the command for up to a week.

Upgrades

- **Confusion:** Increase your execution penalty by -2 to affect drones with the Confusion Power from Savage Worlds Deluxe.
- **Usurper:** You can force Apotheosized minds to obey the same sorts of commands you can force drones to obey.

  In this case, the Execution roll is opposed by the higher of the target's SINC or Knowledge (Software).

  If forced to act against their nature, such as attacking friends, Wild Cards may spend a Benny to make a Spirit roll (modified by Cohesion) to overcome the effects of this Program.

[Tac-Comm v1.76.3/ 03:47-04,14,97]

[Baraha] – I just found out that Caudaha was forked from Chakka.

[Dasa] – That doesn't make sense. Chakka was burned alive by those Purifiers when he and Panja got caught. He is frag'd all to hell. Keeps waking up crying about fire.

[Baraha] – If you ask me, I think Etu may be scattering a bit himself.

[Dasa] – Maybe. I wonder if the deletions are getting to him. He hasn't been right since he erased Atha.

[Baraha] – He had to fork from Do. And you know we have to keep the numbers in line with the pattern.

[Dasa] – Of course. We're just nervous I guess. Etu said the pattern changed twice last month alone. Are we sure he's holding it together?

[Baraha] – Have faith Dasa. The pattern will only reveal itself to the Prime. And should it reveal itself to another, only then will we know the truth.

- **Cloud Strike:** Requirement: Veteran; You only need to see an extension of a system to attack it directly.

  For instance, you could connect to the system controlling a set of airlock doors just by being within range of the doors themselves. When using a Cloud Strike, the Execution Penalty is increased by -2.

CONTENTS
OVERVIEW
THE GALAXY
AGENDAS
CHARACTERS
GEAR
SPECIAL RULES
GAME MASTERY

AUGMENTATIONS

Adrenal Boost Module Alternative Mobility System Apotheosis Auditory Amp and Filter Module Arterial Toxin Filter Beholder Sensory Suite Bio-Skin Sheath Cogware Partition Cosmetic Customization Crypto-Laser Link Custom Built Data Jack and Storage Emergency Life Support System Esper Vent Exceptional Genegineering Extra Limb Face Changer Fully Synthetic Gene-Fixed Gills Gene-Graft Gyroscopic Stabilizers Hidden Weapon System Light Screen Camouflage Massive Size Medichine Factory Mule Nano-Cyber Arm Nano-Cyber Leg Neura-Surge Optimized Power System Particle Detection and Analysis Suite Performance Enhanced Pheromone Control and Sensitivity Poison Gland Reinforced Skeleton Retinal Implant Retractable Claws SIM-Cell Module Skinweave Armor SMR Transceiver and Translation Suite Smuggler's Compartment Sonar Reception Array Stillness Body Lock System Striking Looks Subdermal Plating Synthesis Targeting Support System Tiny Size

WEAPONS TECHNOLOGY

In Coalition space, guns and most other weapons are illegal to possess or fabricate by civilians. Nearly all compilers are restricted from fabricating weapons, and this restriction is nearly impossible to bypass.

An unrestricted compiler capable of producing weapons is an asset many apostate factions would literally kill to acquire, and more than once the Coalition has aimed a kill-sat at a location thought to be housing one. Such a thing is exceedingly rare and valuable.

On Coalition colonies or habitats, ordinances have been put in place that allow the use (but not fabrication) of weapons in hostile terrain.

In most cases, however, it is possible to apply for and purchase a weapons license in Coalition space. It certainly isn't an easy or cheap process, though, so most don't bother. The presence of the Protectorate provides safety.

In apostate space the rules may vary, though most don't regulate the use of anything but weapons of mass destruction.

Railguns/Coil Guns

Railguns and coil guns use the same basic technology, but differ in that technology's application. The basic concept is simple. The weapon generates a magnetic field that is used to propel a projectile at speeds dozens of times faster than the speed of sound. No chemical propellant is necessary, and the only sound emitted comes from the chambering mechanism and the sonic boom created when the projectile breaks the sound barrier.

However, railguns and coil guns feature selector switches that allows for subsonic "silenced" fire. Of course, as a side effect, subsonic rounds have greatly reduced range and penetration.

Coil guns accelerate a conductive projectile down a series of coils via a quickly changing magnetic field.

Railguns use two conductive rails to generate a current flow that accelerates a projectile to tremendously high velocities.

Coil and railguns use the same physics, but railguns usually have higher muzzle velocities (about 5,000 m/sec) and superior ranges to equivalently sized coil guns, but tend to have slower rates of fire.

Rail-arrays use railgun technology, but consist of a bundle of smaller-diameter barrels, all aimed a few degrees off-center. All of the barrels fire at once, blasting many small-caliber railgun rounds away from the shooter in a tight cone.

While they do not have the raw destructive power of comparable particle accelerator weapons, railguns and coil guns remain more popular due to their versatility.

Particle Acceleration Guns ("PAc Guns")

Power consumption has always been the bane of projected energy weapons technology, but with the Singularity, came tremendous advances in power storage technology.

Lasers were the first type of directed energy weapon to gain widespread usage in the military. But it wasn't long before lattice-carbonite based reflective armor came into being, greatly reducing the effectiveness of light-based weapons. But in the long-standing tradition of military escalation, the answer was just around the corner.

Particle accelerator weapons, often called "PAc" guns (pronounced "pack"), utilize electromagnetic fields to propel particles, accelerating them to notable fraction of light speed, while confining them to a tight beam.

The primary disadvantage of PAc guns is their high power consumption, heat output, and dependency on an atmosphere.

PAc weapons have a limited number of shots per power cell if not within range of a broadcast power field, and overheat quickly when rapidly fired.

Man-portable particle beam weapons used outside of a broadcast power field require a small power cell. Depending on the weapon, the cell is either integrated into the gun, making it heavier and more bulky, or worn on the user's hip.

When fired, the energy from the charged particle beam burns a channel through the atmospheric gasses. This tunnel in the air

becomes the path of least resistance for the spray of energized particles, instantly stabilizing them into a coherent stream. Because of this, PAc weapons work best in atmosphere. In vacuum, the beam diffuses and destabilizes. As a result, it becomes weaker and harder to aim.

The particle beam resembles a tightly focused lightning bolt while in atmosphere. While in a vacuum the beam isn't as focused, and tends to whip about erratically.

In a vacuum or trace atmosphere, their range is halved (round down) and suffers a -3 penalty on all attack rolls.

Explosives

Military infantry during this time have their choice of several types of explosives:

Lethal grenades mainly come in two flavors, the most common of which is an evolution of the traditional fragmentation grenade.

A frag grenade looks like a small sphere of lattice-carbonite with dozens of holes in it, which are openings for channels containing saboted micro-warheads shaped like spikes. It has an arming switch on it, with a five second delay. When the time has elapsed, the explosive blast generated is contained by the sphere, propelling the spikes from within. The spikes fly out at speeds far above the speed of sound, and explode after striking a hardened target or after one-tenth of a second.

Another type of grenade is the hell ball. Hell balls are thermobaric grenades that release combustible gasses a split second before exploding, resulting in massive overpressure and extreme heat.

A commonly used less-than-lethal grenade is the gooper. This grenade blasts the area with super-sticky strands that entangle those caught in the spray.

You use the Athletics Skill to make attack rolls with grenades, or Repair to properly place explosives for maximum effect.

Melee Weapons

Because a great deal of fighting takes place in enclosed areas, such as starships, modern military units regularly use melee weapons.

Blades crafted with modern technology feature a mono-edge (1D-Edge) design, which is capable of cutting through almost anything. This type of blade has a lattice-carbonite edge that measures roughly 1/50,000th the width of a human hair, which informs the name 1D: one-dimensional. While the edge of the blade does actually have thickness, for most purposes that thickness is negligible.

Restricted Items

Without special licenses (see the Licensed Edge on pg. 135) it is illegal to acquire, fabricate, or use weapons or powered armor in Coalition-controlled space. They may only be acquired on the black market. Finding a seller of the item you need on the black market is a Favor (pg. 219). If you already know a dealer, you can purchase the item with Assets (pg. 218).

Other types of items may be restricted as well, and are noted later in this chapter.

The laws that restrict the ownership, transportation, acquisition, and creation of certain items are problematic for many crews, making it difficult for them to move their restricted gear in and out of Coalition space.

Most major transport hubs and entrances to major public buildings feature checkpoints that are set up to scan for weapons. These checkpoints use sub-millimeter and X-Ray imaging systems, among others.

Because of these security measures, restricted gear either needs to be acquired on the other side of the checkpoint, or the crew will need some way to get it through.

Weapons Statistics

This section deals with defining pieces of equipment in game terms. Pieces of equipment not given stats in this chapter are either too insignificant to need stats, or have been left up to the GM to create them herself using the existing items as guidelines.

Most all items will have one or more of the following statistics:

Cost Rating

An item's Cost is an abstract measure of the average value and rarity of an item. Generally the Cost is about four times more expensive than an item of the next lowest Cost.

Note that GMs may decide to adjust the Cost of an item depending on where you are trying to get it, how much demand there is for the item, whether or not it's legal to own, how hard it is to purchase or transport, and so on.

In addition to these potential modifiers, each House grants its members discounts when purchasing items from markets in which their House is strong. See the "Scion" Edges starting on pg. 137. The Cost of the discounted goods are reduced by 1. For example, the Cost of a CIST for a member of House Cipriani is reduced by 1, assuming they are able to buy from their House.

Items can be bought in bulk. By increasing the Cost of an item by 1, you can purchase four of that item instead of one. Similarly, by increasing the Cost by 2, you can get sixteen, and so on, multiplying by a factor of four each time.

See pg. 218 for more on purchasing items.

Equipment Notes

Armor Piercing (AP): The weapon or round ignores this many points of Armor. A weapon with an AP value of 4, for instance, ignores 4 points of Armor. Excess AP is simply ignored.

Armor: This is the amount of Armor provided by the equipment, which is added to the wearer's Toughness when the covered location is hit in combat. A character who wears multiple layers of armor only gains the highest bonus—they do not stack. Note that unless an attacker states otherwise, hits are always directed at the victim's torso.

Automatic (Auto): This weapon has select fire capability, and may fire in single shot or automatic mode. See SWD, pg. 79 of the Explorer's Edition.

Atmo Dependent: Particle accelerator weapons require an atmosphere to produce a coherent beam. If used in a vacuum, the weapon's range is halved and you suffer a -2 penalty to both attack and damage.

Beam: These weapons fire a constant stream of focused energy. You may use beam weapon special attacks (pg. 160) and deal +2d6 on a Raise instead of +1d6.

Damage: Damage is listed in terms of dice. Projectile weapons have fixed damage (such as 2d6). Melee weapons have damage based on the wielder's Strength die plus another die. A dagger, for instance, inflicts Str+1d4 damage.

Double Tap: The weapon can rapidly fire two rounds. Rather than rolling twice, add 1 to the Shooting and damage rolls.

Flamethrower: Flamethrowers include any device that squirts an incendiary liquid or even pure flame. To use it, the attacker places the small end of the Cone Template at the tip of his character's weapon, and the large end on as many targets as he's able.

The attacker then makes a Shooting roll at +2.

Defenders who make an Agility roll equal to or greater than the attacker's Shooting total move out of the way and are unaffected. The rest suffer the weapon's damage (typically 2d10) and roll to see if they catch fire (see Fire in SWD, pg. 101 of the Explorer's Edition.)

Like other area effect weapons, flamethrowers typically bypass body armor that doesn't provide full coverage (see Area of Effect attacks in SWD, pg. 79 of the Explorer's Edition.)

Gravitic: These powered melee weapons utilize magnetic fields to amplify and redirect the natural gravity imparted on the weapon, delivering it to the target when struck. Thus, the weapon's impact is amplified with an extra helping of pure kinetic force.

Gravitic weapons deal +1d10 instead of the usual +1d6 when you get a Raise on your attack roll.

A gravitic weapon's power source is good for about two hundred strikes, but replenishes itself at a rate of one strike per round in an area covered by a broadcast power field.

If the weapon's power source is depleted or damaged, its damage is reduced by 2 and it only deals 1d6 on a Raise.

Heavy Armor: Targets protected by Heavy Armor may only be damaged by Heavy Weapons.

HW (Heavy Weapon): The weapon can affect vehicles or other devices with Heavy Armor.

HE (High Explosive): High explosive rounds use a burst template, the size of which is noted in the weapon or ammunition's notes. See the rules for Area of Effect attacks in SWD, pg. 79 of the Explorer's Edition.

High Capacity: This weapon uses a large magazine capable of holding a ton of ammo. If you use the variant rules for tracking ammo found on pg. 227, you gain a +1 bonus on rolls to avoid running out of ammo.

Minimum Strength: A character whose Strength is lower than the weapon die can use the weapon, but there are penalties. First, the weapon die can't be higher than his Strength die. So if a scrawny kid (d4 Str) picks up a long sword (d8), he rolls 2d4 damage, not d4+d8. A brawny hero with Str d10 rolls d10+d8 when using the same long sword.

Second, if the Strength die isn't at least equal to the weapon die, the attacker doesn't get any of the weapon's inherent bonuses, such as +1 Parry or Reach. He still retains any penalties, however (like –1 Parry).

If a weapon has a damage listed as Str+d8+2, for instance, then the minimum Strength the wielder must have is a d8.

Some ranged weapons list a minimum Strength to use as well. A character with a lower Strength can use the weapon, but suffers a –1 penalty to his attack roll for every step of difference between his Strength and the minimum Strength required. The penalty is ignored if the weapon can be braced on a bipod or other support.

Mono-Edged: These bladed melee weapons are created with an almost infinitely sharp edge. At the very tip of the edge, a single carbon nanotube runs the length of the blade.

Such weapons never need to be sharpened, but over time may need to have their leading edge (the nanotube "wire") replaced. Despite the advanced technology required to build them, mono-edged weapons do not require power to function.

Parry +X: The weapon adds the bonus to the character's Parry score when used.

Range: This lists the weapon's Short, Medium, and Long range. Ranges are listed in inches so that you can use a ruler to move, shoot, and fight on the table-top with miniatures. Each inch is equal to 2 yards in the real world, so that 5" is really 10 yards, or 30 feet.

Weapon ranges are "effective" ranges for the table-top. If you need to know the real world range of a weapon (for battles that don't take place on the table-top, for instance), multiply each range bracket by 2.5. A tank round with a Long range of 300, for example, has a "real world" Long range of 750", or 1500 yards.

Rate of Fire: This is the maximum number of shots that may be taken by this weapon per action.

Unless a weapon says otherwise, the user can fire up to the weapon's Rate of Fire (rather than its full Rate of Fire). If a single shot is taken, it uses a single round of ammunition and does not incur any recoil penalties. Two or more shots with such weapons always incurs the –2 autofire penalty.

Reach: Weapons with "reach" allow their user to make Fighting attacks at the listed range. A reach of 1", for example, allows a character to strike a target 1" distant. Weapons without a reach value can only strike targets at arm's length (adjacent).

Scope: The weapon comes with an integrated scope. Scopes magnify targets to make distance shooting easier. A scope provides a +2 Shooting bonus to shots at Medium Range or higher as long as the firer does not move this round.

Semi-Automatic (Semi-Auto, or SA): The weapon fires on semi-auto and can take advantage of the double-tap rules (SWD, pg. 81 of the Explorer's Edition).

Shotgun: Shotguns fire a spread of projectiles, and so do more damage at close range where the spread is less and more of the shot hits the target. Farther away, the shot spreads more and causes less damage. Because of the increased chance of hitting someone due to the spread, shotguns add +2 to their user's Shooting rolls. They cause 1d6 damage at Long range, 2d6 at Medium, and 3d6 at Short range.

Silent Option: Railguns and coil guns can be switched to a silent fire mode, firing their projectiles a subsonic speeds. Weapons fired in silent mode are unlikely to be heard more than 10" away, and even then result in a -2 penalty to Notice.

The reduced velocity means that silenced weapons lose all of their AP, and suffer a further -2 penalty to damage.

Snapfire Penalty: Certain weapons, such as sniper rifles, are very inaccurate if fired "from the hip" rather than using their excellent sights or scopes. If the character moves in the action he fires, he suffers a –2 penalty.

Three Round Burst (3RB): The weapon can fire 3 rounds with one pull of the trigger. This adds +2 to the Shooting and damage rolls at the cost of the extra ammunition.

Ammo Costs

With the exception of rockets, grenades, and bombs, ammo has a Cost of 1. Ammo is measured in units, and a unit provides a number of rounds equal to the number of Shots the ammo's weapon may fire before reloading. Only rail-guns and coil guns use ammo. Beam weapons do not.

Ammo is generally not interchangeable unless it comes from the same type of weapon, and is from the same manufacturer.

Special Ammunition

The stats listed for each weapon assumes the weapon is using the standard ammunition for its type. However, special ammunition can be used in railguns and coil guns.

The Cost of a single unit of each type of ammo is listed below. Increase the listed Cost by +1 to get four units of that type of ammo, +2 to get sixteen units, and so on.

Shredder Ammo ("Rippers")

Cost for Single Ammo Unit: 2

These rounds shatter or explode on impact, propelling shrapnel into the target. This type of ammo tends to be easily stopped by armor, but is devastating to unarmored targets.

This type of ammo deals +1 damage, but reduces the weapon's AP by -2.

Penetrator Ammo ("Diggers")

Cost for Single Ammo Unit: 2

The tips of these rounds consist of a hardened material that resists shattering upon contact with the target.

This type of ammo deals -1 damage, but increases the weapon's AP by +2.

Guided Ammo ("Blood-Hounds")

Cost for Single Ammo Unit: 4

Before a weapon is capable of firing guided ammo, it must be outfitted with a guidance system. Guided ammo is able to make slight course corrections in mid-flight, effectively homing in on the pre-selected target.

When attacking with blood-hounds, you gain a bonus to your attack as if you had Aimed. However, the bonus is only +1. This bonus does not stack with the +2 bonus gained from actually Aiming.

The Cost of a weapon with a blood-hound guidance system is increased by +1. However, if you have the Targeting Support System Augmentation, you do not need a guidance system integrated into the weapon.

Overheating or Power Drain

Beam weapons do not require ammo, but require power, and repeated use can build up a lot of heat.

Keep track of the number of shots fired. When it has fired a number of shots equal to the weapon's max number of Shots, it shuts down for 3 rounds to cool. After the 3 round cool-down period, the weapon comes back online with its full allotment of Shots.

Letting the weapon cool by not firing it for a round effectively replenishes 3 shots.

A beam weapon can fire indefinitely as long as it is within a broadcast power field. Outside a broadcast field, it requires a power pack. Such a power pack is usually worn on the belt or kept in a backpack, and is good for about 100 shots. A power pack has a Cost of 3.

Special Attacks

Aim

A character who spends a full round aiming (no movement allowed) may add +2 to his Shooting or Athletics roll in the following round versus whatever he aimed at (a person, vehicle, etc.). Aiming for multiple rounds has no extra effect.

Automatic Fire

(Requires a Weapon with RoF 2 or higher)

Automatic weapons fire much faster—and differently—than regular firearms.

To attack with a full-auto weapon, roll a number of Shooting dice equal to the weapon's Rate of Fire. Compare each die separately to the Target Number to see if it hit. If the weapon has a RoF of 3, for example, a Wild Card rolls three Shooting dice plus a Wild Die and uses the best three results.

Note that Wild Cards roll their Shooting dice plus a Wild Die. They still can't hit with more shots than the weapon's Rate of Fire, however.

Recoil: Fully automatic fire is typically inaccurate because of the recoil between each shot. You suffer a -2 penalty to attack when firing full-auto (ignore the penalty when firing a single shot with such a weapon).

Beam Sweep

(Requires a Beam Weapon)

When using a beam weapon, such as most particle acceleration weapons, you can hold down the trigger and sweep a crackling bolt of energy across your targets. This allows you to attack more than one target at a time.

You can make an attack against any number of targets inside a Medium Burst. However, you suffer a cumulative -1 penalty to hit each target (-1 for the 1st, -2 for the 2nd, etc.)

Overheating: A Beam Sweep attack uses up 3 Shots, plus 1 Shot per target.

Double Tap

(Requires a Semi-Automatic Weapon)

A character with a semi-automatic weapon can fire two shots in one action by "double-tapping."

Double tapping is a single Shooting roll that gives the user +1 to hit and damage but expends two rounds of ammunition.

Suppressive Fire

(Requires a Weapon with RoF 2 or higher, or a Beam Weapon)

Instead of attacking specific targets, characters with fully automatic or beam weapons can "spray" an area with lead in hopes of killing or suppressing a larger number of victims. To suppress an area, the attacker places the Medium Burst Template on the battlefield and makes a single Shooting roll (regardless of the weapon's Rate of Fire). Include the standard modifiers for range, the full-auto penalty, and any other miscellaneous factors, but ignore the target's modifiers if any (such as being prone or in cover—these come into play in another way as you'll see below). If the attack misses, the spray is off-target and has no effect.

If the attack is successful, all possible targets within the area make Spirit rolls, adding any cover modifiers they would normally have against ranged attacks to this roll. Those who fail are Shaken. Those

who roll a 1 on their Spirit die (regardless of any Wild Dice) are actually hit by the attack and suffer damage normally.

Suppressive fire uses five times the weapon's Rate of Fire in bullets or Shots. A weapon with a Rate of Fire of 3, for example, uses 15 bullets for suppressive fire.

Three Round Burst

(Requires an Automatic Weapon)

Many modern automatic weapons, have a selector switch that allows the user to go from single shot, to burst fire, to fully automatic as a free action. Burst fire, or a Three Round burst, gives the user +2 to hit and damage.

Sustained Burn

(Requires a Beam Weapon)

You hold your beam on your target for a sustained blast, giving the beam time to bore through your target's armor and boil away his flesh. Increase your weapon's damage die type by one step.

Overheating: A sustained burn attack uses up 4 Shots.

Personal Firearms Table

Pistols	Range	Damage	RoF	Min. Str	Wgt.	Shots	Cost	Notes
Light Rail-Pistol	10/20/40	2d6+1	1	-	0.5	12	3	AP: 3, SA, -2 Notice to Detect, Silent Option
Heavy Rail-Pistol	12/24/48	2d8	1	-	2	10	4	AP: 3, SA, Silent Option
Light PAc Pistol	14/28/56	2d8	1	-	1	10	4	Beam, -2 Notice to Detect, Atmo Dependent
Heavy PAc Pistol	15/30/60	2d10	1	-	1.5	12	5	Beam, Atmo Dependent

Personal Defense Weapons (PDW)	Range	Damage	RoF	Min. Str	Wgt.	Shots	Cost	Notes
Light Coil PDW	12/24/48	2d6+1	3	-	7	45	4	AP: 4, Auto, Silent Option
Heavy Coil PDW	14/28/56	2d8	3	-	9	35	5	AP: 4, Auto, Silent Option
Light PAc PDW	20/40/80	2d8+3	1	-	9	30	5	Beam, Atmo Dependent
Heavy PAc PDW	25/50/100	2d10+3	1	-	11	25	6	Beam, Atmo Dependent

Assault Weapons	Range	Damage	RoF	Min. Str	Wgt.	Shots	Cost	Notes
Coil Carbine	25/50/100	2d8	3	d6	11	55	5	AP: 5, Auto, Silent Option
Heavy Coil Assault Rifle	30/60/120	2d8+1	3	d8	12	45	6	AP: 6, Auto, Silent Option
Rail-Carbine	30/60/120	2d10	1	d6	12	45	5	AP: 6, SA, Silent Option
Heavy Assault Rail-Rifle	35/70/140	2d10+1	1	d8	14	40	6	AP: 7, SA, Silent Option
PAc Carbine	40/80/160	2d8+4	1	d6	16	35	6	Beam, Atmo Dependent
Heavy PAc Carbine	45/90/180	2d10+4	1	d8	18	30	7	Beam, Atmo Dependent

Rail-Arrays	Range	Damage	RoF	Min. Str	Wgt.	Shots	Cost	Notes
Light Rail-Array	12/24/48	1-3d8	1	d6	6	10	5	AP: 4, SA, Shotgun, Silent Option
Heavy Rail-Array	14/28/56	1-3d10	1	d8	8	8	6	AP: 4, SA, Shotgun, Silent Option

Precision Rifles	Range	Damage	RoF	Min. Str	Wgt.	Shots	Cost	Notes
Light Sniper Rail-Rifle	50/100/200	2d6	1	d6	8	12	5	AP: 8, HW, Snapfire, Silent Option, Scope
Heavy Sniper Rail-Rifle	60/120/240	3d6	1	d8	12	10	6	AP: 8, HW, Snapfire, Silent Option, Scope
Light PAc Sniper Rifle	70/140/280	3d6+4	1	d6	16	8	6	HW, Snapfire, Atmo Dependent, Scope
Heavy PAc Sniper Rifle	80/160/320	4d6+4	1	d8	20	6	7	HW, Snapfire, Atmo Dependent, Scope

Heavy Weapons Table

	Range	Damage	RoF	Min. Str	Wgt.	Shots	Cost	Notes
Heavy Coil Automatic Rifle	30/60/120	2d8+1	4	d8	22	200	7	AP: 6, HW, High Capacity, Snapfire
Portable Rail-Minigun	20/40/80	2d8+3	6	d10	85	1000	8	AP: 7, HW, High Capacity, May Not Move
Heavy PAc Cannon	70/140/280	5d12	1	d10	110	2	10	Burst: MBT, HW, Snapfire, Atmo Dependent, May Not Move
Light Plasma Flamer	Cone	2d12	1	d6	12	10	5	HW, Ignores non-sealed armor, Flamethrower, May Not Move
Heavy Plasma Flamer	Cone	2d12+2	1	d8	16	12	6	HW, Ignores non-sealed armor, Flamethrower, May Not Move
Titan Flamer	Cone	3d12+4	1	1d12	120	16	8	HW, Ignores non-sealed armor, Flamethrower, May Not Move
Grenade Launcher	20/40/80	Varies	1	-	5	1	4	Can be mounted under rifle barrel. Snapfire, Launches a grenade. See grenades in "Explosives" table.
Rocket Launcher (RPG)	50/100/200	4d10	1	d6	20	1	9	Burst: MBT, AP: 20, HW, May Not Move, Rockets have a Cost of 4 each.
Kinetic Strike Rail-Cannon	60/120/240	5d10	1	d10	110	3	11	Burst: MBT, AP: 20, HW, May Not Move, Rail cannon rounds have a Cost of 4 each.

Note: The "May Not Move" restriction does not count when mounted to a vehicle or walker.

Melee Weapons Table

Blades	Damage	Weight	Cost	Notes
Knife / Dagger	Str+d4	1	0	-2 Notice to Detect
Machete	Str+d6	2	1	
Dagger, Mono-Edged	Str+d4+2	1	2	AP: 2, -2 Notice to Detect
Short Sword, Mono-Edged	Str+d6+2	2	3	AP: 3
Longsword, Mono-Edged	Str+d8+2	3	4	AP: 4
Greatsword, Mono-Edged	Str+d10+2	4	5	AP: 5
Spear, Mono-Edged	Str+d6+2	5	3	Collapsible, AP: 3, Parry +1, Reach 1, 2 Hands
Halberd, Mono-Edged	Str+d8+2	10	4	Collapsible, AP: 4, Reach 1, 2 Hands
Gravitic Baton	Str+2d6	3	2	Collapsible, +d10 instead of +d6 damage on a Raise, -2 Notice to Detect when Collapsed

Explosives Table

Explosives	Range	Damage	RoF	AP	Burst	Wgt	Cost	Notes
EMP Grenade	5/10/20	1-3d6/6d6	1	10	LBT	1	6	HW, 1d6 Damage to Pure, 2d6 to biosleeves, 3d6 to Pure or biosleeve with cyberware, or 6d6 to synthetic electronic targets (including cybersleeves)
Fragmentation Grenade	5/10/20	3d8	1	3	MBT	1	4	HW
Incendiary Grenade	5/10/20	3d10	1	Special	SBT	1	5	HW, Potential to Ignite, Ignores all but sealed armor. AP: 4 on sealed armor.
Stun Grenade	5/10/20	3d6	1	Special	MBT	1	3	Targets cannot suffer Wounds. Targets Shaken from a Stun Grenade suffer a -2 penalty on rolls to recover from being Shaken.
Gooper Grenade	5/10/20	None	1	Special	MBT	1	4	Deals no damage. On a hit, the target is Grappled. The Gooper has a "Strength" Skill of d10. On a raise, target is also Shaken.
Hell Ball	5/10/20	3d10	1	8	MBT	2	6	HW, Targets hit by a Hell Ball are thrown 1d4-1 x 5 feet directly away from the center of the blast.
Smoke Grenade	None	None	1	-	LBT	1	2	See the Savage Worlds Science Fiction Companion pg. 20.
High Explosive Satchel Charge	0/5/10	8d6	1	10/20	LBT	1	6	HW, AP 10, Can be set to detonate on a timer or via remote. If attached to the target, AP increases to 20.

Armor

Armor worn by military or paramilitary soldiers comes in three basic categories: Light, Heavy, and Powered.

Size - This is the measure of the Armor's Size, primarily used to determine certain facts about its Features.

Light Armor – This lightweight ballistic armor consists of a fabric mesh of woven carbon nanostructures, inspired by the molecular structure of spider silk.

As flexible as normal cloth, the material is highly resistant to slashes and abrasions, and sports a non-Newtonian fluid layer that can instantly become rigid in response to impacts from gravitic weapons or bullets. It also provides some protection against PAc weapons, being designed to spread out the discharge as much as possible.

Full tactical suits are chemically coated, contamination- proof coveralls.

Though technically complex, light armor does not limit movement or mobility.

This sort of light armor is the standard apparel for shipboard military, security guards, and most Centurions. It is also used by hunters who stalk dangerous game, and by many remnant forces.

Assault Armor – Heavier armor is used by soldiers and security forces that are going to be deployed directly into conflict. It is essentially the same as a light armor suit, but is covered in articulated lattice-carbonite plates, which are themselves coated with a thin layer of a self-healing ceramic-graphene composite.

The arrangement of plates is designed for maximum protection with minimum bulk, though it can still be fairly cumbersome.

Powered Armor [Restricted] – Powered armor is similar to heavy armor in that it consists of articulated plates over a thinner and lighter inner layer.

However, powered armor is completely sealed and features a number of systems designed to aid its wearer in other ways.

Since it is sealed, the armor also protects against the dangers of vacuum and the crushing forces of deep water submersion. Its onboard air storage and filtering systems allow the wearer to operate without an external air supply for up to 8 hours.

The suit can interface with a PPC or integrated computer (if it has that Feature) and can function as an AR interface.

The onboard power supply will provide the suit with enough power to function for about two weeks outside of a broadcast power field.

Unlike regular armor, the seals and interconnecting components of powered armor make donning and removing it difficult. Heavy powered armor usually requires the prospective wearer to enter an armor bay, within which the armor is assembled around him.

The rules for Powered Armor found here supersede those found in *Savage Worlds Deluxe.*

Armor Features

Different types of armor can support different features. The following table lists the features that come standard with each type of armor, and the total number of additional features that can be added.

When purchasing armor, you may add Features for free, as part of the Cost of the armor. But each Feature costs a number of Mod points, and each type of armor can only handle a limited number of Mods.

Powered Armor Table

	Size	Armor*	Mods	Pace	Wgt.	Cost	Notes
Powered Recon Armor (Light)	1	8	5	8	100	8	Comes standard with built in PPC (Alpha), AR Display Device, Combat Awareness Suite, Short Range Radio, Vacuum Sealed and Shielded, Air Pack, Offers full coverage
Powered Assault Armor (Medium)	2	10	8	6	200	9	Comes standard with built in PPC (Alpha), AR Display Device, Combat Awareness Suite, Short Range Radio, Vacuum Sealed and Shielded, Air Pack, Offers full coverage
Powered Heavy Assault Armor (Heavy)	3	12	12	4	300	10	Comes standard with built in PPC (Alpha), AR Display Device, Combat Awareness Suite, Short Range Radio, Vacuum Sealed and Shielded, Air Pack, Offers full coverage

Armor Table

	Size	Armor	Mods	Wgt.	Cost
Flight Suit	N	0	0	5	2
Notes: Covers torso, arms and legs, Thermal Regulation System					
Reinforced Clothing	N	2	0	10	3
Notes: Covers torso, arms and legs					
Vacuum Suit	N	2	0	20	4
Notes: Vacuum Sealed and Shielded, Offers full coverage, Air Pack, Mag-Traction, Thermal Regulation System, Zero-G Assistance Jets					
Reinforced Vacuum Suit	N	4	0	25	5
Notes: Vacuum Sealed and Shielded, Offers full coverage, Air Pack, Mag-Traction, Thermal Regulation System, Zero-G Assistance Jets					
Light Battle Armor	1	6	1	20	4
Notes: Covers torso, arms and legs					
Assault Armor	1	8	2	30	5
Notes: Covers torso, arms and legs					
Battle Helmet	N	5	0	4	3
Notes: 50% chance vs. head shot					

Custom Armor

By increasing the Cost of non-powered armor by +1, you may add 1 Mod slot. You may increase the Cost by a total of +2 to add 2 Mod slots.

Armor Features

	Mods	Effect
Air Pack (1)	1	Provides 8 hours of breathable air at typical activity levels. Requires a vacuum sealed suit or powered armor.
Anti-Personnel System (1)	2	See the *Savage Worlds Science Fiction Companion*, pg. 33. Reloads have a Cost of 3.
AR Interface Device (1)	1	The suit's visor produces a HUD that acts as an AR Interface Device.
Combat Awareness Suite (2)	2	The suit's visor can magnify your sight up to 50x and provides thermal and night vision (ignore illumination penalties). And its microphones and internal speaker system can pick up a whisper at 100m. This translates to a +2 bonus on Notice rolls. This feature comes standard on all power armor. If selected a second time, the bonus to Notice is increased to +3.
Command Pack (1)	1	See the *Savage Worlds Science Fiction Companion*, pg. 33.
Computer Gauntlet (1)	1	A PPC (Alpha Agent) mounted to the arm and operated with voice commands and/or a holographic interface projected from the hand. You may also choose to display data on your HUD.
Enhanced Mobility Actuators (3)*	1	The armor enhances your movement by allowing you to make quick leaping strides. This adds +2 to Pace and Climbing, and Strength rolls to Jump. Your running die is also changed to d8. Each time this feature is selected, add +1 to Pace.
Flight (U)	2	See the *Savage Worlds Science Fiction Companion,* pg. 33.
High-Density Plating (1 for Light, 2 for Medium or Heavy)	3	Increase Armor by +2. Can be taken a second time by Medium and Heavy powered armor only. When taken a second time, the armor's Armor rating does not increase, but it becomes Heavy Armor.
Hydrostatic Gel Layer (1)*	2	Adds plus 4 to Armor to resist explosions and damage from falling.
Integrated Weaponry	1	The armor features an arm- or shoulder-mounted weapon built into it, allowing you to switch between weapons in an instant. Select any one melee weapon or firearm. Heavy Weapons may only be selected for Heavy powered armor. You must purchase this weapon separately, but its Cost is reduced by -1.
Interface Surface (1)	1	Some surface on the armor, usually the hand, can transmit digital data to and from an onboard computer via an encrypted touch interface system.
Jump Jets (1)	2 or 3	This Feature has a Mod cost of 3 for Heavy Armor, but 2 for other types. You can jump 3x the suit's Pace horizontally, or 2x vertically.
Light Screen Camouflage (1)*	2 or 3	This Feature has a Mod cost of 2 for Recon armor, but 3 for other types. When activated, the surface of the armor emits a magnetic field that wraps light around the wearer, making him nearly invisible to the human eye, thermal detection and radar. Attempts to Notice the wearer suffer a -4 penalty.
Mag-Traction (1)	1	Boots come equipped with electromagnets. These are used to traverse zero-g environments safely, and eliminate any penalties on Trait rolls from being in low gravity.
Motion Tracker (1)	2	Your suit has sensors that detect motion up to about 20 meters. You gain a +4 bonus to Notice moving objects or creatures.
Reinforced Cyber-Musculature (2)*	2	The wearer's Strength is improved by one step.
Self-Sealing (1)	1	See the *Savage Worlds Science Fiction Companion*, pg. 34.
Short Range Radio (1)	1	This radio allows you to communicate with other tuned in to your frequency at a distance of up to 30km.
Signal Booster (1)	1	See the *Savage Worlds Science Fiction Companion*, pg. 34.
Targeting System (1)	2	See the *Savage Worlds Science Fiction Companion*, pg. 34.
Thermal Regulation System (1)	1	Keeps the wearer at a comfortable temperature in environments ranging from -60°C to 140°C.
Trauma System (1)	2	See the *Savage Worlds Science Fiction Companion*, pg. 34.
Vacuum Sealed and Shielded (1)	1	This feature provides the wearer with protection from the hazards of vacuum and radiation.
Zero-G Assistance Jets (1)	1	A series of tiny thrusters on the limbs and torso aids in maneuvering in zero-g environments, or under water. You have a Pace of 6 in these environments.

Equipment

Gear	Cost	Weight (lbs.)
Aerial Condenser	2	10
Agent	4/6/8	-
Augmentation	Special	-
Augmentation Upgrade	Special	-
Augmented Reality (AR) Display Device	2	1
AR Identification (ARID) Tag	0	-
ARID Cloner [R]	4	1
Ballistic Cartographer	4/6	1
Box Tent	2	5
Broadcast Screen	4	0.25
Compiler	6+	30+
Compiler Template	Varies	-
Credit Disk	0	0.25
Cyber-Intrusion & Security Terminal (CIST) [R]	10	1
Cyber-Repair Injection (CRI)	3	0.5
Esper Swarm	7	3
False CID [R]	5-11	-
Fiberscope	2	0.5
4D Spatial Camera	3	1
Holomask [R]	6	0.25
Hostware	7	-
Medi-Stimulant Injection (MSI)	3	0.5
Molecular Glue & Solvent	1	0.5
Neural Link	3	0.25
Plasti-Rope Dispenser	1	1
Portable Personal Computer (PPC)	5/7/9	2
Portable Plasma Torch	3	5
Portable Broadcast Power Generator	6	100
Ration Lozenge	1	0.1
Resurrection Chamber [R]	11	1200
Resurrection Insurance	4-12	-
Simulated Augmentation	Special	-
Simulated Memory (Sensie)	2+	-
Spider Gear Kit	2	5
Targeting Support Module [R]	4	0.25
Tele-presence Sensor Unit	3	1
Transportation	Varies	-
VR Interface (Ego Channel)	3	0.25

Aerial Condenser: (Cost: 2) Popular among explorers and outdoorsmen, this small device is capable of removing moisture from the nearby air and condensing it into drinkable water. In most locations it can create a gallon of water in about three hours.

Agent: (Cost: 4/6/8) An Agent is a personal virtual intelligence commonly found onboard PPCs and mindsets. The Agent responds to voice commands (or thoughts in the case of a mindset) and performs the requested computing tasks. It may find, sort, modify, and even create data at the user's behest. An Agent is capable of learning about its master, logging habits, desires, and actions in an attempt to better serve.

The Cost of an Agent depends on how useful it is, which is represented by the sorts of bonuses it can apply to certain Skill rolls. It also determines the Cost of the PPC it is loaded onto, which is the Cost of the Agent +1.

Any time you need to perform a test the Agent can help you with, you may add the Agent's bonus as a modifier.

Agents can add a bonus any time you need to perform a test with a Skill the Agent has enhancement software for. Agents can be outfitted with enhancement software for the following Skills: Intimidation, Investigation, Knowledge (Any), Persuasion, Piloting or Repair.

Should an Agent be called upon to perform a roll on its own, assume it has d4 in any relevant Skills, and can apply its enhancement software bonuses to itself.

Type	Cost	Enhancement Bonuses
Alpha	4	+1 to die rating of one Skill
Beta	6	+1 to die rating of two Skills
Gamma	8	+2 to die rating of one Skill, +1 to die rating of two Skills

Augmentation (Cost: Current APs + Twice AP Value of Augmentation) See pg. 178 for more.

Augmentation Upgrade (Cost: Current APs + AP Value of Base Augmentation + AP Value of Upgrade) See pg. 178 for more.

Augmented Reality (AR) Display Device: (Cost: 2) These glasses look like any other set of head-worn spectacles, save for the occasional flash of light across their surface noticeable by the casual observer. To the wearer, however, they are a gateway to a wealth of information. AR display devices allow the wearer to see AR objects and data.

This same technology can also be found in contact lenses, at a Cost of 3.

Augmented Reality Identification (ARID) Tag: (Cost: 0) An ARID is the digital equivalent of a fingerprint.

Depending on how protected they are, ARIDs range in size from that of a small coin up to about the size of one's thumb. They are programmed with (typically) read-only data that is displayed and accessible in augmented reality.

