

# CHRONICLES OF THE VOID



*The Sky Is Limiting*

Sample file



Sample file

# CHRONICLES OF THE VOID

## Core Data File

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# Wall of Remembrance

“With unparalleled courage and determination, these brave souls stood their ground against the most vile monsters to ever emerge from the void. It is because of their sacrifice, their pledge to defeat the Banx, that the first ever truly universal threat to our way of life was beaten back and defeated. Without them, we would be nothing.” - General Igor Nikolayevich of House Stravinsky

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It would be a great disservice to try to squeeze the history of humankind, and that of uncounted alien races, into a single section, chapter, or even stand-alone book. There is simply too much to tell. The Chronicles of the Void stretch out like a thread which travels both forward into the future and back through the past, cataloging events which came about at the universe's inception all the way to what will come about after the universe is long gone.

An exciting time period has been chosen for the Chronicles of the Void and is used as the "present day" for the context of this entire book. And so it goes.



Over 1000 years ago, humanity stood on the threshold of extinction at the hands of The Enemy. Defeated on all fronts, the last humans retreated to the floating fortress Osprey, the last stronghold remaining on Earth. It was from here that a desperate counteroffensive was mounted. Led by a coalition of six brilliant strategists, the humans drove The Enemy from Earth, never to be heard from again. These six commanders were heroes who were elevated to rulers by popular acclaim. Founded around a six-sided table, their new empire - known as the Hexumvirate - was charged with rebuilding human civilization. So began the second era of mankind.

The widespread use of cloning and fertility-enhancing technology allowed the human empire to expand across the stars. All manner of alien life was discovered, and six centuries of warfare followed, fueled by the Hexumvirate's attitude of extreme xenophobia.

After a devastating war with an alien alliance called The Parallel, a compact was forged between the Hexumvirate and the alien authorities, which created a plan for economic competition in place of military conquest. The centerpiece of this compact called for the construction of a neutral marketplace - accessible to all intelligent life forms - in the shape of a space station that would encircle an entire planet. Vast fortunes were tapped to realize this bold vision, and the completion of the orbital space station Ouroboros signaled a major transformation in policy for the Hexumvirate. A societal shift toward integration with alien races took root, and this yielded a variety of benefits for the advancement

of all. With humans and aliens able to leave their bastions of power, they began to live side by side and share their technology and cultures, ushering in a time of rapid expansion and innovation which has changed the shape of civilization.

The year is now 560 After Ouroboros (AO), in the second era.

Humans have stretched the boundaries of their own humanity by experimenting with cybernetic implants, engineering Geno-Perfect children, and introducing life-extending technology which offers immortality to anyone who can afford to maintain the strict treatment regimen. Wormhole travel allows the traversal of galaxies in the blink of an eye. The Neuro Labyrinth connects every citizen of colonized worlds to one another in real time and offers virtual bodies to explore new realms which are limited only by the imagination. Alien lifestyles and ideas have infiltrated human culture, fracturing the Hexumvirate's once-absolute authority over mankind, and have caused new systems of government to grow and flourish.

However, this time of heady growth and expansion has not been without its costs. The Banx Crusade nearly saw the end of this social order just 30 years ago and has left a legacy of ruined planets, displaced people, and a tireless contingent of ruthless robotic SERK that still terrorizes people to this day.

Billions of star systems have been surveyed, thousands have been settled, but septillions more remain a mystery.

**What will you discover as you explore the void?**

## What is Chronicles of the Void?

Chronicles of the Void (CotV) is a pen-and-paper role playing game (RPG) set in an original space opera universe.

The game's foundation is an innovative game engine which defines two major systems for handling fast-paced action: the One Breath Combat (OBC) and Vehicle Assault and Pursuit (VAP) systems. The OBC system engages players in skirmishes which encourage cinematic actions and the speedy resolution of events to keep players in the moment. The VAP system captures the excitement of piloting your own customizable star fighter into battle simulating 3D combat on a 2D grid. CotV trims the fat off the tabletop gaming experience and cuts straight to the action with a strong emphasis on ease of play and unlimited extensibility through the cyber realms of the Neuro Labyrinth. The Neuro Labyrinth allows each player's character to create avatars to roam the vast cyberscape, which opens up new frontiers in customization and depth on a previously unimagined level.

*Enough talk already, let's get started!*

The first question you will have to answer is whether you will be experiencing the game as a Game Master or a Player. Chronicles of the Void requires a minimum of two people, although you can play with many more; in fact, five is ideal. There is often only one Game Master, with all other people playing the game considered Players. If you are interested in becoming a Game Master, continue on to the next section, "Role of the Game Master". Otherwise, feel free to start with the "Character Creation" section.

## Role of the Game Master

Welcome to the first steps of becoming a **Game Master (GM)** in CotV. Essentially, the GM is the player responsible for running the game and controlling all elements not controlled by a **Player Character (PC)**. Of course, anyone who has run a game before understands that there is much more to being a great GM. Part storyteller, teacher, creator, and arbiter, a GM builds the campaign, controls the flow of the game, and is the final call in enforcing the rules. It is important to remember that the GM is also a player in CotV, but this does not mean that the GM is always against the other players. The most rewarding way of GMing is to provide an accurate challenge socially, intellectually, and strategically for all your players and to make sure that all involved, including yourself, are having a blast playing the game.

### THE GOLDEN RULE

Have fun! No, seriously, there are many things people can do with their time, so it is important to make sure that playing CotV is a fun experience for everyone involved. CotV has a lot of rules. These are put in place to help balance the game and facilitate fluid story-driven role playing and tactical combat. However, when choosing to GM CotV, remember that these rules should never hinder the fun of the game, so feel free to strip away any of the rules that impede your game play and make additions that may better suit the style of your gaming group.

Before beginning a game, there are several things the GM needs to consider.

