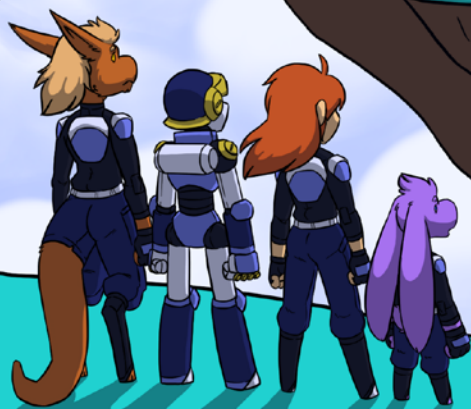


AETHER ADRIFT JUMPSTART





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Aether Adrift is a Work in Progress.

To learn more, visit us at www.demonskunkstudios.com/aether-adrift

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Aether Adrift

Aether Adrift is a soft sci-fi setting about exploring untamed wilderness, delving into ancient techno-ruins and unearthing the myriad of mysteries that lie sleeping inside.

This jumpstart requires the Savage Worlds Adventure Edition core rulebook to play. It contains an appetizer for the full game, enough for you to get a taste of the world and mechanics of Aether Adrift.

The Short Story

It was the year 2240 - Humanity had sent out ark ships to colonize the stars. One such ark ship, the United Sol Albatross, has had a catastrophic failure near an uncharted world far from earth. The crew, still in cryo sleep, and their robots were evacuated to the planet's surface in escape pods.

Upon landing on the planet, the crew and passengers of the Albatross met the Mikwa; a peaceful race of bipedal rabbit-like creatures that helped them establish a home base. While investigating mysterious, technologically advanced ruins, they ran afoul of another culture on the planet - the soldiers of the Fulgori Empire

Emperor Fulgor wants the technology of the ruins for his own nefarious schemes, and humans need the technology to have any hopes of finding and restoring their ship.

In response, the Humans and Mikwa have formed an organization called the Voyagers to fight back against the Fulgori, and discover the secrets buried in the ruins!

Join the Voyagers as a Human, Mikwa, Robot or rebel Fulgori. Help protect mikwa and human kind, and discover the secrets of this world of floating islands!

The Albatross and her Crew

The Albatross was an Ark ship designed to travel far from the Solar system, to carry humanity to far-off worlds in order to spread them across the stars.

The Albatross had a crew of two thousand, with about a hundred of them serving as security staff, fifty serving as crew, and the rest being colonizing families. They all rested peacefully in cryosleep for the

duration of the voyage while their robot maintenance crew dutifully kept the ship in working order.

After entering into orbit around an uncharted world near the Point of No Return for a maintenance inspection, an explosion tore through the engine room, forcing the Admiral to evacuate as much of the crew as possible, launching their cryo-pods towards the surface of the uncharted world.

It is now the year 2260, Humanity has been on Elisi for 3 months. The state of the ship and the location of the Admiral remain unknown.

The World

An uncharted world somewhere in the Milky Way Galaxy. From initial scans, it would appear that the planet has no visible surface; instead all known life exists on islands and continents that float via some unknown force above an opaque sea of clouds.

Scans were unable to indicate what lies beneath the Cloud Sea, though sometimes when the clouds are particularly low, the tips of something hidden beneath can be seen.

Luckily for the Voyager's crew, the planet's atmosphere is very similar to that of earth. The environmental conditions and biome of the world varies wildly between each of the floating islands, exhibiting strange environments like massive fungal forests and jungles so dense that the sun doesn't penetrate the canopy; the only light is cast from bioluminescent plants.

The Island of Elisi

Elisi is the island that most of the Albatross' command structure ended up landing on. It has a temperate climate with winters so mild that they only require a light jacket and balmy summers with an almost everpresent refreshing breeze.

The island's landscape is idyllic, with lush aquamarine grass and beautiful bright teal trees, crystal clear water and pillowy clouds floating overhead. The color of the flora varies from area to area, sometimes a deep blue, sometimes a bold red. Almost anywhere on the island would make for a beautiful painting.