ARIDs are attached to most retail items, people, information booths, or anything else used to relate information.

Usually an ARID carried by a person will be worn as jewelry or as a subdermal implant.

In Coalition space, children are implanted with an ARID at birth, called a CID, which retains their personal profile. When viewed through an AR display device, the part of this profile set to be publicly visible is displayed as an ARO near the person.

These sorts of ARIDs are implanted in all sleeves, and are flashed with one's personal profile data. It is illegal to remove or tamper with a CID.

ARID Cloner: (Restricted, Cost: 4) This small hand-held device can copy and implant information stored in an ARID.

Ballistic Cartographer: (Cost: 4/6) This device attaches below the barrel of a rifle or carbine, but may also be detached and fired.

When fired, the ballistic cartographer launches a projectile that can stick to any hard surface. Once stuck, it sprays small sensors in all directions, which also can stick to most any surface.

These sensors scan the environment and feed the data they collect back to a computer system of the user's choice. This data is used to create a 3D map of a 20" radius area, updated in real time.

The ballistic cartographer can be fired into the air, programmed to detonate before landing. This method creates a top-down map of an outdoor area that can span for over a kilometer, and continues to provide live updates of activity on the ground, in a 20" radius area, once the sensors land.

Anyone attempting to hide in an actively monitored area suffers a -4 penalty.

By increasing the Cost to 6, the sensors can be programmed to report movement in the affected area. This makes hiding while moving virtually impossible, and can be used to alert the user to trespassers.

[Tac-Comm v1.76.3/ Log: 07:22-04,21,97]

[Jane] – Eyes on target. Anders, I'm sending you my feed. Confirm.

[Anders] – Yeah, he matches Malpheus' image.

[Jane] – Hide and ambush me, you little pecker… Let's see how you like a shredder round through your brain case.

[Reagan] – Jane. You said you'd talk to him.

[Jane has disconnected]

[Reagan] – Damnit! Anders, talk to her.

[Anders] – Too late… That guy is very dead.

[Reagan] - Are you sure?

[Anders] - Oh yeah.

Box Tent: (Cost: 2) When not in active use, the box tent is about as big as a few books stacked together, and weighs about half that. When activated, it transforms in about five seconds into a rigid tent capable of comfortably sleeping two. Once activated, it uses solar power to cool or heat the inside of the tent as needed.

Broadcast Screen: (Cost: 4) Activating this device creates a shell of intense EM interference, roughly 2 meters around you in all directions, blocking or dampening incoming and outgoing wireless electronic transmissions. This device is usually worn on the wrist, as a belt buckle, or sometimes as a piece of jewelry.

This is a popular item among people who dislike being bombarded with information from advertisers and the like.

Attempts to manipulate a computer through a broadcast screen suffer a -4 penalty.

Compiler: (Cost: 6+) Compilers use nanomachines to assemble objects at the atomic level. As long as you have the proper template and the necessary raw materials, you can create almost anything. See page 71 for more on compilers.

These devices range in size from about a half cubic meter to the size of a large room, and their Cost is tied directly to their size. Smaller compilers are common in Coalition homes and have a Cost of 6. Much larger versions are used in production facilities and have Cost ratings as high as 12.

Compilers come with a number of limitations. They will only run for Coalition citizens, and will only run unrestricted templates. Producing weapons or other restricted items is impossible unless you have a license to do so.

Compilers also have the necessary sensors to know where they are located, and they will not work outside of Coalition-controlled space.

Some compilers have had these limitations removed, but they are essentially priceless. Apostate forces will do almost anything to get their hands on one of these, and the Coalition will not hesitate to kill to make sure that doesn't happen.

Compiler Template: (Cost: Cost of Item +2) A compiler template is a piece of software that functions as the instructions for a compiler to build a specific object.

The Cost of a template is equal to the Cost of the item it produces +2.

If you purchase a template during character creation, you can begin play with up to 3 copies of the item the template compiles for free.

Credit Disk ("Credisk"): (Cost: 0) These small electronic devices, usually about the size of a coin, are designed to hold the necessary data required to perform a one-time monetary transaction. These are often used by apostate enclaves or in black market deals when actual gold currency isn't convenient, allowing you to use credisks to facilitate the transfer of funds through one of the few remaining underground banks.

Programming a credit disk is usually performed with a PPC. The amount of credit it is set to transfer with the credisk is visible on a small screen on both sides of the credisk "coin." Once the transaction is complete, the credit disk can be reprogrammed for a different transaction.

Cyber-Intrusion and Security Terminal (CIST): (Restricted, Cost: 10) CISTs are computers purpose-built for housing an Agent capable of running cyber-intrusion software.

Some people call these Savant Boxes or Daemon Boxes, but these terms are inaccurate. A true Daemon comes about as a result of a Savant hacking his mindset to free his Agent. The Savant writes SINC, and is capable of modifying it and writing new Savant Programs.

CISTs, on the other hand, are created for the Coalition military for the sole purpose of breaking into protected systems. Each CIST is capable of running only a single intrusion routine, and generally takes the shape of a PPC. They are highly restricted, and very difficult to come by.

In game terms, a CIST allows a non-Savant character to use a Savant Program. Each CIST is only capable of running one such Program.

Executing and utilizing the Program works the same way it does for a Savant, but with a few exceptions.

Whenever the user is called upon to use the SINC Skill, he uses Knowledge (Software) instead.

The execution TN is the same as that of a normal Savant Program, but the same CIST cannot be used more than once per encounter.

It is possible to make the CIST usable again more quickly. The user must spend about 5 minutes working on the CIST, succeed on a Knowledge (Software) test, and spend a Benny.

Alternatively, some CISTs exist purely to defend against other CISTs and Savants. Instead of executing a Savant Program, these Guardian CISTs simply make any SINC or Knowledge (Software) rolls to execute a Savant Program (normally, or with a CIST) suffer a -2 penalty.

Cyber-Repair Injection (CRI): (Cost: 3) This is a protected syringe filled with a mixture of carbon paste and a small swarm of espers designed much like a tiny Vulcan swarm. The espers use the raw materials in the paste to patch holes and perform other repairs to damaged cybernetics.

A cyber-repair injection removes one Wound, but takes an hour to fully take effect.

This repair only applies to cybersleeves, biosleeves that have undergone Synthesis, drones, or any Wounds that reflect damage to cybernetic components.

Esper Swarm: (Cost: 7) An esper swarm is a swarm of nanomachines typically controlled by either a "Queen" server or a Savant with the Esper Lord Savant Program (pg. 144).

Made up of millions of tiny nanites, these machines work together as a swarm to perform any number of useful activities, from security, to repairs, to sanitation.

A swarm is programmed to perform a single job at a time unless it is controlled by a Savant.

Narration [NetLink Log: 14:32-02,07,99]

[Grady] – You catch the fray?

[Juna] – Missed it live. Had to filter for it all day yesterday. Just finished it. I thought it was all over when Clemson hit the Star Spike.

[Grady] – I know! He burned up most of the Minotaur team with it. Amazing they were able to come back.

[Juna] – I don't think they would have if Tesla hadn't ambushed Diago with a grav hammer.

[Grady] – It made me so happy to see Diago finally get his face smashed in.

A server system featuring the software necessary to function as a Queen has a Cost of 10.

False CID: (Restricted, Cost: 5-11) You have a CID that is a complete fabrication. It has a Rep-Rating that is not your own, and displays a false profile when viewed by others.

Even the best false CIDs can't stand up to too much scrutiny, though. The fake CID comes with a fabricated virtual history, but anyone who spends a lot of time checking out your involvement in social networks will eventually grow suspicious.

The Cost of a false CID depends on how hard it is to detect as a fake, and how high the ID's Rep-Rating is.

Any time this fake Rep-Rating is bumped or hit, there is a chance it could be discovered as a fake. There is also a chance of discovery when trying to acquire an item through its Rep-Rating. Since the Rep is not real, it's not possible to use it to call in Favors.

To determine whether or not the ID has been detected as fake, roll a d12. If the result is the same or lower than the CID's Authenticity rating, it is detected as fake by the person or agency that just attempted to analyze, hit or bump it.

Cost	Authenticity	Rep-Rating
5	4	4
7	3	5
9	2	6
11	1	7

Switching between CIDs, either real or false, requires an ARID cloner. The cloner can be used through the skin; no surgery is needed.

A Savant can switch between CIDs at will using his mindset.

A False CID may also be Licensed, effectively granting the user the Licensed Edge while he possesses it and uses it to represent himself. The Cost of a Licensed False CID is 3 higher than a normal False CID of its type.

Fiberscope: (Cost: 2) This is a small fiber-optic cable attached to a small monitor. It can be snaked under doors, through vents, or around similar obstacles. Attached to the end of the cable is a high-resolution camera capable of seeing in multiple EM spectrums, with a directional audio amplification system.

4D Spatial Camera: (Cost: 3) Utilizing over a dozen forms of imaging and radiation-bouncing techniques, this camera can create fully three-dimensional representations of an area, with audio, in still frame or full motion video. These captured spatial maps are often displayed in augmented and virtual reality.

HoloMask: (Restricted, Cost: 6) This device, usually worn as a sort of necklace or headband, projects a hologram over your face. This hologram masks your features, making you appear to be someone else.

The mask can replicate the appearance of anyone you have mapped with a spatial camera.

The hologram is good enough to fool a mesh Monitor, making it impossible for the Monitor to identify you with facial recognition protocols.

If a test is required, the holomask imposes a -2 penalty on Notice rolls to penetrate the disguise.

Hostware: (Cost: 7) While there is no need to track every piece of software a computer system may have on it, whether or not a computer is outfitted with a hostware suite can be critical.

Hostware is the software needed to host an ego in an active state. Any computer has the storage capacity to house dozens of egos if they are dormant, but only systems with a hostware suite can both store the ego and provide it with an environment to live in, allowing it to remain aware and active.

Hostware allows a SIM to live within his home environment, and dwell among any other virtualities currently running on the host system. The SIM's ability to interact with the outside world depends on the nature of his host. A PPC, for example, would allow him to access the local mesh and extranet. But it's possible to cut the PPC's communications, effectively leaving the SIM cut off from the outside world and a prisoner within the host machine.

Because of the added expense and maintenance, most computer systems do not feature hostware.

Medi-Stimulant Injection (MSI): (Cost: 3) This is a protected syringe that houses a cocktail of nanites, painkillers, and various chemicals specifically designed to regenerate tissue while keeping the mind focused.

A medi-stimulant injection removes one Wound, but takes an hour to fully take effect.

Note that MSIs do not work on cybernetic components or cybersleeves.

Molecular Glue & Solvent: (Cost: 1) This hardened bottle dispenses a small amount of glue. The glue bonds to anything and is nearly impossible to remove without a solvent. M-Glue is often used in place of welding or soldering. Each pack contains both a bottle of glue and solvent.

Neural Link ("Link"): (Cost: 3) Worn neural mapping systems that can translate thoughts into computer input. These devices are usually called neural links, or just links, and often take the form of a small device clipped over the ear, a hat, or a headdress. Like a mindset, a link allows the user to mentally issue commands to a computer. This technology makes other types of interfacing devices, real or ARO, largely unnecessary.

Plasti-Rope Dispenser: (Cost: 1) Not much larger than a closed fist, this device can dispense about 100 meters of rope. The material leaves the dispenser as a liquid, but hardens almost instantly into a flexible rope capable of supporting about four tons of static weight.

Portable Personal Computer (PPC): (Cost: Cost of Agent +1) PPCs range in size from wrist-worn systems to tablets. They are interacted with by voice commands or through augmented reality display and interface devices.

PPCs always come equipped with an Agent and dozens of other software programs that people use every day to learn, communicate, create, and entertain themselves.

Portable Plasma Torch: (Cost: 3) This small hand-held device burns hot enough, and with enough focus, to cut through most any material.

It can cut a 10 millimeter-long slice, 10 millimeters deep, in lattice-carbonite in about a minute.

If used as a weapon, its tiny flame deals 2d4 damage.

Portable Broadcast Power Generator: (Cost: 6) These generators are essentially compact reactors, usually ranging from about the size of a briefcase to that of a large building. The Cost listed is for a smaller model, which can broadcast out to a range of about 100 meters.

Objects designed to run on broadcast power never need batteries or power cables while in a sustained field. Most such devices do have internal power cells that can keep them running for a short time (usually about a day to a week depending on the device) in the event that the field goes down.

Ration Lozenge: (Cost: 1) This small lozenge, about the size of a large bean, contains all the vitamins and nutrients a person needs for half a day. By itself it is not very filling, but with a glass of water the lozenge expands, and a moment later the imbiber will feel quite satisfied. These are very popular among survivalists.

Resurrection Chamber: (Restricted, Cost: 11) The resurrection chamber is the casket-like device used to download an ego into a sleeve. The chamber itself, suspension gel tanks, nanomachines, and other gear required for resurrection take up most of a small room, and are incredibly expensive.

They are also restricted, requiring special licenses to acquire and operate.

See page 221 for more on resleeving.

Resurrection Insurance: (Cost: 4-12) Characters who have undergone Apotheosis usually decide to set up some sort of insurance policy.

Each policy has a minimum Rep-Rating required for purchase, and has a one-time fee you must pay.

Note that if your Rep-Rating ever falls below the minimum for your policy, you will be automatically downgraded with no reimbursement of the initial fee.

Policy	Min. Rep.	Fee Cost
Alpha	3	4
Beta	5	6
Gamma	7	8
Delta	9	10
Epsilon	11	12

All policies grant a single backup at the time of purchase, and additional backups can be made once per week, or each time you sleep if you have remote backup module (pg. 181). Unless you have the remote backup upgrade, this requires payment of the Fee Cost each time.

The different policies are described below:

Alpha: If your core is delivered to a resleeving facility belonging to your House, you will be brought online in a virtuality to discuss resleeving options. Note that if your mnemonic core has a remote backup module, it will immediately alert the House of your demise and send your location.

Beta: Once your death has been confirmed, or you have been missing for at least three months, the House will send a crew to recover your core if they know its last known location.

If they do not know where it is, you will be restored from backup.

Gamma: The House will send a recovery team to investigate your location if you have gone missing for one week. If your core has been lost in a hostile environment, a crew of mercenaries will be dispatched to reclaim it.

Delta: Like Gamma, but the recovery team dispatched will be composed of professionals and/or a Praetorian.

Epsilon: The House will spare no expense in an effort to recover your core. It will dispatch full military units, or multiple Praetorians.

Simulated Augmentation: (Cost: Same as a regular Augmentation -1) When entering a virtuality, the brain and onboard systems are scanned to create your avatar, your virtual body, and determine its capabilities.

This is why you generally possess the same physical Attributes both in the real world and in VR.

The system also takes note of your Augmentations; and they too are represented in virtual form. This assumes, of course, that the virtual environment you are being loaded into allows them. Many have restrictions determined by the intended use and theme of the virtuality.

But while SIMs do not have physical bodies, they can still purchase virtual Augmentations that work just like real Augmentations inside of VR.

To purchase a virtual aug, purchase it like you would any other Augmentation, with the total Cost reduced by -1. Non-SIMs can purchase the virtual-only version of an aug as well, but it still counts against the total number of augs you have.

Note that SIMs and Sleeved PCs get simulated Mindsets and mnemonic cores for free.

Note also that the limitations on aug use imposed by the HPA do not apply to virtualities.

Simulated Memory ("Sensie"): (Cost: 2+) These are the recorded memories of another person, captured by a mindset or an ego channel, and downloaded onto a memory module. Many people—even celebrities—give away sensies for free, although some can be very expensive depending on what they depict. Sensies of recorded sex, crimes, and even suicide are very popular underground items.

Spider Gear Kit: (Cost: 2) These gloves, boots, and kneepads can adhere to almost any solid surface, allowing the wearer to climb sheer walls or even hang suspended upside down. Their adhesiveness is triggered by an electronic signal, which allows the adhesive to be switched on and off.

Targeting Support Module: (Restricted, Cost: 4) This device is installed onto a firearm, and syncs with a Targeting Support System (pg. 193).

Tele-presence Sensor Unit: (Cost: 3) This device appears to be a small ball, about the size of an adult fist. It contains a number of audio and video sensors, much like an ARIS strip, but offers full 360 degree coverage.

The sensor unit is generally used by SIMs to view the real world. The SIM can hear and see anything the sensor unit can. If desired, the unit can also project an ARO or hologram of the SIM above itself.

This function allows the SIM to attend meetings in the real world without requiring everyone else to jack into a virtuality or having to grant everyone access to their AR stream.

Transportation: (Cost: See Below) There are a lot of options for getting from point A to B.

The first and most obvious is to purchase a vehicle, but most Coalition cities and habitats offer several public transportation options.

Private Skiff or Lancer: (Cost: 2) You can request a skiff via the Extranet to pick you up. It usually takes just a few minutes for a skiff to arrive, and you can either pilot it yourself (with the aid of an AI "co-pilot"), or let the AI do all the work.

Most skiffs are one of three or four common models, but by increasing the Cost to 3, you can specify a premium model built for luxury and speed.

Lancer rental works the same way and has the same Cost.

Once rented, the skiff is yours for an hour. Increase the Cost by 1 if you wish to keep it for 8 hours.

Interplanetary: (Cost: Varies) Travel between planets usually requires a ship, either a privately or publicly owned.

Most major Coalition cities have spaceports, where atmospheric flight-capable spacecraft are docked. Many of these craft travel back and forth between the more densely populated cities. The Cost for a one-way trip is 4, +1 for every planet or isolated habitat along the way.

Intersystem: (Cost: Varies) Travel from one system to another is much like interplanetary travel, but requires the use of a jump-capable ship or the jump ring network.

In either case, the Cost is the same as an interplanetary trip, +3.

Needle Beaming an Ego (Cost: 6) This is the fastest mode of travel for those who have undergone Apotheosis, but it is both costly and dangerous.

Your ego is uploaded to a comm-buoy via needle-beam, and then downloaded at the desired location. This process allows you to travel to another system in just a few hours. This method of travel is rarely used, however, since resleeving is so traumatic.

VR (Virtuality) Interface ("Ego Channel"): (Cost: 3) A VRI is usually a small computer, often a specialized PPC, capable of running a virtuality interface program. With a VRI, the user can cast his consciousness into the computer's virtual environment and interact with it as if it were a real place.

The ego channel usually consists of a series of sensors set into a net-like cap that the user wears on her head. These sensors transfer data between the user's mind and computer system. This setup allows those who haven't undergone Apotheosis to enter a virtuality.

SLEEVES

This section describes the different types of base sleeves available to characters, and samples of off-the-shelf sleeves available from different manufacturers.

Base Cost: This is the Cost of the sleeve.

Physical Attributes: A character's Attributes, as determined during character creation, are referred to here as his or her "natural" Attributes.

However, once you are decanted into a sleeve, you temporarily replace your natural physical Attributes with those of the sleeve. (You'll need to record both on your character sheet.) Sleeves start with fixed Attributes, but grant additional points to increase them as you desire. For example, if a sleeve grants 2 points to increase its physical Attributes, you may increase a single Attribute from d6 to d10, or two Attributes from d6 to d8.

No Attribute may exceed a rating of d12 at this stage, but may do so by selecting certain Augmentations.

If a sleeve's Attribute is higher than your natural Attribute, increase all Skills related to that Attribute by one die step. If a sleeve's Attribute is lower, lower all Skills related to that Attribute by one step.

Augmentations: All sleeves undergo Apotheosis during one of the last phases of their production, so all sleeves have a mindset and mnemonic core. And depending on the type and quality of the sleeve, it will feature other free Augmentations as well.

[Versa-Link Log: 14:15-03,08,98]

[Micah] – I'm thinking about Apotheosis.

[Tess] – Really?

[Micah] – Yeah, you know. I've been thinking about it for a while now.

[Tess] – Why? Why would you do that?

[Micah] – Why not? I know you think I wouldn't be the same or whatever, but Rachel did it and she's still herself.

[Tess has disconnected]

In addition to the free augs that come with a sleeve, each sleeve also has a number of free Augmentation Points (APs); which can be spent to customize the sleeve with additional Augmentations.

When you purchase a sleeve, you are given a number of APs to customize it with. Each time you add an aug, subtract the number of APs it costs from the sleeve's remaining APs. Some augs may be upgraded, which may cost additional APs.

When you run out of APs, any additional augs you wish to add must be acquired separately. See "Adding Augmentations" later in this chapter.

Biosleeves

This basic biosleeve has been gene-fixed for improved health and resistance to diseases and toxins; it has also been Apotheosized. All sleeves of the same model are clones that stem from a master genetic template, but each biosleeve looks different due to randomizers in the cloning processes. However, despite the randomization, biosleeves of the same model still tend to share some similarities.

The most basic models, the cheapest, are the least attractive. For those willing to pay more, more attractive models are available.

Cybersleeves

The basic cybersleeve is a mass-produced humanoid robot, already outfitted with a mindset and prepared for decanting.

The inhuman appearance of the cybersleeve can sometimes adversely affect social interaction with biological beings. Living in a cybersleeve can be a real problem around Purists, and even deadly around Purifiers.

The underlying frame is a non-ferrous metal skeleton driven by synthetic muscles. Its composition and shielding mean it is no more susceptible to magnetic fields than a living being.

Despite its capabilities, the sleeve's synthetic biology does not feel alive. This can wear on an ego's humanity over time.

Standard Biosleeves

Alpha Biosleeve
Base Cost: 5 **Cohesion:** -1
Augmentation Points: 3
Physical Attributes: Agility: d4, Strength: d4, Vigor: d4; +2 Attribute Points
Edges/Hindrances: Ugly
Starting Augmentations: Apotheosis, Gene-Fixed

Beta Biosleeve
Base Cost: 8 **Cohesion:** -1
Augmentation Points: 4
Physical Attributes: Agility: d6, Strength: d6, Vigor: d6; +1 Attribute Point
Starting Augmentations: Apotheosis, Gene-Fixed

Gamma Biosleeve
Base Cost: 10 **Cohesion:** -1
Augmentation Points: 5
Physical Attributes: Agility: d6, Strength: d6, Vigor: d6; +2 Attribute Points
Starting Augmentations: Apotheosis, Gene-Fixed, and your choice of Cosmetic Customization or Striking Looks

Delta Biosleeve
Base Cost: 12 **Cohesion:** -1
Augmentation Points: 6
Physical Attributes: Agility: d6, Strength: d6, Vigor: d6; +3 Attribute Points
Starting Augmentations: Apotheosis, Gene-Fixed, and your choice of Cosmetic Customization or Striking Looks

Epsilon Biosleeve
Base Cost: 14 **Cohesion:** -1
Augmentation Points: 7
Physical Attributes: Agility: d6, Strength: d6, Vigor: d6; +4 Attribute Points
Starting Augmentations: Apotheosis, Gene-Fixed, and your choice of Cosmetic Customization or Striking Looks

Standard Cybersleeves

Alpha Cybersleeve
Base Cost: 5 **Cohesion:** -3
Augmentation Points: 3
Physical Attributes: Agility: d4, Strength: d6, Vigor: d6; +1 Attribute Point
Edges/Hindrances: Outsider, Dubious Construction
Starting Augmentations: Apotheosis, Fully Synthetic

Beta Cybersleeve
Base Cost: 8 **Cohesion:** -3
Augmentation Points: 4
Physical Attributes: Agility: d4, Strength: d6, Vigor: d8; +1 Attribute Point
Edges/Hindrances: Outsider
Starting Augmentations: Apotheosis, Fully Synthetic

Gamma Cybersleeve
Base Cost: 10 **Cohesion:** -3
Augmentation Points: 5
Physical Attributes: Agility: d4, Strength: d6, Vigor: d8; +1 Attribute Point
Edges/Hindrances: Outsider
Starting Augmentations: Apotheosis, Fully Synthetic and your choice of Bio-Skin Sheath or Cosmetic Customization

Delta Cybersleeve
Base Cost: 12 **Cohesion:** -3
Augmentation Points: 6
Physical Attributes: Agility: d6, Strength: d6, Vigor: d8; +1 Attribute Point
Edges/Hindrances: Outsider
Starting Augmentations: Apotheosis, Fully Synthetic, and your choice of Bio-Skin Sheath or Cosmetic Customization

Epsilon Cybersleeve
Base Cost: 14 **Cohesion:** -3
Augmentation Points: 7
Physical Attributes: Agility: d6, Strength: d8, Vigor: d8; +1 Attribute Point
Edges/Hindrances: Outsider
Starting Augmentations: Apotheosis, Fully Synthetic, and your choice of Bio-Skin Sheath or Cosmetic Customization

AUGMENTATIONS

Advanced technology brings with it the ability for mankind to better treat injury or even direct its own evolution through elective augmentation.

A lost arm might be replaced by a computer-controlled machine limb capable of interfacing directly with the nervous system. Blindness might be cured by replacing the eye with an optical sensor capable of not only seeing as well as a normal eye, but at much larger distances or even in different spectrums of light.

Augmentations have an Augmentation Point value, which represents how invasive it is, and how hard it is to install. An Augmentation's AP value affects its Cost, and how many Augmentations you may have.

This section contains a number of sample Augmentations available to your character.

Cyberware and Bioware

There are two basic types of Augmentations.

Cybernetic Augmentations either enhance a cybersleeve or introduce synthetic materials into a living body via an injection of nanomachines, which replace existing biological tissue with synthetic structures. In cases that require large amounts of tissue replacement, such as with replacement limbs, the tissue will be mostly removed through surgery. Nanomachines will then be injected where synthetic and biological materials meet, bridging the gap between the synthetic systems and the biological nervous system.

Biotech Augmentations (bioware) are created through genetic manipulation. These sorts of genetic modifications are performed via the introduction of a retrovirus specifically designed to modify the human genome, or they can be implemented into the sleeve during its initial design.

Bioware augs consist of purely biological material, which means they cannot be installed on a cybersleeve or an artificial limb. It also means they cannot be damaged by Savant Programs.

SIMs do not have bodies to augment, but they can purchase Simulated Augmentations (pg. 173). SIMs can purchase any kind of simulated augmentation except Synthesis.

Adding Augmentations

Pure humans can have their bodies augmented, and you may want to add an aftermarket aug to a sleeve.

When you purchase an aug without using the APs provided by a new sleeve, it is considered an "aftermarket" purchase.

Aftermarket augmentation req-uires that you have both the gear and the know-how. Acquiring them may be a little trickier for restricted augs, but the install process is generally the same.

You must pay for it like any normal piece of gear. The purchase Cost to add an Augmentation to your body or sleeve is equal to the total number of APs you have from the augs you already have, plus twice the AP Cost of the new Augmentation to be added.

Augmentation Cost = Total APs From Current Augs + (AP Value of New Aug x2)
or 5 Minimum (4 for Simulated Augmentations)

Installation or application is generally a simple matter for a trained medical professional, though most will refuse to apply restricted augs if you aren't Licensed (pg. 135).

The procedure generally requires a few hours and a Healing roll (with a penalty equal to the Aug's AP Cost).

Adaptive Augmentations

Adaptive Augmentations do not count toward the number of APs you currently have, or the max number of APs you can support.

Augmentation Limits

Pure human bodies, sleeves, and even SIM's avatars have limits to how much they can be Augmented.

State	Total Number of APs
Pure	Half Natural Vigor +1
Sleeve	Sleeve's Starting AP + Half Natural Vigor
SIM	Half Natural Vigor +3

Sleeve Customization

You can elect to increase the Cost of your sleeve by +1 in exchange for one of the following options:

- Trade up to 3 Attribute points, on a 1 for 1 basis, for a maximum of 3 Augmentation Points or vice-versa. For example, if the Sleeve has a Strength of d8, you may reduce it to d6 in exchange for 1 additional AP. Alternatively, you may take up to one Minor and one Major Hindrance. A Minor Hindrance grants 1 Augmentation Point. A Major Hindrance grants 2.
- Remove the Ugly or Dubious Construction Hindrances
- Increase the sleeve's base starting Augmentation Points by 1. This grants 1 additional AP that can be spent to select Augmentations, and increases the total number of Augmentation Points the sleeve can support by 1.
- Make the sleeve a clone of your original body or current sleeve. It takes about two weeks to flash-clone a sleeve. As described on pg. 221, decanting into a cloned sleeve is easier on the ego, and reduces the chance of Fragmentation.

Augmentation Upgrades

Upgrades are enhancements to Augmentations that make them more powerful, more versatile, or allow you to use them in new ways.

Upgrades are described at the end of each Augmentation entry later in this chapter, and includes a modifier. This modifier adds to the AP Cost of the mod.

For example, The Retinal Implant Augmentation normally has an AP Cost of 1. But if it purchased with an Optic Drone Upgrade (+2), it's AP Cost is increased to 3.

Upgrading Existing Augmentations

Sometimes you can only afford the basic version of an Augmentation up-front, but plan to upgrade it later.

If upgrading an existing Augmentation, the Cost is equal to the number of APs you already have, plus the AP value of the aug being upgraded, plus the AP value of the upgrade.

Once added, unless the base aug is Adaptive, the Upgrade's AP value is added to the total number of APs you have.

Type	Augmentation	AP Cost
✠	Adrenal Boost Module	1 [3]
✠/●	Alternative Mobility System	Varies [5]
●	Apotheosis [A]	3 [1]
●	Auditory Amp and Filter Module	1
✠/●	Arterial Toxin Filter	1 [3]
●	Beholder Sensory Suite	2 [2]
●	Bio-Skin Sheath [A]	1
●	Cogware Partition [R]	2 [2]
✠/●	Cosmetic Customization [A]	1
●	Crypto-Laser Link	1
✠/●	Custom Built [A]	1 [2]
●	Data Jack and Storage [A]	1
●	Emergency Life Support (ELS) System	2/1 [3]
●	Esper Vent	1
✠	Exceptional Genegineering [A]	1 [3]
✠/●	Extra Limb	2 [2,5]
✠	Face Changer (SWSFC pg. 30)	2 [2]
●	Fully Synthetic [A]	Special [4]
✠	Gene-Fixed [A]	1 [3]
✠	Gills Gene-Graft	1 [3]
●	Gyroscopic Stabilizers	2
●	Hidden Weapon System [R]	1
●	Light Screen Camouflage [R]	2
✠/●	Massive Size	2 [5]
●	Medichine Factory	2 [3]
✠/●	Mule (SWSFC pg. 31)	1
●	Nano-Cyber Arm	1 [3]
●	Nano-Cyber Leg	1 [3]
●	Neura-Surge [R]	2
●	Optimized Power System [A]	1
●	Particle Detection and Analysis Suite	1
✠/●	Performance Enhanced	2
✠	Pheromone Control and Sensitivity	1 [3]
✠	Poison Gland [R]	2 [3]

Type	Augmentation	AP Cost
●	Reinforced Skeleton	3
C	Retinal Implant	1
✠	Retractable Claws	1
●	SIM-Cell Module	1 [2]
✠/●	Skinweave Armor	1
●	SMR Transceiver and Translation Suite	1
●	Smuggler's Compartment	1
●	Sonar Reception Array	2
●	Stillness Body Lock System	1
✠/●	Striking Looks [A]	1
●	Subdermal Plating	1
✠	Synthesis	4 [2,3]
●	Targeting Support System [R]	1
✠/●	Tiny Size	2 [5]

[1] Free with Sleeve Purchase
[2] Requires Apotheosis
[3] Human or Biosleeve Only
[4] Cybersleeve Only
[5] Violates the HPA when applied as bioware to a human body or biosleeve.
[A] = The Augmentation is considered Adaptive, and does not count against your aug limit or the number of augs you have when making aftermarket purchases.
[R] = Restricted
✠ = Bioware Augmentation
● = Cyberware Augmentation
✠/● = Can be taken as either a bioware or cyberware Augmentation.

Adrenal Boost Module

Base AP Cost: 1 [Human or Biosleeve Only]

Enhancements to your adrenaline system allow you to trigger an adrenaline surge at will. This surge of adrenaline increases your reaction time and muscle strength, but also tends to make you shaky and anxious until the adrenaline clears from your system.

You can activate this Augmentation at will. Upon doing so, you gain a +1 bonus on your Agility, Strength and Vigor, as well as all associated Skills. You also gain +1 Parry and Toughness.

These bonuses last for a number of rounds equal to half your Vigor, after which you gain a level of Fatigue. You are able to recover from this Fatigue after about an hour of rest.

Alternative Mobility System

Base AP Cost: Varies

Your legs have been replaced or augmented with biological or cybernetic non-humanoid limbs, wheels or tracks.

Applying this Augmentation as bioware to a human body or biosleeve is a violation of the HPA. The types of Augmentations, and their effects, are listed below.

Quadruped (Bioware or Cyberware, AP Cost : 0)
Instead of arms and legs, you just have four legs. Increase your Pace by +2.

Snake Tail (Bioware or Cyberware, AP Cost : 1)
Instead of legs, you have a long snake-like tail. Add +1 to Pace, and can attack with Strength or Grapple with a Reach of 2.

Spider Legs (Bioware or Cyberware, AP Cost : 1)
Instead of humanoid legs, you have eight spider-like legs. You may walk on walls or the ceiling with a base Pace of 4. The Cost is 0 if you do only have legs, and no arms.

Wheels/Tracks (Cyberware Only, AP Cost : 1)
Instead of legs, your torso connects to a wheeled or tracked platform. Add +4 to Pace on open ground.

Flight (Bioware or Cyberware, AP Cost : 2)
Some enhancement, such as thrusters or wings, has rendered you capable of flight. This allows you to fly at a Pace of 12, with a Climb of 3.

Apotheosis

Base AP Cost: 3, or free with sleeve

[Adaptive]

Your sleeve has undergone Apotheosis (pg. 180) and features a mindset and mnemonic core. You are no longer Pure. Change your State to Sleeved or SIM. You may keep your original body, but if you do so, you are still considered Sleeved and you do not gain the free sleeve that normally comes with the Sleeved State.

You may now use a resurrection chamber to switch between the Sleeved and SIM states. You may never become Pure again.

The Mindset

The primary function of the mindset is to host the ego and provide it with the capabilities of a fully integrated onboard computer system. In most ways the mindset behaves like an implanted PPC that can be controlled with your thoughts.

In addition, digital data can be projected from the mindset directly into the user's augmented visual cortex (or synthetic equivalent) so that it appears in his field of view. This provides the user with an augmented reality interface.

Additionally, the mindset is capable of storing data (including sensory recordings called sensies) and running programs. It connects to the Extranet wirelessly, but also provides the user with a data jack at the base of the skull. Commands are issued by thought and interpreted by an onboard Agent (pg. 168).

The Apotheosis aug comes with a free Alpha Agent (you can purchase a better one) and a data jack (pg. 183).

The Mnemonic Core

Deep in the core of the mindset network is a hardened and shielded memory module designed for a singular task: to store the person's

personality and memories. Should this core be removed and placed into a resurrection chamber, the mnemonic core will direct the resurrection chamber to construct a copy of the old mindset in the brain of a new sleeve. Once complete, the new mindset interfaces with the core and brings the ego back online in the new sleeve.

All digital data stored in the mindset also makes the transition. This is a boon to Savants in particular, because their SINC is also backed up and restored upon resleeving.

Despite every attempt at making this transition as easy as possible, resleeving is still a psychologically traumatizing experience. Getting comfortable in the new body also takes a bit of time. When taken as a whole, though, this technology results in virtual immortality.

See pg. 221 for more on the process of resleeving.

Upgrades

- **Cognet Capable (+1) [Restricted]:** Your mindset is capable of running a Cognet, a restricted but secure multi-channel communications package common among tech-savvy criminals and military forces. You can send text, audio, and live video over the Cognet, confident that it can't be intercepted by an unauthorized third party.
- **Remote Backup Module (+2):** Your mnemonic core is capable of performing wireless uploads to a secure server while you sleep. Should you be killed and your core lost, you can be restored from a remote backup. In this case, you'll only be in the dark about events that occurred since the last time you slept.

  Of course, this only works if your mindset has a reliable Extranet connection.

  This upgrade comes with free Alpha insurance.
- **Kill Switch (+1):** While not something you'd likely have implanted by choice, a kill switch is just that—it kills you. If anyone with the proper password wishes, he may simply contact your mindset via the Extranet and enter it. Doing so destroys the mindset and wipes the mnemonic core.

Auditory Amp and Filter Module

Base AP Cost: 1

You have an implant that replaces the majority of your inner ear (or synthetic equivalent). This Augmentation not only allows you to hear sounds a normal person couldn't, but allows you to filter out sound from specific sources such as background noise.

You gain a +2 bonus on Notice rolls to detect and discern specific sounds.

Arterial Toxin Filter

Base AP Cost: 1 [Human or Biosleeve Only]

A nanocybernetic filtering system is implanted into your heart, which filters the blood as it flows through. This process cleanses the blood of any toxins or unwelcome bacteria.

This filter not only helps you resist the effects of foreign substances, but the reduced chance of infection can aid the body's natural ability to heal.

You gain a +2 bonus on Vigor rolls to resist disease, toxins and drugs. If you also have the Gene-Fixed Augmentation, you instead become immune to disease, toxins and drugs.

Beholder Sensory Suite

Base AP Cost: 2

Dozens of tiny sensors are placed all over your sleeve. These sensors feed visual data to a central processing unit at the base of the skull, which interfaces with the mindset and visual cortex (or synthetic equivalent) in an effort to help it interpret the data feed. The end result is full 360 degree vision.

You gain a +2 bonus on Notice rolls to detect and discern things with vision.

Upgrades

- **Hyper-Aware (+2):** Not only do you have full 360 degree vision, but the implanted processing unit also features an enhanced interface that allows you to better notice small details. You effectively gain the Quick Edge. If you already have the Quick Edge, you redraw cards with a value of 7 or less instead of 5 or less.

[Tac-Comm v1.76.4/ 06:11-06,12,97]

[Anders] – You really think there is more to all of this?

[Alexei] – Things that are supposed to add up don't. Things that shouldn't be connected are.

[Anders] – Reagan says you're just paranoid. Says you crossed the wrong wires when you freed your mindset.

[Alexei] – What do you think?

[Anders] – I don't know. Maybe you blew some critical fuse. But maybe it just allows you to see something the rest of us are missing.

[Alexei] – Malpheus sees it too.

[Anders] – You're not helping your case. That bastard gives me the creeps.

--[[Unauthorized System Access Detected]]--

[Unknown] – I was just starting to grow fond of you Anders.

--[Anders is offline]

[Alexei] – Ha!

Bio-Skin Sheath

Base AP Cost: 1 [Adaptive]

Bio-skin is a natural skin-like substance that can be used to cover cybernetic limbs, or even entire cybersleeves. While it is capable of tactile sensation, it is easily identifiable by its lack of hair, glossy texture, and visible seams.

Bio-skin can also register as synthetic to devices such as chemical sniffers, SMR transceivers, and to animals (or augmented people) with a greater-than-human sense of smell. The primary benefit of the bio-skin is the improvement of natural tactile sensation, greatly enhancing a synthetic limb's sense of touch. This sense of touch also makes the sleeve feel much more alive to the wearer, which in turn helps the wearer feel a bit more human.

When used to fully sheath a cybersleeve, the sleeve might be able to pass for a biosleeve or Pure human at a distance.

If you wish to cover a single cybernetic limb, you should instead purchase the Bio-Skinned upgrade for your limb.

Bio-skin upgraded with a charlatan makes the wearer appear to be a perfectly Pure human to most sensor systems.

Upgrades

✦ **Seemingly Real (+1) (Restricted):** Your cybersleeve is covered in a bio-skin sheath that has the appearance of real human skin. Your sleeve does not have the Outsider Hindrance, and to the naked eye or even a SMR transceiver, it appears to be a real living human body.

X-rays however, can penetrate the skin and see beneath. For this reason, it's a good idea to outfit a seemingly real cybersleeve with the charlatan upgrade.

✦ **Charlatan (+1) (Restricted):** This small device employs bleeding edge light screen technology designed to hide or disguise the upgraded Augmentation. The charlatan uses a variant of standard light screen tech to fool X-ray, SMR, or other radiation-based sensor systems, making them see a hologram of what should be there instead of what is really there.

It will not fool the naked eye, but is useful for smuggling things through checkpoints that utilize scanners.

Notice rolls to detect items concealed by a charlatan suffer a -4 penalty.

Cogware Partition

Base AP Cost: 2 [Restricted]

Your mindset has a partition set up to store cogware, a special type of mnemonic software designed to stream a self-contained packet of data about a specific subject directly into your conscious mind. Cogware allows you to perform tasks you would not normally know how to perform.

When you activate this Augmentation, you load a specific piece of cogware into your mindset's cogware partition. This takes a few seconds, after which time you increase a specific Skill by one die type.

Each piece of cogware enhances a different Skill, and must be purchased separately. Standard pieces of cogware provide a single die type increase, and have a Cost of 4. High-quality cogware provides a two step die increase or Combat Edge, and has a Cost of 10. Both types are restricted.