## TONE AND SETTING

What will the tone of your game be? CotV is billed as a Space Opera Saga, but the universe is vast and has plenty of room to cater to whatever type of game you would like to run. Maybe the players are part of a criminal organization in a gritty cyberpunk setting. Perhaps they are exploring the eastern rim in their very own Class 4 starship. Maybe they spend all of their time adventuring in the cyber realities of the Neuro Labyrinth. Will your game be combat heavy, story heavy, or balanced? Will it take place in one city, planet, galaxy, or an entire universe? Will your story be dark and bleak, a treasure hunt, a murder mystery, a political struggle, or something else entirely? The "Universe of CotV" section is a great starting point to not only understand the CotV universe but also find exciting ideas and locations for your players to visit. It's good to decide as a group beforehand what everyone is in the mood for, but be sure that it is something you, as the GM, feel comfortable creating and, more importantly, that you are excited to run it.

## KNOWLEDGE IS POWER

It's important for the GM to have a strong grasp on the rules of CotV in order to run a smooth game. Inevitably, players will have questions during the game play. (For example, "What's the difference between a Check and a Challenge?", "How do I use this Key to unlock more Attributes?", and "When attacking a robot, which Damage Types receive Epic damage on a roll of 19 or 20?") If there is ever a conflict in the rules, make the call you feel is best and keep the game from getting bogged down with rules lawyering. In the end remember:

### THE GM IS ALWAYS RIGHT!

For a list of resources or advice on GMing, please visit the forums at [ChroniclesOfTheVoid.com](http://ChroniclesOfTheVoid.com).

## Character Creation

Every Player in CotV will have a **Player Character (PC)**. PC creation in CotV revolves principally around choosing a Class. Once you have chosen the Class you want to play, you can optionally choose a Sub-Class and/or a Specialty. With these three decisions made, you can fill out your character sheet, spend your starting experience points, purchase some equipment, and start playing!

## CHOOSE A CLASS

The first step in creating your character is selecting a Class. In CotV, the term "Class" specifies which areas of expertise you have and can also define your character's race. Each Class has at least three different Paths which allow you to customize your character through the choice of Unique Abilities (UA). Also, keep in mind that your customization does not stop with your Class choice; adding a Sub-Class or a Specialty can further differentiate your character from others with the same Class in your gaming group.

There are 10 player Classes in this Core Data File, and you can find detailed descriptions of each in the following pages.



# Carapen Xenosociator

The Carapen are an alien race recently discovered by explorers on the planet Eucro. Human scientists made first contact with the Carapen just 10 years ago. Initially, the scientists were unsure whether or not to classify the Carapen as a sentient race. Their first interactions with the Carapen played out as a primitive predator/prey scenario, with the Carapen attempting to harvest the humans as food. Fortunately, the scientists were housed in a reinforced observation habitat that prevented the Carapen from reaching them. Over the course of several weeks, the scientists cataloged thousands of different Carapen - ranging in size from 1 to 10 feet tall - all with morphologically varied appendages. Each of the creatures attempted to breach the scientists' habitat, but all met with failure. At the end of the first month, a Carapen appeared who attempted to repeat the vocalizations that the humans had been using to communicate. The scientists reacted enthusiastically and attempted more vocal communication. The Carapen sent new variations on the speaking Carapen every subsequent day, with each model improving on the previous, until finally a caste was created with vocalizing organs that could correctly emulate human speech. Once the caste was physically perfected, the Carapen replicated hundreds more and sent them to the scientists in massive groups that would continuously interact with the researchers and their robotic proxies. The Carapen learned the basics of human language in five days and were discussing advanced concepts of agriculture, climate patterns, and genetics within two weeks. The scientists were also learning a great deal about Carapen society in the process.

Carapen have a highly developed sense of direction and smell and taste, which functions overwhelmingly as their primary sensory input. They speak in these terms, labeling nouns from the perspective of their taste or smell. As soon as the Carapen could speak, the scientists were quickly given Carapen names, such as Moldy Ethanol Mint and Burned Wood Blossom.

The scientists learned that the Carapen took complete ecological control over Eucro and emerged as the dominant life form on this oxygen-rich planet. Carapen organize into colonies, each of which constructs elaborate hives that resemble fortresses composed of vast underground labyrinths. Carapen colonies identify one another by pheromone signatures and generally attack each other ruthlessly on sight. Each colony can be further broken down into castes that perform specialized roles. Their societies are organized eusocially around a reproductive caste which is supported by an array of highly specialized sterile castes that comprise a single colony. What the scientists found most notable about the Carapen, however, was a vast organically constructed data storage network referred to as The Spool.

The Spool is a massive data storage complex located in a secure chamber deep within each colony's hive. The Spool is composed of a multitude of tightly wound coils of thin silk-like threads. These threads are regularly excreted from all Carapen, tied into tiny knots and loops using specialized appendages, and added to the greater Spool. The knots, loops, and coils of each thread form a code that the Carapen

use to report any new information they have learned in their daily activities. Much of this information is about crop yields, hunting successes, or intruders eliminated, but all of it is categorized and stored in the greater Spool for processing.

The Librarians are a caste of Carapen whose job is to maintain the Spool. This includes repairing broken threads as well as replicating data from the master Spool to other smaller backup Spools located in various secure locations inside the colony's territory. The Librarians are also responsible for reading and interpreting all of the information stored in the Spool. Without a central intelligence or hierarchy of command inside the Carapen colony, all individuals act on caste instinct, and the Librarians' instinct is to read and execute the instructions stored in the Spool. If fewer Gatherers than usual are adding threads to the Spool, the Librarians interpret a negative feedback loop, which prompts them to tend the undeveloped larvae under the conditions which produce more Gatherers. This process of growing new caste members demonstrates the Carapen's extensive genetic engineering power.