The fauna, however, is a different story. While many of the creatures inhabiting the island are mostly harmless, there are some large predators like the highly territorial hippo-like hatukiwya that is big enough to bite a man in half, or the serpentine maway that produces a paralytic venom from its long fangs.

The most noteworthy feature of the island is the large volcano at its center. It seems to be inactive, featuring a large crater lake nestled in its caldera that is apparently the origin point for many of the island's rivers. Despite the rivers flowing off of the edge of the island, they never seem to dry up.

The Mikwa

The Mikwa are peaceful inhabitants of the island of Elisi. When humans first fell, the Mikwa helped them get situated. The freespirited Mikwa have shared secrets and supplies with the humans and helped them find some of the escape pods and cargo crates dropped from the incident aboard the Albatross. They called it "The Great Molting".

Once the Humans had a strong foothold, they reached out to the Mikwa to help them in turn, forming a coalition that would come to be known as the Voyagers.

The Voyagers

The Voyagers are a coalition between the Mikwa and Humans with the combined goal of protecting the Mikwa from the encroaching Fulgori Empire, and helping Humanity find and recover survivors and equipment scattered around the island of Elisi. The Voyagers operate out of Firebase Odal, which is close to the human town of Firstlight and the Mikwa town of Qochawasi.

From their central location near the Volcano, the Voyagers launch expeditions out into the island in search of more survivors and precursor installations. They also perform routine patrols and send smaller teams out to help both Mikwa and Humans with any problems they might be dealing with.

The Precursors

Dotted over the surface of the island, and more than likely hidden deep underground, are strange facilities that look like something out of a science fiction novel, with smooth intricate architecture, hard light constructs and advanced robot guardians. Some are in perfect working order, others are overgrown and inactive.

The Precursor installations contain a wealth of technological items, from advanced weaponry to powered suits that give the wearer immense strength and agility. These facilities seem to be Humanity's best chance to get off of the island to search for more survivors, and maybe eventually get back to earth.

It's a real shame Emperor Fulgor wants it all for himself.

The Fulgori Empire

Ruled over by Emperor Fulgor, the Fulgori Empire is an expansionist socialist dictatorship with a massive military. They don't seem to originate on the island of Elisi, but have a strong presence in the form of a large capital city and several smaller military outposts.

Although their technology looks like something out of human history their military should not be underestimated. The sheer numbers of armored vehicles, weapons and loyal soldiers they can field at once makes them a serious threat to the technologically superior, but numerically lacking Voyagers.

Fulgor's primary interest seems to be precursor tech. The many outposts built around Elisi serve as forward operating bases to deploy search parties to find more precursor installations and by extension more precursor tech.

Their military scientists are hard at work attempting to incorporate what technology they have already captured into their own equipment, making their already formidable military that much more frightening.

Some say that the Emperor's recent obsession has stoked the fires of rebellion inside of his own empire.

The Rebels

Emperor Fulgor's obsession with precursor technology and his growing paranoia has inspired many of his once-loyal citizens to flee the safety of the Empire to live free out in the wilds, for fear of his secret police. These small rebel cells live in constant fear of Fulgor's army, and this fear and desperation has led to some to reach out to the Voyagers, offering their help in exchange for safety.

New Character Options

Character Creation

Character Creation in Aether Adrift follows the standard SWADE rules with the following changes:

Players begin with 15 skill points. Players receive the gear included in the Voyager Standard Kit and \$1000 to spend on additional equipment. Players must choose from one of the 4 new races presented in this jumpstart - Human, Fulgori, Mikwa or Robot. The Human race has been altered from the standard SWADE rules.

We have deemed the following edges inappropriate for the setting, though the GM may decide otherwise: All SWADE Arcane Backgrounds, Arcane Resistance, Improved Arcane Resistance, Rich, filthy Rich, Soul Drain, Champion, Holy/Unholy Warrior, Mentalist and Wizard.