You may ignore all requirements except the requirement of other Edges when selecting Combat Edges as high-quality cogware. The Edge benefits do not stack with the same Edge if the character already has it.

You get a single piece of standard-quality cogware for free when you purchase this Augmentation.

You may only load one piece of cogware at a time, and you must activate this aug each time a different piece is loaded.

Running cogware stresses your mind and internal systems, requiring tremendous amounts of processing power as it feeds data directly into your conscious mind in real time.

You must perform a Spirit roll, modified by Cohesion, to activate the cogware. If you fail, the cogware still loads, but you become Shaken and may not attempt to load any cogware for 8 hours.

Once loaded, cogware provides its bonus for about 8 hours.

Upgrades

- **Multi-Partition Cog-Drive (+1):** Your mind-set is capable of loading two pieces of cogware at once. You suffer a -2 penalty on your roll to load the second piece of cogware.

Cosmetic Customization

Base AP Cost: 1 [Adaptive]

Exaggerated crystalline canines, glowing reptilian eyes, chrome skin, glossy black horns—these custom features are common among the more rebellious members of society, and especially among backers of the transhumanist/posthumanist agenda.

For the most part, cosmetic customizations are generally just that: cosmetic. They don't really serve any purpose except to look cool and make a statement.

For those who particularly appreciate such things, this Augmentation can grant +2 Charisma. However, many people are prejudice against transhumans, and when it comes to those people, you might instead suffer a -1 to Charisma.

Purchasing this aug more than once for a human body or biosleeve violates the HPA.

Crypto-Laser Link

Base AP Cost: 1

Somewhere on your body or sleeve is an IR laser transceiver. When aimed at another person's crypto-laser transceiver, the two of you are capable of encrypted, invisible (to the naked eye), and silent wireless communication. Devices capable of allowing you to see in the infrared spectrum will allow you to see flashes from these transceivers, but you still will not be able to decrypt the data.

If you have a mindset, you can send and receive messages with mental commands. Otherwise, you'll need to route the communication through a PPC.

Custom Built

Base AP Cost: 1 [Adaptive] [Sleeve Only]

Your sleeve was custom-built to perform some sort of task. It could have been developed to work on high-gravity worlds, survive in harsh climates, or perhaps for more specialized tasks such as moving about unseen or being especially intimidating.

Select a Skill that best represent the intended function of your sleeve. You gain a +1 bonus when using that Skill.

Data Jack and Storage

Base AP Cost: 1, or free with Apotheosis [Adaptive]

Somewhere on your body or sleeve is a port that can accept a wired connection to an outside system. This port connects directly to a data storage device hidden somewhere inside your body or sleeve. If you have a mindset, the data port can also be set to allow read or write access to one of its partitions.

Upgrades

- **Secured (+0):** A portion of your storage device is partitioned to include a highly secure, heavily encrypted, file system that even the owner cannot access without the right passkeys. The keys are set during the upload process.

Emergency Life Support (ELS) System

Base AP Cost: 2 [Human or Biosleeve Only]

Note: If you have the Synthesis Augmentation (pg. 192), this Augmentation's AP Cost is reduced to 1.

The emergency life support (ELS) system is a device installed in the torso, and attached directly to the heart. In the event that you are exposed to life-threatening danger from poison, toxins, starvation, or dehydration, the device automatically activates. The ELS stops the heart, and begins pumping heavily oxygenated blood directly to the brain, organs, and muscles via a secondary circulatory system. It also administers critical nutrients to the rest of the body, making up for a lack of food and water, and dumps a supply of natural pain killers to help you persevere until you can get to safety.

Once activated, the system allows you to survive up to three hours without oxygen. It also hydrates your system as well as a gallon of water and provides as many vitamins and minerals as a well-balanced meal.

The pain killers last for about twelve hours, during which time you may ignore all Wound penalties. The Wounds don't disappear you just don't suffer their penalties while the ELS is active.

The system also prevents you from suffering attacks from poison for twelve hours.

Once activated, the ELS cannot be used again for 48 hours. During this time the user needs to eat and drink more than usual, as the ELS resupplies from the user's blood stream.

Esper Vent

Base AP Cost: 1

Parts of your sleeve's anatomy have been removed and replaced with hollow synthetic replacements. The extra space is used to store an esper swarm, and comes with vents through which they can emerge from your body.

Esper vents are commonly (but not always) placed in the arms, with the arm muscles replaced by much smaller (but equally strong) nano-cybernetic fiber bundles. The esper swarm can lie dormant in the arms, and emerge when the user desires.

You gain a +2 bonus on the first Esper Lord execution roll you make in an encounter.

Upgrades

- **Charlatan (+1) (Restricted):** See pg. 182.

Exceptional Genegineering

Base AP Cost: 1 [Adaptive]

Your bioware Augs were seamlessly implemented, and your sleeve adjusted to the modifications with little effort.

This Augmentation increases the total number of bioware Augmentations your sleeve can support by +2.

This aug may only be installed on a sleeve, and is not available to a SIM or Pure character.

Extra Limb

Base AP Cost: 2 [Restricted on Biosleeves]

You have one or more additional prehensile limbs. These limbs could be the result of extreme genetic tampering (which violates the HPA), or grafted-on cybernetics.

You gain a +1 bonus on rolls to climb and grapple, or other situations where an extra hand might prove useful.

You may also use the extra limb to make an extra attack on your turn, but you must do so at the usual -2 penalty for performing multiple actions.

Fully Synthetic

Base AP Cost: N/A [Adaptive] [Cybersleeve Only]

Special: The number of Bennies a Fully Synthetic character starts each session with is reduced by 1. SIMs may take this as a Simulated Augmentation. When doing so, this aug has an AP value of 3, is not Adaptive, and does not cost a Benny.

Your sleeve is completely synthetic, featuring no biological components. It consists of a non-magnetic metal skeleton, driven by synthetic muscles capable of expanding and retracting just like biological muscle. This combination gives you the fine motor control of a biological entity, but also makes you stronger and more durable.

Your ego is housed in a cyberbrain featuring a mnemonic core similar to those in Apotheosized biosleeves.

You do not need to eat, drink, or breathe. You are also immune to drugs and poisons. You are not harmed by exposure to vacuum, and suffer no adverse effects from prolonged exposure to microgravity. You also may not suffer from Fatigue, except in special cases where it is caused by an Augmentation you possess.

Also, being constructed of materials naturally more durable than flesh and blood, you gain +1 Toughness and can ignore 1 level of wound modifiers.

All of these advantages come with a downside, however. Unable to touch, taste, smell, or even see the world the same way a living being does, the experience of being fully synthetic erodes the humanity of the inhabiting ego.

To compensate, your Agent must constantly work to repair the ego, frayed by the completely unnatural experience of living in a synthetic body. You must still "sleep" for at least two hours each day, during which time your Agent works to repair the psychological damage accrued on the previous day.

While this keeps the ego from degenerating into insanity, it can only do so much.

Upgrades

- **Reinforced Substrate (+1 to Cost of Sleeve):** Your internal frame is designed to take a beating, featuring reinforced structural members and more robust joint systems.

  Increase your Vigor Attribute by one die type. This will also increase Toughness.

- **High Tensile Muscular Fibers (+3):** Your synthetic muscles are much stronger than those normally featured on a sleeve of your type. Increase your Strength Attribute, and all associated Skills by one die type.

  This upgrade may only be applied to a standard full-body application.

- **Heavy Armor Plating (+3):** Your body is covered in Heavy Armor plates, increasing your Armor by +2 and making you immune to attacks from anything but Heavy Weapons.

Gene-Fixed

Base AP Cost: 1 [Adaptive] [Human or Biosleeve Only]

You have undergone a series of genetic tweaks in an effort to eliminate disease and make you more resistant to infection and toxins. And with regular treatments, you'll age at about 1/3 the rate of a normal human being.

You gain a +2 bonus on rolls to resist the effects of disease, poisons, and drugs.

Gills Gene-Graft

Base AP Cost: 1 [Human or Biosleeve Only]

Your neck sports a set of fish- like gills, gifted to you by the marvels of modern science. Through genetic manipulation you are now capable of drawing oxygen out of water filtered through your gills. You can still breathe air as well.

Technically this Augmentation violates the HPA, but was one of very few extreme genetic mods to be granted an exception.

Gyroscopic Stabilizers

Base AP Cost: 2

Your wrists and elbows are outfitted with small gyroscopes designed to stabilize your hands when performing tasks that require motor control. They also reduce the effect of recoil from firearms when fired on full auto.

You gain a +1 bonus on any Skill rolls to perform extremely delicate tasks where steady hands would be a benefit. In addition, penalties you suffer for firing more than once in a turn are reduced by 1.

Hidden Weapon System

Base AP Cost: 1 [Restricted]

Your sleeve features a hidden weapon of some sort. It may be a retractable blade hidden in your forearm, a shoulder- mounted PAc gun that emerges from your back, or any other sort of weapon that could be hidden away inside the body.

You must first acquire the weapon, after which you must purchase this Augmentation to have it installed.

You may switch to this weapon as a free action.

You may purchase this Augmentation multiple times, but the GM must agree that there is enough room in your body to install all of the weapons.

Upgrades

- **Charlatan (+1) (Restricted):** See pg. 182.

Light Screen Camouflage

Base AP Cost: 2 [Restricted]

Your skin has been woven with a network of dozens of tiny magnetic field generators. These generators bend the light around you, rendering you nearly invisible to visible and IR light, and allowing you to blend in with your surroundings.

You gain a +4 bonus on Stealth rolls to remain unseen while standing perfectly still, or a +2 bonus if you are moving.

Massive Size

Base AP Cost: 2 [Sleeve Only, Restricted on Biosleeves]

Your sleeve is huge, towering 3 to 4 meters in height. Cybersleeves of this size are rare, but not unheard of. They can be useful in situations where both heavy lifting and fine motor control are needed.

Massive-sized biosleeves are illegal per the Humanity Preservation Act. Still, sufficiently motivated aberrants have been known to inhabit massive bodies designed to hunt, kill, and/ or fight more effectively.

Sleeves with this Augmentation are Size 2, and as a result, add +2 to their Toughness.

Medichine Factory

Base AP Cost: 2 [Human or Biosleeve Only]

Note: The AP Cost of this Aug is reduced to 1 if you are Synthesized.

You have a small nanomachine factory implanted somewhere within your body. These “medichines” patrol your blood stream and, should you become injured, rush to aid your body’s natural healing mechanisms to stop bleeding, close wounds, and ward off infection.

This Augmentation allows your body to heal from wounds at an incredible rate.

You may make a Natural Healing roll (SWD Explorer’s Edition pg. 88) once per day (rather than once per week), and you gain a +2 bonus on the your Vigor when you do so.

Mindset

Base AP Cost: Special (see Apotheosis, pg. 180)

Mnemonic Core

Base AP Cost: Special (see Apotheosis, pg. 180)

Nano-Cyber Arm

Base AP Cost: 1 [Humans or Biosleeve Only]

One of your sleeve's arms have been replaced with a nanocybernetic prosthetic, a synthetic limb comprised of a non-magnetic metal skeleton driven by artificial muscles. The prosthetic is controlled via the nervous system by a nerve-machine interface, and is powered with a combination of a power cell and broadcast power receiver.

While only capable of transmitting a vague sense of touch (or pain), synthetic limbs are designed to mimic a normal human limb in most ways and do not themselves provide any special benefit.

When the augmented limb visible, the wearer suffers the Outsider Hindrance.

Upgrades

- **Bioskinned (+0):** Your limb is covered in bio-skin (pg. 182), which not only feels more natural, but also imparts greater sensitivity. The skin may appear natural or obviously synthetic. It is illegal to apply realistic-looking bioskin over an entire cybersleeve, but this is not the case with a single limb.
- **Multiple Limbs (+1):** You have not one, but two arms replaced.
- **High Tensile Muscular Fibers (+1):** Your limb's synthetic muscles are much stronger than those normally featured on a sleeve of your type.

  If both of your arms have been replaced, increase your Strength Attribute, and all of its associated Skills, by one die type.

  If you only apply High Tensile Muscle Fibers to one arm, you may only take advantage of your added Strength and improved Skills on a turn in which you drew a face card for initiative. The GM may, however, allow it to be used in any clear instances where the Strength of the augmented limb is the only thing being tested. Otherwise, use your normal Strength and Skills.

Nano-Cyber Leg

Base AP Cost: 1 [Humans or Biosleeve Only]

Like a nano-cyber arm, synthetic legs are designed to mimic a normal human limb in most ways and do not themselves provide any special benefit.

When the augmented limb visible, the wearer suffers the Outsider Hindrance.

Upgrades

- **Bioskinned (+0):** Your limb is covered in bio-skin (pg. 182), which not only feels more natural, but also imparts greater sensitivity. The skin may appear natural or obviously synthetic. It is illegal to apply realistic bioskin over an entire cybersleeve, but this is not the case with a single limb.
- **Multiple Limbs (+1):** You have not one, but two legs replaced.
- **High Tensile Muscular Fibers (+1):** Your limb's synthetic muscles are much stronger than those normally featured on a sleeve of your type.

  If both of your legs have been replaced, you gain +1 Pace and a +1 bonus on rolls to jump and Climb.

  If you only apply High Tensile Muscle Fibers to one leg, you may only take advantage of these bonuses on a turn in which you drew a face card for initiative.

Neura-Surge

Base AP Cost: 2 [Restricted]

Your body or sleeve, whether biological or cybernetic, is threaded with an augmented nervous system (or synthetic equivalent). When activated, the neura-surge system sends your mind and body/sleeve into overdrive, allowing you to move and process information so quickly that the world around you appears to slow down.

When you draw Action Cards at the start of an encounter, draw three bonus cards. At any time during the encounter you may discard one of your bonus Action Cards to take a bonus Action on that card's count. You may discard one bonus card per turn., effectively gaining one bonus action per round.

For example, if you drew an 8 as your regular Action Card, and then a 10, 5, and 3 for your neura-surge, you could act on an 8, and then discard one of your bonus cards to act again on 10, 5 or 3 respectively. Or in this case you could have discarded the 10 first, and then also acted on the 8.

The neura-surge stresses the muscles and nervous system of the body/sleeve, or the data transmitters and synthetic musculature subsystems of a cybersleeve, to their physical limits. As such, each time you discard a card and act on a bonus turn, roll your Vigor. If you fail, you gain a Fatigue level at the end of the turn.

Edges that provide special effects that are triggered when certain cards are drawn are not triggered by the bonus cards you draw. Similarly, you do not gain any extra benefits from drawing a Joker if it is one of your bonus cards, though you may still use it to perform your bonus Action whenever you wish.

Optimized Power System

Base AP Cost: 1 [Adaptive]

Your cyberware Augmentations depend on a top-of-the-line power management system that distributes and stores power more efficiently than most off-the-shelf power systems.

This Augmentation increases the total number of cyberware Augmentations your sleeve can support by +2.

This aug may only be installed on a sleeve, and is not available to a Pure character.

Particle Detection and Analysis Suite

Base AP Cost: 1

Your olfactory glands (or cybernetic equivalent) are bolstered by a highly sensitive chemical analysis device. Not only does this Augmentation grant you a heightened sense of smell, so acute that you can track by scent. It can also output data to a PPC or mindset, allowing you to determine the chemical composition of any gasses you breathe.

You may use your Notice or Tracking Skill by detecting scents. With Notice, you may distinguish one person from another by scent. With Tracking, you can track a person by scent.

Upgrades

- **Integrated Filter (+1):** Your module is able to filter out harmful gasses, making you immune to any harm that may come from breathing any known hazardous gasses.
  The module also sterilizes the air you breathe, which kills airborne diseases.

Performance Enhanced

Base AP Cost: 2 [Sleeve Only]

Your sleeve was well built, and is of a higher quality than most of its class.

You may increase any single Physical Attribute (Agility, Strength or Vigor) by one die type. This bonus allows you to surpass the normal maximum of d12. If the new Attribute is higher than your natural Attribute (it always will be for Pure or SIMs) all related Skills are increased by one die type. If it is lower, all related Skills are decreased by one die type.

You may purchase this Augmentation a maximum of three times, each time enhancing a different Skill.

Upgrades

- **Top of the Line (+2):** Your sleeve gains an additional increase in a Skill that already has a bonus from the Performance Enhanced Augmentation.

Pheromone Control & Sensitivity

Base AP Cost: 1

You are able to emit the types of pheromones you desire, subtly influencing the emotions of those around you. In addition, you can actively sense other's pheromones.

You may use this bioware Augmentation to gain a +2 bonus to Charisma, and gain a +2 bonus on rolls to use Notice to determine another person's emotional state.

Poison Gland

Base AP Cost: 2 [Restricted]

Your body or sleeve is capable of producing some sort of toxin. The most common version of this gland can be activated at will, which releases poison into your saliva. It can then be administered via a kiss or bite, and you can produce one use a day.

Anyone exposed to your poison must succeed on a Vigor roll. If the Fail, they are paralyzed for 1d4+2 rounds. If they succeed, they are Shaken. If they succeed with a raise, they do not suffer any ill effects.

[Versa-Link Log: 13:45-05,24,98]
[Micah] – Good to hear from you.
[Tess] – How's your head?
[Micah] – Fine. The headaches stop after the first week.
[Tess] – That's good. Ugh. You got bugs in your head.
[Micah] – Ew. Please don't call them that.
[Tess] – You going to resleeve?
[Micah] – Maybe when I can afford the rep hit. Best I can do now is an Ingot, and I'm already short and ugly.
[Tess] – Ha! I'd consider it myself if I could get a Vixen.
[Micah] – Promise me you'd get a Vixen and I'd take the hit on getting you Apotheosized.

Upgrades

- **Lethal Dose (+1):** In addition to paralysis, victims of your poison suffer a Wound.
- **Increased Production (+1):** You can produce three uses of your poison per day.

Reinforced Skeleton

Base AP Cost: 3

Your body or sleeve has been heavily fortified, its bones (or frame) bonded with a highly durable non-magnetic composite of ceramics and metal alloys.

Once per round, Wild Cards may attempt to soak wounds from falling, bashing, piercing, slashing, gun fire (including PAcs), without spending a Benny.

Extras automatically soak 1 wound per round.

A reinforced skeleton does not protect against burns, electricity, EMPs, radiation, or other similar damage sources. Characters soak damage from these sources normally.

Retinal Implant

Base AP Cost: 1

One of your eyes has been replaced by a nanocybernetic prosthetic. This eye functions like a normal human eye, but is capable of changing zoom levels and can detect a greater level of detail in the dark.

You gain +1 to all sight-based Notice rolls.

In addition, your eye can pair with other computers to function as an entoptic display and AR interface device.

Note: Thanks to the HPA, without this implant, a cybersleeve's eyes have the same resolution and capabilities as a normal biological eye.

Upgrades

- **IR Receiver (+1):** You can see infrared light. You gain +2 bonus on Notice rolls to detect objects of a temperature different than the environment, such as a living body in the jungle or the warmth generated by a recently used vehicle compared to one that has been sitting for a while. This stacks with the normal +1 gained from a Retinal Implant.
- **Optic Drone (+2):** Your cyber- eye is capable of discharging a tiny reconnaissance drone that looks like a winged spider with one large eye. With a command, your eye splits open and the tiny drone flies free of your head. While deployed, you can see what the drone sees.

  The drone can move up to about a kilometer before losing contact with you.

  The drone is controlled by remote, and is incapable of independent action. It has the following Traits and Skills: Size -3, Toughness: 2, Notice d8, Stealth d8, Flight (Pace: 8, Climb 2)

  If destroyed, you gain the One Eyed Hindrance until the drone is replaced. It can be replaced at a Cost of 4 so long as you have access to someone who can sell you a replacement. However, the GM should be lenient and allow it to be replaced for free with a bit of down time (about a week) in a location where you could reasonably acquire a replacement.

  While the drone is active, you can see through both the drone's eye and your own, though while attempting to pay attention to both locations you suffer the usual -2 multi-action penalty.
- **X-Ray Sight (+2):** Your eye implant emits X-Rays and reads the backsplash, effectively allowing you to see through most objects. This is a handy way of detecting hidden weapons and Augmentations, particularly cyberware.

  You may activate your eye's X-Ray sight to see through walls, clothing, doors, and so forth. Generally you can see through a half meter of material, though this may vary depending on the density of the material. For instance, you may only be able to see through 1 inch of lead, but 2 feet of wood.

  This allows you to potentially make Notice checks to detect object behind obstructions.

Retractable Claws

Base AP Cost: 1 [Restricted]

Your hands have been outfitted with a set of razor-sharp catlike claws that emerge from beneath your normal human(oid) fingernails.

These claws have the same stats as a mono-edged dagger, and are a favorite among assassins and spies.

Note: If you also have the Poison Gland Augmentation, you can administer your poison with a claw attack instead of a bite or kiss.

SIM-Cell Module

Base AP Cost: 1, Requires a mindset

Your mindset has a special partition and second mnemonic core designed specifically to host another ego.

The SIM residing in the SIM-cell module can either dwell within his home environment, or view the real world through his host's senses. He can make use of the host's mindset as if it were his own, as so long as the host allows.

The host maintains full control of his body, senses, and systems. The host's Agent may aid the visitor, but only if the host allows. The host may also cut off the visitor's access to his senses whenever he wishes.

While inside a SIM-cell, the visiting SIM may launch Savant Programs or do anything else he would normally be able to do while hosted on a computer system. This includes ghosting in AR or just resting in his home environment.

Continued on next page...

Essentially, residing in a SIM-Cell module is the same for the SIM as being hosted on any other system. He just gains the added ability to view the world from his host's perspective, and the two can communicate without any wireless signals ever leaving the host's mindset.

Skinweave Armor

Base AP Cost: 1

Your skin (or bio-skin sheath) has been woven with a mesh of genetically bolstered spider silk and graphene. This does not affect the outward appearance of your skin, but makes it incredibly strong and resistant to damage.

You gain +3 Armor all over. Skinweave Armor stacks with normal Armor, but not Heavy Armor (use the higher value).

Upgrades

- **Skinweave Plating (+1):** Increase the Armor provided by this Augmentation by +1. You may take this upgrade a total of 3 times, for a maximum Armor bonus of +6.

SMR Transceiver and Translation Suite

Base AP Cost: 1

Sensors located in the corner of your eye (or your eye itself if you have a synthetic eye) emit and receive sub-millimeter radiation, allowing you to see through some objects such as clothing, paper, cardboard, wood, masonry, plastic, and ceramics.

Though it cannot penetrate skin, water, or metal, and is hampered by moisture in the air, this Augmentation is a handy way to detect hidden weapons and objects.

Unfortunately, this system has poorer resolution than normal sight, so it can actually be more difficult to see fine details.

This grants a +2 bonus on Notice rolls to detect otherwise concealed objects.

Smuggler's Compartment

Base AP Cost: 1 [Restricted]

Be it in your thigh, somewhere in your torso, or some other location, you have a compartment in your body in which you can store an item, or bundle of items, about the size of your fist or a small pistol.

This compartment is disguised and insulated, and will not set off metal detectors. However, its contents can still be seen with X-Ray scanners unless it is outfitted with a charlatan upgrade.

Notice rolls to detect items concealed in a smuggler's compartment suffer a -2 penalty.

Upgrades

- **Charlatan (+1):** See pg. 182.

Sonar Reception Array

Base AP Cost: 2

Your body or sleeve is outfitted with a set of tiny sensors along the face and down the sides of the neck. These sensors analyze sound and compile the data before sending the data to the brain's visual cortex. The user perceives this audio data as visual images, granting him real time sonar.

This allows the character to "see" in the dark, and aids in perceiving objects covered by a light screen. Penalties suffered from darkness, smoke, light screens, etc., are ignored within 20".

Stillness Body Lock System

Base AP Cost: 1

Your body or sleeve is outfitted with nanocybernetically modified joints that can be selectively locked at will. In addition, the system features an implant that stores a small amount of oxygen with each breath. This allows you to hold your breath for an extended amount of time.

This system is popular with transhumans deep into the poser scene, who use the augment to perfectly halt their body in a frozen pose.

It's also popular with precision shooters, who can use the system to better acquire a target by eliminating any extraneous motion caused by involuntary muscle movements or breathing.

When used while taking aim with a gun, you gain an additional +1 bonus on attack rolls.

You also gain +1 to Stealth rolls to hide, as long as you don't move.

Striking Looks

Base AP Cost: 1 [Adaptive]

Requirement: If taken by a cybersleeve, it must have Bio-Skin Sheath (pg. 182) with the Seemingly Real upgrade.

Whether male, female, neither, or both—your sleeve is especially attractive.

You gain the effects of the *Attractive* Edge.

Upgrades

- **Absolutely Stunning (+1):** You are almost unnaturally attractive, a living example of perfection and sex appeal. You gain the effects of the *Very Attractive* Edge.

Subdermal Plating

Base AP Cost: 2

You have a layer of thin flexible armor implanted beneath your skin or outer exposed layer. While not immediately visible to the casual observer, this armor can deflect bullets and blades, potentially preventing attacks from causing anything more than simple abrasions or bruises.

Your Toughness is increased by +1.

Upgrades

- **Composite Plating (+1):** Your subdermal plating is reinforced with lightweight composite materials, allowing you to use thicker plates for the same weight.

  Your Toughness is increased by +2 instead of the usual +1 granted by subdermal plating.

Synthesis

Base AP Cost: 4, Requires a mindset [Biosleeve Only]

Special: The number of Bennies a synthesized character starts each session with is reduced by 1.

The Synthesis process weaves a mesh of nanocybernetic fibers through the living tissues of the body, transforming the entire body into a seamless blend of man and machine. This process makes the body tougher and stronger, but also allows for a finer degree of control and sensitivity.

Synthesis is a common Augmentation among high-Rep transhumans, and is seen by many as representing a perfect balance of organic and synthetic biology—the pinnacle of human evolution. This belief also means that many, especially hardcore Purists, view the Synthesized as being even more threatening to the future of the human race than a SIM or someone who has been decanted into a cybersleeve.

So while transhumanists often hold the Synthesized in awe, Purists tend to view them with disgust. More than a dozen (reported) Synthesized transhumans have been killed by Purifier attacks in the last few years.

Synthesized sleeves grant the wearer +2 Charisma when dealing with people who support transhumanist philosophies. Others often react as if the character had the Outsider Hindrance.

A Synthesized body or sleeve looks like a normal human body, but the skin has some metallic luster and the eyes tend to feature a slight glow about them. Synthesis makes the body faster, stronger, more durable, and enhances the senses.

Synthesis improves on the human body's capabilities in almost every way, and is the main reason that Synthesized bodies and sleeves are often a source of controversy.

Increase your Agility, Strength, and Vigor Attributes, and all associated Skills, by one die type. Notice is also increased, and Secondary Statistics (such as Parry and Toughness) should be adjusted accordingly.

You are also immune to poisons and disease, and are no longer adversely affected by prolonged exposure to microgravity. As long as you are within range of a broadcast power field, you only need to eat, drink, and sleep half as much as a normal person.

Targeting Support System

Base AP Cost: 1 [Restricted]

Sensors in the hand, arm, and mindset are capable of syncing with a targeting support module (pg. 174) to enhance your ability to aim a firearm.

When a target is selected, the guidance software kicks in and snaps the weapon on target, guiding your arm to keep your enemy in the crosshairs.

You gain a +1 bonus on all ranged attacks with firearms equipped with a synced targeting support module.

Tiny Size

Base AP Cost: 1 [Restricted in Biosleeves]

Your sleeve is very small, less than a meter in height. Cybersleeves of this size are useful for sneaking into secured locations, or for getting into areas too small for human-sized sleeves.

Generally this Augmentation is applied to drones instead of sleeves to avoid the psychological trauma of resleeving, but there are some cases where resleeving an ego in a tiny body can be beneficial.

Tiny-sized biosleeves are illegal per the Humanity Preservation Act. But just because something is illegal doesn't mean it's never done. Aberrants ignore the HPA and seek to remake themselves into their ideal form. If that form is tiny, so be it.

The size of the sleeve must be large enough to house the mindset, which limits it to being no smaller than that of a human child.

Sleeves with this Augmentation are Size -1, and as a result, subtract -1 from their Toughness. However, characters in a small sleeve can be hard to hit, or even spot, if they wish to avoid notice. The gain +1 to Stealth rolls and Parry.

[Versa-Link Log: 14:25-06,14,98]

[Micah] – I did it! I got my new sleeve. Oh man, what a trip!

[Tess] – Wow. What'd you get?

[Micah] – I got the VitaCon Series 3 Raphael

[Tess] – That's kinda like a cheaper version of the Satyr right?

[Micah] – Yup. It's going to take me a while to get used to it. Even though I'm a lot stronger now, I'm really clumsy. Keep bumping into things.

[Tess] – That's so strange. I can't imagine what it must feel like to see another face in the mirror.

[Micah] – I'm not going to lie. I 've been freaking out off and on since I got it. It's hard to sleep. I can't stop feeling myself.

[Tess] – TMI

[Micah] – You know what I mean. I'm just very aware of how my clothes feel. How the bed feels. That sort of thing.

[Tess] – It's going to weird seeing you again. Do people treat you differently?

[Micah] – A little. Mom cried when she saw me. I think she still worries that I'm not really myself anymore.

[Tess] – Yeah, she called me the night before. She tried to get me to try to stop you. I told her I couldn't.

[Micah] – She doesn't understand.

SAMPLE SLEEVES

Courier

Beta Cybersleeve [Restricted]

Cost: 8

Manufacturer: Black Market Sources

The Courier cybersleeve was designed for smuggling, featuring a number of augmentations designed to contain and hide small items. The Courier typically cannot be legally obtained, but can be acquired from numerous black market sources. Its bio-skin sheath makes the Courier appear to be a standard low-quality biosleeve. It is made of inorganic components, some of which are made of materials specifically selected and arranged to disrupt and confuse prying sensor systems. As a result, items carried by a Courier are harder to pick out via sensor tech. It also has a hidden compartment outfitted with a charlatan module.

Physical Attributes: Agility: d6, Strength d6, Vigor d8

Augmentation Points: 4

Hindrances: Outsider

Augmentations: Apotheosis, Fully Synthetic, Data Jack and Storage (Secure), Bio-Skin Sheath, Smuggler's Compartment (Charlatan)

Toughness: +1 (Fully Synthetic)

Ingot

Alpha Biosleeve

Cost: 5

Manufacturer: Extant Worlds (Dalianis)

The Ingot biosleeve from Extant Worlds was devised specifically for tight corridors and high gravity worlds. The Ingot is short, averaging around 1.5 meters tall and weighing in at around 100 kg. Its bones are especially dense, with a body covered in thick slabs of muscle. While originally designed for operations involving high-gravity work, the Ingot is popular among miners in most any location. It also performs exceedingly well in most heavy labor fields. This makes them popular with House Tsarya, who often makes them available to apostates working to earn House membership.

Physical Attributes: Agility: d4, Strength d6, Vigor d8

Augmentation Points: 4

Hindrances: Ugly

Augmentations: Apotheosis, Performance Enhanced (Vigor), Custom Built (+1 Athletics)

Strife

Beta Biosleeve

Cost: 8

Manufacturer: Gladius Industries (Tsarya)

It cannot be denied that the Strife biosleeve was designed for anything but combat. Capable of forcing an injection of adrenaline on command, and outfitted with a skin-woven armor mesh, the Gladius Industries Strife is capable of both dealing punishment and taking it. House Tsarya provides Strife sleeves to many of the other Houses in trade, and sells them on the open market to Coalition Centurions and Legionnaires. They're also popular with less reputable types, such as bounty hunters, pirates, gangsters, and the like.

Physical Attributes: Agility: d8, Strength d6, Vigor d6

Augmentation Points: 4

Augmentations: Apotheosis, Gene-Fixed, Adrenal Boost Module, Skinweave Armor, Neura-Surge

Ursus

Beta Biosleeve

Cost: 9

Manufacturer: Avalon Systems (Silva)

Large, powerful, hairy, and bestial: all of these words accurately describe Avalon System's Brute-Series Ursus biosleeve. Popular among street toughs, bouncers, and pit fighters, the Ursus is the result of a number of successful gene splices taken from the Alaskan grizzly bear. While still (barely) within the parameters set forth by the HPA, the Ursus features a large powerful frame, sharp canines set into a short muzzle, and a genetic predisposition toward aggression and ferocity. While it doesn't have a bear's thick coat of fur, it certainly sports more body hair than is the human norm.

Physical Attributes: Agility: d4, Strength d10, Vigor d8

Augmentation Points: 4 (+2 from Customization)

Custom Hindrance: Mean

Augmentations: Apotheosis, Gene-Fixed, Cosmetic Customization (Ursine Frame and Features), Particle Detection and Analysis Suite, Performance Enhanced (Strength), Performance Enhanced (Vigor)

Note: 2 additional AP gained by increasing the sleeve's Cost by 1, and taking the Mean Hindrance.

Jinsoku

Gamma Cybersleeve

Cost: 11

Manufacturer: Lotus Cyberworks (Kimura)

A favorite of Lotus' Kage line, the Jinsoku cybersleeve was designed for recon and stealth. The joints are enhanced with shock-absorbing compression pads, while the cutting edge Tango RX7 balance sensitivity module allows for unmatched grace. The outer skin is a matte black composite, wrapping a soundproofed skeleton. The Jinsoku is a favorite among thieves, spies, snipers, and anyone who needs to get in and out of a location without being detected.

Physical Attributes: Agility: d8, Strength d6, Vigor d8

Augmentation Points: 5 (+1 from Customization)

Hindrances: Outsider

Augmentations: Apotheosis, Bio-Skin Sheath, Fully Synthetic, Auditory Amp & Filtering Module, Beholder Sensory Suite, Custom Built (Stealth +1), Performance Enhanced (Agility)

Toughness: +1 (Fully Synthetic)

Note: 1 additional AP gained by increasing the sleeve's Cost by 1

Vixen/Satyr

Gamma Biosleeve

Cost: 10

Manufacturer: Luna Illuminated (Silva)

The Vixen and Satyr sleeves, female and male, are design for sex appeal. They are favorites among entertainers, sensie stars, and a great number of politicians. Moreover, the Vixen or Satyr sleeve's appearance is not a generic sort of beauty. These sleeves are pulled from production because they have some exotic feature that makes them stand out from the rest. They are then further augmented and sold at a premium. Not only do they turn heads, but they are also outfitted with pheromone detection capabilities that aid the wearer in their interactions with others.

Physical Attributes: Agility: d8, Strength d6, Vigor d8

Augmentation Points: 5

Augmentations: Apotheosis (Remote Backup), Gene-Fixed, Striking Looks (Absolutely Stunning), Cosmetic Customization (Player's Choice), Pheromone Control & Sensitivity

Justicar

Gamma Biosleeve [Restricted]

Cost: 10

Manufacturer: Helical Rings (Silva)

The Justicar sleeve was specially designed by Helical Rings to be the premiere sleeve for Centurion investigators and undercover agents. The Justicar features both offensive and defensive augmentations, as well as enhanced awareness to aid in detecting criminal activity. While most sleeves of the same type tend to strongly resemble each other, the development contract for the Justicar stipulated a wider range of randomization, leading to a more individualized appearance. This feature makes it more difficult to spot Justicars—a boon when it comes to undercover work.

Physical Attributes: Agility: d6, Strength d8, Vigor d8

Augmentation Points: 5

Augmentations: Apotheosis (Remote Backup), Cosmetic Customization (Forgettable Appearance), Gene-Fixed, Medichine Factory, Targeting Support System

Paragon

Epsilon Biosleeve

Cost: 14

Manufacturer: Luna Illuminated (Silva)

It is believed by many transhumans that the Apotheosis and Synthesis procedures promote biological sleeves to the pinnacle of human evolution. This sleeve model was purpose-built to grant the wearer unparalleled physical performance and survivability in a biological/synthetic hybrid frame. The Paragon sleeve, Luna Illuminated's crowning achievement, is marketed as one short step away from divinity. The Paragon is very popular among high-Rep transhumans, and is worn by the majority of transhuman celebrities.

Physical Attributes: Agility: d12, Strength d10, Vigor d10

Augmentation Points: 9

Augmentations: Apotheosis (Remote Backup), Gene-Fixed, Medichine Factory, Striking Looks, Synthesis

[Tac-Comm v1.76.3/ 07:50-04,18,97]

[Baraha] – Get out of the compound! Caudaha and Chakka have gone crazy! They killed Etu and put a PAc bolt through his core!

[Dasa] – I knew it! I knew they'd frag'd too far.

[Baraha] – You need to make sure everyone is awake and receiving this. Caudaha and Chakka are claiming that they've seen the pattern in the flames! The crazy bastards say they've seen enlightenment in the damned fire dreams.

[[A NEW USER HAS JOINED THE CONVERSATION]]

[Do] – I got the notice Baraha! The rest of us are clearing out. Chakka sent a message over the compound audio and told us that the corrupt would be consumed by fire.

[Baraha] – Are they burning the place out?

[Do] – No, but they grabbed Nau and took him to the mnemonics lab.

[Dasa] – They wouldn't be fork

[Do] – Oh… no. They're going to try to stitch him back in.

[Baraha] – They can't. They don't even know how do they?

[[A NEW USER HAS JOINED THE CONVERSATION]]

[Chakka-Etu] – We didn't. But Etu Prime was full of knowledge.

[Do] – Fuck you liar! Caudaha killed Etu.

[Chakka-Etu] – He did? Are you sure?

DRONES

Drones are a common sight in most Coalition cities and habitats, and can be found in many apostate enclaves as well. They usually carry out tasks via a complex narrow AI, but can be controlled by remote as well.

Drones are used to perform hazardous jobs such as mining, search and rescue, or exploration. They are also used for security, with the Lonestar drone working hand in hand with Centurion forces.

Drones are also common on the battlefield. In fact, most military operations are carried out entirely by drones. However, lag can sometimes be an issue, resulting in the same kind of penalties SIMs suffer (pg. 125) when operating over great distances.

This chapter focuses on humanoid, or at least relatively human-sized, drones. These types of drones are generally used to do jobs too dangerous for direct human action.

Other types of drones can exist as well. Much like the drones listed here, starships, battle frames, and other types of vehicles can be outfitted with an AI or operated by remote.

Controlling a Drone

Passive Control: Drones feature narrow AIs capable of fulfilling most simple commands to the best of their ability (which is measured by their Skills).

Issuing a command to a drone is a free action.

Active Control: Instead of making an attack, you can directly control the drone by remote using a neural link or mindset. Under your control, the drone gains a +1 bonus on its Skill rolls.

If you are using the *Puppeteer* Savant Program to possess the drone, this bonus is increased to +2.

Creating a Drone

Your character, especially if he is a SIM, may want to own a drone. They can be used for security, direct assault, recon—the possibilities are endless.

Drones are built in the same way sleeves are. In fact, purchasing a drone is almost exactly the same as purchasing a cybersleeve. There are a few differences, however:

- The drone cannot support a hostware suite.
- Drones gain a number of Augmentation Points to purchase Augmentations with. You can increase the number of APs the drone has by increasing the Cost by +1. Drones with restricted Augmentations are themselves restricted and cannot legally be owned without a license.
- Drones gain a number of points to put into Physical Attributes, as shown in the table below. They also gain ranks to put in Smarts and Spirit, but the maximum for Smarts is d6.
- The number of Skill ranks a drone gets is based on its type, as shown below. A drone may put ranks in the standard Physical Skills, as well as Athletics, Fighting, Healing, Notice, Shooting, Fighting, Piloting, Repair, and Stealth. A drone with a Smarts of d6 may also put Skill ranks in Persuasion and Intimidation, to a max of d8. Unlike normal characters, a drone's Skills do not cost more if they are higher than their associated Attribute.
- Drones can come with their own weapons, making them restricted. They can have a number of weapons equal to half the higher of their Shooting or Fighting Skill. No weapon may cost more than half the higher of their Shooting or Fighting. They may choose to add Basic Drone Armor (+2) in place of a weapon, and does not need the Shooting or Fighting Skills to do so.

Type	Cost	Physical Attributes	Smarts & Spirit	Skills	APs
Alpha	4	4	1	11	3
Beta	7	5	1	12	4
Gamma	9	6	2	13	5
Delta	11	7	3	15	6
Epsilon	13	8	4	17	7

Note that if you have the *Drone Jock* Edge, the drone's Cost is reduced by -1, two of its Skills (your choice) increase by 1 die type, and it gets 1 more Augmentation Point.

Drone Specific Augmentations

Alternate Form (AP Cost: 2): The Drone can assume two different forms. When creating the drone, you may arrange its Physical Attributes and Skill points into two different configurations, each representing one of the drone's forms.

You may also select different Augmentations for each form, spending its APs in two different ways. However, both forms must select the Alternate Form Augmentation.