The Spool contains all data regarding the creation and subsequent success of all genetic modifications to a colony's caste members. This incredible library of genetic data makes them masters of their own genome and able to perform amazing acts of creation without the use of tools or laboratories. For example, if Librarians notice a drop in Soldier thread reports, and read threads about a new airborne enemy which uses sharp claws to pry open Carapen segments and destroy their soft innards, they might conclude that they need to hatch more soldiers. Furthermore, they may add genetic modifications to these new soldiers, allowing them to fly, or possibly create fused thoraxes which have no segments for the enemy to gain purchase on. All of the knowledge of how to create new types of offspring, however, is not held by any individual, but rather it is encoded in the vast array of coiled threads that compose the Spool. It is open for any Librarian to



interpret, experiment with, and catalog their results. Through this incredibly powerful mechanism of accelerated evolution, the Carapen were able to rapidly adapt to communicate with the scientists.

The newest Carapen creation is a caste known as the Xenosociators. Created in response to the first contact with humanity, they were designed largely in the image of man, with an individualistic streak uncommon in other Carapen castes. The Xenosociators can communicate in the basic human language and have the capacity to both learn about human society and teach humans about the Carapen. As a planet-bound race, the Carapen designed the Xenosociators to assimilate the advanced concepts of space travel, including advanced physics and mathematics. To this end, Xenosociators gather everything and regard no information as insignificant. They are empowered to learn and adapt to their surroundings in a way unique among the Carapen castes. Having been granted conscious control over their own genome's expression, a Xenosociator can enter a cocoon state at will, reorganize his body to match the challenges he encounters, and emerge as a newly modified creature.

*You are a Carapen Xenosociator with so much potential, you can taste it. What form will you take today?*

## Game Play Overview

Biologically morph your body to grow weapons, armor, and new abilities to make you the most adaptable character in the game. Fill virtually any role in a party by stepping into a new role if your team has lost a member, or just try something different.

### ICONIC CARAPEN XENOSOCIATOR

**Numi (Neuter)** The Spicy Clove Colony was among the first to hatch a new generation of Xenosociators during the Carapen's first contact with human scientists. The scientists were having a very difficult time telling individual Carapen apart because each day they would come back looking completely different than the day before. There was, however, one particular Carapen that always begged for the meal rations that the scientists were eating. This Carapen would sit and patiently answer any questions the scientists asked so long as they steadily supplied him with ration food packs.

One day, that Carapen asked the scientists if they dreamed. Dreaming was not a concept any of the other Carapen appeared to understand, and so the scientists were very interested to learn more. The Carapen said that he dreamed of a small world far away, covered completely in a blue ocean, and that he wanted to go there. The scientists agreed to take the Carapen off world during their next supply run, but first they insisted on giving him a name. The Carapen never developed proper human names, and so he simply held up the food packet he was munching on and pointed to the label: Nutritionally Unified Multivitamin & Immunization. One of the scientists smiled and said, "It's nice to meet you, Numi."

Exceptionally curious, inquisitive, and hungry, Numi traveled across the universe for eight years, searching for the little blue planet until his dream was finally fulfilled. It was here that Numi met the Marshals of Ash and officially initiated them into the Spicy Clove Colony. Now Numi travels with the Marshals as half

warrior-half chronicler, exploring the stars to study the societies and technologies of other races to ensure the progress of his own.

### NOTABLE CARAPEN XENOSOCIATORS

**Cool Menthol (Neuter - Shield Husken)** Relentless and full of energy, Cool Menthol is a natural fit for the SHARD, where he fights alongside soldiers from across the universe, cataloging warfare in all of its forms.

**Fresh Citrus (Neuter - Lacermantis)** Fresh Citrus, a highly adapted assassin, has made a home on Troponopolis, where he was adopted by the powerful Tizen criminal organization. He learned how to exploit the weaknesses in other races and now serves as an exceedingly efficient hit man.

**Nutty Dried Berry (Neuter - Rukwing)** Nutty Dried Berry's extensive knowledge of toxins earned him an honorary doctorate in medicine from the University of Ouroboros. A studious intellectual, he has now joined a group of Assembly-sponsored physicians who provide aid to embattled nations.

### STARTING STATS

Your body starts with a **Total # of Appendages = 5.**

You start play with the following three UA which allow you to grow new Appendages:

**Basic Leg** - Appendage | Movement - Add +1 to your Speed for every Basic Leg on your body. Multi: (3+) Clinging Foot: You are Immune to the Knocked Back Status Effect, and you may adhere to any surface. Mega: (2+) Inverted Jumping Knee: You may double your Speed any time you are traveling vertically.

**Operating Arm** - Appendage | Melee Weapon (Impact) - Allows you to make MA using your MAS with your Natural Weapon and gain Fine Motor skills. For each Operating Arm allocated to your Natural Weapon, raise your damage to match the Appendage Count. Fine Motor skills let you use devices and weapons like a normal human hand.

**Rounded Segment Plates** - Appendage | Armor - Flex and bow the surface of your exoskeleton segments. For each Rounded Segment Plate allocated to your Hardened Exoskeleton, raise your AV to match the Appendage Count.

STR	AGL	AWR	DIS	TCH	ENG	PER	MAN	PIL
4	4	2	0	0	0	0	0	0

COR	Speed	NV	AV	RAS	MAS	SAS	RDS	MDS
4	2	4	0	2	3	0	4	2

### WEAPON & ARMOR PROFICIENCIES

Basic Weapons: ALL (Must have an appropriate number of Fine Motor Appendages in order to use Basic Weapons)

Advanced Weapons: NONE

Heavy Weapons: NONE

Armor: See Special Class Rules

## Special Class Rules

**Physiology:** Organic - You are considered Organic for the purposes of all UA, Consumables, and rules which apply to Organic targets.