New Hindrances

Alien Allergies (Minor or Major)

Requirements: Non-Robot

This alien food just doesn't agree with your character. If you're Human, the Mikwa and Fulgori food just messes her insides up. If you're Mikwa or Fulgori, Human food is unpalatable and gives her the cramps.

As a Minor Hindrance, your character can eat the offending food, but it certainly doesn't agree with her. After eating, her stomach makes noises she's sure it's not supposed to, and she might have to take an emergency trip to the bathroom, or the bush.

As a Major Hindrance, the food might as well be poison to your character. When she eats it she gets terrible cramps, her insides threaten to explode out of both ends, and worse. You immediately take 1 point of fatigue after eating. This fatigue damage heals naturally after 24 hours of light activity.

Battery Hog (Major)

Requirements: Robot

Something is wrong with this robot's power distribution system. Whether it's from a poorly optimized power management, an old or damaged battery, or something worse, this robot can only go half the time between charges. This robot must charge every 3 days instead of the normal 7.

Marcotte Syndrome (Major)

Requirements: Human

Your character simply has a hard time taking the Mikwa or the Fulgori seriously - whether it's because they're so gosh darn adorable, or because he finds the concept of something so fluffy and animal-like frankly quite silly, he has a bad habit of underestimating their abilities, and writing them off as useless and ineffective.

He'll deny help from Mikwa mechanics wanting to repair his equipment, and laugh in the face of an entire squad of Fulgori staring him down with rifles, because in his mind, it's too silly to take seriously. Your hero Suffers a -2 penalty to Persuasion when dealing with Mikwa or Fulgori.

Packrat (Major or Minor)

Some people just can't get rid of things, and some people make it their life's goal to collect all of them. This hero is one of those people. As a Minor he collects one type of thing, and cannot be convinced to part with anything that fits his collection. Your hero must pass a Spirit trait test to resist picking up something that fits his collection, or to leave anything that fits his collection behind.

As a Major your hero is an absolute hoarder. Anything that catches his eye will be picked up and stuffed into his bag. No amount of pleading will get him to leave anything, and his collection of junk often grows so large it encumbers and hinders him. The only thing that might get him to leave his precious loot behind is the imminent threat of death. Your hero must pass a Spirit test to resist picking up anything that isn't obviously garbage, or to drop anything that could conceivably be useful or valuable in the future.

If the hero has a home or safe, secure personal storage, he may be inclined to keep some of his collection there instead of on his person at all times.

Technophile (Minor or Major)

Your character is completely enamored with unusual technology, and simply can't get enough of collecting or studying it! As a Minor Hindrance your character will jump at the chance to research any tech alien to their culture, or be madly obsessed with one particular type, be it Fulgori engineering, Precursor tech or Human devices.

As a Major Hindrance your character will put himself in danger to get his hands on rare technology that he hasn't seen yet and spend days picking apart objects to see how they work inside and out.

Thrill Seeker (Major)

This hero craves danger, the rush of adrenaline from climbing a mountain, the sense of speed from putting the pedal to the metal and ramping over rolling hills, the kick of narrowly defying death. She'll just about throw herself into any situation where she can feel the rush. Your hero will just about jump at the chance to go on dangerous missions, and she'll be the first in line if the words "But it will be dangerous" or "the odds are impossible" cross someone's lips.

Unwieldy Ears (Major)

Requirement: Mikwa

This Mikwa's ears are frankly irresponsibly large. They hang down much lower than other Mikwas' ears, nearly to the point where they drag on the ground. Whenever this Mikwa must make an Agility trait test, if the Agility die comes up as a 1, she is caught up in her own ears, knocked prone, gets them caught in a door, etc. This should be played up for comedic effect.

New Edges

Altered Edges

Healer

Requirements: Novice, Smarts or Spirit d8+

Healer now requires either Smarts or Spirit at a d8 or higher.

Background Edges

Background Edges must be taken at Character Creation, and cannot be gained through advances.