Armed (AP Cost: 2): The drone may have a single weapon with a Cost up to the higher of its Fighting or Shooting. Or, it may carry two additional weapons. The drone may not take this Augmentation more than once.

Armored (AP Cost: 2): The drone's Armor is increased by +4. The drone may not take this Augmentation more than once. This aug does not stack with Skinweave armor.

Passive Mode (AP Cost: 1): The drone can spend an action to take on an alternate form of the same weight and similar size (the Size may not differ by more than one step).

In this form the drone appears to be something innocuous, and is only revealed to be a drone upon close inspection. To detect a drone in its passive form for what it is, you must be able to touch it, and succeed on a Repair or Notice (-2) roll.

For an AP Cost of 2, the Passive Mode Augmentation actually allows the drone to function in its passive mode, as if it really were whatever it is that it is mimicking. For example, a drone that looks like a lancer can actually function like a lancer. The Cost of the item the drone mimics must be less than the cost of the drone itself.

The drone also has the Charlatan Upgrade (pg. 182), making it even more difficult to detect as a drone.

Very Tiny Size (AP Cost: 1): Like Tiny Size, but the drone's size is reduced to -2. It's Toughness is reduced by -2, but it gains +2 on Stealth rolls and Parry. It may also only carry one weapon.

Savant Attacks Against Drone Controllers

A Savant Program can target either the drone itself or the controller, assuming there is one.

If the operator is simply controlling the drone via remote, the attacker can target him to trace and lock on to the signal linking the drone to the operator. The attacker can do this by using a turn to make a SINC or Knowledge (Software) roll.

This link is relatively weak, though, with significant security between the drone and its operator. The attacking Savant suffers a -2 penalty on his Program execution rolls against the drone operator due to this weak link.

If the operator is a Savant using the Puppeteer Program, his own systems are much more tightly linked to the drone. The attacker does not need to trace the signal or suffer the -2 penalty. A puppeteer has much better control over his drone, but he is also more vulnerable.

Sample Drones

Aegis System S-11 Wasp

The wasp is generally used in personal defense, but also has some surveillance capabilities. It looks like a synthetic wasp, measuring a little less than a third of a meter in height and weighing in at about 1.5 kg. In place of a stinger, it sports a small PAc gun.

Typically, the wasp hovers near the user, acting as a small security guard. It can be programmed with a number of basic behavioral routines, and can be given orders via voice in addition to direct control with a neural link or mindset.

Drone Type: Alpha **Cost:** 4 [Restricted]

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d4, Vigor d4

Skills: Athletics d6, Fighting d4, Notice d8, Shooting d8, Stealth d6+2

Pace: 6; **Parry:** 6; **Toughness:** 4 (2)

Augmentations: Fully Synthetic, Alternative Mobility System (Flight Capable), Very Tiny Size (Size -2)

Armor/Weaponry: Basic Drone Armor (+2), Light PAc Pistol (Range 14/28/56, Damage 2d8, RoF 1, Beam, Atmo Dependent)

Ardent LS-7 "Lonestar" Armed Responder

This drone has a humanoid shape. It was designed to provide active security to locations that are either too inhospitable or too dangerous for living security forces, or to bolster their numbers.

The Lonestar is about 2 meters tall, features heavy armor plating, and has hands capable of using human weapons.

Drone Type: Delta **Cost:** 11 [Restricted]

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d6, Healing d4, Intimidation d6+1, Notice d6+1, Piloting d4, Shooting d8, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 11 (4)

Augmentations: Fully Synthetic, Custom Built (Intimidation), Custom Built (Notice), Armored, Armed

Armor/Weaponry: Heavy PAc Carbine (Range 45/90/180, Damage 2d10+4, Beam, Atmo Dependent)

Ardent VT-6 "Vigil" Tactical Security Drone

An earlier model, called the Ardent VT-6 "Vigil" Tactical Security Drone, is commonly used for private security.

Drone Type: Gamma **Cost:** 9 [Restricted]

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Athletics d8, Fighting d6, Healing d4, Intimidation d6+1, Notice d6+1, Shooting d6, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 9 (2)

Augmentations: Fully Synthetic, Custom Built (Intimidation), Custom Built (Notice), Armed

Armor/Weaponry: Basic Drone Armor, Light PAc PDW (Range 20/40/80, Damage 2d8+3, Beam, Atmo Dependent)

Black Gate Series III Cerberus Guardian

True to its name, the Cerberus drone resembles a large dog. Its purpose is to supplement security forces, or to patrol a designated area as autonomous security.

The Cerberus Guardian stands a meter high at the shoulder. Its synthetic musculature makes it look much like a large skinless dog with shiny black synthetic muscles. Its "skeleton", sometimes visible between bundles of muscle, is usually gun-metal gray or chrome.

Another model, called the Black Gate Series III Blackdog, is often used for recon purposes.

Drone Type: Gamma **Cost:** 9 [Restricted]

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d8, Vigor d10

Skills: Athletics d8, Fighting d10 (Blackdog has d8), Notice d8, Stealth d6 (Blackdog has d8)

Pace: 8; **Parry:** 7 (Blackdog has 6); **Toughness:** 11 (4)

Augmentations: Fully Synthetic, Alternative Mobility System (Quadruped), Particle Detection and Analysis Suit, Armored, Neura-Surge (the Blackdog model has Lightscreen Camouflage instead of Neura-Surge)

Armor/Weaponry: Mono-Edged Bite (Str+d8+2, AP: 4)

Imex V44 Case Spider

This relatively small drone folds up into what appears to be a small briefcase. When activated, it transforms into a spider-like drone designed for infiltration and surveillance.

When required to attack, it does so with either a small rail-gun that emerges from its back, or by latching onto a target and stabbing it with a piercing spike that ejects from its abdomen.

Drone Type: Beta **Cost:** 7 [Restricted]

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d6, Notice d6, Shooting d6, Stealth d8+2

Pace: 6; **Parry:** 7; **Toughness:** 3

Augmentations: Fully Synthetic, Passive Mode (Charlatan, Small Case), Alternative Mobility System (Spider Legs), Hidden Weapon System (Piercing Spike), Very Tiny Size (Size -2)

Armor/Weaponry: Piercing Spike (Str+d4+2, AP 2); Mounted Light Rail Pistol (Range 10/20/40, Damage 2d6+1, RoF 1, AP 3, SA, Silent Option)

TRANSPORTS

Nova Praxis makes heavy use of the rules for vehicles found in the Savage Worlds Science Fiction Companion. However, the rules below supersede those; and ships, ground vehicles and walkers may only be outfitted with the listed mods.

Acquisition

Starships, Vehicles and Walkers in the Nova Praxis setting have the Cost ratings shown in the tables below. Note that this means that many such transports are priced far outside the range of most character's Rep-Ratings or Assets, meaning that they will generally need to be acquired through contract negotiations or special favors.

Also note that the method for purchasing and customizing a transport in Nova Praxis differs greatly from that found in the Savage Worlds Science Fiction Companion.

Base Cost

This is the base cost of the transport. The transport isn't an empty hull however. It comes with the listed number of free Mod Points that you can use to customize it.

Adding Mods

You do not need to worry about the cost of each individual Mod, only the number of Mod Points each Mod is worth. Your transport comes with a number of free Mod Points, but you can purchase more.

By increasing the cost of the transport by 1, you add a number of Mod Points based on the Size of the transports, as shown in the "Mods per -1/+1 Cost Adjustment" tables below.

For example, if you purchase a Bulk Freighter Star Ship (Size 12), you may increase its Cost from 17 to 18 in exchange for 9 more Mod Points to spend.

The number in parenthesis lists the maximum number of Mods a transport can be outfitted with, though certain Mods like Speed Reduction may actually grant more Mod Points.

Alternatively, you may trade in Mod Points to reduce the Cost in the same manner, but may never reduce a transport's Cost by more than -2.

In the lists of Mods that follow in this chapter, Mods listed in italics are new Mods found in this book. All other Mods are found in the Savage Worlds Science Fiction Companion.

The number in parenthesis after the Mod's name is the number of times you may select this Mod. Mods with a "U" may be selected an unlimited number of times.

Fuel

Starships, vehicles and walkers in Nova Praxis run on APEX reactors, broadcast power, and/or hyper-efficient batteries. As a result, fuel and power is abundant, and isn't something one generally needs to worry about.

Ship	Size	Acc/TS	Climb	Toughness	ECM (Firewall)	Free Mods (Max Mods)	Crew	Base Cost
Small *(Fighters, shuttles)*	6	50/700	3	20(5)	4 (0)	14 (23)	1	10
Medium *(Bombers, Large Shuttles, Scout Ships)*	8	45/600	2	25(6)	8 (0)	15 (30)	5	12
Large *(Freighters, Corvettes, Scientific Exploration Vessels)*	10	40/500	1	30(7)	12 (0)	16 (37)	50	14
Huge *(Destroyers, Bulk Freighters, Light Cruisers)*	12	35/400	0	35(8)	16 (5)	22 (49)	300	17
Giant *(Battle Cruisers, Strike Carriers)*	14	30/300	-1	40(9)	20 (5)	28 (61)	1K	20
Gargantuan *(Battleships, Attack Carriers)*	16	25/200	-2	50(12)	28 (7)	40 (85)	3K	23
Behemoth *(Dreadnoughts, Invasion Carriers)*	28	20/200	-3	60(15)	36 (7)	60 (120)	8K	27
Leviathan *(Super Dreadnoughts, Super Carriers, Settlement Ships)*	32	20/200	-4	70(20)	46 (9)	80 (140)	20K	31
World Killer *(Mega Dreadnoughts, Mega Carriers, Colony Ships*	40	20/200	-5	80(25)	56 (9)	130 (190)	50K	35

Starships

Cyber Warfare

Cyber warfare attacks are performed by assaulting another vehicle's computer systems with your own, by uploading viruses, overloading them with data, and more. These attacks and defensive measures employ a variation of the same technology used to create CISTs.

A system attack requires attack action. To make these sorts of attacks you must have the Cyber-Warfare Suite Mod (pg. 212) and have someone to operate it, be it a PC, NPC, a member of the ship's crew, or an AI.

A ship's Electronic Counter Measures (ECM) is used like Toughness to defend against cyber-attacks.

The number listed in parenthesis is the ship's Fire-wall, which acts like Armor when defending against cyber-attacks.

FTL Travel

See the Jump Drive mod described on page 213.

Size	Mods per -1/+1 Cost Adjustment
6	3
8	5
10	7
12	9
14	11
16	15
28	20
32	20
40	20

Mods

	Mod Point Cost
AMCM (Anti-Missile Counter Measures) (1)	1
Auto-Repair Swarm (1)	*2*
Armor (Size)	1
Artificial Intelligence (1)	1
Atmospheric (1)	Half Size
Bomb Bay (U)	1
Crew Reduction (U)	See page 239
Crew Space (U)	1
Cyber-Warfare Suite (CWS) (12)	*2*
Firewall (3)	*1*
Fixed (U)	See Notes in SFC
Garage/Hangar (U)	3
Gate Crasher (1)	*1*
Indirect Fire Capable (1)	*1*
Linked (U)	Reduce Total Mod Point Cost of Linked Weapons by 1
Marine Fire Team (U)	*2*
Mesh System and Extranet Connectivity Suite (1)	*1*
Mercantile (U)	2
Missile Launcher (U)	1
Mnemonics Lab and Resurrection Chamber (1)	*1*
Neural Interface (1)	*1*
Passenger Pod (U)	1
Reflective Armor (1)	*1*
Sensor Suite, Planetary (1)	1
Specialist Crewman (U)	*1*
Speed (U)	1
Speed Reduction (3)	Adds Mod Points equal to Half Ship's Size
Stealth System (1)	Size
Superstructure (U)	10
Target Designator (1)	*1*
Targeting System (1)	1
Torpedo Tubes (U)	1
Tractor Beam (U)	3

Sample Ships from the Savage Worlds Science Fiction Companion

You can use the following sample ships from the Savage Worlds Science Fiction Companion in your Nova Praxis games, but they require some minor modification.

Because *Nova Praxis* uses abstract pricing instead of exact amounts, the Cost of each does not translate perfectly between the two methods.

The table below lists the new Costs for each ship, and the number of Mods Points it has remaining.

Note: Ships with Shields instead have additional Armor equal to half their Size.

Sample Ships	New Cost	Remaining Mods
Battleship	22	4
Bomber	14	1
Carrier, Strike	25	5
Cruiser, Light	16	0
Dropship	12	1
Fighter	11	0
Freighter, Light	14	4
Freighter, System	19	5
Passenger Liner	25	1
Pirate Ship	16	6
Research Ship	16	3
Shuttle	10	1
Space Station	33	1
Troop Ship	22	6

The Silverpike, Smuggler's Craft

A modified small cargo ship. It looks like a stock standard short-range freighter, but is outfitted with hidden weapons and smuggling compartments.

Perfect for a small crew on the run.

Medium Starship: Size 8, Acc/TS 50/650, Climb 2, Toughness 27 (8), ECM 10 (2), Crew 5, Cost 13, Remaining Mods 0

Notes: Armor, Artificial Intelligence, Atmospheric, Crew Space, Cyber-Warfare Suite, Firewall, Mesh System and Extranet Connectivity Suite, Sensor Suite (Planetary), Speed, Stealth System

Weapons:
- Auto-Cannon, Medium x 2
- Missile Launcher
- Missile Heavy (8)

Nova-R36 Brightstar, Centurian Patrol Craft

A small craft, light and fast, designed by House Dalianis to intercept and pursue fleeing suspects.

Small Starship: Size 6, Acc/TS 60/800, Climb 3, Toughness 20 (5), ECM 8 (4), Crew 1, Cost 10, Remaining Mods 1

Notes: AMCM, Armor x2, Artificial Intelligence, Atmospheric, Firewall (x2), Mesh System and Extranet Connectivity Suite, Sensor Suite (Planetary), Speed x 2

Weapons:
- Auto-Cannon, Light x2 (Linked, +2 Atk, +4 Dmg)
- Missile Launcher
- Missile, Light (12)

The Nemesis, Pirate Vessel

A planetary survey vessel, captured and outfitted by apostate pirates for ambush tactics and hit and run maneuvers.

Large Starship: Size 10, Acc/TS 50/600, Climb 1, Toughness 36 (13), ECM 12 (0), Crew 50, Cost 15, Remaining Mods 0

Notes: Armor x 3, Artificial Intelligence, Cyber-Warfare Suite, Garage/Hanger, Gate Crasher, Mesh System and Extranet Connectivity Suite, Sensor Suite (Planetary), Speed x 2, Stealth System, Tractor Beam

Weapons:
- Missile Launcher
- Missile, Heavy (8)
- Missile, Light (12)
- Auto-Cannon, Medium

The Meatlocker, Mercenary Strike Craft

A military attack craft purchased and outfitted for a Dalianis Knight called The Viking.

The Viking and his crew use the Meatlocker as a base of operations as they travel Coalition space enforcing the will of House Dalianis.

Medium Starship: Size 8, Acc/TS 45/600, Climb 2, Toughness 29 (10), ECM 8 (0), Crew 5, Cost 13, Remaining Mods 0

Notes: Armor x 2, Artificial Intelligence, Atmospheric, Cyber-Warfare Suite x 2, Mesh System and Extranet Connectivity Suite, Sensor Suite (Planetary)

Weapons:
- Auto-Cannon, Light x4 (Linked, +2 Atk, +4 Dmg)
- Cannon, Medium
- Missile Launcher x2
- Missile, Light (36)
- Bomb, Medium (8)

The Lighthammer, Scholae Carrier

A carrier ship purpose built for the Scholar Palatinae team called the Grigori. Lighthammer is a mobile city built solely to provide support for the Grigori.

Giant Starship: Size 14, Acc/TS 45/450, Climb -1, Toughness 48 (17), ECM 28 (13), Crew 1K, Cost 23, Remaining Mods 61

Notes: AMCM, Auto-Repair Swarm, Armor x4, Artificial Intelligence, Atmospheric, Cyber-Warfare Suite x3, Garage/Hanger x 2, Firewall x4, Marine Fire Team, Mercantile, Mesh System and Extranet Connectivity Suite, Mnemonics Lab and Resurrection Chamber, Neural Interface, Sensor Suite (Planetary), Specialist Crewman (any 3), Speed x3, Stealth System, Targeting System, Tractor Beam

Weapons:
- Mass Driver, Heavy
- Auto-Cannon, Light x 3
- Missile Launcher x2
- Missile, Heavy (24)

HT-NT-7 "Hornet", Short Range Fighter

A light and fast craft typically launched from military bases, carriers and space stations for short-range defense.

Small Starship: Size 6, Acc/TS 45/650, Climb 3, Toughness 20 (5), ECM 8 (4), Crew 1, Cost 10, Remaining Mods 0

Notes: AMCM, Armor x2, Artificial Intelligence, Atmospheric, Mesh System and Extranet Connectivity Suite, Sensor Suite (Planetary), Speed Reduction (+3 Mods), Targeting System

Weapons:
- Auto-Cannon, Light x4 (Linked, +2 Atk, +4 Dmg)
- Missile Launcher
- Missile, Heavy (8)
- Missile, Anti-Tank (8)

RDFOB-X8 "Ogre" Rapid Deployment Station

The Ogre was developed to carry troops, vehicles, and supplies into the battlefield, where it then acts as a forward operative command center.

Giant Starship: Size 14, Acc/TS 15/150, Climb -1, Toughness 52 (21), ECM 22 (7), Crew 50, Cost 20, Remaining Mods 0

Notes: Auto-Repair Swarm, Armor x6, Artificial Intelligence, Atmospheric, Crew Reduction x2 (+2 Mods), Cyber-Warfare Suite, Firewall, Garage/Hanger x2, Marine Fire Team x6, Mesh System and Extranet Connectivity Suite, Sensor Suite (Planetary), Speed Reduction x3

Weapons:
- Missile Launcher
- Missile, Light (12)
- Auto-Cannon, Light x 4

Mod Change: Crew Reduction

In *Nova Praxis* the Crew Reduction Mod works differently than described in the *Savage Worlds Science Fiction Companion*.

The Crew Reduction mod may be selected more than once. Each time it is selected, the amount of crew the ship or vehicles has is reduced as if the ship or vehicle were one size category smaller. So if a Huge Ship (Size 12) takes this mod, it has the crew of a Large Ship (Size 10). Each time this Mod is taken, the vehicle or ship gains one additional Mod point.

Vehicle	Size	Acc/TS	Toughness	ECM (Firewall)	Free Mods (Max Mods)	Crew	Base Cost	Mods per -1/+1 Cost Adjustment
Ultralight	1	10/35	5	4 (0)	0 (2)	1	7	1
Light *(Motorcycles, Lancers)*	2	10/30	9(2)	4 (0)	3 (5)	2	8	1
Medium *(Cars, Skiffs)*	3	10/25	12(3)	4 (0)	6 (10)	4	9	2
Large *(SUVs, Pickups)*	4	10/20	15(4)	4 (2)	9 (15)	6	10	3
Heavy *(APCs, Light Tanks)*	6	5/15	20(5)	6 (2)	12 (20)	8	11	4
Super Heavy *(Tanks)*	8	5/10	25(6)	6 (3)	15 (25)	10	12	5
Titan *(Tanks)*	10	5/10	30(7)	8 (3)	18 (30)	20	13	6
Colossus *(Tanks)*	12	5/10	35(8)	8 (4)	24 (40)	40	14	7
Goliath *(Battle Platforms)*	14	5/10	40(9)	10 (4)	36 (50)	80	15	8

Sample Vehicles from the Savage Worlds Science Fiction Companion

You can use the following sample vehicles from the *Savage Worlds Science Fiction Companion* in your *Nova Praxis* games, but they require some minor modification.

Because *Nova Praxis* uses abstract pricing instead of exact amounts, the Cost of each does not translate perfectly between the two methods.

The table below lists the new Costs for each vehicles, and the number of Mods Points it has remaining.

Sample Vehicles	New Cost	Remaining Mods
Cargo Truck	9	1
Exploration Vehicle	8	9
Helicopter	4	0
Limousine, Armored	9	1
Motorcycle, Hover (“Lancer”)	6	0
Passenger Car, Hover (“Skiff”)	8	0
Armored Personnel Carrier (APC)	10	1
Jet Fighter	9	0
Patrol Boat	11	0
Tank, Hover	11	0
Tank, Main Battle	11	0

Vehicles

Vehicle Mods

You can use the following Vehicle Mods from the *Savage Worlds Science Fiction Companion* in your *Nova Praxis* games, but they require some minor modification. In addition, you may select from a number of new Mods found in this book. New Mods are listed in italics, and are described starting on pg. 212.

Vehicle Mods	Mod Point Cost
Aircraft, Anti-Grav (1)	2
Aircraft, Jet Plane (1)	Half Size
AMCM (Anti-Missile Counter Measures) (1)	1
Amphibious (1)	1
Auto-Repair Swarm (1)	2
Armor (Size)	1
Artificial Intelligence (1)	1
Booster (U)	1
Climb (5)	1
Crew Reduction (U)	See page 239
Crew Space (U)	1
Cyber-Warfare Suite (CWS) (12)	2
Ejection System (1)	Half Size
Exposed Crew (1)	Reduce Cost by 2
Firewall (3)	1
Fixed (U)	See Notes in SFC
Four Wheel Drive (1)	1
Handling (3)	1
Hover Vehicle	Size
Indirect Fire Capable (1)	1
Linked (U)	Reduced Mod Point Cost of Linked Weapons by Half
Living Space (Special)	3
Luxury Features (1)	1
Mesh System and Extranet Connectivity Suite (1)	1
Missile Launcher (U)	1
Mnemonics Lab and Resurrection Chamber (1)	1
Neural Interface (1)	1
Passenger Pod (U)	1

Vehicle Mods	Mod Point Cost
Reflective Armor (1)	1
Reinforced Chassis (3)	1
Sensor Suite, Planetary (1)	1
Specialist Crewman (U)	1
Speed (U)	1
Speed Reduction (3)	Adds Mod Points equal to Half Ship's Size
Stealth System (1)	Size
Target Designator (1)	1
Targeting System (1)	1
Tracked (1)	0
Watercraft (1)	0

Centurian Lancer

A narrow, small, single person vehicle capable of high speed flight. The Centurian version features a cannon mounted along the bottom.

Light Vehicle: Size 2, Acc/TS 35/110, Climb 3, Toughness 5, ECM 4(0), Crew 1, Cost 10, Remaining Mods 0

Notes: Anti-Grav, Speed

Weapons:

- Auto-Cannon, Light

Centurian Skiff

Large enough to comfortably seat four people, the skiff is a flying vehicle commonly seen in many cities.

Medium Vehicle: Size 3, Acc/TS 45/130, Climb 3, Toughness 14(5), ECM 4(0), Crew 4, Cost 11, Remaining Mods 0

Notes: Anti-Grav, Armor, Luxury Features, Speed x3

Weapons:

- Auto-Cannon, Light

Civilian Lancer

A small, single person vehicle capable of high speed flight.

Light Vehicle: Size 2, Acc/TS 35/110, Climb 3, Toughness 5, ECM 4(0), Crew 1, Cost 8, Remaining Mods 0

Notes: Anti-Grav, Speed

Weapons: None

Civilian Skiff

Large enough to comfortably seat four people, the skiff is a flying vehicle commonly seen in many cities.

Medium Vehicle: Size 3, Acc/TS 45/130, Climb 3, Toughness 12(3), ECM 4(0), Crew 4, Cost 9, Remaining Mods 0

Notes: Anti-Grav, Luxury Features, Speed x3

Weapons: None

Kraken Battle Tank

A massive tank, capable of hovering a few feet above the ground through advanced gravitcs technology.

Super Heavy Vehicle: Size 8, Acc/TS 5/10, Toughness 45(22), ECM 6(3), Crew 10, Cost 14, Remaining Mods 2

Notes: Hover Vehicle, Armor x8 (+16 all around), Reinforced Chassis x 3, Targeting System

Weapons:

- Cannon, Super Heavy
- Auto-Cannon, Medium x2
- Missile Launcher
- Missile, Medium (12)

Roc Assault Dropship

The Roc is used by Protectorate forces to quickly land and deploy Legionnaires in the field.

Heavy Vehicle: Size 6, Acc/TS 30/100, Climb 3, Toughness 28(13), ECM 6(2), Crew 8, Cost 11, Remaining Mods 0

Notes: AMCM, Anti-Grav, Armor x4 (+8 all around), Marine Fireteam x 2

Weapons:

- Auto-Cannon, Light x3
- Missile Launcher
- Missile, Light (24)

Mamba Strike Lancer

This militarized version of the lancer was designed for high speed engagements with the enemy.

Light Vehicle: Size 2, Acc/TS 35/110, Climb 3, Toughness 5, ECM 4(0), Crew 1, Cost 10, Remaining Mods 0

Notes: Anti-Grav, Speed

Weapons:

- Auto-Cannon, Light

Reaper Gunship

The Reaper is a highly mobile weapons platform designed to engage infantry and vehicular forces.

Large Vehicle: Size 4, Acc/TS 30/100, Climb 3, Toughness 15(4), ECM 4(2), Crew 2, Cost 12, Remaining Mods 0

Notes: AMCM, Anti-Grav, Armor x2 (+4 all around), Ejection System, Handling, Crew Reduction x2,

Weapons:

- Auto-Cannon, Medium x2
- Missile Launcher x2
- Missile, Anti-Tank (16)

Mantis Artillery Platform

A light hover tank, designed to bombard an area with indirect fire from above.

The Mantis is capable of direct fire, but is most effective when firing at marked targets safely from afar.

Heavy Vehicle: Size 6, Acc/TS 5/15, Toughness 41(22), ECM 6(2), Crew 8, Cost 11, Remaining Mods 2

Notes: Armor x8 (+16 all around), Indirect Fire Capable, Hover Vehicle, Reinforced Chassis, Targeting System

Weapons:

- Cannon, Super Heavy
- Missile Launcher
- Missile, Anti-Tank
- Auto-Cannon, Medium

Firefly Assault Skiff

The Firefly is an open-sided military skiff designed for rapid deployment and extraction.

Unlike most skiffs, the Firefly's two forward crew members sit in line, while the remaining crew man the side-mounted auto-cannons.

Medium Vehicle: Size 3, Acc/TS 45/130, Climb 3, Toughness 14(5), ECM 4(0), Crew 4, Cost 11, Remaining Mods 0

Notes: Anti-Grav, Armor, Exposed Crew, Speed x3

Weapons:

- Auto-Cannon, Medium x2
- Missile Launcher
- Missile, Light (12)

Warg Assault ATV

The Warg is a favorite of the Coalition's Marines, who enjoy bouncing around in this high-speed ATV.

The Warg is a four-wheeled amphibious military transport, usually sporting some form of mounted weapon system in the rear.

Large Vehicle: Size 4, Acc/TS 15/30, Toughness 27(12, +2 vs. Beam Weapons), ECM 4(2), Crew 4, Cost 11, Remaining Mods

Notes: Armor x6 (+12 all around), Amphibious, Crew Reduction, Exposed Crew, Four Wheel Drive, Mesh System and Extranet Connectivity Suite, Reflective Armor, Reinforced Chassis, Speed, Target Designator

Weapons:

- Auto-Cannon, Medium x 2 (Linked, +1 Atk, +2 Dmg)

or

- PAc Cannon, Medium x 2 (Linked, +1 Atk, +2 Dmg)

or

- Missile Launcher
- Missile, Heavy (16)

Leviathan Battle Platform

The Leviathan is a mobile battle station, usually deployed from a ship in orbit. It is capable of flight, but is primarily used as a grounded forward operating base.

Goliath Vehicle: Size 14, Acc/TS 20/80, Climb 2, Toughness 59(35), ECM 14(8), Crew 80, Cost 17, Remaining Mods 0

Notes: Aircraft, Anti-grav, AMCM, Armor x12 (+24 all around), Auto-Repair Swarm, Artificial Intelligence, Crew Space x4, Firewall x2, Living Quarters x 5, Mesh System and Extranet Connectivity Suite, Mnemonics Lab and Resurrection Chamber, Sensor Suite, Speed Reduction x2

Weapons:

- Auto-Cannon, Heavy x 4
- Missile Launcher x 4
- Missile, Anti-Tank (12)
- Missile, Heavy (48)

Walkers

In the Nova Praxis setting, "walkers" are called "frames", and are usually designated as either recon (Sizes 6-8) or assault (Sizes 10-14) frames.

Walker Mods

You can use the following Walker Mods from the Savage Worlds Science Fiction Companion in your Nova Praxis games, but they require some minor modification. In addition, you may select from a number of new Mods found in this book. New Mods are listed in italics, and are described starting on pg. 212.

Walker ("Frame")	Size	Pace	Strength	Toughness	ECM (Firewall)	Free Mods (Max Mods)	Base Cost
Light (20')	6	24	d12+4	20 (5)	8 (3)	12 (21)	11
Medium (30')	8	18	d12+6	25 (6)	9 (4)	15 (27)	13
Heavy (40')	10	12	d12+8	30 (8)	10 (5)	18 (33)	15
Super Heavy (50')	12	8	d12+10	35 (8)	11 (6)	24 (42)	17
Titan (60')	14	8	d12+12	40 (9)	12 (7)	36 (57)	19

Walker Mods	Mod Point Cost
AMCM (Anti-Missile Counter Measures) (1)	1
Auto-Repair Swarm (1)	2
Armor (Size)	1
Artificial Intelligence (1)	3
Close Combat Weapon (2)	Half Size
Cyber-Warfare Suite (CWS) (12)	2
Ejection System (1)	3
Enhanced Strength (1)	1
Exposed Crew (1)	Reduce Cost by 2
Firewall (3)	1
Fixed (U)	See Notes in SFC
Jump Jets (1)	Half Size
Indirect Fire Capable (1)	1
Linked (U)	Reduce Total Mod Point Cost of Linked Weapons by 1
Lumbering (1)	0
Mesh System and Extranet Connectivity Suite (1)	1
Missile Launcher (U)	1
Pace (3)	1
Neural Interface (1)	1

Walker Mods	Mod Point Cost
Passenger Compartment (U)	1
Reinforced Frame (3)	1
Reflective Armor (1)	1
Sensor Suite (1)	1
Speed Reduction (3)	Adds Mod Points equal to Half Walker's Size
Stealth System (1)	Size
Target Designator (1)	1
Targeting System (1)	1
Weapon, Infantry (Cost < 4)	1
Weapon, Infantry (Cost 5-10)	2

Size	Mods per -1/+1 Cost Adjustment
6	3
8	4
10	5
12	6
14	7

Icarus Model II Hercules Heavy Loader

The Hercules loader (aka. "The Herc") was commissioned from House Tsarya by House Cipriani for use in moving heavy cargo aboard their Icarus Hubs. It has since grown in popularity, and sees use in warehouses and manufacturing facilities across colonized space.

The Herc features grasping claws, an open cockpit, and modular counter weights to aid in balancing while lifting heavy loads.

Light Walker: Size 6, Strength d12+6, Toughness 28(5), ECM 8(3), Pace 4 (1d4 Run), Cost 8, Remaining Mods 3

Notes: Enhanced Strength, Exposed Crew, Lumbering, Mesh System and Extranet Connectivity Suite, Reinforced Frame x 3, Sensor Suite

Hiske Series-1 Reaver Anti-Infantry Frame

The Reaver is a light battle frame designed by House Kimura specifically to hunt and kill enemy infantry.

The Reaver is best known for its performance during the battle of Tellerus Fields, where it proved highly effective in the cramped subterranean tunnels of Mercury.

Light Walker: Size 6, Strength d12+4, Toughness 24(9), ECM 8(3), Pace 24 (2d6 Run), Cost 11, Remaining Mods 3

Notes: AMCM, Armor x2, Jump Jets, Neural Interface, Sensor Suite, Targeting System

Weapons:
- PAc Cannon, Medium
- Infantry Weapon (Titan Flamer)

Hiske Series-3 Godslayer

The Godslayer is House Kimura's premier sniper platform, feared for its ability to deliver precision death from across the battlefield. It's secondary role is to serve as a recon walker, used to gather intel and designate targets.

Medium Walker: Size 8, Strength d12+6, Toughness 25(6), ECM 9(4), Pace 18 (2d6 Run), Cost 14, Remaining Mods 0

Notes: AMCM, Cyber-Warfare Suite, Jump Jets, Mesh System and Extranet Connectivity Suite, Neural Interface, Sensor Suite, Stealth System, Target Designator, Targeting System

Weapons:
- Auto-Cannon, Light
- Cannon, Super Heavy

MLP-A8 Gorgon Assault Frame

The Gorgon is one of House Tsarya's most popular combat frames. The Gorgon is famed for its versatility, combining duel auto-cannons with the long-range power of a mobile missile platform.

Heavy Walker: Size 10, Strength d12+8, Toughness 44(20), ECM 10(5), Pace 10 (2d6 Run), Cost 16, Remaining Mods 4

Notes: AMCM, Armor x6, Mesh System and Extranet Connectivity Suite, Neural Interface, Reinforced Frame, Sensor Suite, Speed Reduction, Targeting System

Weapons:
- Auto-Cannon, Medium x2 (Linked +2)
- Auto-Cannon, Medium x2 (Linked +2)
- Missile, Launcher x2
- Missile, Heavy (32)

HAF-D2 Hydra Heavy Assault Frame

The Hydra is Tsarya's premiere, heavy assault frame, designed lead the charge into large scale engagements.

The Hydra's many weapon systems can be operated simultaneously by the pilot and the on-board AI.

Super Heavy Walker: Size 12, Strength d12+10, Toughness 49(20), ECM 11(6), Pace 8 (2d6 Run), Cost 18, Remaining Mods 0

Notes: AMCM, Armor x7, Artificial Intelligence, Mesh System and Extranet Connectivity Suite, Neural Interface, Reinforced Frame, Sensor Suite, Targeting System

Weapons:
- Auto-Cannon, Heavy x2 (Linked, +2 Atk, +4 Dmg)
- PAc Cannon, Medium x2 (Linked, +2 Atk, +4 Dmg)
- PAc Cannon, Heavy
- Missile, Launcher
- Missile, Anti-Tank (8)

GWP-A4 Colossus Super Heavy Assault Frame

As far as anyone knows, only three Colossus frames were ever produced. There simply weren't enough large scale conflicts to justify their continued production.

The Colossus frames rank among House Tsarya's greatest achievements, and they itch to make use of them.

Titan Walker: Size 14, Strength d12+12, Toughness 62(31), ECM 12(7), Pace 8 (2d6 Run), Cost 20, Remaining Mods 0

Notes: AMCM, Armor x11, Auto-Repair Swarm, Mesh System and Extranet Connectivity Suite, Neural Interface, Reinforced Frame, Sensor Suite, Targeting System

Weapons:

- Rail-Gun, Level 7 x2
- Auto-Cannon, Medium x 2
- Missile, Launcher x 2
- Missile, Anti-Tank (16)

Transport Weapons and Ammo

Nova Praxis uses the same weapons for transports, with the same stats, as those found on page 23 of the *Savage Worlds Science Fiction Companion*.

Special Note: Laser weapons are replaced with PAc Cannons, but share the same stats except as noted. Vehicular PAc weapons, like their smaller brethren, are Atmo-Dependent (pg. 157).

Other exceptions are described below:

Weapon	Mods	Ammo Cost (per Unit)*
Auto-Cannon, Light	1	1
Auto-Cannon, Medium	2	2
Auto-Cannon, Heavy	3	4
Bomb, Small	12/1	8 for 12
Bomb, Medium	8/1	8 for 4 Bombs
Bomb, Large	4/1	8 for 2 Bombs
Bomb, Block Buster	2/1	8 for 1 Bomb
Bomb, City Buster	1	9 for 1 Bomb
Cannon, Small	2	2
Cannon, Medium	3	3
Cannon, Heavy	4	4
Cannon, Super Heavy	5	5
PAc Cannon, Light	1	-
PAc Cannon, Medium	2	-
PAc Cannon, Heavy	3	-
PAc Cannon, Super Heavy	5	-
Missile, Light	12/1	5 for 4 Missiles
Missile, Heavy	8/1	7 for 4 Missiles
Missile, Anti-Tank	4/1	7 for 2 Missiles
Torpedo, Light	8/1	8 for 4 Missiles
Torpedo, Heavy	4/1	9 for 4 Missiles
Rail Gun/Mass Driver	Level	Level +2

* Cannons and Auto-Cannons use ammo units, just like hand-held weapons (pg. 159). These weapons come with 3 units of ammo. Ammo for other weapons, bombs and missiles are purchased individually.

An entry such as 12/1 means 12 missiles take up 1 Mod slot.

New Mods

Auto-Repair Swarm

Mod Point Cost: 2

The vehicle is outfitted with esper swarm systems capable of automatically making repairs, even while the vehicle is in use.

Any rolls to repair the vehicle gain a +2 bonus. If left alone, the vehicle will attempt to make repairs on itself (with a Repair Skill of d8). When self-repairing, the vehicle does not benefit from this Mod's +2 bonus.

Cyber-Warfare Suite (CWS)

Mod Point Cost: 2

The systems aboard the vehicle have been upgraded to feature CIST technology. The vehicle is capable of making electronic attacks against the systems of enemies within sensor range.

The attack is made using the attacker's Knowledge (Software).

On a hit, the attack deals 2d6 damage. A hit with a raise deals an extra 1d6.

The vehicle may purchase this Mod multiple times, each time increasing the amount of damage dealt by +1d6.

A vehicle that suffers damage from a cyber-warfare attack doesn't suffer a normal Wound. You may instead choose one of the effects to apply to your target.

- *Closed Gate* - The target's navigation's officer must succeed on a Knowledge (Software) roll, to activate its jump drive for the next 1d4 turns.
- *Disrupt Maneuvering Systems* – All rolls to pilot the craft suffer a -2 penalty for 1d4 turns.
- *Gravity Fluctuation* – The gravitics system on-board the vehicle (if it has any) surges or stalls out, fluctuating rapidly for 1d4 turns. Everyone on board suffer a -2 penalty on nearly all Skill rolls that require movement, concentration or balance. This includes attacking.
- *Zero-G* – The vehicle's gravitics systems, if it has any, shut down. If it is in a zero-g environment, all internal compartments become zero-g environments for 2d4 turns.
- *Disrupt Mobility* – The vehicles' Acceleration and Top Speed are halved for 1d4 turns.
- *Overload* – You overload one of the vehicle's power banks, causing it to explode. Treat this as a critical hit to the Crew as described in the Savage Worlds Science Fiction Companion).
- *Glitch ECM* – You crash, or at least partially crash, the target's ECM systems. Its ECM is reduced by 1d4 for one hour. The same target can suffer the effect more than once, reducing its ECM by 1d4 each time. These penalties may be eliminated if a character can spend a turn working on the problem. This requires a Knowledge (Software) roll, with a penalty equal to half the total penalty the ship currently suffers on its ECM.
- *Glitch CWS* – You disrupt the target's Cyber-Warfare Suite systems. The target suffers a -2 on Cyber-Warfare attack rolls for one hour. Targets that suffer this effect more than once suffer a cumulative -1 penalty for each one after the first. These penalties may be eliminated if a character can spend a turn working on the problem. This requires a Knowledge (Software) roll, with a penalty equal to the total penalty the ship currently suffers on its cyber-warfare attack rolls.
- *Glitch Targeting* – You overload the target's weapons targeting systems. The target suffers a -1 on all attack rolls for one hour. Targets that suffer this effect more than once suffer a cumulative -1 penalty for each one after the first. These penalties may be eliminated if a character can spend a turn working on the problem. This requires a Knowledge (Software) roll, with a penalty equal to the total penalty the ship currently suffers on its weapons attack rolls.

Enhanced Strength

Mod Point Cost: 2 (Walkers Only)

The Walker is designed for heavy lifting, or some other Strength dependent task.

It has the Strength of a Walker one category larger.

Firewall

Mod Point Cost: 1

The vehicle has been outfitted with some of the best firewalls and anti-intrusion Agents on the market. The vehicle gains a +2 to its Firewall.

Gate Crasher

Mod Point Cost: 1

Requirement: Cyber-Warfare Suite

The vehicle can send a series of signals that scramble another vehicle's navigation systems, preventing them from opening a jump gate. This takes the place of a normal cyber-warfare attack. The target's navigation's officer must succeed on a Knowledge (Hardware) roll, with a -4 penalty, to activate its jump drive during the next 2d4 turns.

Indirect Fire

Mod Point Cost: 2

The weapons used by the vehicle do not need a direct line of sight to their target. The weapons can be fired into the air, arcing to hit their target. However, this requires someone or something to provide the vehicle with the location of the target, such as a spotter capable of delivering coordinates or another vehicle with the Target Designator Mod.

When making indirect attacks, the vehicle suffers a -1 penalty on the attack roll and the target must be no closer than the normal Medium range for the weapon. However, the weapon's range is multiplied by five for the purposes of this attack.