**Appendages:** The Carapen Xenosociator can grow new limbs in forms ranging from giant claws to antennae to inverted jumping knees. Your body has a Total # of Appendages, and you are allowed to distribute these Appendages to each of your purchased Appendage UA. When reading an Appendage UA, the underlined terms at the beginning provide an overview of the Appendage (e.g., does it function as a Melee Weapon, Ranged Weapon, etc.). Each of these is explained in more detail in the description. Underlined sections named either "Multi" or "Mega" represent additional bonuses or sometimes new UA, which are granted by outfitting your body with either multiple copies of the same Appendage (Multi) or using several Appendage slots on one giant version of an Appendage (Mega). The number in parentheses following the Multi or Mega specifies how many Appendages must be allocated to this UA in order to gain the listed benefits. You may never allocate more than five Appendages to a single Appendage UA at a time.

**Purchasing Weapons and Armor:** The Carapen Xenosociator works quite a bit differently from other characters when it comes to weapons and armor. While they have the Proficiency for Basic Weapons, most Carapen will be using and improving on their **Natural Damage** rather than purchasing traditional weapons. Also, Carapen cannot wear the same armor as other Classes and instead must grow their own **Hardened Exoskeleton**. A Carapen can only ever have 1 Natural Damage and 1 Hardened Exoskeleton equipped at a given time. See the tables below for information on how to purchase upgrades to these two items.

NATURAL DAMAGE		
	Appendage Count	Damage
Alpha - 1,000 Credits	1	14 / 34 / 54
	2	18 / 40 / 62
	3	24 / 48 / 72
	4	30 / 56 / 82
	5	36 / 64 / 92
Beta - 2,000 Credits	1	20 / 44 / 70
	2	24 / 50 / 78
	3	30 / 58 / 88
	4	36 / 66 / 98
	5	42 / 74 / 108
Delta - 3,000 Credits	1	24 / 56 / 86
	2	28 / 62 / 94
	3	34 / 70 / 104
	4	40 / 78 / 114
	5	46 / 86 / 124
Lambda - 5,000 Credits	1	30 / 66 / 102
	2	34 / 72 / 110
	3	40 / 80 / 120
	4	46 / 88 / 130
	5	54 / 96 / 140

Omega - 8,000 Credits	1	36 / 76 / 118
	2	40 / 82 / 126
	3	46 / 90 / 136
	4	52 / 98 / 146
	5	58 / 106 / 146

HARDENED EXOSKELETON SEM = 4		
	Appendage Count	AV
Alpha - 1,500 Credits	1	5
	2	7
	3	9
	4	11
	5	13
Beta - 3,000 Credits	1	7
	2	9
	3	11
	4	13
	5	15
Delta - 6,000 Credits	1	9
	2	11
	3	13
	4	15
	5	17
Lambda - 9,000 Credits	1	11
	2	13
	3	15
	4	17
	5	19
Omega - 12,000 Credits	1	13
	2	15
	3	17
	4	19
	5	21

**Metamorphosis:** The Carapen Xenosociator has the unique ability to wrap itself in a cocoon once a day and completely change its entire body. This process requires 8 hours and the consumption of one shot of Carapen Stem Cells to complete. Once finished, the Carapen Xenosociator may choose to "respec" its entire Nexus, resetting all of its Keys and the XP spent to 0 while maintaining the same total XP it has earned. It may then redistribute that XP across its Nexus following the standard rules. The Carapen Xenosociator may also choose which Appendages it wants to grow and designate the optional configurations of its body.

### Carapen Stem Cells - 300 each

Allows Carapen to perform Metamorphosis.

# Nexus — Carapen Xenosociator

		TIER 1	TIER 2 150 XP unlock	TIER 3 450 XP unlock	TIER 4 1,050XP unlock	TIER 5 2,250 XP unlock
<b>SHIELD HUSKEN</b>			Exoskeleton Spines [1/300] <input type="checkbox"/>	Spines - Intoxicating [1/400] <input type="checkbox"/>	Spines - Pressurized [1/800] <input type="checkbox"/>	
	Antennae [1/150] <input type="checkbox"/>	Horn [1/300] <input type="checkbox"/>	Gentle Giant [1/400] <input type="checkbox"/>	Goliath Husken [1/800] <input type="checkbox"/>	Impregnable [1/1600] <input type="checkbox"/>	
	XP Spent _____	Sealed Body [1/150] <input type="checkbox"/>	Aggravating Pheromones [3/100] <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Spongy Segment Inlay [1/400] <input type="checkbox"/>	Grounding Filament Matrix [1/800] <input type="checkbox"/>	Living Fortress [1/1600] <input type="checkbox"/>
	New Appendage [1/150] <input type="checkbox"/>	New Appendage [1/300] <input type="checkbox"/>	New Appendage [1/400] <input type="checkbox"/>	New Appendage [1/800] <input type="checkbox"/>	New Appendage [1/1600] <input type="checkbox"/>	
<b>LACERMANTIS</b>		Burrowing Leg [1/150] <input type="checkbox"/>	Serrated Claw [1/300] <input type="checkbox"/>	Compound Eyes [1/400] <input type="checkbox"/>	Metabolic Furnace [1/800] <input type="checkbox"/>	
			Repulsing Pheromones [1/300] <input type="checkbox"/>	Environmentally Adapted Camo [1/400] <input type="checkbox"/>	Dart Ejector [1/800] <input type="checkbox"/>	Deathblow [1/1600] <input type="checkbox"/>
	XP Spent _____	Thread Spinner [1/150] <input type="checkbox"/>		Nightmarish Visage [1/400] <input type="checkbox"/>	Bewildering Attack [1/800] <input type="checkbox"/>	
			Accelerated Metamorphosis [1/300] <input type="checkbox"/>			Instant Metamorphosis [1/1600] <input type="checkbox"/>
	New Appendage [1/150] <input type="checkbox"/>	New Appendage [1/300] <input type="checkbox"/>	New Appendage [1/400] <input type="checkbox"/>	New Appendage [1/800] <input type="checkbox"/>	New Appendage [1/1600] <input type="checkbox"/>	
<b>RUKWING</b>		Oscillating Wings [1/150] <input type="checkbox"/>			Dive [1/800] <input type="checkbox"/>	
			Acidic Venom [1/300] <input type="checkbox"/>	Lightweight Airframe [1/400] <input type="checkbox"/>	Imbedded Stinger [1/800] <input type="checkbox"/>	Mind Altering Toxin [1/1600] <input type="checkbox"/>
	XP Spent _____	Mimic Sound [1/150] <input type="checkbox"/>	Poisonous Sting [1/300] <input type="checkbox"/>	Toxicology [2/200] <input type="checkbox"/> <input type="checkbox"/>	Chemical Flame Ejector [1/800] <input type="checkbox"/>	
			Regeneration [1/300] <input type="checkbox"/>	Ruk Screen [1/400] <input type="checkbox"/>		Ruk Bombardment [1/1600] <input type="checkbox"/>
		New Appendage [1/150] <input type="checkbox"/>	New Appendage [1/300] <input type="checkbox"/>	New Appendage [1/400] <input type="checkbox"/>	New Appendage [1/800] <input type="checkbox"/>	New Appendage [1/1600] <input type="checkbox"/>