Beloved Belonging

Requirements: Mikwa, Novice, Character Creation

Your hero has crafted, or inherited an item that is incredibly important to him. 3 times per session, if he has the item with him, the hero can invoke the item to gain a +2 bonus to his next trait test. If this item is ever lost or destroyed the hero suffers a -1 penalty to all trait tests for 1d4 weeks while he mourns its loss. If the item is destroyed it may be repairable. If the item is lost, a new item of significance may be given by an important NPC or party member. Either way, this should be a significant character moment.

This item can be any Mikwa item from the equipment list, or some type of statuette, small picture, jewelry, or other fitting item.

Combat Edges

Bodyguard

Requirements: Novice, Fighting d6+, Notice d6+

Your hero has some experience acting as a living shield to protect others. As an action, he may choose to guard one character adjacent to him. When that character would be hit by an attack, your hero may take the hit instead. Resolve the damage roll against your hero instead of the original target.

Shieldbearer

Requirements: Novice, Fighting d6+

This hero has spent time training to use shields, learning how to position them so they're most effective. She gains An additional +1 parry when wielding a shield.

Power Edges

Amp Element: Arc

Requirements: Arcane Background(Nanotech)

You've become adept at manipulating Nanotech. You can now align your Nanotech amp to the Elec element, allowing you to access ARC options for your Amp powers.

Amp Element: Cold

Requirements: Arcane Background(Nanotech)

You've become adept at manipulating Nanotech. You can now align your Nanotech amp to the Cold element, allowing you to access COLD options for your Amp powers.

Amp Element: Heat

Requirements: Arcane Background(Nanotech)

You've become adept at manipulating Nanotech. You can now align your Nanotech amp to the Heat element, allowing you to access HEAT options for your Amp powers.

Arcane Background (Nanotech)

Arcane Skill: Nanotech (Smarts)

Starting Power Points: 15

Starting Powers: 3

Nanotech is a fledgling technology discovered on elisi that allows the user to manipulate a newly discovered type of material called 'nanoparticles'. Nanotech can produce a variety of effects ranging from things that you'd expect, such as quickly constructing armor or small objects, to more exotic things like hurling balls of fire and projecting arcs of lightning.

In order to utilize Nanotech, the Nanotechnician must have a Nanotech Amp - a device used to contain, control and manipulate the nanoparticles.

Backlash: Due to the complicated and largely unknown aspects of manipulating nanoparticles, a number of things can go wrong when a nanotechnician isn't doing his job right. Whenever a Nanotechnician rolls a Critical Failure when activating a Nanotech power, draw a card and consult the Error table in the Nanotech section.

Multi-Thread

Requirements: Arcane Background (Nanotech)

You gain the ability to maintain an additional number of powers equal to half your smarts die -2. For example, if your Smarts is d6 you could maintain a total of 2 powers. If your smarts is a d8 you can maintain a total of 3 powers, etc.

Quick Switch

Requirements: Arcane Background(Nanotech)

You've learned how to more efficiently switch Nanotech elements. You can switch your Amp element once per turn without suffering a Multi-action penalty.

Robot Upgrade Edges

Arm Blade

Requirements: Novice, Robot

This robot was built with a deployable arm blade that folds away into its arm to allow the hand to function and work. The stats for the Arm Blade is listed in the Equipment section under Melee Weapons.

Arm Cannon

Requirements: Novice, Robot

This robot was built with a fully functional arm cannon that folds away into its arm to allow the hand to function and work. The stats for the Arm Cannon is listed in the Equipment section under Ranged Weapons.

Armor Plating

Requirements: Novice, Robot

This robot is built with enhanced armor, protecting it from more dangerous weapons. The enhanced armor gives it an additional +2 Armor to its entire body.

Medical Suite

Requirements: Novice, Robot

This robot is always considered to have the proper tools for the Healing skill. A standard Medpak can be loaded into the robot's chassis, granting it a +2 bonus to Healing skill rolls for 10 uses. When loaded, it cannot be dropped or lost unless ejected by the robot, or removed by another creature.