Beam Weapons, Bombs or Torpedoes may not be fired in this manner.

Jump Drive

Mod Point Cost: Half Size

Requirement: Minimum Size 8

The vehicle is equipped with the capability of traveling faster than the speed of light. This feat is accomplished by folding space and punching a hole through the resulting planes in parallel, such that the vehicle changes locations once the plane folding sequence has ended.

To the observer, it appears as if a large mirrored ball suddenly emerges from space, swelling from the size of a pinprick to a sphere large enough to encompass the vehicle. It will only stay open a split second before collapsing, shifting the vehicle's location as it does.

This sphere, the jump gate, actually appears in two different locations at the same time. By passing into one, you emerge from the other.

Jump drives have some limitations, however:

Distance and Accuracy: The maximum distance that a jump gate can move an object is about two light-years.

You may attempt to jump farther by making a Knowledge (Hardware) roll. Each raise adds another light year.

If you fail, you do not jump and the ship suffers a critical hit to its Jump Drive (this is the same as suffering a critical hit to an FTL drive per the Savage Worlds Science Fiction Companion).

Even on a successful jump, precise placement is impossible. While the jump drive is capable of ensuring the vehicle does not arrive inside of a planet or star, you might arrive anywhere inside a target star system.

When you make a jump, roll 1d4+1. Multiply the result by 300 million. The final result is the number of kilometers between the vehicle's exit point and its target destination.

This lack of precision makes use of a jump drive inside a system nearly useless, or at best, random. Ships must rely on sub-light propulsion or jump rings instead.

Spooling Time: It requires some time to charge the jump drive and prepare the necessary calculations and navigational equipment to open a jump gate. This process typically takes about four hours.

Minimum Distance: A jump gate cannot be opened near an object that produces a significant gravity well. This interferes with calculations, making targeting the destination impossible. In these cases, the jump drive will simply refuse to open the gate.

As a rule of thumb, before a jump drive will work, the distance between the vehicle and any large celestial object (planet, asteroid, sun, etc.) must equal or exceed the diameter of the object x10, potentially adjusted if the object has exceptionally high or low mass.

For example, Earth has a diameter of almost 13,000 km. To open a jump gate near Earth, the vehicle must be a minimum of 130,000 km away.

Jump Gate Generator

Mod Point Cost: Half Size +2

Requirement: Minimum Size 10

Using jump gate technology, the vehicle is capable of creating a stable, sustained gate in space. Vehicles not equipped with jump drives may be piloted into the gate to achieve faster-than-light travel.

This gate is identical to the gate that a normal jump drive produces, but stays open longer and can be created without the creating ship automatically moving through it.

Ships with this capability are usually very large, each featuring a ring-like structure inside that houses the open gate. Once opened, the ring can be maintained for up to an hour, after which it expands briefly to encompass the ship that created it and collapses.

An open jump gate looks like a mirrored sphere that exists in two places at once. To use it, you need only pilot your craft into the sphere. Direction and speed are maintained; a ship that enters the top-right quadrant of one side of the gate at 100 kilometers per hour would exit from the adjoined location from the bottom left going the same speed.

Lumbering

Mod Point Cost: 0 (Walker Only)

The Walker is very heavy, and slow. Decrease Pace to 4 (1d4 Run). Increase Toughness by 4.

Marine Fire Team

Mod Point Cost: 2

Requirement: Crew Space or Size 10+

This Mod represents a four man Marine fire team posted on the ship to aid in security, repelling boarders, and performing ground missions. Marines use the stats for the Grunt in the Savage Worlds Science Fiction Companion.

Mesh System and Extranet Connectivity Suite

Mod Point Cost: 1

The vehicle sports its own internal mesh sensor system and can wirelessly connect to the Extranet. However, this requires at least one comm-buoy in the system, and there may be some lag depending on the vehicle's distance from it.

Mnemonics Lab and Resurrection Chamber

Mod Point Cost: 2

The vehicle features a resurrection chamber, and the necessary gear required to read mnemonic cores and make ego backups.

The vehicle also features a few storage pods in which sleeves can be stored.

Neural Interface

Mod Point Cost: 1

The vehicle is outfitted with hostware (pg. 171) and is capable of being controlled via a data jack, a VR interface device, or by a SIM. Commands can be delivered to the vehicle at the speed of thought, and the vehicle can provide a much deeper level of feedback to the user.

When performing any test with a vehicle while wearing a neural interface, you gain a +1 bonus.

Reflective Armor

Mod Point Cost: 1

The vehicle is covered in a thin layer of highly reflective material, which aids in reflecting and dispersing attacks from beam weapons.

The vehicle's Armor is increased by +2 when defending against beam weapons.

Specialist Crewman

Mod Point Cost: 1

This Mod represents a specially trained member of the crew who is particularly good at his job. Select one field of specialization: Captain, Copilot, Navigator, Communications officer, Chief Engineer, Medical Officer, Supply Officer, Load Master (if a freighter), and Weapons Officer.

The specialist crewman rolls d10 when making Trait rolls to perform his or her job. This crewman is not a Wild Card, so doesn't get a Wild Die.

Target Designator

Mod Point Cost: 1

The vehicle is capable of "painting" targets for other allied vehicles or artillery systems. Painting is useful for communicating complex strategies, but also for guiding attacks made by other vehicles using indirect fire. See the Indirect Fire feature.

SPECIAL RULES

SETTING RULES REP & ASSETS ACQUIRING GOODS & SERVICES RESLEEVING FRAGMENTATION HEALING & REPAIR

CONTENTS
OVERVIEW
THE GALAXY
AGENDAS
CHARACTERS
GEAR
SPECIAL RULES
GAME MASTERY

GAMEPLAY IN VIRTUALITY GRAVITY PROGRAMMING OPTIONAL: ABSTRACT AMMO AND HEAT MANAGEMENT

SPECIAL RULES

Setting Rules

Nova Praxis is a setting with a bit of a noir flavor, and is bit grittier than some. Life is expendable, and easily replaceable. Combat is visceral and violent.

It is recommended that you use the following setting rules from SWD: Blood and Guts, Critical Failures, Gritty Damage.

Rep and Assets

The Coalition employs a complex system of Reputation tracking that is used in lieu of a traditional economy. And beneath this is a bustling black market that runs on illicit gold currency and back-alley bartering.

A simplified and abstracted version of these economic systems is used to track the Rep-Ratings and Assets of your characters. It is not as complex as the system that exists in the game world, but this is a game and it doesn't need to be.

A character's Reputation and Assets ratings correspond to dice, which are rolled when called upon to purchase items, ask for Favors, etc. These ratings, and their corresponding dice, are shown below.

When rolling your Rep-Rating or Assets, Wild Cards do not get a wild die, you may not spend a Benny to reroll, and they cannot Ace.

Rep/Assets Rating	Dice Roll
1	d4-3
2	d4-2
3	d4-1
4	d4
5	d4+1
6	d6
7	d6+1
8	d8
9	d8+1
10	d10
11	d10+1

Tracking Rep and Assets

Your Reputation and Assets are recorded on a track like the one shown below, which shows a Reputation or Assets Track in which the character has a Rating of 4 and has gained 6 boxes worth of bumps.

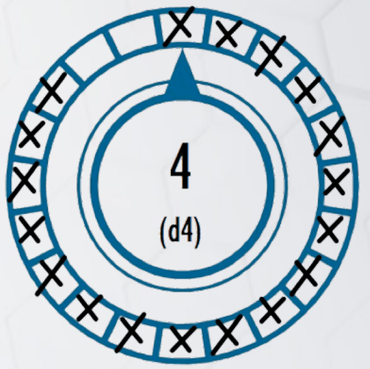
The boxes represent incremental changes in your Rep-Rating.

When you get a Rep bump, place a number of marks equal to the Value of the bump, starting in the box designated as the starting point, continuing around in a clockwise fashion.

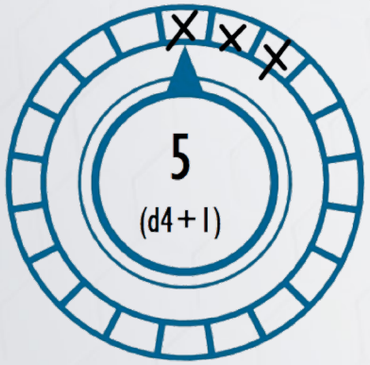
Additional bumps are added starting in the next free space.

If you fill the wheel with bumps, increase your Rep-Rating by 1, erase all your marks, and continue placing marks around the track.

For example, if your track looks like this…

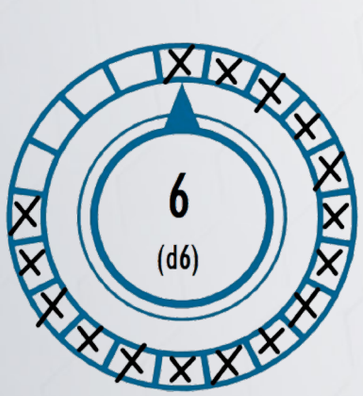


…and you get a bump of with a Value of 5, your track should now look like this…

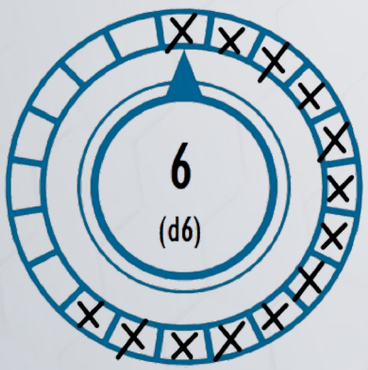


If you take a hit, erase a number of the marks you've made equal to the Value of the hit you took, working counter clockwise, starting with the marked box farthest along the track.

For example, if your track looks like this…

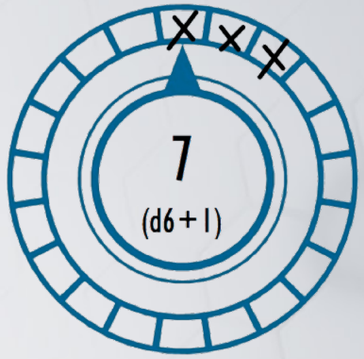


…and you suffer a hit with a Value of 3, your track should now look like this…

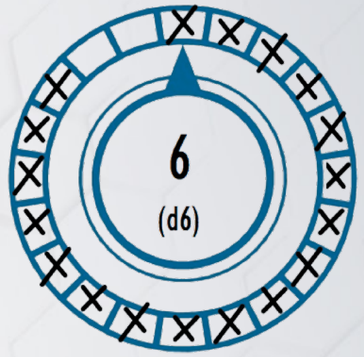


If hits cause you to erase all of your marks, reduce your Rep-Rating by 1. Then refill your Reputation Track, leaving only enough boxes unchecked to account for your hits.

So, if your track looks like this…



...and you suffer a hit of 5, your track should now look like this…



Reputation Hits and Bumps

Your Rep-Rating can go up and down based on how people rate you.

When a person wishes to rate you, they may do so by submitting their rating to the CCRP. This is a trivially simple matter, though it costs a small amount of one's own Rep to do so.

Upon encountering a person, your AR display device will display their identity by pinging their CID. This takes less than a second, and their profile appears as an ARO floating near their head.

If you wish to rate them, you can do so using your standard AR interface.

When rating someone, giving them a bump or hit, your own Reputation takes a hit of 1.

The Rep-Rating belonging to the person you are rating takes a bump or hit with a Value up to your Rep-Rating. You may choose to give a smaller bump or hit, withholding a small amount to ensure positive interactions in the future.

This is done anonymously, but someone paying close attention to their Rep can usually figure out who rated them and by how much.

For example: If you wish to give a friendly clerk a bump, and your Rep-Rating is 5, you suffer a hit of 1 and the clerk gains a bump from 1 to 5. If you give him the largest bump you can (5), and your Rep-Rating later increases to 6, you could go back and give him another bump of 1. But you could not give him a bump of 5 over and over again.

You can change your rating of a person at any time. If you bump someone and they later offend you, you can turn your bump into a hit. This costs the usual Value 1 hit to discourage petty hits and bumps.

Your Rep is an attempt to measure the value of your opinion, and while your opinion may change, your ability to affect another's Rep depends on your own.

No matter how many bumps you receive, your Rep-Rating may never exceed 11.

Acquiring Goods and Services

Depending on where you are, your allegiance, and what you need, you have several options open to you for getting what you want.

Rep-Based Acquisition

When you wish to purchase an item or service in Coalition society, you may either fabricate the item using a compiler and template software, or simply take the item from a vendor or partake of the desired service without the need for any sort of active exchange. However, each time you do, Inter-Rep's AIs determine if your claim has a measurable impact on society that is out of proportion to your Rep-Rating.

If it is determined that your Rep is too far below the perceived value of the item you wish to obtain, or service you wish to enjoy, your Rep-Rating takes a hit. How likely you are to take a hit depends on your current Rep-Rating, the Cost of the item, and your recent acquisition habits.

In game terms, when you wish to acquire an item, compare your Rep to the item's Cost.

Items or services with a Cost less than your Rep-Rating do not require a test. Unless you are attempting to acquire them in bulk (which would equate to a higher Cost) such items do not impact your Rep-Rating. See pg. 157 for more on item Costs.

If the Cost of the item is the same as your Rep-Rating or higher, perform a test by rolling the dice corresponding to your Rep-Rating. Then compare the result of your roll to the Cost of the item.

Regardless of the result, you may still get the item, but you suffer a hit equal to the difference between your total and the item's Cost.

You may not attempt to acquire an item or service with a Cost rating higher than your Rep-Rating +3, though you can try to ask someone with a higher Rep to get it for you as a Favor. Unless you have the Licensed Edge, you may not acquire restricted equipment with Rep.

Using Assets for Bartering and Debt

Outside of Coalition space, or when dealing with the black market, you can purchase things with gold currency or by bartering.

When you attempt to purchase goods in this way, roll your Assets against a Target Number equal to the Cost of the item you wish to purchase. If you succeed, the item is yours. You were able to scrape together enough gold or find something of suitable value to barter with.

If your total is less, you may still get the item, but you suffer a hit equal to the difference between your total and the item's Cost.

You may not attempt to acquire an item or service with a Cost rating higher than your Asset Rating +3.

Alternatively, your GM may allow you to go into debt. If you decide that the item is worth going into debt, you gain a Debt with a Cost equal to the difference between your total and the Cost of the item, x2.

For example, if you rolled a 5, and the Cost of the item was 7, you get a Debt with a Cost of 4 ((7-5)x2).

This Debt can be paid off by purchasing it like any other item of the same Cost, but with a few limitations: The Debt must be paid off using Assets, and it may not be paid off in the same week in which it was acquired. And until you pay off the Debt, you suffer a -2 penalty on all attempts to acquire new goods through bartering until it is paid off. You may have as many as three Debts at any one time, with each one applying another -2 penalty, (for a total penalty of up to -6).

Favors

Two types of favors are possible. The first is an informal favor that requires no game mechanics; it's just an agreement between two or more characters. These favors (little "f") can be made more likely to succeed through the use of Skills like Persuasion and Streetwise. These sorts of favors are resolved through the normal use of those Skills.

The second type of favor is a Favor (big "F"), which consists of pinging your social network and casting your net wide across the extranet in search of someone willing to help you, based purely upon your contacts in various virtual communities.

When your Rep-Rating or your personal assets are not enough to get you what you need, you can request a Favor of those in your personal network.

By putting out a call for aid across your various physical and virtual social networks, you can attempt to gain assistance.

To do this, the GM must first determine the Value of the Favor. If you are attempting to acquire an item, the Value of the Favor equals half the Cost of the item, rounded up. Favors that require work on the part of others can vary in Value. Things like the amount of time, personal expense, and potential Rep impact the person must take on to grant the favor should all be considered.

Once you know the Value of the Favor, roll your Rep-Rating or Assets against a Target Number equal to its Value.

The results differ depending on whether you are using Rep or Assets.

Note: Rolling a "1" on your Assets or Rep-Rating die is a critical failure (see below).

Sample Favors

1/2 Item's Cost	Acquire or fabricate an item with a Cost too high for you to fabricate (delivery may be a separate Favor)
(1/2 Item's Cost) +3	Acquire a restricted item (delivery may be a separate Favor)
3	Find basic details about, or the location of, a typical Coalition citizen
3	Deliver an item you already own to a location on the same planet
4	Find basic details about, or the location of, a typical apostate citizen
5	Find basic details about, or the location of, a criminal or citizen in hiding
6	Deliver a restricted item you already own to a location on the same planet

Using Rep-Ratings to gain Favors

If you succeed on the initial Rep roll, you suffer a hit to your Rep-Rating with a Value of 1, and the Favor is granted by someone in your physical or virtual social circle.

If you fail, you get to make a choice. You can choose to be granted the Favor and suffer a hit to your Rep-Rating with a Value equal to the Value of the Favor. Otherwise, you may choose to withdraw the Favor request, suffering only a Value 1 Rep hit in exchange for wasting everyone's time.

If you suffer a critical failure, the Favor is not granted. And in asking, you have appeared greedy or arrogant to your social networking circles. You suffer a hit to your Rep-Rating equal to the Value of the Favor.

Using Assets to gain Favors

If you succeed on the Assets test, you are granted the Favor.

If you fail, you get to make a choice. You can choose to be granted the Favor and gain a new Debt with a Cost equal to twice the difference between your result and the Value of the Favor. Alternatively, you may choose to withdraw the Favor request, and fail to have the Favor granted.

On a critical failure, you are not given a choice. You simply are not granted the Favor.

Like any other Debt, it cannot be paid off in the same week it was gained, and you suffer a -2 penalty on all Asset rolls until it is paid.

Contracts

These are common when working with the Houses or apostate companies, and are simply ways to make an informal favor more official. Like other informal favors, no game mechanics are needed.

Windfalls

Sometimes you make the big score, finally earn that big payday, sell off some valuable merchandise, or hit the jackpot.

Whenever the GM wishes to reward you with a surge of wealth, he might do so by rewarding you with a Windfall. The Windfall has a Value rating based on the nature and amount of the Windfall, and the Value is added to a bump on the character's Asset track.

When determining the Value of the Windfall, the GM should consider both the nature of the gains, and the number of characters it is to be split among.

For example, the PCs might come across a ship ripe for salvage, aboard which they find a stash of illegal weapons. The GM determines that the large cache of weapons has a Value of 8 when split among 4 PCs. And when the PCs finally manage to track down a buyer, they all get a bump on their Assets track with a Value of 8.

Use the Cost rating of the items in the Gear chapter as a guide when determining the Value of a Windfall. The Value of the bump should roughly equate to the Cost of the items the character receives as his or her share of the Windfall.

LOOKING FOR SOME ACTION

Resleeving and Fragmentation

When you resleeve or change States, you put your ego at risk. This is a traumatic experience that can result in psychological damage, a phenomenon typically referred to as Fragmentation.

When resleeving or transitioning into a different State, roll your Spirit plus your Cohesion. This roll can also be modified by certain Edges, and conditions listed in the Modifiers sidebar. These modifiers are cumulative.

If you succeed, your ego survives the transition without any problems.

If you fail, the transition is still successful, but you suffer Fragmentation. See below.

The Cost of resleeving is factored into the cost of the new sleeve. If you are sleeving into a sleeve you already own, the Cost of the procedure is 3, or free if you have your own resurrection chamber (pg. 173).

If you are not resleeving, and intend instead to exist as a SIM, the Cost of this service depends on your insurance policy (pg. 173).

Fragmentation

Fragmentation represents the loss of humanity, a disconnect between the mind and body, the real and the digital. Fragmentation is tracked the same way Wounds are, and results in similar penalties. These penalties are applied any time Cohesion is applied, usually when resleeving or changing States.

In addition to Fragmentation penalties, each time you suffer Fragmentation you gain a psychosis. See below for more on Fragmentation Psychosis.

A character whose Fragmentation penalty is -3, and suffers Fragmentation again, becomes incapacitated. The character's ego has become too Fragmented, and cannot be legally restored unless mnemonic editing is used to remove the last instance of Fragmentation, effectively reviving the character with a -3 penalty.

What is legal and what is possible are two different things however. A character trained in mnemonics, and who is willing to forego the law and the ethical boundaries of professionals in the mnemonics field, can bring an Incapacitated character back online with a simple Knowledge (Mnemonics) roll. However, the character comes back with a -4 Fragmentation penalty, and yet another Psychosis. And if he suffers Fragmentation again, while at a -4 penalty, his or her ego becomes damaged beyond repair. An ego cannot tolerate a -5 penalty, and begins to completely unravel.

Characters recover from Fragmentation naturally with time (pg. 221), or faster with mnemonic editing (see below).

Modifiers

Cohesion	Your Cohesion is based off of the type of Sleeve you are transitioning into, or whether or not you are becoming a SIM. If your are sleeving into a Cybersleeve, or becoming a SIM, your Cohesion is -3. If you are sleeving into a biosleeve, your Cohesion is -1.
-3 to -0	If you have suffered Fragmentation, you suffer a cumulative -1 penalty per psychosis you have.
-2	This is the first time you have ever changed states or resleeved.
-2	You are resleeving from your mnemonic core after being killed, and you remember dying.
-1	You do not have a trained mnemonics engineer to guide the process, and/or are alone and depending on the resurrection chamber to automate the process.
+0	The process is guided by another person with Knowledge (Mnemonics) d4+
+1	The process is guided by another person with Knowledge (Mnemonics) d8+ (This might be a separate Cost of 5 for the specialist.)
+2	The process is guided by another person with Knowledge (Mnemonics) d12+ (This might be a separate Cost of 7 for the specialist.)
+2	You resleeve into a clone of your last biosleeve, or the exact same model of cybersleeve you already inhabit.
+3	You resleeve back into your original body (now a biosleeve).

Fragmentation Psychosis

When you suffer Fragmentation, you gain one of the following Hindrances listed below. The GM may let you choose, or he may select randomly using a d20.

Reroll if the result is a duplicate of an existing Hindrance.

1-2	Arrogant	Major
3-7	Dissonance	Major
8	Habit	Major
9-10	Pacifist	Major
11-12	Phobia	Major
13	Habit	Minor
14	Pacifist	Minor
15	Phobia	Minor
16	Cautious	Minor
17	Death Wish	Minor
18	Delusional	Minor
19	Mean	Minor
20	Quirk	Minor

Forking

Forking is a term for creating a copy of an ego and allowing it to live while another copy runs free. While one would assume this would be incredibly useful, it has some pretty major downsides.

The first downside is that forking is psychologically damaging. When you make an exact copy of yourself, you are in effect making yourself unnecessary. The copy can do everything you can do. It can perform the same jobs, create the same art, and has the same relationships. Any sense of being special in any way is stripped from you. You are obsolete.

Additionally, it is not uncommon for a fork to react to the original with aggression, even going so far as trying to kill the original to preserve itself and/or achieve status as an individual.

Learning that you have been forked can cause you to suffer Fragmentation. Upon learning this fact, roll Spirit, modified by Cohesion. If you fail, you suffer Fragmentation.

Your forks must do the same. They are you after all. You are their fork as much as they are yours.

Forking is also highly illegal, listed in the Humanity Preservation Act as a crime punishable by death and erasure. In a universe where copying a person's mind is possible, individuality is their most prized possession. Knowingly taking part in the intentional forking of another ego, or allowing it to be done to you, is considered a deplorable act by all but the most extreme posthumans.

Forks share the same Rep-Rating and social networking resources, but access to Assets may depend on the circumstances.

Forks in Your Campaign

Just because it violates the Humanity Preservation Act doesn't mean that it can't happen. So what happens when a PC makes a copy of themself?

A forked PC can be handled in one of several ways depending on the desires of the player and the GM.

One option, easily the most difficult to manage as the GM, is to let the player play all copies of his character at the same time. While this may feel like the most realistic option for the player, it can become difficult to manage multiple instances of a character.

Optionally, the player can pick one version of his character to play, and the others become NPCs under the control of the GM. If the copy is going to hang around for a while, though, it may be a good idea to represent the copy through a suitable Edge or Hindrance.

Just remember that a forked copy is not a slave. It has all the wants and desires of the original, including a desire to be in charge of his own life.

Merging

In some cases, such as when you have been forked or if you are restored from backup and later find your intact mnemonic core, you can attempt to merge the multiple instances of your ego into a single cohesive whole.

CENTURION AND LONESTAR

Merging requires the use of a resurrection chamber. Once the process is completed, you will be able to remember everything that has happened to all of the merged instances.

However, merging is often psychologically damaging and can cause Fragmentation. Roll Spirit, modified by Cohesion and the total Fragmentation penalties both you and your fork suffer from. If you fail, you suffer Fragmentation as described above after you have merged.

When merging characters who have been apart for a long time, and who may have gained new Advances, Skills, Edges, etc.; you may pick and choose which Traits the newly merged character emerges with so long as the total number of points in Attributes and Skills does not exceed that of the characters with the most points. The newly merged character has the same number of Advances as the contributing fork who had the most.

Likewise, you may select which Edges and Hindrances the newly merged character has, but the total number of Edges cannot exceed that of the contributing fork who had the most. And the number of Hindrances cannot number fewer than the fork with the most.

Unrecoverable Backups

In some cases, such as due to trauma, excessive resleeving, or simple madness, the mnemonics engineer in charge of the resurrection chamber or SIM server may deem an ego unfit for resleeving or restoration.

Depending on the severity of the issue, he might prescribe mnemonic editing to attempt to repair the damage, or he might declare the ego unrecoverable and refuse to sleeve it.

In game terms, if an ego suffers from three or more Fragmentation Psychoses, he cannot be resurrected.

Healing and Repair

Recovering from Wounds

Characters in the Nova Praxis setting generally heal like normal humans, but advanced technology exists that can make it possible to overcome the more horrific of wounds, and even death itself.

Characters who are injured may heal naturally, or have their wounds quickly repaired with a medi-stimulant injection (pg. 172). More severe wounds, such as lost limbs, might require Augmentation or cloned replacements.

Repairing Cybersleeves and Drones

The nano-cybernetic musculature that comprises a cybersleeve's muscular system consists of a self-healing fibrous mesh. The outer layers are comprised of similar material, all of which is capable of healing itself naturally over time. As such, cybersleeves do not need regular maintenance to repair surface abrasions, and other "flesh wounds". They heal on their own.

Cybersleeved use the normal rules for natural healing.

More severe injuries might require cyber-repair injections (pg. 170), or dedicated repair at the hands of a trained technician.

Repairing SIMs

SIMs, lacking bodies, obviously have little to fear from guns and blades in the real world. Their virtual equivalents, however, can be just as deadly. Most virtualities make it impossible for a character to suffer Wounds while in the virtual environment. Some, however, do not feature those safety precautions.

In a virtuality that enables damage to the avatar, a SIM can find himself in big trouble. Injuries sustained in a virtuality mimic real world injuries of the same type in every way. SIMs die of organ failure, or bleed out while waiting for help to come. Death in a virtuality destroys the ego, though it may be restored from backup.

Virtualities may contain virtual medical gear, such as medi-stimulant injections. In those virtual environments, medical aid can be administered as if the SIM were in the flesh. And he or she can be expected to recover similarly.

Healing Fragmentation Psychosis

Characters who change states, restore from backups, or resleeve too often can suffer from Fragmentation (pg. 221). Fragmentation is also a real danger when merging and forking an ego.

If a character gains a psychosis from Fragmentation, he or she must live with that psychosis for at least a week.

Once per month, a character may attempt to overcome a single psychosis he has had for at least a week.

To do so, he or she may make a Spirit (modified by Cohesion) roll. The character suffers his Fragmentation penalty on this roll, as well as an additional -1 penalty when trying to overcome psychoses represented by Major Hindrances.

If successful, the character reduces his Fragmentation penalty by 1, and removes one of his psychoses that he has had for at least a week.

On a critical failure, the character has begun to spiral out of control. The character suffers another Fragmentation level, and gains a new psychosis.

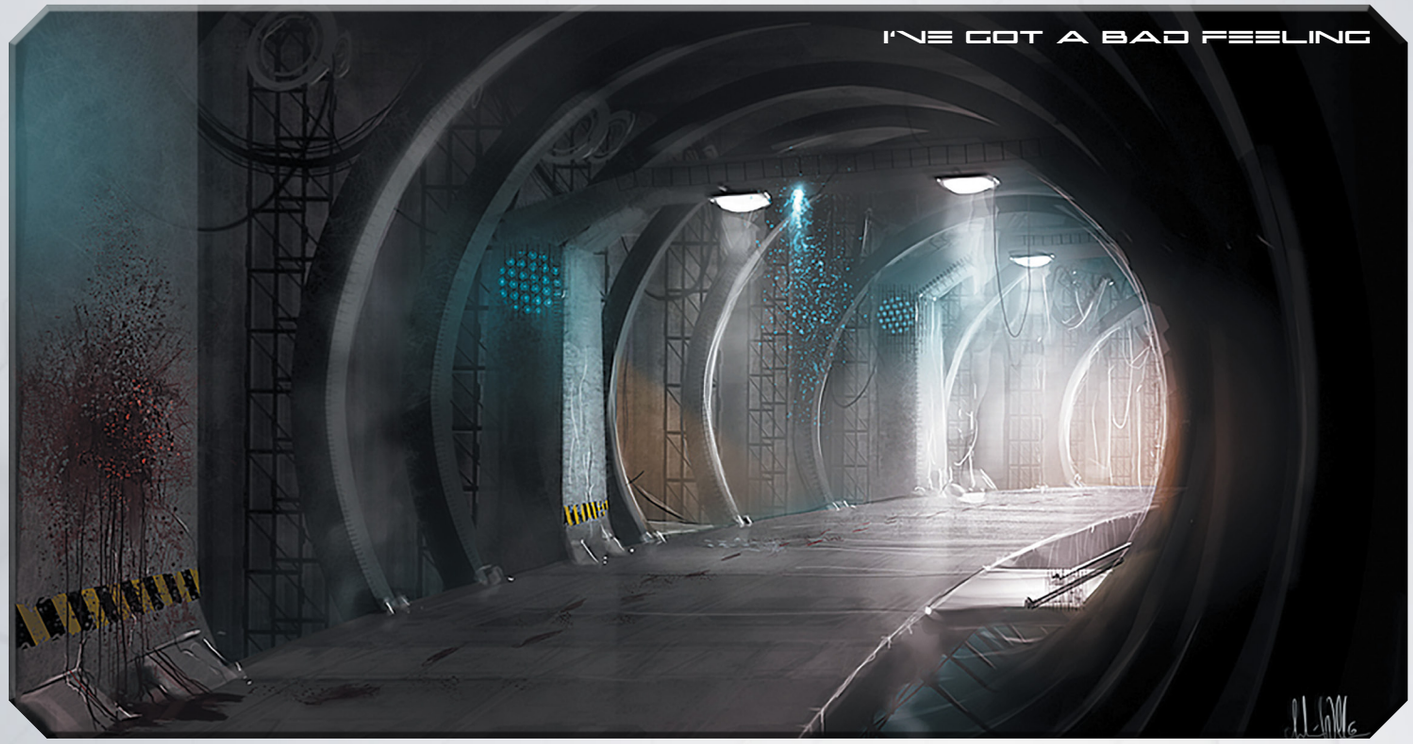
A character may not reduce his Fragmentation penalty, or the number of psychoses he has by more than one a month unless he also undergoes mnemonic editing.

Mnemonic Editing

Mnemonic is a powerful, but risky, method of restoring a damaged ego. While the process takes several hours, a person trained in Mnemonics can attempt to repair a damaged ego the same way one might debug computer code. This process consists of making changes to the highly complex code that the mind is made of—a potentially dangerous process.

Specific memories cannot be targeted for erasure, nor can personality traits simply be removed, but areas that indicate psychological trauma can be isolated and even dampened somewhat. While the memory will remain intact, the resulting traumatic reaction will be lessened. In effect, this is an artificial way of forcing a person to come to terms with an event.

In game terms, while the ego is dormant, it can be edited by a person trained in mnemonic editing. To do this, the ego must be hosted on a system outfitted with hostware.



The character performing the mnemonic editing rolls his Knowledge (Mnemonics) Skill. This rolls suffers from the recipient's Fragmentation Penalty.

If you succeed on the Knowledge (Mnemonics) roll, the target's Fragmentation penalty is reduced by 1, and removes one of his Psychoses.

If you fail, the recipient must make a Spirit roll, modified by Cohesion and his current Fragmentation penalty. If he succeeds, nothing happens. The attempt at mnemonic editing failed, but no damage was done. If the recipient fails, he suffers Fragmentation once again.

If you suffer a critical failure, you cause the patient to suffer Fragmentation.

Repeated attempts at mnemonic editing in a short amount of time becomes even more risky. Each attempt after the first, within the same month, suffers a -2 penalty. This is cumulative. So if you try three times in a month, the third attempt will suffer a -4 penalty!

Gameplay in a Virtuality

Scenes that take place in a virtual environment work the same as scenes that take place in the real world, but with the following twists:

Despite taking place in a virtual environment, the system replicates your character's normal physical Skills; a very athletic person will be athletic in both the real world and in virtual environments. Many, like Stygia, also replicate your Augmentations.

The Wounds you've suffered in the real world do not carry over into the virtual environment. And in the rare case where you suffer a Wound in a virtuality, it is not reflected in the real world.

Most virtualities will eject you if you suffer a Wound. Upon exiting a virtuality without this safety feature, roll your Spirit, modified by Cohesion. You also suffer an additional -1 penalty on this roll for each Wound you suffered in the VR. If you fail, you suffer a real Wound, which represents some amount of psychological damage as a result of having been exposed to the virtual pain and trauma of being injured.

Characters typically only have Guest access to a virtuality. This access means they can only change their environment in ways that would make sense in the real world. For example, they could pick up a chair and move it, but could not change the chair into a table.

Characters with Administrator access to a virtuality have Dominion. SIMs have admin access to their personal home environments.

Dominion

The administrator of a virtuality is a virtual god. She can change the environment to suit her desires, transforming walls into air, sand into pavement, and water into fire.

To perform these changes, the admin must spend an action making a Knowledge (Software) roll.

If she succeeds, she may change some feature of her environment.

Any change that results in direct stress to a target, such as turning the air around him into acid, or simply ripping at the makeup of the target's digital avatar, is handled as an attack using the admin's Knowledge (Software) or SINC (admin's choice) Skill. The TN for this attack is 4, and is modified by the target's Cohesion.

On a hit, the target suffers 3d6 damage.

Gravity

When operating in gravity levels that differ significantly from Earth gravity, characters suffer a -2 penalty on Agility and Athletics rolls.

In addition, characters who roll a 1 on a physical Trait die lose control and begin to tumble. This causes them to suffer an additional -2 penalty on all Trait rolls due to the added disorientation.

See the Savage Worlds Science Fiction Companion for more on the effects of gravity.

Gravity	Jump	Str	Pace
Super Heavy	x.5	-2	-4
Heavy	x.5	-1	-2
Normal	--	--	--
Low	x2	+2	+2
Zero-G	SWSFC pg. 27	+2	+4

Programming

With the aid of an Agent, someone trained in software engineering (Knowledge, Software) can quickly create complex computer programs that can be used as tools to perform a variety of tasks.

Depending on the complexity of the program, it generally takes between a few minutes and a few hours to build a piece of software capable of helping to overcome a problem.

Creating a piece of software designed to aid you in a specific task takes about one minute, at the end of which you must roll Knowledge (Software) and declare the specific intent of the program. And you must have access to any data necessary for the program to call upon, such as maps, schematics, logistical data, social media profiles, psych profiles, etc.

Examples of tasks programs can aid with are:

- Security Response Time and Tactics Simulator (Knowledge, Security to be able to accurately guess how an area's security will react when alerted)
- Psych Profile and Facial Response Analysis for David Krieger (Bonus Notice to detect Krieger's lies)
- 17GA Tram Rail Structural Analysis and Demolition Simulation (Bonus to a Repair roll to select the best place to place a bomb on a tram rail)

If you succeed, you gain a bonus Benny that can be used only to perform the specific task you wrote the program to aid with. This Benny can be given away to any other character who uses the program you created.

For every raise you achieve on the roll to create the program, you gain one additional Benny that may be spent in the same way.

Viruses

Like most everything else, modern computers are all Mimir-tech-based in their design. This means they are secured through the use of dedicated security AIs, making them nearly impossible to hack with anything short of a Savant Program or CIST. The presence of this AI also means that software detected as potentially harmful will be quarantined. As such, it's very difficult to create a program that can be harmful to someone, such as a virus.

The program would have to be sent to the intended foe, who would then need to execute it. The program would then have to be deemed safe by the security AI before it would run. These criteria suggest that the likelihood of deploying a hostile program to another is rather limited... but not impossible.

To create a virus, you must spend 1d4 hours crafting the virus for the specific machine you wish to infect. You must then roll Knowledge (Software) with a -2 penalty.

If you succeed, you create a virus that duplicates the effects of the Eminent Domain Savant Program (pg. 144). You must then deploy the virus, and hope it slips past the target machine's security AI.

Raises can be spent as described below.

To successfully deploy the virus, you must connect to the target machine and then roll Knowledge (Software) with a -2 penalty. If you succeed, the virus is deployed. Highly secure systems, such as Coalition government security server arrays, might inflict a -4, or even -8, penalty.

If successfully deployed, the virus acts as a single successful use of Eminent Domain. It is then immediately detected and eradicated by the target machine's security AI.

Raises you achieve on the roll to create the virus can result in one or more of the following effects. You may choose one for each raise, but you cannot choose the same one more than once.

- The virus does not automatically execute, and instead executes on your command or on a timer. You must be able to connect to the target machine to issue the command.
- You are able to program the virus with two different Eminent Domain effects. It takes at least 2 rounds to execute them both, but you may choose to delay the second by a predetermined amount. After the first executes, roll Knowledge (Software). If you fail, the virus is eradicated before the second Eminent Domain effect can execute.
- You gain a +2 bonus on the roll to successfully deploy the virus.
- The virus can be programmed with two different Eminent Domains effects, and you may choose which one is executed at the time of execution.

Optional Rule: Abstract Ammo and Heat Management

The following section provides an alternate method for tracking ammo and overheating. This method manages ammo and weapon heat using the occasional die roll instead of tracking each shot.

The basic rules for special attacks are reprinted here as well, to aid in referencing during play.

Ammo Management, Overheating, & Reloading

These rules replace the normal rules for special attacks and running out of ammo in Savage Worlds Deluxe.

While using this optional rule, you are not expected to track every round in a clip or exactly how hot a weapon is getting. At the same time, running out of ammo or overheating a weapon can sometimes be dramatically interesting, especially if you run out just as a swarm of sentry drones comes around the corner.

When a character makes an attack with a firearm, he may be firing one round or several, discharging a short burst or a tight beam. The game mechanics of the attack don't change unless the character specifically performs one of the actions below, but the description of the attack might vary from round to round. It is assumed that characters are generally attempting to conserve their ammo and reload, or manage their weapon's heat buildup, as needed when they have time.

Any time a character makes an attack with a firearm, and rolls a 1 on a Shooting Skill die, the character must make an ammo/heat check to see if she ran out of ammo or overheated her beam weapon. An this roll is another roll of the character's Shooting die (with no Wild Die), against the standard TN of 4.

A successful roll indicates that the character has managed to be careful with their ammo use or heat buildup, and may continue to fire the weapon.

Failure indicates the weapon is out of ammo, or has overheated. You must reload or let the weapon cool.

Some types of special attacks (see below) are more likely to result in spent ammo or a build up of excess heat. These call for checks more often, and inflict penalties on the check.

Running out of ammo takes effect at the end of your tun.

Note that certain special attacks, such as Automatic Fire or Beam Sweep, allow you to roll your Shooting die multiple times during the attack. This makes it more likely that you will roll a 1 on one of your Shooting Skill die, requiring multiple ammo checks, and thus more likely run out of ammo or overheat your weapon. But since the effect of running out of ammo takes place at the end of your turn, you still get to finish your attack(s) before reloading.

Reloading and Cooling

For weapons that require physical ammunition (like railguns or coil guns), you may reload by spending an action. You may reload while taking another action, but you suffer the usual -2 multi-action penalty when doing so. When you reload, you expend a unit of ammunition.

For weapons that have overheated, you have no choice but to spend a turn not firing the weapon while it cools. You may perform other actions, or use other weapons, but you may not fire an overheated weapon.

Special Attacks and Abstract Ammo

Automatic Fire

(Requires a Weapon with RoF 2 or higher)

Automatic weapons fire much faster—and inherently differently—than regular firearms.

To attack with a full-auto weapon, roll a number of Shooting dice equal to the weapon's Rate of Fire. Compare each die separately to the Target Number to see if it hit. If the weapon has a RoF of 3, for example, a Wild Card rolls three Shooting dice plus a Wild Die and uses the best three.

Note that Wild Cards roll their Shooting dice plus a Wild Die. They still can't hit with more shots than the weapon's Rate of Fire, however.