Total Appendages \_\_\_\_\_ Total XP \_\_\_\_\_ Remaining Keys \_\_\_\_\_

		0 Keys Spent	1 Key Spent	2 Keys Spent	3 Keys Spent	4 Keys Spent	5 Keys Spent	6 Keys Spent	7 Keys Spent
<b>CORE STATS</b>			MAS[3/100] <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		MAS[2/200] <input type="checkbox"/> <input type="checkbox"/>		MAS[3/300] <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		MAS[3/400] <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		RDS[1/50] <input type="checkbox"/>	RDS[2/100] <input type="checkbox"/> <input type="checkbox"/>	RDS[1/150] <input type="checkbox"/>	RDS[1/200] <input type="checkbox"/>	RDS[1/250] <input type="checkbox"/>	RDS[2/300] <input type="checkbox"/> <input type="checkbox"/>	RDS[1/350] <input type="checkbox"/>	RDS[2/400] <input type="checkbox"/> <input type="checkbox"/>
				RAS[2/150] <input type="checkbox"/> <input type="checkbox"/>		RAS[3/250] <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		RAS[3/350] <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	RAS[3/400] <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		Attr[2/50] <input type="checkbox"/> <input type="checkbox"/>	Attr[2/100] <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Attr[2/150] <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Attr[2/200] <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Attr[2/250] <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Attr[2/300] <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Attr[2/350] <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
			NV[1/100] <input type="checkbox"/>	NV[1/150] <input type="checkbox"/>	Speed[1/500] <input type="checkbox"/>	NV[1/250] <input type="checkbox"/>	COR[1/1000] <input type="checkbox"/>	NV[1/350] <input type="checkbox"/>	
		MDS[1/100] <input type="checkbox"/>	MDS[2/150] <input type="checkbox"/> <input type="checkbox"/>		MDS[2/250] <input type="checkbox"/> <input type="checkbox"/>	MDS[3/300] <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		MDS[3/400] <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

## SHIELD HUSKEN

### Aggravating

#### Pheromones -

T2 - You release pheromones, causing all enemies who wish to make an attack within [2/3/4] Spaces of you to make a DIS Check.

If they receive a result of Partial Success or lower, they will make all efforts to attack you, ignoring other targets.



**Antennae** - T1 - Appendage | Misc. - Add +1 AWR for each Antennae. Multi: (2+) You may reroll any Check or Challenge one time to prevent yourself from being Ambushed.

**Exoskeleton Spines** - T2 - When you are the target of a MA that misses by 5 or more, you may automatically inflict 2 x your Total # of Appendages in Slicing damage to the attacker. This UA may occur in addition to Counter Attacks.

**Gentle Giant** - T3 - Receive +1 PER for every Appendage which is being allocated to a Weapon category.

**Goliath Husken** - T4 - Your body transforms into a Goliath Husken, becoming Size 2, SEM +2, STR +3.

**Grounding Filament Matrix** - T4 - Grow an interconnected network of metal deposits which terminates in the soles of your feet. Reduce all damage of type Energy by (2 x your Total # of Appendages).

**Horn** - T2 - Appendage | Melee Weapon (Slicing) - Allows you to make a MA using your MAS with your Natural Damage. For each Horn allocated to your Natural Damage, raise your damage to match the Appendage Count. Mega: (3+) Puncture: If you spend at least 2AP on Movement, make a MA for 1AP against an enemy you move adjacent to.

**Impregnable** - T5 - Replace the AV values for Appendage Count = 5 on your Hardened Exoskeleton with Alpha = 18 / Beta = 20 / Delta = 23 / Lambda = 27 / Omega = 29. The Power Level on this UA must match the Power Level of the Hardened Exoskeleton which is currently equipped.

**Living Fortress** - T5 - You automatically reduce any Epic damage attacks against you to Hit damage.

**New Appendage** - T1,T2,T3,T4,T5 - During your next Metamorphosis, you genetically unlock a new Appendage, adding +1 to your Total # of Appendages.

**Sealed Body** - T1 - You may operate normally for up to 30 minutes in a vacuum or an environment with a poisonous atmosphere.

**Spines - Intoxicating** - T3 - This adds Poisoned to your Exoskeleton Spines. Affected enemies must make a Poisoned (2 x your Total # of Appendages) SER [12].

**Spines - Pressurized** - T4 - Appendage | Ranged Weapon (Ballistic/Accuracy 16) - This allows you to make a RA using your RAS with your Natural Damage. Dealing Hit or better damage with this weapon forces the enemy to make a Poisoned (2 x your Total # of Appendages) SER [12]. For each Pressurized Spine allocated to your Natural Damage, raise your damage to match the Appendage Count. Multi: (4+) Pincushion: Your attacks with Pressurized Spines turn into AoE attacks in a 3x3 Space area.