Mobility Mode

Requirements: Novice, Robot

This robot is built with a high-mobility mode such as deployable wheels or treads that allows it to move quickly when needed. Robots with this option have a pace of 8.

Night Vision

Requirements: Novice, Robot

This robot's visual sensors are enhanced with infrared sensors, allowing it to ignore illumination penalties for Dim and Dark lighting.

Onboard Tools

Requirements: Novice, Robot

This robot is equipped with a suite of standard tools. It is always considered to have the proper tools for the repair skill.

Tow Hook

Requirements: Novice, Robot

This robot was built with a strong collapsible grappling hook that can be fired from the arm, or lowered from its back, and can be retracted with a strong pulley, allowing the robot to pull things toward it, or haul itself upward.

The standard cable can be extended to a full length of 30". The chain can be extended or contracted by up to 12" per round as an action. The chain can hold as much weight as the Robot's Maximum Weight, as listed in the Encumbrance section in the SWADE core rulebook.

New and Altered Skills

Common Knowledge (Smarts)

Common Knowledge represents your body of knowledge concerning culture and current events. Characters roll Common Knowledge with a -2 penalty if that knowledge doesn't come from their culture.

For example, a Human would roll Common Knowledge -2 to know about famous Fulgori or Mikwa and a Mikwa would roll Common Knowledge -2 to know about Human action movies.

Nanotech (Smarts)

Nanotech is the skill required to effectively program and manipulate nanoparticles. It is used in conjunction with the Arcane Background (Nanotech) Edge.

Precursor Knowledge (Smarts)

Precursor Knowledge represents your body of knowledge concerning the Precursors, their technology, and their language.

A successful Precursor Knowledge roll allows you to decipher the basic meaning of precursor text or learn the function and purpose of a piece of precursor technology.

Repair is used to repair precursor technology, but is limited by the hero's Precursor Knowledge skill. Use whichever skill is lowest. This rule also applies to Driving, Hacking, Language, Piloting, Research, Science and Thievery when concerning precursor devices.



New Races

Human

Off-Worlder

Because Humans are extremely new to the continent, their knowledge of the land is anything but great. Humans suffer a -2 penalty to Common Knowledge rolls for anything that isn't related to the Albatross, Humans or Robots.

This Hindrance can be bought off with 1 Edge Point or Advance.

Only The Best

The crew of the Albatross were selected for practical skills that would be useful for research and colonization. Humans begin with a free d6 in one of the following skills: Academics, Electronics, Healing, Repair, Research, Science or Survival.

Versatile

Humans start with 1 free edge.

Human Primer

Physical Description

Humans are... Humans! They somewhat resemble hairless apes, If you're for some reason not familiar. Humans vary in appearance even more in the year 2260. Thanks to pre-birth genetic engineering, it's even possible to have naturally pink or blue hair!

Personality

The Humans of the Albatross tend to be very optimistic and open minded - volunteering to be colonists takes a certain type of upbeat personality. Not everyone is happy about being stranded on an uncharted world, but most try to make the best of it.

Society

Human towns are made out of a combination of pre-fab housing modules and pop-up structures like hard-walled tents. Human society is very communal. Jobs are delegated and everyone does their part to farm, hunt or protect the small towns from both Imperial forces and wild animals.

Technology:

Humans are the most advanced of the 3 races on Elisi. They have energy weapons and their clothing and armor are made of superlight materials that are much more durable per pound than anything the fulgori or mikwa can easily make. Almost everything the humans have can only be made with their fabricators, making their equipment somewhat rare.

Human pre-fab housing modules are climate controlled, environmentally sealable and stocked with modern conveniences and entertainment. They are powered by small fusion reactors.

Much of their equipment is scattered in fallen cargo crates, meaning that their resources aren't readily available to them.

Relations

Mikwa

Humans and mikwa are working closely together, and have a very positive relationship. The mikwa taught humans what to eat, how to farm and many other important things about the island.