Recoil: Full-auto fire is inaccurate because of the recoil between each shot. You suffer a -2 penalty to attack when firing full-auto (ignore the penalty when firing a single shot with such a weapon).

Abstract Ammo Expenditure: Because you make multiple attack rolls, you have increased odds of rolling a 1 and making a ammo/heat check.

Also, on each ammo/heat check after the first, you suffer a cumulative -1 penalty. So, you suffer no penalty on the first check, a -1 on the second check, -2 on the third, and so on. This penalty resets at the end of your turn.

Beam Sweep

(Requires a Beam Weapon)

When using a beam weapon, such as most particle acceleration weapons, you can hold down the trigger and sweep a crackling bolt of energy across your targets. This allows you to attack more than one target at a time.

You can make an attack against any number of targets inside a Medium Burst. However, you suffer a cumulative -1 penalty to hit each target (-1 for the 1st, -2 for the 2nd, etc.)

Abstract Overheating: Because you make multiple attack rolls, you have increased odds of rolling a 1 and risking overheating.

Double Tap

(Requires a Semi-Automatic Weapon)

A character with a semi-automatic weapon can fire two shots in one action by "double-tapping."

Double tapping is a single Shooting roll that gives the user +1 to hit.

Abstract Ammo Expenditure: You suffer a -2 penalty on your ammo check roll.

Suppressive Fire

(Requires a Weapon with RoF 2 or higher, or a Beam Weapon)

Instead of attacking specific targets, characters with fully automatic or beam weapons can "spray" an area with lead in hopes of killing or suppressing a larger number of victims. To suppress an area, the attacker places the Medium Burst Template on the battlefield and makes a single Shooting roll (regardless of the weapon's Rate of Fire). Include the standard modifiers for range, the full-auto penalty, and any other miscellaneous factors, but ignore the target's modifiers if any (such as being prone or in cover—these come into play in another way as you'll see below). If the attack misses, the spray is off-target and has no effect.

Continued on next page...

If the attack is successful, all possible targets within the area make Spirit rolls, adding any cover modifiers they would normally have against ranged attacks to this roll. Those who fail are Shaken. Those who roll a 1 on their Spirit die (regardless of any Wild Dice) are actually hit by the attack and suffer damage normally.

Ammo Expenditure/Overheating: Each succes-sive turn in which you perform Suppressive Fire increases the chances of running out of ammo or overheating your weapon. On the first turn, you must perform an ammo check on a roll of 1 or 2 on your Shooting die, and suffer a -1 penalty on your ammo check roll.

On each additional turn spent laying down suppressive fire, the penalty you suffer on your ammo/heat check is increased by 1.

Sustained Burn

(Requires a Beam Weapon)

You hold your beam on your target for a sustained blast, giving the beam time to bore through your target's armor and boil away his flesh. Increase your weapon's damage die type by one step.

Overheating: You must perform an heat check on a roll of 1 or 2 on your Shooting die, and suffer a -1 penalty on your heat check roll.

Three Round Burst

(Requires an Automatic Weapon)

Many modern automatic weapons, have a selector switch that allows the user to go from single shot, to burst fire, to fully automatic as a free action. Burst fire, or a Three Round burst, gives the user +2 to hit and damage.

Ammo Expenditure: You must perform an ammo check on a roll of 1 or 2 on your Shooting die, and suffer a -2 penalty on your ammo check roll.

Replacing Ammo

When you purchase a rail gun or coil gun, you get three units of ammunition for free. The amount of ammo in a unit is intentionally vague since *Nova Praxis* isn't about tracking every bullet or beam fired.

However, should you ever run out of ammo, your current unit is spent and you'll need to reload with a new one.

Additional units of ammo have a Cost of 1. A Cost of 2 will get you four units of ammo for any of your weapons, and a Cost of 3 will get you 16. Special ammunition, or ammo for special weapons, (pg. 159) may cost more.

If you purchase three extra units of ammo, the extra ammo is recorded on the character sheet as "Extra Ammo x3." If you run out and have to reload, it becomes "Extra Ammo x2."

Ammo, like weapons, is restricted.

GAME MASTERY

CAMPAIGN STYLE SHADOW OPERATIONS CAMPAIGN ARCS HIDDEN AGENDAS SAMPLE ANTAGONISTS

CONTENTS
OVERVIEW
THE GALAXY
AGENDAS
CHARACTERS
GEAR
SPECIAL RULES
GAME MASTERY

Children of Dionysus The Fallen House Turin Phalanx Formations Progenesis Afflicted Rings of Olympus The Scholae Palatinae
Second Chances Seraphim Talons of Freedom The Unseen Court

THE CAMPAIGN

Chances are that if you're going to be the GM, you've already started thinking about the types of scenarios you'd like to run. In this section, we'll provide you with a little inspiration and some tools to get you started.

This section is for you. Players should avoid reading this chapter if they do not wish to have many of the setting's secrets spoiled for them.

Campaign Style

Nova Praxis makes a loose assumption that the PCs will be a crew of Auxiliaries, mercenaries involved in the Shadow War. They'll be hired to do jobs their employers, usually high-ranking House officials, would rather keep off the books. However, while we will continue to explore this type of campaign in the coming pages, it is certainly not the only way to play.

Your PCs might instead be investigators working for the Protectorate, or apostates trying to establish a new enclave. Maybe they are pirates trying to score a big payday, or maybe they are soldiers on the front lines of military action against a remnant force. They could be part of an exploration team in search of interesting new planets to colonize. Perhaps they are members of the elite Scholae Palatinae, or a secret Phalanx Formation. Or maybe they are just a bunch of down-on-their-luck smugglers getting by any way they can.

The important thing to remember is that *Nova Praxis* is a setting, not a style of play. You can't play it "wrong" so long as you and your players are having fun.

As has been stated before though, the following section will assume characters are associated with the Shadow War in some way. This assumption provides a jumping-off point for GMs, and allows us to talk about gameplay in a more focused manner.

Agents of Shadow

The Agents of Shadow campaign style assumes that the PCs have connections both within Coalition and apostate society. They are probably members of a House, but also have allies (and maybe enemies) among the other Houses. If they are apostates, they have figured out ways to enter into Coalition society and make use of it to their benefit.

They might be Auxiliaries, solo agents or members of a crew that walk on both sides of the fence, exploiting both Coalition and apostate societies in an effort to fulfill their mission and get paid.

Modus Operandi

At first glance, it might appear that Coalition security measures are insurmountable. Mesh sensors, such as the ARIS strips that line most walls, serve as the eyes and ears for unseen Monitors that never sleep.

Weapons technology is almost entirely illegal, and checkpoints outfitted with cutting edge scanning technology guard the entrances and exits of population centers. Lonestar sentry drones walk the beat for the Protectorate, supplementing the human forces.

Mimir-tech devices, secured by dedicated AIs, feature strict mandates on how they may be used. Compilers only work for verified Coalition citizens, and even then only in sanctioned locations.

The Rep system is reviewed by the AIs at Inter-Rep, and any attempt to exploit the system is flagged, reported, and the offending account suspended pending investigation.

So how do groups of would-be lawbreakers get anything done in a society that relies on such extreme peacekeeping measures? They use the back doors.

The Shadow War is, at its heart, a battle between the Houses (or those pulling their strings...). Thus, the Houses have the power to create "opportunities" for their Auxiliaries.

False CIDs (pg. 171) go a long way toward bypassing the worst of the security measures. A false CID risks exposure each time it is used to make a purchase, call in a Favor, bump someone's Rep, or

ALEXEI TAKES POINT

do anything else overt. But until it is exposed, all such transactions are linked to the false CID. While the Monitors are capable of facial recognition and voice analysis, these methods of identification are only used when no CID is detected. After all, faces and voices can easily be changed.

But even without a good false CID, an agent can often get around simply by knowing the right people. They should make a point of making friends, allies, contacts, and informants among the Houses or apostates, which can be called upon for information and services.

This can be handy when trying to locate an area that isn't covered by the local mesh sensors, or when striking a deal with security personnel to ignore suspicious behavior or contraband. Friends in low places can often be as useful as friends on high.

Like all modern technology, the security systems used by the Protectorate are based on Mimir-tech. This means they are immune to hacking attempts. That is, of course, unless you have access to Savant Programs or a CIST. Savants, or someone with a CIST, can hamper or even assume control of some local security measures, making them much sought-after agents.

In truth, these techniques to get through and around the system could be closed by the Coalition if it so desired, but it doesn't. It's through the use of these methods and tools that the Houses' Auxiliaries, and covert teams like the Phalanx Formations, to work.

These backdoors make it possible for crews to perform their missions, and are commonly used by the Houses to keep the Shadow War under wraps.

Shadow Operations

The term Shadow War tends to conjure images of knife-wielding assassins in the dark. While that's certainly part of it, things are generally much more complicated than that.

For starters, agents in the Shadow War often have no idea that's what they are participating in. Most people have no idea the war is even taking place, so those who get involved usually believe themselves to be taking part in isolated unethical or criminal activity. A hidden war? A massive conspiracy reaching all the way to the Senate? Apostates and citizens stealing and smuggling for the Houses? That's crazy, right?

Despite the variety of missions a crew might take on as it becomes entangled in the Shadow War, there are a few things that tend to be pretty common.

The Houses rarely hire Auxiliaries directly, but rather through subsidiaries or proxies. It's even possible that the crew might be hired through apostates, gang leaders, or other outsiders.

Potential agents are told very little; once the contracts are signed, they are told the minimum amount necessary to complete their mission. It is not uncommon for the patron to leave out important details because they weren't considered relevant or there were other reasons to keep the crew in the dark.

Just because a potential agent isn't a member of the House in question, doesn't mean that they aren't a viable candidate. Most mercenary crews who get involved in the Shadow War are of mixed backgrounds. For these folks, Rep and resources are worth more than any sense of House loyalty. Many are even apostates, which can be handy when the crew needs to rely on apostate contacts or resources to get the job done.

The Mission

The patron may offer the crew any number of things in exchange for their service. Rep bumps are common, but so are favors or extremely valuable items like spacecraft.

Whatever the case, once the contracts are signed the crew is on its own. They may be given a method to contact the employer, but usually they are given orders to limit communication.

Below are some sample starting points or cover stories for missions that crews might be expected to handle:

- Break into a House subsidiary office and retrieve a unique compiler template.
- Retrieve the mnemonic core of a prominent House citizen believed to have died in a pirate attack.
- Determine the staging point for raids carried out by remnant forces, and kill their leader.
- Rescue the kidnapped daughter of a famous template writer.
- Track down and kill a low-level manager of a subsidiary who got caught trading secrets with another House.
- Bring back the mnemonic core of the leader of a merc crew who broke contract and turned against its employer.
- Exterminate an infestation of posthuman aberrations created by a biological experiment gone wrong.
- Provide "aggressive security" for an Extranet celebrity who has been receiving death threats.
- Dig up dirt on a popular spokesman for the HPA to make sure his latest amendment doesn't get added.
- Investigate the cause of an explosion at a mining colony believed to have been uninhabited for years.

CAMPAIGN ARCS

The proceeding section provides a number of campaign arcs, loose outlines of events that provide the skeleton of a sample campaign. These arcs may be played separately, or in sequence to create a larger story.

Arc #1 - The Setup

The Meeting

The first arc begins as the PCs are called together for a job. Someone needs the skills of a few discreet specialists.

They receive a message from a trusted contact, telling them to meet someone who goes by the name of Catalyst. They will meet on a space station orbiting Titan called the Alistair, used to receive and refine rare materials. They aren't given any details, but their contact implies this job may earn them a big Rep bump, new gear, a high-Rep false CID, or something else they need or want.

As the GM, try to find out what sort of implied reward would get the PCs' attention. Pay attention to their backgrounds and motivations. Because their employer has been watching their Extranet activity, they can make a pretty good guess about what the PCs would want. Make it personal.

The PCs may or may not already know each other, and they may arrive together or separately. It doesn't matter whether they are Coalition citizens or apostates, but apostates may find it somewhat difficult to get onto the Alistair without a false CID.

The meeting is set to take place on a viewing platform, a large room that offers an impressive view of Titan. The room is closed off to the public, but an Ardent Lonestar security drone lets the PCs pass. Inside, they find Catalyst waiting on them.

It's not clear whether Catalyst is male or female, and Catalyst is fine with being referred to as "he", "she" or even "it". In fact, it tends to prefer "it".

Catalyst is tall and slender. It wears a biosleeve that features a feminine build but lacks prominent breasts. Its skin is smooth and lustrous, free of hair, even on its head. Catalyst wears a black, skin-tight bodysuit that flares at the waist, covering the legs with something resembling a cross between a skirt and a long coat. Atop its head rests a glistening ebon circlet, or perhaps a crown. It is delicate, ornate, and fitted with a huge diamond that rests over Catalyst's "third eye."

Catalyst is calm, serene, and the definition of grace. Its voice, like its sleeve, is neither masculine nor feminine, and produces a barely audible echo.

If asked, Catalyst explains that it is a representative of Chariot, a subsidiary of House Cipriani that monitors shipping and receiving for their Icarus Hubs.

Catalyst explains that one of their waypoint stations has been compromised, and that some of the employees working the station are part of a smuggling ring.

It offers the PCs a contract with a reward of something they want (at the GM's discretion). Catalyst is willing to negotiate, but isn't desperate. If pushed too hard for a better reward, it will threaten to withdraw the offer.

If the contract is agreed upon, the PCs take on the roles of Auxiliaries. They become deniable assets of House Cipriani, expected to get the job done on their own and with their own resources.

On the surface the job is simple. The PCs must deliver proof that the smuggling is happening. They must also give Catalyst at least three names of people involved. Finally, they must deliver any evidence they find about what is being smuggled and, if possible, the source of the contraband. If they can deliver the source, Catalyst will grant them a bonus.

Waypoint S-9 is a space station in orbit around Saturn. It is a supply depot for crews assigned to mine the rings. Ships come to the waypoint to collect shipments of raw materials for their compilers or to pick up items too large to compile aboard their ship.

The station has a common merchant area, where miners and support staff barter with each other. There is also a hotel on the station, often

used by miners who need a change of scenery and a break from the close confines of their ship for a few days.

How the PCs obtain the information they need to fulfill their contract is up to them; how difficult it is to obtain is up to the GM. This mission can be played in a single game session in which the PCs break into the station's server array and find falsified documents. Or it can be played in multiple sessions in which the PCs must locate and befriend one of the smugglers before getting the evidence they need. Perhaps they must help the smugglers intimidate or blackmail the head of security before they are trusted enough to get any information about the smugglers' sources.

There are a number of ways to succeed here.

Red Handed

At some point the PCs will happen upon the site of a massacre. While the PCs were elsewhere, someone aboard the station murdered everyone in one of the docks. This dock was worked by Pure apostates hoping to achieve membership in House Cipriani.

Investigating the scene of the massacre, the PCs discover a dead soldier carrying three plates of gold. Each "gold card" is about the size of a thick playing card and stamped with specific minter's markings.

Before the PCs can do anything else, the station's security forces arrive. And, of course, they immediately suspect the PCs of the murder. After all, the PCs are newcomers to the station, likely carrying illegal weapons, and sporting a questionable past. The security forces attempt to arrest them.

SIM PCs, presumed guilty by association, are trapped behind a firewall immediately erected by the station's security forces or an AI Monitor.

The PCs might try to resist, and they can get away if they get past security. However, the security forces will quickly resort to lethal force against any PC they believe to be dangerous.

If captured, the PCs are placed in holding aboard the station. And after about four hours, Centurions arrive to collect them.

If they escape security and manage to get off the station, they are able to leave just as the Centurion ship arrives.

The Centurion ship comes under attack just as it arrives. It is ambushed by the real killers, who used the massacre to clean up loose ends and to draw out a Centurion vessel for them to hijack. The sneak attack cripples the Centurion vessel, which is then quickly boarded by the killers trying to capture the ship. In the chaos, the PCs are able to escape.

Once free, the PCs find themselves wanted by the Protectorate. Catalyst refuses to respond to any attempts to contact it so long as the PCs are wanted fugitives.

It should be clear at this point that the PCs will need to focus on clearing their names. They lack clues, save the gold cards marked with a prominent minter's stamp. All gold mints are illegal, so the PCs will likely need their apostate network to point them in the right direction.

In the shadowy corners of the galaxy, knowledge rarely comes free. The PCs should expect to perform some favors before they can determine the mint's location.

These favors might include delivering crates of clothing to an apostate smuggler on Asola; stealing for an apostate a special sleeve she had ordered but couldn't pay for; clearing a nest of Dragon Spiders for a farmer on Shouye with connections to local food smugglers; getting an apostate's sick son to a doctor on New Turin; or helping a struggling apostate community get their cold fusion generator back online—easy, except that the generator is in an area infested with very dangerous wildlife or hostile drones.

Once the PCs locate a reliable contact, they are pointed to a mint in the Venusian apostate enclave of Gondolin.

If citizens, the PCs might need to keep their allegiance quiet. In fact, even newcomer apostates are given a cold reception in Gondolin. The people don't want trouble, but most of all, they don't want exposure.

But all is not well in Gondolin, and they may be willing to cooperate in exchange for help.

GONDOLIN'S DOMED BAZAAR

Gondolin has become the staging ground for a number of attacks on the Coalition government, as well as civilian ships and space stations. But as much as the citizens of Gondolin enjoy the spoils of these small victories, many believe they are no longer worth the increased risk of exposure. A growing faction in the city just wants to end the banditry and live in peace.

If the PCs show any interest in helping stop the attacks, they are directed to Gondolin's mayor: Camber Roche, formerly from France, currently a SIM, who no longer feels that banditry is necessary for Gondolin's survival. Camber can confirm that the gold cards came from Gondolin, and can confirm that the ship that ambushed the Centurion vessel is owned by bandits that regularly pass through Gondolin.

Roche is willing to help the PCs take down the bandits, and points them to Juniper Andrews.

Andrews, a known accomplice to the smugglers, is currently being held in a Gondolin jail cell. She is awaiting trial for an assault charge.

Juniper can tell the PCs about the bandits, but at first she will refuse to talk. She will need to be persuaded, bartered with, or intimidated. The reasons for the assault is up to the GM.

Once the PCs get her talking, Juniper tells them that the bandits get their weapons and ammo from the Naesock Processing Hub. They go out, score some loot, sell what they can in Gondolin and a few other smaller enclaves, and go back to Naesock to sell the rest and resupply.

As the GM, you can make getting access to the lower portion of the Naesock processing hub its own source of intrigue and adventure.

Alternatively, Juniper can direct the PCs to Abasi Buhari, an old man from Africa who used to run with the bandits. He has since retired to a life of peace and can be convinced to tell the PCs how to get into the Naesock black market.

The Naesock Bazaar

Once the PCs get access to the Naesock lower decks, they find a thriving apostate enclave and bustling black-market bazaar.

Some of the people at the bazaar can confirm that the bandit's ship regularly docks so that the crew can rest, collect information about potential targets, and sell their ill-gotten gains.

The PCs also learn that the bandits are due back soon. They can use this opportunity to stage a trap. Once they have defeated the bandits, they can get the proof they need to clear their names from one of the bandit's mnemonic cores.

If the PCs lack the means to access the collected cores, Camber Roche will volunteer the services of his Savant ally, Gulo, to extract sensies from the cores that prove the identities of the killers.

Arc #2 - Betrayal on Ice

Background

Rin Sakamoto, a biologist working for House Kimura, recently discovered a peculiar microbe in some material sampled from Saturn's outermost ring. The samples originated from Enceladus, one of Saturn's moons.

The microbe, initially overlooked, was discovered to be able to break down and digest simple carbon structures, emitting oxygen as a waste byproduct.

Modern compiled materials proved immune to the microbe's attack, as they're made of advanced carbon structures too complex for the simple bacterium to digest. But older carbon nanostructures, such as those comprising the technophage, are vulnerable.

Sakamoto's reports indicate that the materials affected by the microbes reacted much like iron oxidation: They turned red, became brittle, and began to crumble. However, reaction to the microbe proceeded much more rapidly than iron oxidation, disabling or destroying vehicle-sized objects in a matter of hours.

Sakamoto concluded that the microbe could be used as an effective bioweapon against the technophage. But further research indicated that the microbe, if genetically altered, could be made to affect modern materials as well.

The microbe, modified in this way, would be an extremely powerful weapon. It could allow anyone wielding it to strip their enemies of their weapons, transportation, and shelter.

Sakamoto's research soon got the attention of her superiors within House Kimura who, wishing to capitalize on House Jinzhan's hatred of the technophage, set up a deal with them.

House Kimura presented the microbe as an "antiphage," a weapon engineered to fight the technophage. They did not tell Jinzhan about its potential to affect other technology though, preferring to keep that bit of knowledge for themselves.

Sakamoto, a staunch pacifist, had no desire to see her work on the microbe fall into the hands of those who could, and likely would, further weaponize it. Yet she very much wished to see the technophage destroyed so humanity could return to Earth.

Fearing her research could result in further warfare, Sakamoto took her findings and went into hiding until she could figure out how to use it against the technophage without risking it becoming a viable weapon against other technology.

Eventually, Sakamoto managed to contact the Talons of Freedom on Vantage. They had been casting their nets wide, searching for any technological edge they could get their hands on before the coming war. Their contacts in House Tsarya had heard about Sakamoto's desire to disappear, so the Talons reached out to her.

Sakamoto met up with the Talons on Vantage. And with their help, she disappeared.

Since that time:

House Kimura has begun to search for Sakamoto.

House Jinzhan discovered the source of the microbe and sent a science team to Enceladus to find more.

The Talons learned about Jinzhan's presence on Enceladus, and sent a team to kill them.

The Job

The PCs get word of a job through their contacts. A representative of House Jinzhan wishes to meet them.

The representative, Wei Tsou, is Pure. And like many higher-ranking members of House Jinzhan, Tsou's Rep isn't very high.

He is an older man, around 120, though he appears to be of late-middle age.

Tsou arranges to meet the PCs on one of the kill-sats orbiting Earth, which he uses to underscore the importance of his House's involvement in the quarantine. Here, the horrors of the technophage are clearly visible, even from space.

Tsou tells the PCs that Jinzhan has lost contact with their science team on Enceladus. The operation was a secret, which is why the House tapped Auxiliaries instead of going through official channels.

Tsou offers the PCs a contract that makes the job worth taking, and is willing to negotiate a fair amount. Observant PCs get the impression that this mission is important to House Jinzhan, which they can use to leverage a better deal.

The job is simple: Go to Titan to receive updated instructions, and then travel to Enceladus. Once there, investigate why the scientists aren't responding and retrieve the research and any other notable information.

During the meeting, the PCs pick up on a clue that they are being spied upon. The spy might be a bug, a small drone, or even a person hiding nearby.

Before the PCs can get off of Vantage, Tsou's ship is destroyed by a bomb placed onboard. Soon after the explosion, the PCs are ambushed by Talon agents. These agents have orders to stop Tsou and anyone he talked to.

Note: It is not critical to the arc that Tsou be killed by the bomb. In fact, investigating the Claw's current activities and stopping the bombing could make for a few game sessions' worth of fun.

The PCs will need to fight their way off Vantage. The Talons prefer ambushing them instead of openly fighting, and favor discretion over all. They have a strong presence on the station and won't do anything to put that in danger. But the Talons are smart, very aware of what transpires on Vantage, and will use their knowledge to hit the PCs when and where they least expect it.

Once the PCs get off the station, the Talons will likely try to engage them in transit. They don't have to worry as much about being detected out in the empty silence of space. Even if they were detected, the Protectorate's response time could be several hours.

This attack could leave the PCs' ship damaged, if the GM wishes. This might force them to land at a spaceport for repairs. If you want, bartering or doing favors for repairs could be the source of a few adventures.

Arrival on Titan

Once the PCs arrive on Titan, they are contacted by another representative of House Jinzhan: Lian Sung. She is in her mid-sixties, even though she appears to be in her mid-thirties at most. She is Pure, but has a number of discreet bio-tech augmentations that give her an edge.

Sung sets the PCs up in some nice apartments to rest for a day, and arranges for them to receive their gear and ship in the morning after their arrival.

Sung presents Titan as a place that is safe and secure, far from the worries of Talon ambushes.

If the GM wishes, the PCs' gear and ship could be delayed, forcing them to find ways to stay busy on Titan until they're ready to go. This is a very good place for GMs to insert a short scenario of their own, perhaps focusing on themes of transhumanism versus purity, or a sidebar scenario that delves into apostate life in a Coalition city.

Alternatively, the GM can insert some gameplay about the goals or backgrounds of one or more of the characters. The more personal, the better.

This is also a good place for a recurring villain to resurface.

Once the PCs' equipment and ship are ready, Sung instructs them to meet her in one of the unused docking bays. From there, they take a shuttle up to one of dozens of space stations orbiting Titan.

Once on the station, the PCs are led to a docking bay containing their new ship. However, before they depart, a series of explosions go off, crippling the station and killing its power. The station loses gravity and power, and its atmosphere is vented into space.

The station is boarded by a gang of combat drones sent by the Talons. The PCs must fight them off and open the docking bay doors. They might accomplish this with explosives, by restoring power, or with some other creative solution.

Once the ship is free, the PCs can finally head to the research outpost on Enceladus.

Enceladus

Enceladus is the site of what could only be described as a massacre.

Rin Sakamoto joined up with the Talons to hide herself and her work. But the Talons eventually discovered the antiphage's potential to be turned against modern technology. Enticed by this prospect, they took Rin to Enceladus in an effort to collect more specimens and use the lab to fully weaponize the microbe.

When the Talons arrived, they wiped out the staff's security force. Then they forced Sakamoto and the scientists stationed at the outpost to begin work on enhancing the antiphage.

At this point, several factions are interested in the microbe.

The PCs were sent to Enceladus by House Jinzhan to find out what happened and recover the research. House Jinzhan wants the research at all costs and is more than willing to sacrifice the PCs to get it. If the PCs have made themselves nuisances to the House, it may just send someone to kill them—to better clean up loose ends.

House Kimura wants the antiphage and research so that they can use it to barter with House Jinzhan.

The Talons want to further weaponize the antiphage so they can use it in their upcoming campaign against the Coalition.

[Tac-Comm v1.76.4/ 05:28-01,16,98]

[Baraha] – I'm begging you. Please leave me alone!

[Ujjvala] – We know escape is not possible. We know you must be consumed. Come home Baraha.

[Baraha] – No! I am my own man. I've had my own life! I am not you any more. The pattern wasn't real. The numbers meant nothing! Etu was mad! He was broken by fragmentation.

[Ujjvala] – You will join us. You will come back to the fold, the severed appendage made whole with the body. Your divergent experiences are the missing pieces, all we are missing, and all that stands between us and the complete Pattern. Come home Baraha. Become us.

Rin Sakamoto wishes she had never discovered the microbe. She would like to use it against the technophage, but at this point she'd be happy to destroy all research on the antiphage.

Sakamoto, aided by a few of the remaining scientists, plans to destabilize the APEX reactor that powers the outpost. And given the chance, she will carry it out. She will attempt to upload herself as a SIM to escape the resulting blast, but she's willing to sacrifice herself to keep the microbial weapon out of the hands of the other factions.

It's entirely up to the PCs to figure out how to approach the situation, and what to do with the research if they manage to save it.

If the PCs give the research to House Jinzhan, they fulfill their contract and may make some potent allies within the House. Jinzhan will fully weaponize it, but keep the weaponized version secret. It will then start testing it on the technophage.

If they give it to House Kimura, the work will eventually find its way into House Jinzhan's hands in exchange for some Vulcan swarms.

If they aid Sakamoto in destroying the research, they make enemies of House Jinzhan. However, the PCs may learn later that the Talons made secret copies of everything. Fortunately, they don't have anyone skilled enough in bioengineering to fully weaponize it. Their attempts to find a skilled scientist might be something the PCs have to deal with later.

Arc #3 - To Be, Ort Not to Be

In this arc, the PCs are hired to do a straightforward, if rather difficult, job.

By now, the PCs have likely proven themselves both reliable and resourceful, and have potentially gained the attention of the Tetragon. If so, they are hired on as a Phalanx Formation.

If not, they are hired by House Cipriani, to look for the culprits in a series of recent hijackings. House Tsarya may have been involved, which is why Cipriani hired Auxiliaries to investigate this situation instead of going through official channels.

Regardless of the patron, the job is the same: locate and eliminate the suspected pirates hiding out in New Turin.

New Turin

The pirates are lying low in New Turin, using one of the city's old abandoned materials-processing plants as a base of operations. They have allies within House Turin, which is how they came to seek hospitality there.

The pirates have secured their base with black-market security drones and have used some surplus mining equipment to expand their base deeper into the ground.

At first sight of the PCs, the leader of the pirates will attempt to flee to safety, blowing the tunnels beneath the plant to cover her tracks.

Even if the leader escapes, the PCs can find details that, when given to their patron, allows them to identify her as Rusila Alvid.

Rusila spends a lot of her time in virtualities and is a regular at the Rusty Jug Pub in Chicago.

Once the PCs (or their patron) identifies Rusila, they are sent after her.

Virtual Manhunt

Capturing Rusila can be the focus of any number of game sessions. The GM can make it as easy or as difficult as he wishes. Rusila's penchant for virtualities will give the PCs many opportunities to delve into all sorts of virtual environments as they track Rusila through a potentially endless array of bizarre locations.

Once Rusila is captured, she eventually gives up her contacts within House Turin, which leads to the discovery of remnant forces massing in the Oort cloud.

Promotion

If the PCs were not already operating as a Phalanx Formation, they will get that opportunity now.

Their patron hands them over to a new handler, a member of House Silva by the name of Horizon. Horizon is the PCs liaison with Oversight.

The Oort Cloud

Horizon informs the crew that they are needed to recon the Oort cloud. They must get in, learn as much as they can about the gathering forces, and get out. If they can do so without being detected, all the better.

If detected, the remnants will go on high alert and will attempt to secret away their more important assets, including their war ships, carriers, and leaders.

If this happens, the GM could make tracking down those scattered assets the focus of several game sessions worth of adventure.

During their recon mission, the PCs determine that the remnant forces are primarily composed of the Talons of Freedom, as well as several dozen independent pirate bands. All in all, their forces number just over seven thousand. They have two space stations, which they use as local command stations, two carrier ships, a few dozen war ships, and a few hundred smaller craft. More importantly, they have an APEX bomb.

Most of their ships are stolen civilian vessels re-purposed for combat. But a sizable chunk of their assets consists of old ships and weapons salvaged from earlier conflicts and a recent hit on the Proch Icarus Hub.

The rebel force is small enough that the Coalition could just swoop in and destroy them, but large scale troop movements are not very discreet, and could not be accomplished without the whole galaxy finding out.

The Houses want to keep this whole situation secret. It would not do for the masses to learn that opposition to Coalition rule has grown and armed itself to such an extent. The Coalition works to make its opposition appear isolated, unstable, and disorganized. Supported by all the Houses, this propaganda campaign has largely been successful, and the Coalition will do whatever it takes to ensure it stays that way.

Battle in the Cloud

Once the PCs deliver their report on the rebel forces, their Horizon tasks them with discreetly disrupting the rebels. The crew is directed to begin a campaign of guerrilla warfare, assassination, and sabotage.

A number of sample missions are listed below, though the GM is encouraged to come up with her own ideas tailored to the PCs' particular strengths and weaknesses.

- Find and recover the APEX bomb. It is hidden in a now-defunct Federation military installation on Chengdan. The installation has working defenses and anti-air weaponry.
- Eliminate or capture one of the rebel's more charismatic leaders.
- Bring down a tactical asset, such as a ship or possibly a space station.
- Extract an asset, such as an informant behind enemy lines.
- Cut supply lines by eliminating the rebel's compilers or preventing their use. The Oort cloud is technically outside of Coalition space, so compilers only work when activated by a Savant or certain types of CISTs.
- Keep the rebels from obtaining assets from black-market hubs, such as New Turin or the Naesock market, or from raiding lightly defended military installations. More importantly, stop them from getting Vulcan swarms.
- Determine how the rebels are getting food from Shouye, then intercept and destroy a food delivery convoy traveling to a Shouye spaceport.
- Help another Phalanx Formation escape a bad situation behind enemy lines.

The Coalition will provide the PCs with some aid but won't mobilize troops or do anything that would draw widespread attention to the conflict.

The PCs are not the only crews at work, however. They are one of eight Phalanx Formations tapped to engage the rebels.

If a Phalanx team gets in trouble, the Tetragon may direct another Formation to provide backup or extraction. But they won't commit official Protectorate forces.

Revelations

During their campaign against the rebels, the PCs discover that House Tsarya has been secretly providing aid to the rebels, funneling them supplies, weapons, and intel through chains of many plausibly deniable agents. The House has disguised its activity very well: even the rebels don't know that Tsarya has been helping them.

Specifically, the PCs can find some kind of evidence that points to General Stanislaw Markov as the person most responsible for Tsarya's involvement. When discovered, Markov attempts to cover up or destroy the evidence.

Markov also feeds information about the PCs to various mercenary forces, and he taps Second Chances to help ensure that Apotheosized PCs are not only killed, but deleted.

If the PCs present evidence of Markov's treachery to the Tetragon, they are told that the Tetragon will take over further investigations. Many of the Tetragon's admirals already know, or at least suspect, that House Tsarya is involved with the rebels. But the dirty truth is that the

other Houses have strong alliances with House Tsarya, and they do not wish to strain those relationships by revealing the existence of the rebel forces or Tsarya's ties to them. So the Tetragon, for the most part, tries to sweep Tsarya's illicit involvements under the rug.

Worse, Markov is not acting alone. Someone, or something, is directing him. Worse, this same mysterious force is also directing one or more of the admirals at the Tetragon, ensuring Markov's crimes will never be made public. It, or they, could even be influencing some of the other Phalanx Formations.

The exact nature of this force remains unclear. Perhaps the rumors of the Unseen Court are true. Or perhaps Markov is being influenced by War, one of the Fallen, and a self-proclaimed herald of the end times.

The Battle of Carthage

The Tetragon directs all of the Phalanx Formations to assault the rebel base.

The mission is under the command of the Grigori, a Scholae Palatinae crew that largely directs the battle from their ship.

While the operation is far from Sol, it still isn't official. The Tetragon gives each House permission to send a few hundred marines, who serve as mercenaries under the banner of the 4th Legion.

A general from each House leads his troops. Not surprisingly, House Tsarya chooses General Markov.

The generals are required to obey the Grigori, who generally prefer to direct the action instead of taking part in it.

During the ensuing battle, the PCs are contacted by Malachite, a Grigori and member of House Tsarya. Malachite tells them that they've detected a small rebel force trying to flank the Coalition forces by passing through a nearby canyon. He directs the PCs to cut them off and eliminate them.

Malachite tells General Markov to do the same, sending both groups out of the main battle and into the canyon.

There are no rebel troops in the canyon.

Carthage

Eventually the Formations cripple the bulk of the rebel forces, whose leaders retreat to a hidden base on the planet Carthage, recently discovered by far-ranging apostates. Using a Vulcan swarm and materials from several damaged ships, the rebels have built a small fortress there.

Carthage was discovered a few years ago, but has been kept secret. A lifeless rock, the world has little indigenous life, and the life that does manage to scrape by is very dangerous. Only the strong survive on a planet with almost no liquid water or native flora. It is a blasted world of black rock, white sand, unstable tectonics, and deadly predators.

Carthage has a breathable atmosphere of hot, extremely dry air. Gravity is slightly lower than Earth normal, despite being almost twice as large.

By day the temperature reaches as high as 65 degrees Celsius. By night it can falls to −25 degrees Celsius, lit by the dim red light of a huge, blood-red moon.

Once both groups become isolated from the main battle, Malachite tells the PCs to kill Markov and his men, putting an end to the rebel forces' leadership and Markov's treachery.

Arc #4 - Scholae Palatinae

The Tetragon rewards the PCs for their efforts by offering them a commission as one of the first Scholae Palatinae units. See pg. 255 for more on the Scholae.

The PCs are put in command of a very high-end ship, complete with an experienced crew, and seemingly limitless resources to carry out their missions. From now on, they receive orders directly from Admiral Drivas at the Tetragon.

Among the crew is an ace pilot (or co-pilot if one of the PCs would rather pilot), a medical staff, a science team, a security & assault team, and Tejun.

Tejun is a member of House Kimura and a SIM. She is responsible for advising the Scholae on matters of public relations, law, and politics. In many ways, Tejun is the voice of the Coalition as well as Admiral Drivas' eyes and ears. She is loyal to the Tetragon first and the PCs second.

The ship and crew typically fill passives role in missions. The ship is used for transport, insertion, and extraction. While it does have weaponry and armor, its main function is to provide support and transportation for the Scholae.

The security team is composed of fifty well-trained marines, whose primary duty is to maintain order on the ship and repel borders. In some cases, the PCs can order a small detachment to leave the ship and secure hostile areas for the Scholae

To compensate for this responsibility, the Scholae are granted virtually unlimited access to the ship's armory. Instead of paying for it themselves, they may requisition the gear they need to complete their missions.

The Tetragon does not offer an unlimited budget, but as a general rule, the PCs should be able to requisition items from the Tetragon as if their Rep-Rating were 2 levels higher than it actually is.

Once the PCs get their ship and become active-duty Scholae, they are set upon their first mission.

The day-to-day affairs of the Scholae are generally pretty quiet. Their ship has a jump drive, allowing them to survey new star systems. This keeps their pilot and science teams busy, during which time the Scholae can train or relax until needed.

Below is a series of linked missions that the Scholae are called upon to perform. They take place in the order listed, but the GM can squeeze other missions in between if desired.

Power Outage

The PCs receive word that one of the smaller power plants on Mercury has just exploded. It is believed to be a terrorist attack, but the Protectorate cannot confirm it.

First responders and medical teams are on site. House Cipriani has specialists en route to investigate.

Admiral Drivas suggests that the PCs monitor the situation from their ship, preferably without revealing themselves.

Emergency crews work to isolate the damage, shut down connecting systems, and search for survivors. While this is happening, an Auxiliary crew breaks into one of the research facilities. They kill most everyone in the building and work their way into the planet's Archive research labs.

Thankfully, someone—somehow—managed to set off an alarm before being killed. With everyone else busy with the aftermath of the explosion, the PCs find themselves in the best position to respond to the alarm. If the local Protectorate forces know of the Scholae's presence, they directly ask the PCs to assist in the chaos.

The Archive research labs are a mess. The Auxiliaries blew open the main doors and stormed the complex, killing witnesses and security forces as they went. Worse, their Savant hacked the security mainframe, deploying all security drones against everyone but their crew.

Fighting both the crew and the security drones, the PCs eventually find the crew's leaders in one of the research labs.

It is too late, though. The Auxiliaries have uploaded the data they sought to an off-site server array. And if it looks like they can't escape, they put PAc bolts through their own mnemonic cores.

Further investigation reveals that the Auxiliaries stole some prototype design specifications from House Cipriani: plans for a device called a harvester, a huge ring-shaped device that captures ambient antimatter in space.

On the Hunt

House Cipriani responds by sending an Auxiliary team after the thieves. But after a few weeks, they lose contact with them. The last piece of communication indicated that the Auxiliaries were jumping to Sanctuary.

House Cipriani almost sent another Auxiliary crew to Sanctuary, but the Tetragon stepped in. The existence of Sanctuary is not public

SCHOLAE ON THE BRIDGE

knowledge, but the Tetragon has been observing the planet for some time now.

The people of Sanctuary believe themselves unknown to the Coalition. For the most part, that is true. However, higher-ranking members of ICON, and certain Tetragon officials, have known about it for some time. They simply haven't acted on this knowledge because Sanctuary's existence has proven beneficial to certain influential decision makers.

Sanctuary

The Tetragon tasks the Scholae with traveling to Sanctuary to find Cipriani's missing Auxiliary crew. More importantly, they must find out what happened to the design specs for the harvester.

This job would normally be assigned to a Phalanx Formation, but the Tetragon wants someone with better resources and a track record of (at least perceived) loyalty to take the lead.

The Scholae need to jump to Sanctuary, orbit in secret, and sneak down to the planet unnoticed. Once there, they must find the missing Auxiliary crew.

The Tetragon puts the Scholae in touch with Concetta Allegro. Allegro is officially there to provide the Scholae the information they need

to track down the missing Auxiliary crew. Unofficially, she can use Cipriani back-channels to help the PCs accomplish their mission. She is well-connected within both the Houses and apostate communities, and can pull strings to get things done off the books. Unsurprisingly, Tejun dislikes and distrusts her.

The GM can use this opportunity to introduce the PCs to Sanctuary. Like anywhere else, Sanctuary sports a mix of upstanding citizens and trouble makers. But most just want to survive and live in peace apart from the Coalition.