**Spongy Segment Inlay** - T3 - Grow a flexible, spongy lining on the underside of your exoskeleton segments. Gain two free Appendages to add to your Rounded Segment Plates.

## LACERMANTIS

**Accelerated Metamorphosis** - T2 - Your Metamorphosis only takes 2 hours to fully complete.

**Bewildering Attack** - T4 - When you perform a MA which deals Crit+ damage, you also cause a Disoriented SER [10].

**Burrowing Leg** - T1 - Appendage | Movement - If you have at least one Burrowing Leg on your body, you may choose to perform Movement underground (through Beta or lower material) rather than over ground, but you must resurface before the end of your activation. Multi: (3+) Heavy Digger: May dig holes through Lambda instead of Beta or lower level material. Mega: (2+) Surprise Strike: If you resurface from burrowed Movement adjacent to a target, you gain +3 Focus to your next MA against that target.

**Compound Eyes** - T3 - Appendage | Misc. - For every Compound Eye on your body, you may choose to gain either +1 RDS or +1 MDS.

**Dart Ejector** - T4 - Appendage | Ranged Weapon (Ballistic / Accuracy 8) - This allows you to make a RA using your RAS with your Natural Damage. Does not break Environmentally Adapted Camo. For each Dart Ejector allocated to your Natural Damage, raise your damage to match the Appendage Count. Mega: (3+) Puncture: Apply Poisoned (2 x your Total # of Appendages) SER [12] when you hit a target with your Dart Ejector.

**Deathblow** - T5 - If you score Epic damage against an Adversary with a MA, you may immediately roll another MA. If that second MA also scores Crit or Epic damage, you may decapitate the target, immediately killing him. If the second MA does not deal Crit or Epic damage, it is ignored and deals no damage.

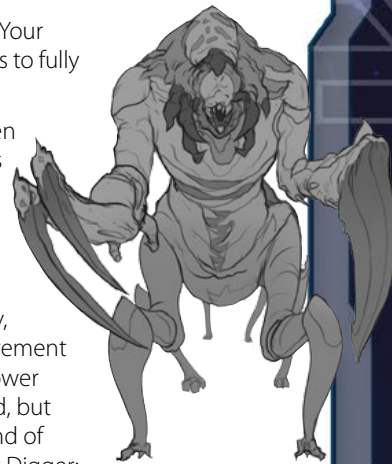
**Environmentally Adapted Camo** - T3 - 2AP to adjust your body's color and texture to blend in with your surrounding environment. You may maintain this effect even while moving so long as you move at half Speed, but the effect is lost if you perform an attack. Any opponent attempting to detect you must make an AGL vs. AWR Challenge.

**Instant Metamorphosis** - T5 - 5AP, You may perform Metamorphosis right before the eyes of your enemies, forgoing the cocoon and achieving full Metamorphosis in the duration of one full activation.

**Metabolic Furnace** - T4 - You may consume one additional Consumable of the Stimulant category per OBC encounter.

**New Appendage** - T1,T2,T3,T4,T5 - During your next Metamorphosis, you genetically unlock a new Appendage, adding +1 to your Total # of Appendages.

**Nightmarish Visage** - T3 - Your appearance is the stuff of nightmares, giving you +3 MAN.



**Repulsing Pheromones** - T2 - When an Organic enemy moves into an adjacent Space, he must first make a DIS Check. On a result of Failure or less, the enemy may not attack you for this activation.

**Serrated Claw** - T2 - Appendage | Melee Weapon (Slicing) - Allows you to make a MA using your MAS with your Natural Damage and gain the Gross Motor skill. For each Serrated Claw allocated to your Natural Damage, raise your damage to match the Appendage Count. Gross Motor skills allow you to hold and grip large objects but with little dexterity. Mega: (4+) Cleaving Swing: When you make a MA, you may apply the attack roll to all enemies adjacent to you.

**Thread Spinner** - T1 - If you spend at least one hour a day spinning thread for your colony's Spool, you create a completely encrypted record of the day's events that can only be read by another Carapen, and you are allowed to completely recall any past event of that day.

## RUHWING

**Acidic Venom** - T2 - All of your effects which cause Poisoned are so caustic that they dissolve metal as well as flesh, making them also apply to targets with Mechanical Physiology.

**Chemical Flame Ejector** - T4 - Appendage | Ranged Weapon (Energy / Accuracy 4) - Your body can now synthesize chemicals to make a liquid flame. This allows you to make a RA using your RAS with your Natural Damage, and forces your target to make a Burning SER [12]. For each additional Chemical Flame Ejector allocated to your Natural Damage, raise your damage to match the Appendage Count.

**Dive** - T4 - If you spend 1 AP moving while in Flight, you may make a normal MA with one of your existing Melee Weapon Appendages against any target whose Space you have moved adjacent to during your Movement. You remain airborne for the entire attack except for the moment when you strike your opponent.

This attack does not provoke Defensive Shots or Defensive Attacks but still costs the normal 2AP to make the MA.

**Imbedded Stinger** - T4 - All of your effects that cause Poisoned deal one Round of damage immediately upon taking effect, before the affected character is able to react to it.

**Lightweight Airframe** - T3 - Increase your base Speed by +1. This applies to all Movement modes.

**Mimic Sound** - T1 - This transforms your larynx and nasal cavity, allowing you to "store" a single sound at a time and then "speak" it with such precision it sounds identical to the original source.

**Mind Altering Toxin** - T5 - When a character who is Poisoned by you activates, he must make a DIS Check. If he receives a result of Success or less, he falls under your control, and you may dictate actions to him. These actions should never cause self-inflicted damage, but they may inflict damage on others. (GM's discretion)

**New Appendage** - T1,T2,T3,T4,T5 - During your next Metamorphosis, you genetically unlock a new Appendage, adding +1 to your Total # of Appendages.