Fulgori Empire

The Empire sees humanity as a threat due to their advanced tech. The Emperor hates them because they are taking technology out of the precursor ruins



Rebels

As they say; The enemy of my enemy is my friend. Humans don't exactly invite the Fulgori Rebels in with open arms, but they see them as a potential ally.

Important Humans

Admiral Donald Lowell

The admiral of the Albatross. He spent the entire trip awake to helm the ship and keep it on track. His current whereabouts are unknown.

Security Chief Harleen Davis

Previously the chief of security aboard the Albatross, The calm, collected young woman is now the leader of the the human town of Firstlight.

Voyager Organizer Lt. John Breaker

Previously a Lieutenant in the USOL military, The unshakeable, firey soldier is now the leader and organizer of the Voyagers. He wishes he could lead his own expeditions.

Chief Science Officer Marleen Scarce

The Chief Science Officer aboard the Albatross, She is distant and not fond of socializing, but dedicated to her field, and obsessed with finding out more about precursor technology.

Fulgori Rebels

Born to Follow

Fulgori are very good at following orders. Whenever they gain a bonus from the Support Action increase this bonus by +1.

Camelbutt

Fulgori store fat in their tails for survival. Due to this stored fat, a Fulgori gains a +2 to Vigor rolls made to resist the effects of starvation. Their thick tails also give them a +2 bonus to Agility rolls made to resist being knocked prone or losing their balance.

Darkvision

Fulgori eyes amplify light similarly to that of a cat. They ignore attack penalties for Dim and Dark lighting.

Overspecialized

Fulgori are very specialized in their jobs. A Fulgori must have a d10 in one skill related to their job before they defected. I.E. a Fulgori that worked on the assembly line might have Notice at a d10, or a Fulgori that worked as a Mechanic might have a d10 in Repair.

Fulgori Rebel Primer

Short Description

The Fulgori are a race of militaristic humanoids characterized by their long pointed ears, their long, thick tails and their slender little paws. Fulgori were initially hostile to humans, and remain uncooperative.

Physical Description

Fulgori are tall and predatory, with long pointed ears, a jagged upper jaw, a long, thick tail, and digitigrade legs. Fulgori fur tends toward a rusty red and earth tones. The average fulgori stands a little over 6 feet tall.

Personality

Fulgori believe that unity is strength, and often seek to fit in with whatever group they are a part of. They are diligent workers and understand that the cogs are the most important part of the machine. Fulgori are typically guarded and reserved to outsiders, only opening up to a small group of close friends.

Society

Fulgori are well cared for by their government, and in exchange they're expected to do their job well without question. Young fulgori are raised in boarding academies by headmistresses that act as den mothers and teach them how to be a productive member of society. The department of Public Order keeps citizens out of trouble.

Life as a rebel is a different story. Rebels live in small, typically underground, hidden bases and settlements. The empire and loyalists consider them terrorists and the military typically has kill on sight orders. Most of them don't have the skills to survive in the wild, and have to learn through brutal trial and error. These hardships form the Rebels into tight knit groups.

Whispers

Rumor has it that the king has a secret police. They don't have a name, if they exist at all, so the rebels call them Whispers. Sometimes elite hit squads of these ghosts are sent to deal with would-be rebels, and many loyalists have fled the empire for fear of being a target.

Technology

The fulgori have an industrial tech level, with mass production capabilities that well exceed humanity during their industrial revolution. Each Fulgori housing complex is climate controlled with a complex interconnected system of pneumatic tubes to transport food and waste into and out of the apartments.



Fulgori weaponry consists of traditional firearms and explosives. Their equipment is reminiscent of world war 2 era humanity, and their armor is made up of heavy metal plates over durable fatigues. Their war machines are terrifying and numerous.

Rebels persist on the scraps of the empire, raiding outposts to steal weapons and supplies, and using crude pipe weapons and scrap armor when they can't.

Relations

Humans

The Rebels are wary of humans and their machine men, but most are willing to work with them for lack of any other allies. Fulgori Voyagers can become very attached to their teams.