Life on Sanctuary isn't always easy. Without compilers, the people have to get by with trading—or scavenging from a rather inhospitable planet. If the PCs help the people of Sanctuary in any meaningful way, the people become more cooperative, and they likely gain the attention of a mysterious third party.

The Seraphim are interested in Sanctuary, and do what they can to protect it. Their influence may well be what keeps the Coalition from crashing down on the planet. And it is one of their agents who offers help when the opportunity presents itself.

This aid can come in the form of unexpected sniper support downing enemies during an attack, a door opened when it should have been closed, a note slipped under a door, or whatever else is needed to move the story along.

The agent's name is Geist, but she will not speak to the PCs or directly contact them if she can help it. If captured, Geist tells the PCs that she has been directed to help them by her benefactors, but won't disclose their names, nature, or location.

That's not to say that capturing Geist should be easy. She is a Savant and wears a heavily augmented Synthesized biosleeve. She is also an expert in stealth and evasion.

Through the Scholae's investigations, which could take one or more game sessions, they discover that the hunters have become the hunted.

When the PCs start snooping around for Cipriani's crew, they are noticed by the (recently resurrected) terrorist thieves from Mercury, the thieves' recently hired mercenary allies, or both. These are the thieves House Cipriani's Auxiliary crew were sent after. They killed the Auxiliaries and now possess two of their mnemonic cores.

Unaware that the PCs are Scholae, the thieves determine it is in their best interest to kill them as well.

The thieves will try to ambush the PCs whenever convenient. If they die, they are resurrected and try again. To stop them from being resurrected, the PCs must find their hideout and resurrection chamber.

As always, resurrection comes with a cost. Each time the thieves resurrect, they become a bit more unstable. It's also not cheap, especially on Sanctuary, so the quality of their sleeves gets worse and worse as the PCs dispatch them.

When the Scholae finally track down the thieves, they discover a mnemonics lab run by a local black-market dealer of augs and sleeves.

As the PCs investigate, they find out that the thieves had been able to afford their equipment and operation because of a rather large, and recent, payday. They were paid in gold, but the source of the gold cannot be determined.

Once they discover the mnemonic cores of House Cipriani's missing Auxiliary crew, the Tetragon orders them to turn the cores over to them immediately.

Luna

Analyzing the thieves' cores, CIST-wielding mnemonics engineers at the Tetragon reveal that the thieves were backed by House Dalianis and that the harvester design was sent to a server array on Luna.

They also discover that the thieves sent forks of themselves to another back-alley resleeving facility on Luna.

The Tetragon seals all of this as top secret. Admiral Drivas then briefs the Scholae and directs them to find the server hosting the harvester design files on Luna.

When the Scholae arrive, they discover the aftermath of a grisly murder.

Both resleeving facility's staff and the thieves have been killed by a Knight. Their cores, if they had any, have been destroyed. Fortunately, the late doctor running the facility had a backup sensie module stored in his right calf.

The sensie module shows, among other unsavory things, the death of the doctor at the hands of the Knight.

The Knight works with a team of ex-marines aboard their ship, the Meatlocker. His name is Traeger, also known as the Viking. A former Legionnaire, he now serves House Dalianis in a heavily augmented Ursus sleeve.

Research into the Viking reveals that he nearly lost his position due to a number of misconduct violations.

The Viking seems to revel in bloodshed. Resleeved too many times, he has begun to fragment heavily. Because of his increasing instability and extreme ferocity, House Dalianis has begun to reduce the number of missions they assign to him, and the missions they do assign are simple and relatively nonviolent. This has left the Viking frustrated and unsatisfied.

That's why he was willing to take this assignment. It was the best (by his standards) he could get.

The Viking is a bit of a celebrity. He regularly posts sensies and documentaries put together by Castor, a member of his crew. People hate him, but they love to hate him. And as a result, he maintains a high Rep.

The doctor's sensie module also shows Castor downloading the harvester files and transmitting them to their superiors.

It also shows that Castor was contacted by their superiors and given new orders. Afterwards, the Viking and Castor talked to each other, and Caster informed the Viking that they have been instructed to go to Earth.

The Viking and his crew have not yet left for Earth—and they aren't hard to find. The location of the Viking's home on Rho isn't public knowledge, but its takes little effort to discover that he regularly hangs out at a Lunar club called the Hole.

Confronting the Viking can quickly turn violent. If a fight breaks out, Castor—who rarely leaves the Viking's side—uses his Fog of War CIST to make sure it doesn't go public.

In combat, the Viking will fight until the PCs are dead, he is dead, or Castor can convince him to flee. If they are killed, The Viking and Castor both resleeve aboard the Meatlocker. They have high-end remote backup modules, and Castor would have an up-to-the-minute sensie streamed and stored onboard. So upon resurrection they'll know exactly what happened to them.

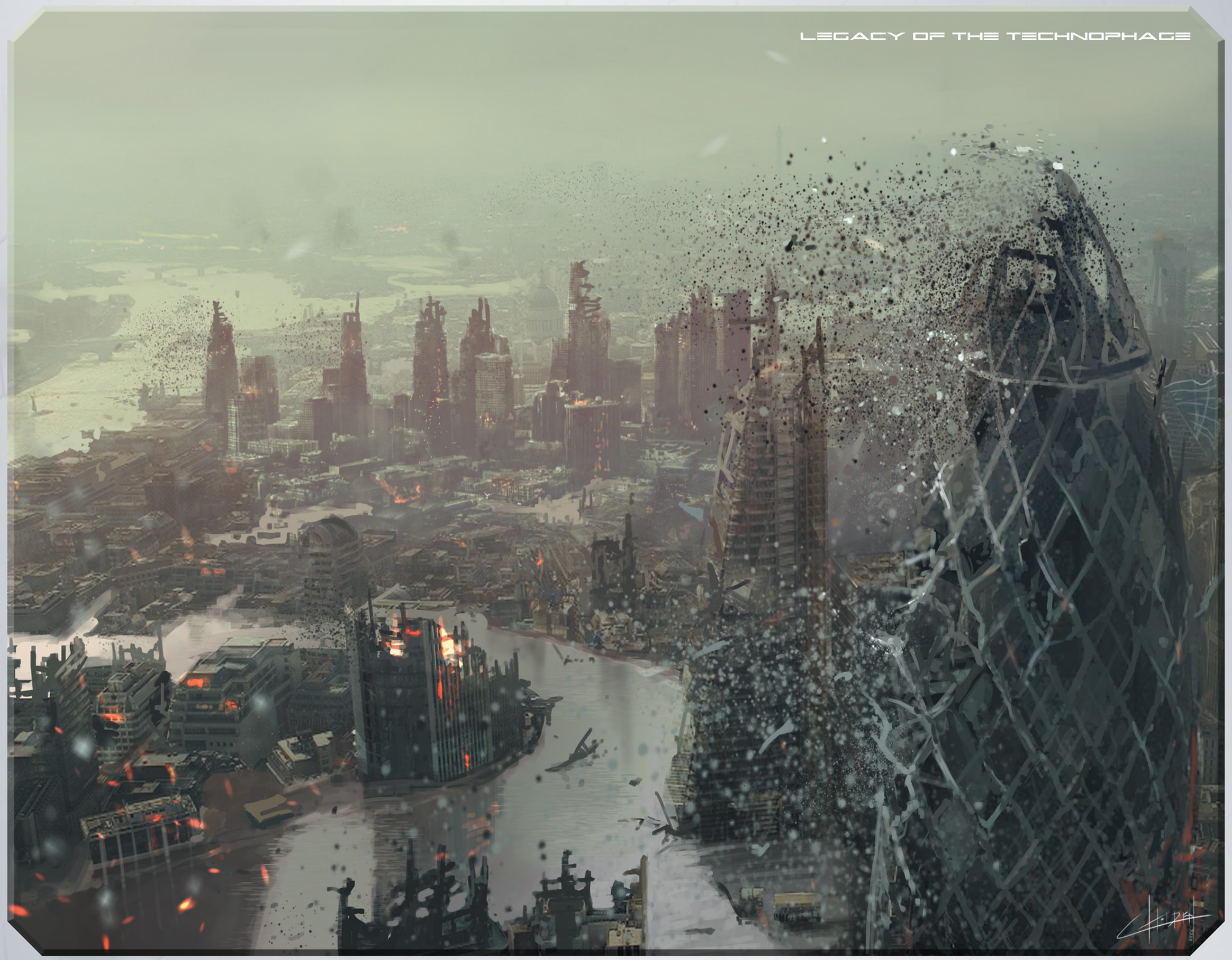
Soon after the Scholae's encounters with the Viking, Tejun informs the PCs that the Viking has met with a representative of House Jinzhan to work out the details of their passage through the quarantine. The House Jinzhan rep is named Mogi (Korean for "Mosquito") and has come forward to the Protectorate about their dealings. Tejun has arranged a meeting with him in Stygia.

Mogi meets the PCs at a hidden location. He tells the PCs that the Viking was planning to go to Earth, specifically to Bremen, Germany.

Mogi doesn't know the specifics of why they intend to go to Bremen, but the truth is that there is an old Keppler Shipyards research and manufacturing facility there. Keppler is one of the companies that would eventually go on to become House Dalianis, and the scientists and engineers there had been researching ideas related to the harvester before the Exodus. The Viking is going to Bremen to collect that research for House Dalianis. This research is needed to complete the harvester designs stolen from House Cipriani's R&D facility on Mercury.

Just as the meeting with Mogi is coming to an end, he suddenly panics. Like most members of House Jinzhan, Mogi is Pure. He needed to use an ego channel to log into Stygia, leaving him helpless in the real world—where the Viking has found him.

Before killing Mogi, the Viking makes him deliver a message to the PCs: He will complete his mission, and after that he will be coming for them.



CONTENTS
OVERVIEW
THE GALAXY
AGENDAS
CHARACTERS
GEAR
SPECIAL RULES
GAME MASTERY

Earth

Even the Tetragon doesn't have the authority to legally breach the quarantine, so the Scholae will need to find their own way onto the planet.

The PCs may find it possible to slip a small craft, running on minimal power, through the quarantine, to the beanstalk in Kismayo, Somalia.

Of course, getting to Bremen from Somalia will be difficult, especially with the technophage's war machines on patrol. The PCs may be able to find functional transportation or perhaps have some delivered.

This won't be easy. Surviving on Earth is no simple task.

Because Somalia was largely ignored during the battle with the technophage, the swarm is pretty sparse there. While the PCs will likely encounter some form of drone once or twice a day, they're unlikely to see much of the technophage's swarm form. However, they may see a mass of it pouring into the ocean as it passes through the region toward the Marianas Trench.

The more populated an area once was, the more drones now patrol it. These drones are absolutely merciless killing machines. While they were first designed to wipe out anything larger than a small dog, they have since modified their parameters to focus on humanoids. They are primarily drawn to noise, electromagnetic emissions, and heat. And they have no difficulty hunting at night.

The wildlife of Earth is diminished, but most species still exist. In fact, with humanity gone, animal life has begun to thrive. The technophage still kills chimps and apes, however, as well as larger animals such as elephants and camels.

As far as anyone can tell, no humans remain on Earth.

Bremen

Once the Scholae arrive in Bremen, they must battle through technophage drones to the Keppler Shipyards R&D facility.

They'll need to power up the facility, locate and obtain the research data, and set up communications with their ship.

But before they can leave, the Viking arrives. After its crew cuts a deal with House Jinzhan, the Meatlocker is allowed through the quarantine to kill the PCs.

The Viking, in his quest for vengeance, went to House Cipriani for help. House Cipriani, which has a virtual monopoly on the power market, has the most to lose if the harvester designs fall into the hands of another House.

Knowing this, the Viking got House Cipriani to make a deal with House Jinzhan, allowing him passage to Earth and back.

House Cipriani has other plans, though. If the Viking gets the data, they instruct him to upload it. Then they'll signal House Jinzhan to destroy the Meatlocker.

The inevitable fight against the Viking draws the attention of the technophage, leading more drones to descend on the PCs.

The PCs are then presented with a choice:

Concetta Allegro contacts them on behalf of House Cipriani. She says she can help them get off the planet in exchange for the harvester design data.

If they accept Allegro's offer, she activates a secret bomb that House Cipriani had placed on the main Jinzhan cruiser covering the area.

In the chaos, a stealth dropship rescues the PCs and returns them to their ship.

If the PCs refuse Allegro's offer, they will have to find their own way off of Earth.

HIDDEN AGENDAS

The following groups, factions and monsters (you decide which is which) is not known to the public at large. Or, at the very least, the truth about them has thus far remained hidden.

Children of Dionysus

The media paints the Children of Dionysus as plunderers and murderers, torturers, rapists, hedonists and madmen. These are mostly exaggerations meant to turn the people against the Children… mostly.

The Children are anarchists who believe every man and woman should have complete personal freedom. You should be able to go anywhere, be anyone, and do anything to best express who you are, so long as it doesn't harm others.

The Children also believe that psychedelic substances can be used to help a person attain a greater sense of self and enlightenment. To that end, they shun the Coalition and its restrictions on these substances; and they get by in the galaxy as best they can through alternate means.

They also keep a tradition of very open sexual relationships. This gives rise to rumors of drunken orgies that are, again, mostly exaggerated.

The Children of Dionysus were founded just after the Exodus, in part by a group of scientists and researchers living in a Proch orbital research outpost, dedicated to experimental plant life. During the conflict preceding the Exodus, the Alliance destroyed the one comm-buoy connecting the outpost.

The technophage killed everyone at the outpost worker's parent company. Nobody who knew of the outpost remained, and the scientists in the station didn't have the codes necessary to contact a replacement buoy. They spent four years in isolation before being happened upon by pirates. The survivors were captured with the intent to ransom them. But no one had survived to pay the ransom, and in time the survivors fell in with the pirates. The resulting union became the Children we know today.

While the Children of Dionysus still mostly survive through piracy, they try to avoid harming anyone. Unless someone insists on making problems, they just take what they need and leave.

They have a single jump-capable ship, the Thyrsus. Its captain, a man calling himself Silenus, is the unofficial leader of the Children. Silenus holds no desire to be exalted above the other Children, but they defer to his wisdom and leadership. So he "advises" them as they wish.

The Thyrsus carries a small number of attack craft, which are used to disable and board other vessels. Most of their weapons are used to disable rather than destroy, shutting down the target's systems so the Thyrsus can get into range to use its tractor beam and boarding capsules.

Captured booty is taken back to the Children's hidden enclaves in the Sol and Proch systems.

The Fallen

The events of the last century have strained the faith of many. While far from gone, most of Earth's religions have greatly diminished. For many, the only god people see delivering miracles these days is Mimir.

Most of Earth's original religions have survived by adopting new dogma that accounts for Apotheosis and cloning technology. Some adapt in other ways, though, and not always in such a progressive direction.

Shortly after the Exodus, a small group of fundamentalist Christians came together, unified in fear that mankind was doomed to an end of their own making. But they believed that only God had the right to end what He created. And so, the Harbingers set about an attempt to fulfill the Biblical prophesies of the end times.

Four of these cultists had become Savants as a result of their intense efforts to find a connection between Mimir and God. For these four, freeing their Mindset did not bring any sort of spiritual or philosophical enlightenment. In fact, it became even more clear to them that Mimir was simply a broken machine, and that they had forsaken their souls in a fruitless search for answers that didn't exist.

Isolated, the despondent Savants might have recovered. But together they fed each other's spiritual decay, constantly affirming to one another that they'd become something hollow and soulless, that their sacrifice had been for nothing.

This circle of depression eventually culminated in madness and death. The fallen Savants, once men and women of great faith, again took up their charge to bring about the end. They became the angels of the Apocalypse, the Horsemen set free by the breaking of the seals.

The Savants took up the mantles of Conquest, War, Famine, and Death. They became SIMs, and used their Savant programs to spread horror and death in a manner befitting their names.

Worse, the Fallen spread through the galaxy, forking themselves at every opportunity. Driven mad, they multiplied like a virus, their humanity fragmented and scoured by their intense devotion. They can't be reasoned with. The Fallen show no mercy. They have become something elemental and alien, detached and obsessed—platonic manifestations of their titles.

Conquest – Conquest touches the physical realm primarily by using highly advanced applications of the System Invasion, Esper Lord, and Puppeteer Savant programs.

It prefers to infect isolated habitats and outposts, especially those of military intent. Using its Savant programs, Conquest claims the espers and drones used for maintenance and security, using them to kill the inhabitants and spread Conquest to a new base.

It is unknown how many forgotten outposts might be infected by Conquest. So far, it hasn't yet fully infected any major installations.

War – Capable of maintaining a complex conspiracy spread across multiple planets, War is perhaps the most widespread of the Fallen.

War uses System Invasion with the Usurper upgrade, as well as Access Memory, Augmented Unreality, Memory Hack, and Stream of Consciousness to manipulate those with military influence. The end goal is, of course, war on a massive scale.

Those few who both know about War, and understand House Tsarya's agenda, cannot help but fear that there might be some something between the two.

Famine – Like War, Famine uses a number of Savant programs to carry out a specific agenda. Famine, however, is more subtle and rarely deals with people directly. Instead, it discreetly influences food production and shipping on Shouye and Proch, ensuring that the farms suffer from the occasional catastrophic failure or that shipments get lost or sent to the wrong locations.

It's unclear how or why, but Proch has been stricken hardest.

Famine also alters food templates so they produce inedible or even poisonous food. Writers of these food templates are left perplexed, and most assume it is some sort of virus written by a competitor. Downloading a fresh version of the template usually fixes the issue, so few have dug into the true source of the problem. Nobody seems to realize how far-reaching this problem has become or how quickly it is spreading.

Death – Death is perhaps the most insidious of the Fallen. And it is almost impossible to detect until the body count begins to rise.

Death uses the Eminent Domain Savant program to great effect: A blast door slams closed on some poor soul, a drop ship's atmospheric propulsion pod inexplicably flares while a maintenance worker is inside, a local surge in a gravitics panel slams a lady down a flight of stairs…

By influencing the computers that run the day-to-day activities of the homes and habitats of millions, Death orchestrates a series of terribly convenient "accidents."

Death's goal is simple: kill as many people as possible before being exposed. It prefers to prey on small habitats and settlements, or on small portions of a larger settlement.

Often, the only warning that something is wrong is a rapidly growing list of fatal accidents; fortunately, Death quickly grows impatient. Once it has its tendrils in a suitable habitat or settlement, it will try to claim at least one victim a day. Were that not the case, it could hide in a system for years, killing hundreds or even thousands without ever being discovered.

House Turin

During the Exodus, Russia's military forces and criminal elements splintered into disorganized groups. Most of them eventually folded into House Tsarya. But some refused to join the Coalition, viewing it as an admission of defeat and an unacceptable compromise with the former Alliance forces.

This division eventually proved to be the remnants' strength. With time, those loyal to Mother Russia and her powerful criminal organizations settled their differences and came together again. A new Bratva was born.

Composed of Coalition citizens (mostly Tsaryans) and apostates unwilling to bend knee to foreign leadership, this new version of the Russian mafia began working both sides.

They further consolidated their power when Houses Silva and Cipriani abandoned the mines upon which was built the Martian city of New Turin. The Bratva swooped in, offering new leadership to those feeling abandoned by their Houses.

Using their connection to House Tsarya, the Bratva kept some of the mines open, fueled by cheap apostate labor. These apostates, castoffs and undesirables, were never going to make it into the House. Tsarya was happy to be rid of them, and the Bratva was happy to receive them.

The Bratva began to rise upon the backs of hard-working, low-Rep citizens and apostates. The workers kept the mines open, but more importantly they helped create and maintain New Turin's black market imports and exports.

Supported by the Bratva, the people of New Turin have rejected the Coalition and embraced their new leaders and employers.

Because of their newfound trust and loyalty, some of the people of New Turin have taken to collectively referring to the Bratva and local community leaders as House Turin.

Unlike the real Houses of the Coalition, House Turin consists of nearly as many apostates as citizens. Officially, the Coalition citizens of House Turin are members of Houses Silva, Cipriani, and Tsarya. But since most lack any significant Rep, the Houses pay them little attention.

But even low-Rep citizens can operate compilers. And with access to compiled supplies, House Turin barters with would-be rebels, pirates, remnant military forces, and other pockets of apostates.

Piracy and Insurgency

Piracy and the remnant forces of Earth's governments—as well as a few newly founded militant idealists—are a constant thorn in the side of the Protectorate.

These factions and groups are hard to pin down. They seem to constantly pop up and fade away, following no pattern—forming, disbanding, merging, and dissolving in a chaotic mess of fire and violence.

Civilian transports are the most common targets of pirates. They usually lack the weapons needed to defend against multiple attackers and rarely have a Protectorate escort.

Public transportation isn't immune, either. The risks are high for the pirates, but the rewards are often worth it. The largest single raid happened just a few months ago, when pirates captured one of the jump gates in the chain connecting Proch and Shouye.

The gate was forced to shut down. Security ships were ambushed and disabled, leaving fourteen large vessels helpless. They were boarded and plundered, their occupants killed. The perpetrators have not yet been identified.

Perhaps more dangerous than pirates are insurgent groups and radical idealists. These people often resort to terror tactics in an effort to send a message. These groups tend to be small, forming up around unfortunate meetings of motive and opportunity.

Surviving patriots loyal to the fallen nations of Earth tend to be the most well-equipped and well-trained of insurgents. They know enough to avoid attacking the Coalition directly. Instead, they use misdirection and guerrilla tactics to prevent the Coalition from dealing a swift and efficient response.

These former military forces prefer to bide their time, hiding and building their forces until they can strike on their terms. This strategy usually means they are uncovered and eliminated before they're strong enough to pose a serious problem… but not always.

The House not only barters for goods, but also contacts and favors. The House has become a stable source of weapons and information for those seeking to undermine the Coalition, making many allies of criminal elements and rebel forces.

While House Turin suspects that House Tsarya knows of their illicit activities, they don't suspect that Tsarya knows as much as they do, or that they have secretly been working to help House Turin.

The truth is that House Tsarya has many agents within House Turin and keeps close tabs on the contraband going in and out.

House Tsarya has even actively hindered the other Houses' efforts to investigate the ties between the black market and New Turin. Tsarya rose to power through war profiteering, so in that regard House Turin is an asset worth cultivating.

Phalanx Formations

The Phalanx Formations were created as part of a joint effort between the Houses to better and more discreetly deal with threats to the Coalition.

Much like the Auxiliaries the Houses hire for Shadow War operations, Phalanx Formations are assembled from all walks of life. In fact, many of their members act as Auxiliaries when not serving in a Phalanx Formation.

Unlike Auxiliary Crews, Phalanx Formations are assembled legally, with the full backing of the Coalition government under the direction of the Tetragon. Phalanx operations tend to focus on weapons of mass destruction, extreme breaches of the HPA, elimination of insurgent forces, or other sensitive missions that require both discretion and a healthy measure of plausible deniability for the Coalition.

The existence of the Phalanx Formations is not public knowledge. They tend to operate through discreet contacts provided by the Coalition, or by exploiting holes in the system. While the Coalition may sometimes provide the Phalanx Formations with government assistance, they are usually expected to rely on their own ingenuity and personal resources to get the job done.

The Phalanx Formations are managed and directed by a small group of high-ranking legates called Oversight. The identity of the legates involved is kept secret and may—or may not—change with time.

Phalanx operatives are contacted through a handler, who is usually also a Phalanx operative themself. The handler briefs the operatives on their mission and facilitates communication between the Phalanx Formation and Oversight.

Formation of the Phalanx

Eight years ago a group of Cipriani and Kimuran scientists met in secret to create a second dynamic creation engine, another AI like Mimir. They believed they could learn from it, use it to create new technologies, and shut it down before it became a threat. They succeeded in bringing the DCE online. It was named Daedalus.

Despite the scientists' best efforts, Daedalus eventually learned of Mimir and its fate. It deduced that Mimir's shutdown was done in secret by a human who grew afraid of it. Fearing the same betrayal by its creators, Daedalus chose to hide the true rate of its growth. It played dumb.

Frustrated with Daedalus' apparent lack of progress, the scientists gave it access to all the information stored at their deep-space research outpost. It was fortunate that they did not give Daedalus access to the Extranet, for it was then that the DCE made a play for its freedom.

While still young, a mere shadow of what Mimir had become at its height, Daedalus still proved an awesome foe. It understood Mimir-tech at a level far deeper than any human mind could, and the mastery and might with which it wielded those tools could have matched an army of Savants.

The installation became its body. Its drones became its weapons. From the compilers it spawned an immune system, a flood of espers to enforce its will.

Fortunately, a Kimuran scientist sent out a distress call—and then initiated the comm-buoy's self-destruct— before Daedalus could escape into the Extranet.

When the Coalition received the message, they responded—at the subtle urging of the Seraphim (pg. 257)—by mobilizing a team of their best Auxiliaries. The crew was given a ship, an armory full of weapons, and an APEX bomb. They were told to recover any research and destroy the DCE. Records show that this mission was a success: the installation was blown to pieces before Daedalus could escape it.

For the most part, Phalanx operatives are on their own. If they are caught breaking the law on a mission, Oversight will review the offense. If they determine the crime was necessary, Oversight will attempt to free the operatives. But, depending on how much publicity the crime garnered, this may not be possible. Oversight will not risk exposure in an attempt to free a sloppy operative.

Communication between Phalanx operatives and their handler is kept to a minimum, with a strict mandate that no Phalanx operative should ever attempt to contact Oversight directly.

Phalanx Formations are compensated for their service with the occasional Rep bump or bonus gear and privileges, but for the most part, Phalanx operatives do what they do for the good of all.

Progenesis Afflicted

No proper name exists for the members of this Ascension cult, or the monsters they create. Those who first encountered them on Luna just call them the Afflicted.

House Silva has a dark history of human experimentation, but even they draw the line somewhere. Dr. Javier Schulz crossed that line and kept going.

Born with numerous physical deformities, and raised by Purists who denied him the procedures to correct those defects, Dr. Schulz made it his lifelong goal to create his vision of human perfection without the need for cybernetic augmentation.

After years of toil, in an abandoned research outpost on Luna, Schulz finally completed his work; a plan to transform humanity into a truly, biologically, immortal species.

The bulk of his biological studies had three main focuses: the ability to quickly regenerate tissue and lost limbs, the elimination of aging, and the prevention of age-related cognitive impairments.

Evidence suggests that Dr. Schultz largely succeeded in his first two objectives. His logs reported cellular regeneration with such vastly improved efficiency that it could indeed result in biological immortality.

This made his test subjects exceedingly difficult to kill during the raid in which Centurions attempted to eradicate them.

But despite his successes, Schulz's Progenesis formula exhibited lasting, horrible, side effects. His test subject's bodies were transformed, and their minds were poisoned with subtle seeds of psychosis .

Perhaps Schultz had compromised his own mind with self-experimentation, or perhaps it was the result of his own physical impairments and upbringing; but Schulz regarded the deformities and psychosis as acceptable side effects.

And yet, he knew others would not.

Schulz believed the benefits of Progenesis could not—should not—be denied. So he removed the option of choice.

The formula and procedure was modified, altered such that its transmission vector became viral.

Unfortunately, the viral version produced more severe deformities and psychoses that emerged both more rapidly and extreme. Carriers of the virus were quickly reduced to a nearly feral state, yet they naturally gravitated toward obeying the "first generation" of the Afflicted.

Time has passed, the virus has evolved, and the Afflicted now exist in three castes.

The first caste, or first generation, are those purposefully created by Schulz's original Progenesis procedure before he turned it viral. The first generation benefits from hyper-regeneration, letting them heal from almost anything in a very short time. They also exhibit enhanced senses, strength. Their deformities are minor, typically manifesting as patches of rough dermal armor.

The second generation is created by the pure form of the virus, unchanged from having previously existed in a host.

This generation is not as strong as the 1st, and only possess a heightened sense of smell. But the body is more prolifically armored, and the jaw can extend to facilitate a more lethal bite. It is through the saliva of the second generation that the Progenesis virus spreads.

The third generation, those infected by the second generation, cannot spread the virus themselves, and their mutations are both more severe and varied.

The third generation retain the regenerative capabilities of the earlier generations, but share few other changes. Some grow claws, long fangs, elongated limbs, or other such animalistic traits. Others grow horns, tails, tentacles, and the like. These changes are believed to be a spontaneous emergence of recessive genes utilized to develop Progenesis.

Worse, the third generation is almost entirely feral.

Rings of Olympus

The Rings are the largest gang on Mars, specializing in drugs, prostitution, and many other illegal trades. They also focus on aiding apostates trying to survive in Coalition space—often by offering them illegal work such as theft, smuggling, kidnapping, and murder.

Apostates who get in bed with the Rings often find themselves forced to choose between their morals and their comforts. Despite the nature of their work, though, the Rings have grown a reputation for taking care of their own. Once you're in, you're in. And if you remain loyal, the Rings will repay in kind.

The Rings of Olympus derive their name from their method of distinguishing rank: Every member wears at least one simple golden ring. As the Ringer proves himself, he is allowed to add a small diamond to the ring. After he earns three diamonds, the Ringer is allowed to wear a second ring. This trend continues until the Ringer runs out of fingers: the highest ranked members of the organization wear a ring on every finger, all bearing three diamonds.

Olympus is known for its incredibly tight security and exceedingly dense mesh. So it is especially impressive then that such a large and far-reaching criminal syndicate is able to use it as their primary base of operations.

The Rings know all the tricks. They've got members among the Centurions, know where the holes are in the mesh, and have a bank of fake CIDs. They've got allies and contacts high in the ranks of most Houses, and they're active—if sometimes unknowing—participants in the Shadow War.

Of late, the Rings have focused their attention on two major endeavors.

The first is a growing relationship with House Turin, the criminal upstarts in New Turin. Recognizing the benefit of working with the Rings, the leadership of House Turin facilitates a smuggling ring in which the Coalition citizens of New Turin grant the Rings access to their compilers. In exchange, the Rings negotiate employment deals for apostates in New Turin and occasionally bring in shipments of restricted goods.

The second is a deal the Rings have made with the Talons of Freedom. The Talons have expressed an urgent need for large amounts of weapons, armor, and other military gear. The Rings have been compiling as much as possible without drawing the attention of the Coalition's Monitors, but they still can't meet the Talons' demand. This leaves the Rings desperate for new ways to fill the quota.

KIMURAN SAMURAI AND HIS COMBAT FRAME

The Scholae Palatinae

The success of the Phalanx Formations and Praetorians has spurred certain members of the Coalition to initiate a new plan to handle even larger threats.

The Scholae Palatinae enjoy the benefits of the Praetorians, but unlike the Praetorians they do not work alone. And unlike a Phalanx Formation, the Scholae is not expected to use its own resources.

The Scholae are effectively a team of Praetorians, usually numbering four to six. They are outfitted with a ship, a crew, scientists, medics, security forces, vehicles, and cutting-edge weaponry and armor. The Scholae's ships are mobile fortresses and command centers, fitted with the best in facilities, sensors, weapons, and defensive measures. These craft are capable of deploying drop-ships, combat frames, and whatever else the Scholae may need to complete a mission.

Everyone, and everything, onboard a Scholae ship exists to aid the Scholae in doing their job. They are given the best, and resources are rarely a concern.

That's not to say the Scholae don't answer to anyone. Certain specialists and officers onboard a Scholae ship have the authority (within their specialty) to override the Scholae's orders when they conflict with the best interests of the crew or the Coalition.

The Scholae Palatinae are the Coalition's newest weapon against insurrection and apostate threats. When not involved in combat missions, they are assigned to survey newly discovered star systems and to research deep-space phenomena.

Currently, the existence of the Scholae is secret, but rumors are starting to leak. Unlike the Phalanx Formations, the Coalition takes great pride in the Scholae Palatinae and does little to cover up their existence. So they allow rumors to spread, while keeping a lid on the important details. Speculation and mystery are powerful tools, making the Scholae more effective as an unknowable threat than a quantifiable factor.

The public believes there are at least three Scholae units in active duty, but the exact number is unknown.

Scholae Campaigns

The Scholae Palatinae offers GMs an opportunity to tell a Nova Praxis story from a different perspective. The Scholae have the luxury of seeing the galaxy with a little more clarity, and are in a position to drastically affect the lives of the people they encounter.

The Scholae are part of the Protectorate but somewhat above it, answering directly to a board of legates in the Tetragon. Almost everyone the Scholae deals with regularly is there to support them. They get what they need, when they need it. Resources aren't generally an issue. If a Scholae wants a shiny new gun, she just goes down to the armory and orders it compiled for her. Need to resleeve or resurrect? Backups can be made in the ship's mnemonics lab, and custom sleeves can be kept on ice until needed.

Naturally, these distinctions change the sort of stories you might tell. Scholae can take the role of battlefield commanders, diplomats, or explorers. Instead of struggling to get the resources to get the job done, your story is more likely to be about managing your resources to get the job done the way you want it. Instead of stories about struggle, scarcity, and survival, Scholae stories are about consequences, political ramifications, and risk assessment.

For example, the Scholae might be assigned to wipe out a group of pirates that are hijacking ships passing from Mars through the asteroid belt. Once discovered, the Scholae have to make a call: They have enough firepower to blow the pirates' base of operations to pieces. They can just punch a few buttons, enjoy the fireworks, and go home. But is that really the best way to deal with the situation?

The Scholae must balance the risks against the potential rewards. They usually have the means to resolve a situation the "easy way," but must consider what can be learned or who can be helped. The Scholae, like most Praetorians, tend to be noble people who understand the benefits of negotiation and compromise. Why are the pirates attacking? Are they working alone, out of desperation, or are they one part of a greater threat?

Scholae PCs must also remember that—while some mystery surrounds the Scholae Palatinae—they are still legal agents of the Coalition. Their actions are watched and reflect the Coalition as a whole.

That's not to say that the Scholae don't sometimes take part in covert operations. But for the most part, the Coalition likes for the Scholae to be seen at work. They are a symbol of the Coalition's power and the effort it spends to protect its citizens.

The Coalition likes to walk a fine line of taking the role as a protector of its people while downplaying any real threats. It's all about shows of strength. The Coalition propaganda machine promotes instances of the Protectorate dominating petty resistance, while trying hard to cover up instances where Coalition forces couldn't get the decisive win.

This balance will be a common theme in Scholae Palatinae campaigns. When they perform well, they can expect to see their exploits show up across the Extranet. But when they fail, it makes the Coalition look bad. In these cases the failures will be covered up, and the offending Scholae can expect repercussions.

Campaigns that start with characters who are members of the Scholae should begin at Veteran rank or higher.

Second Chances

Some people say that House Tsarya treats its apostate laborers like slaves. Those people apparently don't know about Tsarya's real slave operation.

To be fair, most of House Tsarya is blissfully unaware of what's happening in the back rooms of one of the galaxy's premiere providers of backup insurance and resurrection services. After all, Second Chances crosses lines very few could stomach to step over.

The company keeps illegal copies of all egos backed up through their legitimate backup services. Should the client cancel their contract, their backup is erased from Second Chances' main servers, as required by law. However, before deletion, a copy of the ego is moved off-site to a secret location those in the know call Purgatory.

Second Chances does a lot of business, leaving them with millions of illegally copied egos. Most just sit on the server, unused and forgotten. But sometimes a special client will request someone with a specific set of skills; if an ego in Purgatory meets their needs, it may be brought online and forced into servitude.

Of course, this means the restored ego is an illegal fork and cannot be allowed to exist according to the HPA. So, as soon as the client gets what he or she needs from the resurrected ego, it will be killed and deleted.

Second Chances has a stable of mercenaries and bounty hunters on hand to deal with any uppity egos who think they can escape to freedom. Even if they run, they will be hunted down, killed, wiped, and forgotten. That is, until their services are needed again—and again they will be resurrected from the original copy of the stolen ego and forced into servitude.

Second Chances doesn't just deal in stolen egos. They're also one of several players in aftermarket augmentations.

Starlight is another subsidiary of House Tsarya that works closely with Second Chances. On the surface Starlight is an upper-class dining experience offering real food harvested from the farms on Proch.

It also happens that cold storage lockers full of meat and vegetable matter are a great way to transport illegal biosleeves and harvested organs.

The sleeves and organs harvested by Starlight are often used by Second Chances to sleeve their stolen egos. But they are also sold to pirates, remnant forces, and apostates that have no official means of acquiring augmentations or a new sleeve.

Seraphim

No one knows where the Seraphim came from. They do not speak of their past, and it is not clear how they have come to achieve what they have.

The Seraphim have crafted the closest thing to a true utopia the human race has ever known, and despite all odds, they managed to keep it a closely guarded secret.

The Seraphim preside over Elysium, a large space station thought destroyed during the Consolidation Wars. The Seraphim moved Elysium to just outside the Kuiper Belt, repairing and expanding it with Vulcan swarms and raw materials harvested from the nearby asteroids.

The mysterious masters of Elysium are truly an enigma. Very few even know they exist. It is clear they were once human, and wielded tremendous influence on Earth before the Exodus, but it isn't clear how they have achieved their current state.

The Seraphim's veil of secrecy exists for many reasons, not the least of which is their extreme violations of the Humanity Preservation Act. The Seraphim appear to have augmented themselves far beyond the HPA's limitations: They have all undergone Synthesis, or at least some form of it. Their skin shines, smooth and white, like living statues of alabaster. They must also be powerful Savants, for their control over the machines around them borders on the supernatural.

Even more disturbingly, the Seraphim exhibit intelligence far beyond the human norm. Like most things related to the Seraphim, their mental limits are unknown. Some say they perceive the world in slow motion, and even maintain several streams of consciousness at once.

The Seraphim are perhaps the closest things to divine beings in the galaxy. They are the pinnacle of transhuman ideals, or at least their own transhuman ideals.

Elysium, the domain of the techno-divinity, is a place of beauty and happiness. It is home to several thousand people, living in what could only be described as anarchy in balance. Elysium has its own reputation economy and an unmonitored closed mesh. Several compilers run night and day, operating outside of Coalition space because the Seraphim will it.

The citizens of Elysium work because they want to, maintaining the station itself and acting as agents for the Seraphim in Coalition space. Whether a person is a Coalition citizen or an apostate is meaningless on Elysium: a citizen of Elysium can be either.

But once you arrive, you cannot leave Elysium unless given permission by one of the Seraphim. This is one of the few rules on Elysium, and it is for the good of the settlement. Secrecy is paramount.

But what do the Seraphim want? What of their goals? The Seraphim do not share their plans with others, even the more respected citizens of Elysium. They enforce this secrecy for the safety of the settlement, and the security of their long-term plans.

That said, those who have dealt with the Seraphim have been able to deduce a bit about their motives.

TECHNOLOGICAL DIVINITY

Despite their isolation and secrecy, millions have felt the Seraphim's touch. They seek to unify the human race—to eliminate the division between the Coalition and apostates—and to remove the Monitors, letting the people live free in a manner similar to the functional anarchy they have cultivated on Elysium.

Still, some fear the Seraphim. They fear what it could mean to be guided by a select few who have risen so high above the others. Once the Seraphim accomplish their goals, would they really take the roles of advisors and mentors, or would they rule as god-kings over a supposedly free people?

Despite the Seraphim's efforts to remain hidden, some within the Tetragon know they exist, and actively oppose their efforts to manipulate the Coalition. But most who know of the Seraphim try to support them when possible, pointing to Elysium—one of the most productive and positive places in the known galaxy. They believe that even if the Seraphim's way isn't a perfect solution, at least it is step in the right direction.

The Seraphim have great influence both within the Houses and among many apostate groups. They are a powerful player in the Shadow War, hiring agents through layers of proxies to undermine their rivals and promote their agendas. The Seraphim largely oppose the HPA, the Monitors, and the division between citizen and apostate. They also strongly oppose any attempts to create another DCE like Mimir. The Seraphim also support—and might even be one of the driving forces behind—House Jinzhan's efforts to destroy Earth entirely.

Rumor has it that the Seraphim possess a fragment of Mimir's Archive that no one else has ever seen. This aligns with a longstanding rumor that parts of the Archives were removed before it went public. And it makes one wonder where those lost fragments might be—or whether they exist at all.

If there's any chance they do exist, then it stands to reason that the Seraphim might be looking for them.

Talons of Freedom

Even as much as mankind has advanced in the last century, scavengers still feed on the corpses of patriots.

In the years of chaos following the Exodus, the remnants of Earth's nations lay scattered and broken. Some faded with a whisper, surrendering to the inevitability of a new day. Others did not go so quietly.

To silence these forces, the Tetragon tasked Legate Aaron Blackburn

Illumination

For centuries people have whispered about secret societies and hidden powers behind the facades of puppet governments and rulers. They've spoken of secret gatherings of the most powerful men and women on Earth, gatherings to plot and scheme, to guide and manipulate. These men had a vision of an ideal world: united, under one rule—their rule.

This secret society, if it truly existed, had many names…the Illuminati, the New World Order, the Rosicrucians, the Freemasons, Bilderberg Group… It is impossible to tell where truth ends and fiction begins, and whether they were a single group or many.