**Oscillating Wings** - T1 - Appendage | Movement - These wings grant Hover. When Hovering, your base Speed changes to 3. Each Oscillating Wing adds +1 to your Hovering Speed. Multi: (4+) Flight Wings: You gain Flight in place of Hover.

**Poisonous Sting** - T2 - Appendage | Melee Weapon (Slicing) - This allows you to make MA using your MAS with your Natural Damage. When you deal damage with this Appendage, force your target to make a Poisoned (2 x your Total # of Appendages) SER [12]. For each Poisonous Sting allocated to your Natural Damage, raise your damage to match the Appendage Count.

**Regeneration** - T2 - You may heal yourself for 6 HP x #AP you spend using this UA.

**Ruk Bombardment** - T5 - You may detach your Ruk Screen from your body and move it at Speed 3 by spending your own AP. When the Ruk Screen moves into a Space that is occupied by an enemy, you may deal damage equal to your Ruk Counter. This does not provoke a Defensive Shot. While your Ruk Screen occupies the same Spaces as an enemy, you may spend 1AP to automatically deal damage equal to your Ruk Counter. While not attached to your body, your Ruk Screen will automatically be destroyed any time an enemy performs an attack against it with a weapon that deals AoE damage or of type Flame Thrower.

**Ruk Screen** - T3 - You spawn a swarm of tiny Ruk which surround your body, granting you a Ruk Counter of 20. Each time you take damage from a RA, you may first reduce that damage by the value of your Ruk Counter. You may spend 1AP to regenerate your Ruk Screen by rolling 1d12 and adding the result to your Ruk Counter. Your Ruk Counter can never go above 20.

**Toxicology** - T3 - 0AP, Once per activation, you may make a DIS Check, needing a result of [Success/Partial Success] to identify any toxin and biologically synthesize an antidote to remove the effect. You may spend an additional 1AP to extract the antidote and give it to any ally.

## Numi: Friend or Foe, Part 1 of 10

The green Raider's sleek mechanical Javelin Suit thumped across the hard-packed earth, streaking toward the open gate in the emerald castle's outer wall. A seven-foot-long diamond staff terminating in an electric blue banner shimmered in the Raider's hands. Supersonic slugs tore chunks of soil in ragged holes milliseconds behind the Raider. Twin ricochets echoed through the humid air, indicating two glancing blows. Without breaking stride, the Raider launched into a 40-foot leap, narrowly avoiding a cluster of mini rockets that converged on the spot it had just vacated. The concussion that followed altered the trajectory of the Raider's flight, causing it to miss the gaping gate by a few feet and slam into the unyielding steel wall.

Stunned for a moment, the scene froze on the immobile Raider.

A second green Javelin Suit, this one a heavily armored Ward, emerged from the gate to assist the fallen Raider. A red lance of light sliced through the air and stabbed the Ward square in the back. Reinforced aero-steel plates wept liquid metal tears as the beam melted layer after layer of armor. The bulky Ward fell to a knee under the assault as the fragile Raider performed a clumsy roll into the safety of the gate with its prize still clutched in one hand. Inside the battlement, the Raider's vitality seemed to return. It made a dead run for a majestic green banner that jutted from the ground just ahead. Furious explosions rocked the wall behind the Raider, and a ball of flame boiled over the 50-foot-high wall as the Raider crossed a threshold of light and planted the blue standard in the soil next to its green twin.

"Score!!!" thundered the announcer's voice as five hundred thousand spectators surged to their feet in a frenzy of pent up emotion.

Standing fully upright on my four back legs, I pumped the air with six upraised fists. My body tingled with a euphoria I'd not experienced since leaving my home world, Eucro. It reminded me of my colony – thousands of individuals all with their own needs but united in a common experience. Long have I desired to attend a live Migrathon match. I've heard the Gups recount dozens of Kinaso's most memorable performances and listened to Hock and Mafa quarrel over the relative merits of the 3-2-1 and 5-1 formations, but the reality of Migrathon exceeded my expectations. It was glorious.

On the playing field hundreds of feet below, the referee returned the blue team's flag to their base. Blue and green players in fully-enclosed mechanized Javelin Suits assumed their starting positions for the next round. Despite the beating their suits took, the two green javelin pilots involved in the score were unharmed and were undergoing complete overhauls in the pit.

Fans all around me were animatedly reenacting the green team's score with wild hand gestures, and a state-of-the-art hologramatic scene was broadcast into the arena 100 feet above the field, showing the same events magnified at 10x.

I flagged down a vendor selling barbecued meat on a stick. As I gleefully collected a fifth skewer, a shadow fell across the field, and a murmur rose up from the fans. I craned my neck up to see a hulking shape descend from the clouds, blotting out the sun. Its vaguely humanoid silhouette was colored in black and yellow, and it settled to the ground with a tremor that shook the entire stadium. It was difficult to gauge the scale of the invader, so great was its mass, but it stood outside the stadium with head and shoulders above the arena's edge, peering in. Spectators fell from their seats in a chorus of screams, and emergency raid sirens kicked in. The SERK invasion had begun.

Dark spines emerged from the SERK's massive shoulders, and its hands came into view reaching up to grasp the top of

the stadium. Ports in the spine's terminals opened, disgorging rank upon rank of smaller SERK which swept down the huge SERK's arms and spilled into the stadium. Terrified spectators stampeded toward the exits and were either trampled or cut down ruthlessly by the SERK. One thought stuck in my mind: invaders must be exterminated.

I consciously signaled my glands to ramp up endorphin production and initiated my spontaneous metamorphosis. Four membranous wings sprouted from my back. One of my right arms split from the hand to the elbow to form a serrated claw. The hand at the end of my right arm fused into a fat bulb, terminating in two tubes which shot jets of chemicals that, when combined, flashed into a vibrant red flame. I lifted into the air on humming, oscillating wings and launched myself at the snarl of deadly metal machines.