Fulgori Empire

Most rebels miss their homes and the families they left behind, but the empire enforces that rebels are terrorists and traitors. Imperial soldiers have kill-on-sight orders for rebels.

Mikwa

Some rebels cling to old beliefs that the Mikwa are silly yokel hippies with nothing to offer. Smart rebels learn that the Mikwa are good farmers and know more than they do about survival.

Important Fulgori

Emperor Fulgor

The illustrious, slightly paranoid ruler of the Fulgori empire. He was a grand hero of the people in the great war years ago, but since his ascendancy to the throne, he has become a different man.

Baldric

Emperor Fulgor's loyal and unfaltering body guard. The Emperor is rarely seen without Baldric by his side, and Baldric himself is incredibly protective of his charge. He's taken more than a few bullets for the emperor.

Mikwa

Ancestral Knowledge

Roll 1d10 whenever A Mikwa encounters a type of precursor item or mechanism for the first time. On a roll of 10 she seems to remember a basic knowledge of it's functions.

Creator's Curiosity

Mikwa are creatures filled with an intense desire to create, and an intense need to learn. Mikwa will often become enthralled with certain types of things, usually related to their craft. A tailor may become obsessed with the details of newly discovered garments, for instance, throwing caution to the wind to get their hands on them, and learn more about them.

This Hindrance can be bought off with 1 Edge Point or Advance.

Huge Ears

Mikwa have huge, prehensile ears that give them exceptional hearing. Mikwa receive a +2 bonus to hearing-based Notice checks.

Self Sufficient

Mikwa are adept at getting by in their rustic lives. They gain a free d6 in either Repair or Survival, and the maximum for that skill increases to d12+1

Small Stature

The Mikwa are small compared to both the Fulgori and Humans, to reflect this, their Size is reduced by 1.

Mikwa Primer

Short Description

The Mikwa are a race of peaceful natives defined by their long ears, short fluffy tails, and small stature. They are initially somewhat cautious, but after gaining their trust, they became incredibly friendly and helpful.

Physical Description

The Mikwa somewhat resemble a strange cross between an earth rabbit and donkey, dyed in pastel. They have long semi-prehensile ears, short fluffy tails, big blunt snouts, colorful pastel fur and typically stand under 3 feet tall.

Personality

Mikwa are creative and artistic. Their personalities vary as much as their fur color, though most are pleasant and personable. They are typically open about their feelings and free with their thoughts. Many mikwa are eccentrics who obsess over their passion.

Society

Mikwa society is very open and social. Their homes always have an area open to the town where they can socialize and chat. Mikwa typically consider everyone in town to be part of their family, regardless of race. Their towns are typically led by an elder council that arbitrates on issues the town can't decide upon.

Town mikwa keep giant farm gardens that grow their food and graze their animals.

Nomadic mikwa travel from place to place, living in easily movable tents or sleeping under the stars. These nomads tend to be better survivalists, and their most talented hunters and stalkers sometimes leave to become Rangers in towns.

Mikwa venerate their ancestors and believe that their spirits watch over and protect them.

Technology

Mikwa are not very advanced, though their towns often feature some degree of electricity for lighting, plumbing, ventilation and



radios. These are powered by small generators that burn a sweet smelling oil.

The mikwa do not have mass production, but they make up for it with quality. Everything they have is hand made and well cared for. Many of their more advanced devices, like motor vehicles and guns, are refurbished and repurposed fulgori tech.

Some mikwa seem to have an almost instinctual knowledge of precursor technology, and seeing precursor artifacts in mikwa hands is not especially rare.

Relations

Humans

Mikwa find humans fascinating and appreciate all of the affectionate petting. They taught humans how to live off of the land, and maintain a strong trade relationship with them.

Fulgori Empire

Mikwa have distaste for the empire. The empire has often occupied their towns, or pushed them out of their homes to gain access to nearby precursor structures.