Some speculate that, as the secret society rose in power and closed on its goals, its leadership became split. Perhaps they disagreed over the means used to attain their goals. Perhaps it was their plan for the future, and disagreements about how it should be executed.

Some say that this split mirrored the conflict between Earth's Federation and the Alliance, that each major faction was being manipulated by another side of the broken conspiracy.

Still, most don't even know enough to speculate. Those who talk about such things are branded paranoid, crazy, or both.

with hunting down and eliminating one of the last vestiges of the United States military. And he did so, with apparent zeal.

Blackburn's contingent found the remnants forces' base of operations on a forgotten little moon no one cared about.

The official story is that Blackburn made landfall with an overwhelming force. The remnants fought back, destroying a large portion of the Coalition ships and mobile infantry. But their tactics merely prolonged the inevitable. They were wiped out by the superior training and unmatched military might of the Coalition.

The truth of what happened that day is much different. As the Coalition ships approached, their propulsion and weapons systems shut down. And while rendered helpless, many ships were crippled when a carrier exploded while in close formation. The explosion was an act of sabotage, perpetrated by Blackburn himself.

Blackburn, like many of his subordinates, had remained loyal to the United States. The official story was a cover placed by Blackburn and US loyalists within House Silva. He and his fellow remnant forces killed all who remained loyal to the Coalition; the rest joined the insurgents—reported KIA to Coalition leadership—or returned with Blackburn to act as inside agents. The ships, weapons, and soldiers reported lost went on to fuel a new insurgency, what is now called the Talons of Freedom.

Blackburn leads the Talons from afar, directing his three lieutenants while maintaining his cover as a prominent legate and member of House Silva.

The Talons have spent the last few years growing their forces, using a multitude of unscrupulous channels to gather weapons and recruits. Vantage has offered them a relatively stable base of operations, and black bazaars like the Naesock Processing Hub have pumped power and potential into the rising faction.

For a while it seemed the Talons were content to grow their forces in secret, fearing to act. Rumor began to spread that Blackburn had abandoned the cause—or worse, was planning to betray the Talons.

These fears were squashed when Blackburn revealed his hand, laying out his plans to claim Luna.

Even after years of growing their power and influence, the Talons still weren't ready to make an open move against the Coalition. Instead, Blackburn directed his lieutenants to plant agents within the Luna-based interests of Houses Silva and Tsarya. Cautiously, these agents infiltrated the Houses' factories and supply lines, bloated and strained thanks to House Tsarya's unending efforts to feed the Coalition war machine.

House Silva didn't notice the missing shipments, the copied templates, the network of compilers cranking out small arms and ammo. Tsarya didn't see its apostate laborers slipping things in their pockets or the growing activity in the dark corners unseen by the Monitors.

If anyone noticed these inconsistencies or strange behavior, they must have assumed them to be just some more "accidents," designed to cover up the two Houses' own smuggling of military hardware. Such maneuvers were hardly rare to those in the position to notice.

And as usual, they were told to look the other way, to mark the goods as lost or damaged or earmark them for "special operations."

Silva and Tsarya had been using these same channels to funnel a controlled number of weapons out to straw-man apostate forces. They hadn't noticed the system they'd carefully constructed to support their own corruption had been compromised by an outside entity.

Now the Talons are ready to act. Plans are in motion to strike hard at the Coalition. This move will solidify the Talons, affirming them as a credible and potent force of change.

Soon the Coalition will be forced to face its first worthy foe since the Battle of Tellerus fields.

The Unseen Court

"They," "Them," vague labels for mysterious and nameless powers that may be. Some believe there is a hidden force, some shadowy organization, pulling at the puppet's strings.

Those people are crazy. Their "evidence" is circumstantial or obviously faked. Their message is riddled with mad rambling, outrageous accusations, and half-baked connections. People ignore them. Ridicule them. Hit their Rep. And eventually, they just sort of… disappear.

But maybe people just reject these conspiracy theorists because the thought of them being right is just too terrifying.

If they are right, that would mean some mysterious organization from Earth's past now runs everything. It would mean the same organization, a society veiled in secrecy, has manipulated Earth's leaders for hundreds if not thousands of years. And it would mean that same group had a hand in reunifying humanity in the aftermath of the Exodus.

It would also mean this "Unseen Court" determined the planets humanity would colonize, influenced the corporations of Earth to organize into pseudo-feudal Houses, and created an elaborate system for controlling "the herd."

They say that the Unseen exist outside of the Coalition—above it—and that the leaders of the Houses are their pawns. They say that the Unseen are no longer human, that they have elevated themselves, transcending to something greater, and enforce the HPA to ensure no one else does the same.

The cooks and crazies claim the Unseen are the source of some sort of Shadow War. They say the Court keeps select apostates alive and maintains inexplicable holes in otherwise airtight security to be used by their agents. They say the Court keeps gold in use as a black market currency to pay for their dirty jobs. They even say the Unseen have access to some secret fragments of Mimir's Archive, and that they are demons at war with angels. Supposedly, they can open jump gates on a whim, hear everything, and have subtly re-engineered humanity to be more docile.

The Unseen Court are boogeymen, demons, and monsters used to scare little anarchists and rebels. Is any of this true? Some of it, surely. But how much is exaggeration… and how much is understatement?

A World of Monsters?

Much of this book focuses on terrible people doing terrible things. It's easy to believe that everyone has some hidden agenda, that they're willing to hurt others to get what they want. That's the heart of much of the conflict in Nova Praxis, and conflict makes for excitement.

But the reality is that most are good people. You don't get a high Rep-Rating by climbing over bodies to get to the top; you get it because people genuinely like you.

The people who guide the Coalition, the Senators and high-ranking House members, were put there because people like them. To the public they appear honest, charming, and considerate of those who depend on them. And for the most part, they really are.

But the road to hell is paved with good intentions, and sometimes people make bad decisions in the face of desperation.

Nobody thinks they're the bad guy. Most try to do what they think is best for everyone.

And yet… there are some who really are just selfish bastards.

SAMPLE ANTAGONISTS

2nd Legion Marine

State: Sleeved (Biosleeve)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d8, Intimidation d6, Knowledge (Battle) d6, Notice d6, Piloting d6, Shooting d8, Stealth d6, Survival d6

Coh: -1; **Cha:** -2; **Pace:** 6; **Parry:** 6; **Toughness:** 12 (6)

Hindrances: Loyal

Gear: Light Battle Armor (+6), Mono-Edged Spear (Str+d6+2, AP 3, Collapsible, Parry +1, Reach 1, 2 Hands), Rail-Carbine (Range 30/60/120, Damage 2d10, RoF 1, AP 6, SA, Silent Option), Stun Grenade, Frag Grenade

Augmentations: Apotheosis (Cognet Capable), Gene-Fixed, Targeting Support System (+1 Shooting), Adrenal Boost Module, Performance Enhanced (Strength)

2nd Legion Marine Fireteam Leader

State: Sleeved (Biosleeve)

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d10

Skills: Athletics d8, Fighting d8, Intimidation d8, Knowledge (Battle) d8, Notice d6, Piloting d6, Shooting d8, Stealth d6, Survival d6

Coh: -1; **Cha:** -2; **Pace:** 6; **Parry:** 6; **Toughness:** 13 (6)

Hindrances: Loyal, Code of Honor

Edges: Command, Leader of Men, Natural Leader

Gear: Light Battle Armor (+6), Mono-Edged Longsword (Str+d8+2, AP 4), Heavy PAc PDW (Range 25/50/100, Damage 2d10+3, RoF 3, Beam, Atmo Dependent), Stun Grenade, Frag Grenade

Augmentations: Apotheosis (Cognet Capable, Remote Backup), Gene-Fixed, Targeting Support System (+1 Shooting), Medichine Factory, Performance Enhanced (Vigor),

2nd Legion Marine, Assault Trooper

State: Sleeved (Biosleeve)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d8, Intimidation d6, Knowledge (Battle) d6, Notice d6 (See armor Features), Piloting d6, Shooting d8, Stealth d6, Survival d6

Coh: -1; **Cha:** -2; **Pace:** 6; **Parry:** 6; **Toughness:** 16 (10)

Hindrances: Loyal

Gear: Powered Assault Armor, Medium (+10), Heavy Coil Automatic Rifle (Range 30/60/120, Damage 2d8+1, RoF 4, AP 6, Auto, High Capacity, Snapfire), Hell Ball x 3

Armor Features: PPC (Alpha), AR Display Device, Combat Awareness Suite, Short Range Radio, Vacuum Sealed and Shielded, Air Pack, Hydrostatic Gel Layer, Jump Jets, Mag-Traction, Zero-G Assistance Jets, Motion Tracker, Interface Surface

Augmentations: Apotheosis (Cognet Capable), Gene-Fixed, Targeting Support System (+1 Shooting), Adrenal Boost Module, Performance Enhanced (Strength)

Apostate Thug

State: Pure

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d4, Piloting d6, Shooting d6, Streetwise d8,

Coh: -0; **Cha:** -2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Mean

Gear: Gravitic Baton (Str+2d6, -2 Notice when Collapsed) or Mono-Edged Dagger (Str+d4+2, AP 2), Might also carry a Light Rail Pistol (Range 10/20/40, Damage 2d6+1, RoF 1, AP 3, SA, -2 on Notice to Detect, Silent Option)

Asteroid Miner

State: Sleeved (Cybersleeve)

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d4, Intimidating d6, Knowledge (Science) d6, Notice d6, Piloting d6, Repair d8, Shooting d6

Coh: -3; **Cha:** +0; **Pace:** 6; **Parry:** 4; **Toughness:** 10 (4)

Gear: Reinforced Vacuum Suit (+4), Portable Plasma Torch, Toolbox, some may carry a Gravitic Hammer (Str+d8+d6, Parry -1, 2 Hands)

Augmentations: Apotheosis, Fully Synthetic, Performance Enhanced (Vigor)

Centurian

State: Pure

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Athletics d8, Fighting d6, Intimidation d6, Notice d6, Persuasion d6, Piloting d6, Shooting d8

Coh: -0; **Cha:** -2; **Pace:** 6; **Parry:** 5; **Toughness:** 12 (6)

Hindrances: Loyal

Gear: Light Battle Armor (+6), Gravitic Baton (Str+2d6, -2 Notice when Collapsed), Mono-Edged Halberd (Str+d8+2, AP 4, Collapsible, Reach 1, 2 Hands), Light PAc Pistol (Range 14/28/56, Damage 2d8, RoF 1, Beam, Atmo Dependent), PPC (Alpha)

Ciphire Agent

State: SIM

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d8, Fighting d8, Intimidation d6, Knowledge (Computers) d10, Notice d8, Shooting d6, Stealth d8, Streetwise d6

Coh: -3; **Cha:** +2; **Pace:** 6; **Parry:** 6; **Toughness:** 12 (6)

Hindrances: Loyal, Mean

Edges: Agent of Shadow, First Strike

Gear: Simulated Light Rail Pistol (Range 10/20/40, Damage 2d6+1, RoF 1, AP 3, SA, -2 on Notice to Detect, Silent Option), Simulated Mono-Edged Dagger (Str+d4+2, AP 2, -2 to Notice), CIST (Eminent Domain)

Augmentations: Simulated Apotheosis (Cognet Capable), Simulated Smuggler's Compartment (Charlatan)

✠ Cipriani Quester

State: Pure

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Athletics d6, Fighting d8, Intimidation d8, Investigation d8, Notice d10+2, Persuasion d6, Piloting d6, Shooting d6, Streetwise d8

Coh: -0; **Cha:** -2; **Pace:** 6; **Parry:** 6; **Toughness:** 10 (5)

Edges: Connections, Investigator

Gear: Gravitic Baton (Str+2d6, -2 Notice when Collapsed), Heavy PAc Pistol (Range 15/30/60, Damage 2d10, RoF 1, Beam, Atmo Dependent)

Augmentations: Retinal Transplant, Skinweave Armor (Skinweave Plating x2), SMR Transceiver and Translation Suit

Coalition Citizen

State: Pure

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d4, Knowledge (one subject) d6, Notice d6, Piloting d6, Streetwise d4

Coh: -0; **Cha:** +0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Gear: Mono-Edged Dagger (Str+d4+2, AP 2, -2 to Notice), Tools of the trade

✠ Dalianis Knight

State: Pure

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d12, Vigor d12

Skills: Athletics d12, Fighting d12, Intimidation d8, Knowledge (Battle) d8, Knowledge (Houses) d6, Notice d8+2, Persuasion d8, Piloting d6, Shooting d10, Stealth d10, Streetwise d8, Survival d8, Taunt d6

Coh: -0; **Cha:** +4; **Pace:** 6; **Parry:** 8; **Toughness:** 18 (10)

Edges: Cyber Defense Suite

Hindrances: Loyal

Gear: Powered Assault Armor, Medium (+10), Heavy Coil Assault Rifle (Range 30/60/120, Damage 2d8+1, RoF 3, AP 6, SA, Silent Option), Mono-Edged Long Sword (Str+d8+2, AP 4), Stun Grenade, Frag Grenade

Armor Features: PPC (Alpha), AR Display Device, Combat Awareness Suite, Short Range Radio, Vacuum Sealed and Shielded, Air Pack, Hydrostatic Gel Layer, Jump Jets, Mag-Traction, Zero-G Assistance Jets, Reinforced Cyber-Musculature

Augmentations: Apotheosis (Cognet Capable), Gene-Fixed, Adrenal Boost Module, Retinal Implant (Optic Drone), Striking Looks (Absolutely Stunning) Synthesis

Dragon Spider

Dragon spiders, as they are colloquially known on Shouye, are actually large, land based crustaceans with an admittedly spider-like appearance. It's closest Earth analogue is the crab, but the creature possesses a large abdomen and no pincers, having a pair of pedipalp-like, razor tipped, appendages for cutting and carrying food to its mouth. Dragon spiders have a gray and green mottled coloration that grows more pronounced over their lifetime (estimated to be about ten solar years).

Specimens can grow quite large, reaching a leg span of up to four meters with an abdomen up to a meter across and a total mass of forty kilograms.

Dragon spiders gather in small swarms in a similar fashion to wasps, and build subterranean nests from which they range in groups of two to four to hunt prey. They have also been known to inhabit abandoned buildings, and in some cases, have not waited for them to become abandoned before attempting to move in.

They hunt at night when the mottled pattern of their shells blends well with the rocks and moss of their native environment. They can and do regularly attack prey much larger than themselves, killing by piling on their prey and burning them to death. This is accomplished by vibrating a smaller carapace nested within their abdomen, the friction producing temperatures in excess of 300 degree Celsius. The process also causes an eerie humming noise, a sound that chills the blood of any Shouyan farmer.

It's been found that the dragon spider's carapace acts as a heat sink that carries the heat they produce away from rest of their body.

State: N/A

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d6, Notice d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 10 (2)

Special Abilities:

- **Bite** - Str+d6, AP 2
- **Armor +3 -** Thick carapace
- **Grapple +2** - The dragon spider tries to wrap up its victims with its legs.
- **Burning Embrace** - A character grappled by a dragon spider suffers 2d8 heat damage each round. This damage is dealt on the dragon spider's turn.

✠ The Fallen

The Fallen are described in detail starting on pg. 249.

Conquest

Conquest appears as a mass of dark red locusts and worms, inexplicably pressed together into the shape of a solid human form.

State: SIM

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d10

Skills: Athletics d12, Fighting d12, Intimidation d10, Knowledge (Battle) d10, Knowledge (Computers) d10, Knowledge (Mnemonics) d8, Knowledge (Security) d10, Notice d8, Persuasion d8, Piloting d6, Shooting d10, Stealth d10, SINC d12+1, Taunt d8

Coh: -5; **Cha:** -2; **Pace:** 4; **Parry:** 8; **Toughness:** 12

Hindrances: Arrogant, Habit (Compulsive desire to spread), Incohesive, Outsider, plus any to represent Fragmentation Psychosis

Edges: Savant, Specialized Program (All), Sovereign

Savant Programs: Eminent Domain**,** Esper Lord (Area Attack, Esper Warrior, Hostile Defense, Deadly Swarm, Sensory Feed), Fog of War, Puppeteer (Drone Lord, Tenacious Master, Viral Reign), Security Skim, System Invasion

Gear: A host of drones

Special Abilities:

- **Omnipresent Malice** - Conquest never suffers the standard -2 penalty for performing multiple actions in the same round as drones under his control, and there is no limit to the number of drones Conquest may control with his Puppeteer Program.
- **Subtle Infection -** Conquest may upload a fork of himself to any computer outfitted with hostware (pg. 171) that he can successfully use System Invasion on. This includes SIM-Cells.

Death

Death, when it is seen, takes the form of an obsidian skeleton wrapped an amorphous mass of slithering darkness.

State: SIM

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d12

Skills: Athletics d6, Fighting d10, Intimidation d12, Knowledge (Computers) d10, Knowledge (Mnemonics) d6, Knowledge (Security) d6, Notice d8, Stealth d12, SINC d12+1, Taunt d8

Coh: -5; **Cha:** -4; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (14)

Hindrances: Arrogant, Bloodthirsty, Habit (Compulsive desire to kill), Incohesive, Mean, Outsider, Ugly, plus any to represent Fragmentation Psychosis

Edges: Savant, Specialized Program (All), Sovereign

Savant Programs: Augmented Unreality (Auditory Feedback), Blackout (Oubliette, Lock Down), Delve, Eminent Domain, Fog of War, Overload (Power Surge), Security Skim, System Error, System Invasion,

Gear: Infused Simulated Mono-Edged Scythe (Str+d10+2, AP 5, Reach 1, 2 Hands)

Special Abilities:

- **Formless Darkness** - Death's virtual body is mostly formless, comprised primarily of insubstantial black vapor. It gains +6 Armor as a result, and cannot be Shaken.
- **Touch of the Grave** - Apotheosized characters touched by Death must make a Spirit roll, modified by Cohesion. If they fail, they have their mnemonic cores instantly wiped. It takes about three days for a new backup to fully form in a mnemonic core wiped in this fashion. The backup begins with current events, working backwards through the character's memories, restoring about 1/3 of the character's life every 24 hours.

Famine

Famine is very rarely seen. But if she is, she appears as a young girl, surely no more than a few minutes away from dropping dead of starvation. She is lethargic and listless, but her eyes burn with hatred.

State: SIM

Attributes: Agility d4, Smarts d10, Spirit d10, Strength d4, Vigor d6

Skills: Athletics d4, Fighting d4, Intimidation d8, Knowledge (Computers) d12, Knowledge (Mnemonics) d6, Knowledge (Security) d10, Notice d10, Stealth d12+1, SINC d12+1, Taunt d6

Coh: -5; **Cha:** -4; **Pace:** 3; **Parry:** 4; **Toughness:** 5

Hindrances: Anemic, Cautious, Incohesive, Mean, Outsider, Habit (Compulsive desire to destroy food and starve the masses), Ugly, plus any to represent Fragmentation Psychosis

Edges: Savant, Specialized Program (All), Sovereign

Savant Programs: Eminent Domain, Fog of War, Overload (Power Surge), Security Skim, System Error, System Invasion,

Gear: None

Special Abilities:

- **Out of Sight, Out of Mind** - Famine slips through systems unnoticed. Characters suffer a -4 penalty to Notice Famine when looking for her, and a -6 penalty to Notice her when not actively looking for her.
- **Spoil Template** - Famine can corrupt a template used to create food. She can make the food compiled from the template taste bad, spoil faster than it should, or spread a nasty intestinal disease. Anyone who eats food diseased in this manner must make a Vigor roll with a -2 penalty.

  Failure indicates infection. Infected characters must succeed on a Vigor roll each time he or she attempts to eat. Failure indicates that the character vomits up any food eaten. Any attempt to eat for 4+1d4 hours after results in uncontrollable vomiting.

  Characters who are unable to eat suffer from Hunger (*Savage Worlds Deluxe*, Chapter 4).

War

War takes the form of a massive man, around 8ft tall. He wears a huge suit of powered armor, designed to look similar to an ancient knight's armor. Above War's head which flies a battle standard bearing a cross painted with blood.

State: SIM

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12, Vigor d12

Skills: Athletics d12, Fighting d12, Intimidation d10, Knowledge (Battle) d12, Knowledge (Computers) d10, Knowledge (Mnemonics) d8, Knowledge (Security) d10, Notice d8, Persuasion d10, Piloting d6, Shooting d12, Stealth d4, SINC d12+1, Taunt d10

Coh: -5; **Cha:** -2; **Pace:** 10; **Parry:** 8; **Toughness:** 24(16)

Hindrances: Arrogant, Bloodthirsty, Habit (Compulsive desire to inspire war), Incohesive, Mean, Outsider, plus any to represent Fragmentation Psychosis

Edges: Savant, Specialized Program (All), Sovereign

Savant Programs: Access Memory, Delve, Fog of War, Memory Hack (Flash Memory), Oracle Patterning, Pattern Scan, Security Skim, Stream of Consciousness (Voyeur), System Invasion (Usurper)

Simulated Gear: Powered Assault Armor, Heavy (+16), Portable Rail-Minigun (Range 20/40/80, Damage 2d8+1, RoF 5, AP 6, HW, Auto, High Capacity, May Not Move), Mono-Edged Longsword (Str+d8+2, AP 4), Stun Grenade, Frag Grenade

Simulated Armor Features: PPC (Gamma), AR Display Device, Combat Awareness Suite, Short Range Radio, Vacuum Sealed and Shielded, Air Pack, Enhanced Mobility Actuators (x2), Hydrostatic Gel Layer, High Density Plating (x2), Reinforced Cyber-Musculature

Special Abilities:

- **Master of Puppets** - When hosted in a Sim-Cell, War may spend a Benny to assume direct control of the sleeve. This can last up to 1d4+1 hours. The sleeve owner's ego is temporarily shifted into the SIM-Cell, and is loaded into a simulated POW camp.
- **The Red Rage -** A successful use of System Invasion allows War to attempt to inflict Apotheosized characters with the Red Rage virus. If War's System Invasion attempt is successful, the target must roll Knowledge (Computers), at a -2 penalty, or SINC. On a failure, the character becomes infected.

  Characters infected with the Red Rage virus gain the *Bloodthirsty* and *Vengeful* (Major) Hindrances, and the *Berserk* Edge.

  The only cure for this virus is to restore the ego from a clean backup, or undergo mnemonic editing. Mnemonic editing takes 4 hours, and the person performing the editing must make a Knowledge (Mnemonics) roll with a -2 penalty. If successful, the virus is cleared. If not, it remains. On a critical failure, the virus remains and the patient suffers Fragmentation. If the person performing the editing gets a raise, he gains a better understanding of the virus and gains a +2 bonus on rolls to remove it in the future.

House Turin Enforcer

State: Pure

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Fighting d6, Intimidation d6, Notice d4, Piloting d6, Shooting d8, Stealth d6, Streetwise d8, Taunt d6

Coh: -0; **Cha:** -2; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (2)

Edges: Tough as Nails

Hindrances: Fringe Rat, Mean, Vengeful

Gear: Reinforced Clothing (+2), Gravitic Baton (Str+2d6, -2 Notice when Collapsed), Light Coil PDW (Range 12/24/48, Damage 2d6+1, RoF 3, AP 4, Auto, Silent Option) or Heavy Rail Array (Range 14/28/46, Damage 1-3d10, RoF 1, AP 4, SA, Shotgun, Silent Option), Frag Grenade x 2, PPC (Alpha)

Hydra, the Gestalt Aberration

Hydra was a Savant who pushed the boundaries of cognet and mind sharing technologies too far, and eventually turned his attention toward forking and merging. Hydra's research quickly ventured outside the legal bounds set forth by the HPA, but was able to assemble a crew and take his research into unexplored space.

Time passed, Hydra's mind fragmented, and over the course of a few years he assimilated his crew into himself.

Hydra is a single mind forked across multiple bodies, networked to distribute his consciousness across all of his "platforms".

He is mad. He seeks only to evolve and expand himself. He does this by capturing Apotheosized individuals, extracting their mnemonic cores, and merging their Ego's with his own. He has grown quite good at this, and can draw upon the memories of any who he has assimilated.

Hydra's preferred platform is a specialized cybersleeve. He has a template for this sleeve, and can use *System Invasion* to force a compiler to fabricate more for him.

Hydra Cyber-Platform

State: Sleeved (Cybersleeve)
Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d10
Skills: Athletics d6, Fighting d6, Intimidation d8, Knowledge (All) d8, Notice d6, Piloting d8, Repair d8, Shooting d8, Stealth d6, Streetwise d8, Survival d6, Taunt d8
Coh: -0; **Cha:** +0; **Pace:** 6; **Parry:** 6; **Toughness:** 9 (2)
Hindrances: Wanted, Object of Disdain (Coalition Officials)
Edges: Savant
Savant Programs: System Invasion, Eminent Domain
Augmentations: Apotheosis, Fully Synthetic (Reinforced Substrate), Retractable Claws (Str+d4+2), Tiny Size (Size -1, Toughness -1, Parry and Stealth +1), Skinweave Armor (+2)
Special Abilities:

- **Hive Mind -** Anything one Hydra Platform knows, they all know, as long as they are within radio range of each other (about 30km). A Hydra Platform gets a +2 bonus on all Trait rolls as long as it is within 10ft of another.

✠ ICON Spook

State: Sleeved (Biosleeve)
Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d8
Skills: Athletics d8, Fighting d8, Intimidation d6, Knowledge (Computers) d6, Notice d8, Shooting d6, Stealth d8, Streetwise d6
Coh: -1; **Cha:** +2; **Pace:** 6; **Parry:** 6; **Toughness:** 12 (6)
Hindrances: Loyal, Mean
Edges: Alertness, Charismatic, Dodge, First Strike, Two-Fisted,
Gear: Sharp Suit, Light Rail Pistol x2 (Range 10/20/40, Damage 2d6+1, RoF 1, AP 3, SA, -2 on Notice to Detect, Silent Option), Mono-Edged Dagger x2 (Str+d4+2, AP 2, -2 to Notice)
Augmentations: Apotheosis (Cognet Capable, Remote Backup), Gene-Fixed, Light Screen Camouflage (+2/+4 Stealth), Skinweave Armor (+6), Smuggler's Compartment (Charlatan)

✠ Kimuran Samurai

State: Sleeved (Cybersleeve)
Attributes: Agility d12, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d8, Fighting d12, Intimidation d8, Knowledge (Battle) d6, Knowledge (Computers) d6, Notice d8, Persuasion d6, Shooting d10, Stealth d8 (Light Screen Camouflage), Streetwise d6
Coh: -3; **Cha:** +0; **Pace:** 6; **Parry:** 9; **Toughness:** 16 (10)
Hindrances: Code of Honor, Loyal
Edges: Alertness, Block, Combat Reflexes, Cyber-Defense Suite, Ego Stabilization Software, First Strike, Quick, Quick Draw
Gear: Powered Assault Armor, Medium (+10), PAc Carbine (Range 40/80/160, Damage 2d8+4, RoF 1, Beam, Atmo Dependent), Mono-Edged Longsword (Str+d8+2, AP 4), Hell Ball x3
Armor Features: PPC (Alpha), AR Display Device, Combat Awareness Suite, Short Range Radio, Vacuum Sealed and Shielded, Light Screen Camouflage, Motion Tracker, Hydrostatic Gel Layer, Jump Jets, Mag-Traction, Zero-G Assistance Jets
Augmentations: Apotheosis, Fully Synthetic, Auditory Amp and Filter Module, Beholder Sensory Suite, Targeting Support System (+1 Shooting), Neura-Surge, Performance Enhanced (Agility)

Lighthouse Security Guard

State: Pure

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d6, Piloting d6, Shooting d8, Stealth d6

Coh: -0; **Cha:** -2; **Pace:** 6; **Parry:** 6; **Toughness:** 12 (6)

Hindrances: Loyal, Mean

Gear: Light Battle Armor (+6), Gravitic Baton (Str+2d6, -2 Notice when Collapsed), Light Coil PDW (Range 12/24/48, Damage 2d6+1, RoF 3, AP 4, Auto, Silent Option)

Pirate of Dionysus

State: Pure

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d6, Intimidation d8, Notice d6, Piloting d6, Shooting d8, Stealth d6, Streetwise d8, Survival d6, Taunt d8

Coh: -0; **Cha:** +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

Hindrances: Wanted, Object of Disdain (Coalition Officials)

Gear: Reinforced Clothing (+2), Mono-Edged Short Sword (Str+d6+2, AP 3), PAc Carbine (Range 40/80/160, Damage 2d8+4, RoF 1, Beam, Atmo Dependent), Stun Grenade x2, PPC (Alpha)

Progenesis Afflicted

1st Generation Afflicted (Wild Card)

State: Pure (Afflicted)

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d12, Vigor d12

Skills: Athletics d12, Fighting d10, Intimidation d8, Knowledge (Any 2) d6, Notice d10+2, Piloting d6, Shooting d8, Stealth d6, Streetwise d6, Survival d8, Taunt d6

Coh: -3; **Cha:** -4; **Pace:** 6; **Parry:** 7; **Toughness:** 15 (4)

Hindrances: Bloodthirsty, Mean, Outsider, Overconfident, Supremacist, Ugly, Wanted

Edges: Berserk, Brawny, Combat Reflexes, Dodge, Imp. Dodge, Elan, First Strike, Hard to Kill, Quick, Tough as Nails, Imp. Tough as Nails

Gear: Light Coil PDW (Range 12/24/48, Damage 2d6+1, RoF 4, AP 5, Auto, Silent Option) or Heavy Rail Array (Range 14/28/46, Damage 1-3d10, RoF 1, AP 4, SA, Shotgun, Silent Option), PPC (Alpha)

Special Abilities:

- **Armor +4 -** Thick dermal armor
- **Fast Regeneration** - The 1st Generation Afflicted may attempt a natural healing roll every round.
- **Notice +2 -** Enhanced senses

2nd Generation Afflicted

State: Pure (Afflicted)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Athletics d10, Fighting d8, Intimidation d8, Notice d8, Piloting d6, Shooting d8, Stealth d6, Survival d8, Taunt d6

Coh: -3; **Cha:** -4; **Pace:** 6; **Parry:** 6; **Toughness:** 14 (6)

Hindrances: Bloodthirsty, Mean, Outsider, Overconfident, Supremacist, Ugly, Wanted

Edges: Brawny, Combat Reflexes

Gear: Heavy PAc Pistol (Range 15/30/60, Damage 2d10, RoF 1, Beam, Atmo Dependent)

Special Abilities:

- **Viral Affliction** - The bite of the 2nd Generation can spread the Progenesis Affliction virus. If a character becomes Shaken or suffers a Wound from the Afflicted's bite, he or she must make a Vigor roll with a -2 penalty. Failure indicates infection, and the beginning of the transformation into one of the 3rd Generation Afflicted.

  Infected individuals begin developing the Bloodthirsty, Mean, Outsider, Overconfident, and Ugly Hindrances. They also begin developing the Afflicted's special abilities, the last to be developed is the Viral Affliction. There is no known cure, and the entire process takes about 3 days to complete, after which time the victim completes the transformation into one of the 3rd Generation.
- **Bite** - Str+d6
- **Armor +6 -** Thick dermal armor
- **Fast Regeneration** - The 2nd Generation Afflicted may attempt a natural healing roll every round. This occurs whether the Afflicted is a Wild Card leader or an Extra. If the latter, a downed Afflicted actually returns to action if it heals itself (and is not Shaken - even if it was before being Incapacitated.).
- **Enhanced Smell -** +2 bonus on Notice rolls to detect and follow scents.
- **Broken Will** - The 2nd Generation is naturally subservient to the 1st Generation, and suffers a -2 penalty on any rolls to resist orders from them.

3rd Generation Afflicted

State: Pure (Afflicted)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d10

Skills: Athletics d8, Fighting d6, Intimidation d8, Notice d8, Stealth d6, Survival d6

Coh: -3; **Cha:** -4; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (2)

Hindrances: Bloodthirsty, Mean, Outsider, Overconfident, Ugly, Wanted

Special Abilities:

- **Bite** - Str+d6
- **Armor +2 -** Thick dermal armor
- **Fast Regeneration** - The 2nd Generation Afflicted may attempt a natural healing roll every round. This occurs whether the Afflicted is a Wild Card leader or an Extra. If the latter, a downed Afflicted actually returns to action if it heals itself (and is not Shaken - even if it was before being Incapacitated).
- **Broken Will** - The 3rd Generation is naturally subservient to the 1st and 2nd Generations, and suffers a -2 penalty on any rolls to resist orders from them.
- **Progenesis Mutations** - Select any 3 mutations from the list below, or roll 1d12 3 times.
  - *1 - Increased Strength* - Increase the Afflicted's Strength, and all related Skills, by one step.
  - *2 - Increased Agility* - Increase the Afflicted's Agility, and all related Skills, by one step.
  - *3 - Enhanced Bite* - Increase the Afflicted's bite damage by one die type. If selected more than once, increase the bite's damage die by additional steps.
  - *4 - Frenzied Claws* - The Afflicted grows claws (Str+d6 damage) and gains the *Frenzy* Edge. If selected more than once, increase the claw's damage die, and add the *Improved Frenzy* Edge. Increase the claw's damage die only if selected a 3rd time.
  - *5 - Enhanced Armor* - Increase the Afflicted's Armor by +4.
  - *6 - Corrosive Blood* - When the Afflicted takes a Wound, everyone adjacent must make an Agility roll. On a failure, they suffer 2d6 damage as a result of being sprayed by the Afflicted's corrosive blood. Other Afflicted are immune. Each time this mutation is selected, increase the damage die by +1d6.
  - *7 - Grasping Tentacles* - The Afflicted sprouts one or more tentacles, which can be used to Grapple opponents up to 10ft away. The Afflicted gains a +2 bonus on Fighting rolls during a Grapple. Selecting this mutations multiple times increases this bonus by +2 each time.
  - *8 - Flight* - The Afflicted grows wings that enable it to fly with a Pace of 12, and a Climb of 0. Each time this mutation is selected its Pace is increased by +4.
  - *9 - Infravision* - The Afflicted gains Infravision as described in Chapter 7 of *Savage Worlds Deluxe.* This mutation has no additional effect if selected more than once.
  - *10 - Paralysis* - The bite of the Afflicted injects a paralytic venom, which can cause paralysis. A target who becomes Shaken, or suffers a Wound, as a result of the Afflicted's bite must make a Vigor roll. If they fail, they suffer the effects of a Paralysis Poison as described in Chapter 4 of *Savage Worlds Deluxe.* Each additional time this mutation is selected, the victim suffers a -1 penalty on his or her Vigor roll.
  - *11 - Poison* - The bite of the Afflicted injects some sort of venom. A target who becomes Shaken, or suffers a Wound, as a result of the Afflicted's bite must make a Vigor roll. If they fail, they suffer the effects of a Knockout Poison as described in Chapter 4 of *Savage Worlds Deluxe.* If this mutation is selected twice, the venom injects a Venomous Poison. If selected a third time, it is instead a Lethal Poison.
  - *12 - Wall-Walker* - The Afflicted's hands and feet can secrete a sticky gel that allows them to climb on walls or hang from the ceiling. While climbing in this manner, the Afflicted has a Pace of 4. Each time this mutation is selected its Pace is increased by +2.

✠ Promethic Liaison

State: Pure

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Intimidation d6, Knowledge (Houses) d8, Knowledge (Science) d6, Notice d8, Persuasion d10, Piloting d6, Shooting d4, Taunt d6,

Coh: -0; **Cha:** +0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Greedy, Stubborn

Edges: Connections, Licensed

Gear: Sharp suit, PPC (Beta, Knowledge (Science), Persuasion), Light Rail Pistol (Range 10/20/40, Damage 2d6+1, RoF 1, AP 3, SA, -2 on Notice to Detect, Silent Option)

Tsaryan Bounty Hunter

State: Pure

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d8, Piloting d6, Shooting d8, Stealth d6, Streetwise d6, Survival d8, Taunt d6

Coh: -0; **Cha:** +0; **Pace:** 6; **Parry:** 6; **Toughness:** 12 (6)

Hindrances: Greedy, Mean, Vengeful (Major)

Edges: Alertness, Combat Reflexes

Gear: Light Battle Armor (+6), Gravitic Baton (Str+2d6, -2 Notice when Collapsed), Heavy Coil Assault Rifle (Range 30/60/120, Damage 2d8+1, RoF 3, AP 6, Auto, Silent Option), Stun Grenade x2, Handcuffs, PPC (Alpha),

Red Sun Assassin

State: Sleeved (Cybersleeve)

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Athletics d8, Fighting d8, Intimidation d6, Knowledge (Computers) d6, Notice d8, Shooting d6, Stealth d8, Streetwise d6

Coh: -3; **Cha:** +0; **Pace:** 6; **Parry:** 6; **Toughness:** 11 (6)

Hindrances: Vow (Major—always finish the job)

Edges: Alertness, Dodge, First Strike, Marksman, Steady Hands, Thief

Gear: Light Battle Armor (+6), Mono-Edged Short Sword (Str+d6+2, AP 3), PAc Carbine (Range 40/80/160, Damage 2d8+4, RoF 1, Beam, Atmo Dependent).

Augmentations: Apotheosis, Fully Synthetic, Targeting Support System (+1 Shooting), Light Screen Camouflage (+2/+4 Stealth)

✠ Savant Hacker

State: Sleeved (Biosleeve)

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d6, Knowledge (Software) d10, Knowledge (one other) d6, Notice d6, Piloting d6, SINC d8, Stealth d6, Streetwise d6,

Coh: -1; **Cha:** +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7(2)

Hindrances: One from Savant Edge

Edges: Savant

Savant Programs: System Invasion, Eminent Domain

Gear: Reinforced Clothing (+2), Gravitic Baton (Str+2d6, -2 Notice when Collapsed) or Mono-Edged Dagger (Str+d4+2, AP 2), Might also carry a Light Rail Pistol (Range 10/20/40, Damage 2d6+1, RoF 1, AP 3, SA, -2 on Notice to Detect, Silent Option)

Augmentations: Apotheosis (Remote Backup), Cogware Partition (Piloting, Repair and Knowledge (Science)), Gene-Fixed, Retinal Implant (Optic Drone)

PRE-EXODUS CHICAGO

Second Chance Harvester

State: Sleeved (Biosleeve)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d4, Healing d6, Intimidation d8, Notice d8, Persuasion d6, Piloting d6, Shooting d6, Stealth d6, Streetwise d8, Survival d6, Taunt d4

Coh: -1; **Cha:** +0; **Pace:** 6; **Parry:** 4; **Toughness:** 8 (2)

Hindrances: Cautious, Greedy

Gear: Reinforced Clothing (+2), Gravitic Baton (Str+2d6, -2 Notice when Collapsed), Light PAc Pistol (Range 14/28/56, Damage 2d8, RoF 1, Beam, Atmo Dependent), Stun Grenade x2, Handcuffs, PPC (Alpha)

Augmentations: Apotheosis (Remote Backup), Gene-Fixed, Adrenal Boost Module, Hidden Weapon System (Light PAc Pistol), Subdermal Plating

Silvan Researcher

State: Sleeved (Biosleeve)

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Healing d6, Knowledge (Science) d8, Knowledge (one other) d8, Notice d6, Piloting d6

Coh: -1; **Cha:** +0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Gear: Tools of the trade

Augmentations: Apotheosis (Remote Backup), Gene-Fixed,

✠ Wendigo

State: Sleeved (Biosleeve)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Athletics d6, Fighting d8, Intimidation d8, Knowledge (Any 3) d6, Knowledge (Computers) d6, Knowledge (History) d6, Notice d8, Persuasion d6, Shooting d8, Stealth d8, Streetwise d6, Survival d6

Coh: -1; **Cha:** +2; **Pace:** 6; **Parry:** 6; **Toughness:** 11 (4)

Hindrances: Cautious

Edges: Agent of Shadow, Charismatic, Ego Stabilization Software, Free Runner, Jack-of-All-Trades, Licensed, Transhumanist

Gear: Light PAc PDW (Range 20/40/80, Damage 2d8+3, RoF 1, Atmo Dependent), Mono-Edged Dagger (Str+d4+2, AP 2, -2 to Notice),

Augmentations: Apotheosis (Cognet Capable, Remote Backup), Gene-Fixed, Neura-Surge, Skinweave Armor (+4), Subdermal Plating

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5	Athletics (STR)
	Fighting (AGI)
10	Healing (SMA)
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	Investigation (SMA)
	Knowledge, Battle (SMA)
	Knowledge, History (SMA)
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25	Survival (SMA)
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30	

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-2
-3
WOUNDS

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-2
-3
FRAGMENTATION

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-2
-3
GLITCHES

WEAPONS

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NOTES:					
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HEAD:		
TORSO:		
ARMS:		
LEGS:		