As I closed within range for my flame ejector, I unleashed an arc of liquid fire, coating a dozen SERK in the vanguard. The burning robots continued their assault, heedless of their own melting bodies. The rat-a-tat-tat of mini-gun fire drew my attention back to the rim of the arena, where SERK were still pouring across the arm bridges and assault models were encircling the stadium along the roof. Bullets peppered me, slicing through my fragile wings and cracking my carapace. I lost altitude and plummeted toward a wall of black and yellow machines. I spouted a final jet of flame just before I plowed into a rank of SERK. My limbs lashed out wildly, and my claw wrapped around a nearby SERK's neck. Squeezing, I popped its head clean off its shoulders, but its arms still hammered down, embedding meter long scythe blades into my chest. Yellow ichor leaked from my mortal wounds, but I still managed to wrap another marauding SERK in a crushing hug that crumpled its frame.

The last thing I saw was the reflection of my own face in a SERK's gleaming black blade as it descended toward my multifaceted, compound eye.

I awoke with the tingling sensation of pain remembered but never felt, safely in my room.

This was no normal night terror – it was a message from The Dreamer.

It was time to get to work.

Running through a quick physiological checklist, I found that my body had adapted itself to an appropriate battlefield configuration. The flame ejector had proven ineffective, and the wings were an obvious target for projectile attacks, so my new body had a heavily-reinforced exoskeleton and rounded segment plates to turn away bladed attacks. Satisfied, I sliced an opening in my cocoon with the inside of my bladed forearm and stepped out into my sparsely furnished cabin. The others would be gathering soon. I opened my door and lumbered down the hall to the Overwatch's common room.

## Prime Arbiter

Nearly 400 years ago, the Trans Solar Unified Protectorate (TSUP) discovered the planet Enus 9 on a routine drone scouting mission. Included in the drone's report - alongside descriptions of the planet's extremely irregular orbit, violent sandstorms, and volatile tectonic activity - was a geological mineral analysis that indicated planet Enus 9 to have 357 million tons of raw Multonium. At the time of the discovery, this amount of Multonium represented the single largest deposit in the known universe.

What followed was gold rush fever, with mining operations ranging from single freighter teams up to Multi-Galactic Corporations all scrambling to collect the fortune. Unfortunately for many, Enus 9, or M-Rock as it became called, was an uncommonly inhospitable planet that resisted all attempts to establish even rudimentary settlements. The poisonous atmosphere was so lethal that it killed any exposed living creature in seconds. The frequent sandstorms moving at supersonic velocities tore through even hardened bunkers, and the highly erratic tectonic movement prevented any kind of subterranean colonies from taking root. In short, M-Rock was a nearly perfect storm. The mortality rate for miners in the first year was 93%. To make matters worse, a large portion of fatalities were to non-ecological sources: booby traps set by other miners, sabotage of life support units, and outright banditry were commonplace. Most would-be miners turned around and went home, or perished. Only a handful of the wealthiest miners were left three years after the initial discovery, but even for them, the cost of human and non-human resources for the extraction of the Multonium was too high.

As a result, the TSUP launched a massive robotic drone development project that brought together the best AI scientists that money could buy. Within three years, the mining drone project had created a series of highly adaptable robots which were designed to withstand the planet's

harsh environment and possessed complex solution matrix algorithms for problem solving, since contact with the ground from orbit was unreliable in the best of times. The drones were launched to the planet from orbit, and were programmed to stockpile their mined Multonium in specific caches around the planet, where transport ships would regularly rendezvous to collect the payload. The mining drones exceeded everyone's expectations within the first six months of their deployment, but they were not alone. A parallel drone mining project, funded by the Abyss Corporation, also launched a series of robotic mining drones only four months after the TSUP project went live, and the results were catastrophic. Details about the events that occurred on the planet M-Rock during this period are unacceptably few, since the robotic mining drones were unable to communicate regularly with the orbital ships due to extreme solar radiation. But security footage from the transport ships that hauled the Multonium off planet confirm that, in addition to their normal cargo, decapitated heads of rival mining robots were often found piled next to each shipment. Over the next two years, a sort of arms race developed between TSUP and Abyss. New drones were outfitted with military armaments, and their AI was upgraded with guerrilla warfare tactics. Multonium shipments slacked, and the robotic body count reached incredible levels.

Then inexplicably, all contact with the mining droids on both sides suddenly ceased. When the subsequent transport ships reached the Multonium rendezvous site, there were no more severed robot heads, just towering stacks of purified Multonium. From this day forward, the Multonium payload for each pick-up site remained precisely the same. Any new drones sent to the planet abruptly cut off transmissions to their motherships within minutes of making landfall, and no communication with the mining drones was re-established. While both TSUP and Abyss were curious about the change in behavior on the planet, they were both making profits hand over fist, and no further action on their part seemed necessary to maintain this profitable enterprise. The scientists and high-level executives gradually shipped off to other exiting projects, and a minimal facility was left in orbit to continue to extract and ship the Multonium.

After nearly 200 years, the first report of an unregistered transport ship left the atmosphere of the planet M-Rock and disappeared in a flash as it entered a wormhole space jump. The small orbital TSUP shipping facility logged the event, but otherwise, business continued as usual.

Twenty-seven days later, two additional ships emerged from the planet, one establishing a stable orbit around the planet and the other winking off into another wormhole. The orbiting vessel's schematics matched no known model, and it immediately began to release satellites around the planet. The TSUP crew watched as the unidentified ship docked with their space station, and from the airlock emerged robots the likes of which they have never seen before.

They identified themselves as the Prime Sovereign Robotic Nation (SRN) and demanded to be recognized as a free race.