Rebels

Some mikwa extend their distaste of the empire to the rebels, but others recognize their plight and cautiously lend a helping hand. Some rebel hideouts even have a small Mikwa population.

Important Mikwa

Chief Qooma

The Kind old chief of the Mikwa town of Qochawasi, near Firstlight. She is old and grandmotherly, even to the Voyagers. Trade between Qochawasi and Firstlight has helped both greatly.

Sisseen 'Sissi' Geere

A Talented Mikwa Mechanic who has an uncanny skill with Precursor technology. She has managed to incorporate precursor tech with her own inventions, and is always hungry for more.

Robot

Battery Powered

Robots are powered by a high capacity battery typically mounted on their back. They can go 7 days before needing a 6 - 8 hour charge.

If a robot fails to charge after 7 days they enter a power save mode to prevent critical systems damage. A robot can override this automatic power save mode if they are in a dire situation, but irreparable damage may occur.

Construct

Robots add +2 to recover from being Shaken, don't suffer wound penalties, and are immune to poison, disease, suffocation and drowning. Robots cannot heal naturally. To heal a robot requires the Repair skill – which is used like the healing skill only with no "Golden Hour".

Fearless

Robots automatically succeed at Fear tests.

Ghostless Shell

Spirit cannot advance beyond a d6

Purpose Built

Robots are built with a job in mind. They begin with a free d8 in one skill, representing this intended purpose. Sadly, they cannot easily learn new skills. When spending an Advance to learn a new skill at d4, the robot only learns one, instead of 2.

Robot Code of Ethics

1. A robot cannot harm, or by inaction bring harm to humans.
2. A robot must obey orders given to it by established command staff
 - Orders from higher ranking command take precedence
 - In the event of conflicting orders, the robot must evaluate the situation and perform the most logical course of action.
3. A robot must protect its own existence as long as such protection does not conflict with the first or second laws.

Special Functions

Robots gain access to 2 free Novice Robot Upgrade Edges.

Robot Primer

Short Description

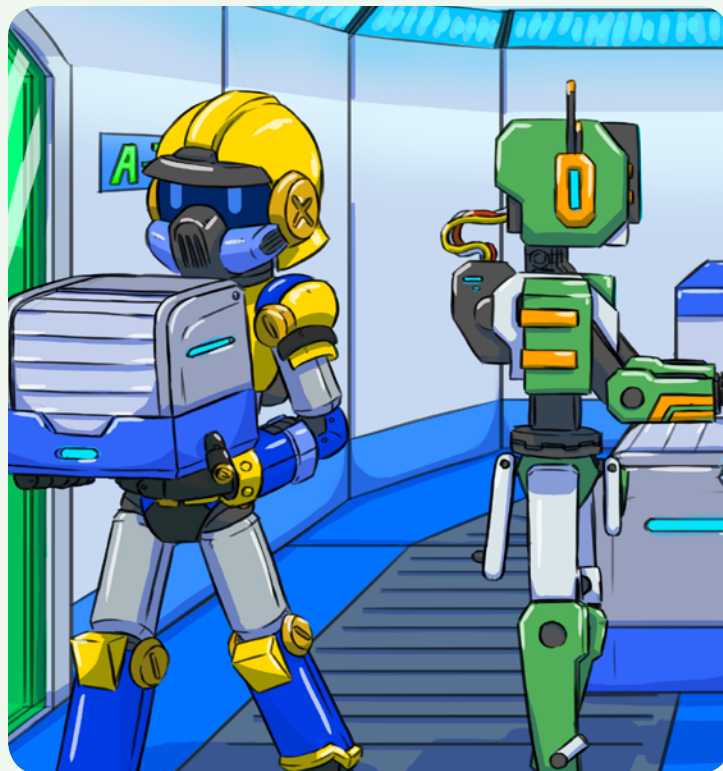
Robot is a blanket term used to describe any number of typically bipedal machines. These robots in particular were created to maintain and monitor the human colony ship while the humans were in cold stasis.

Physical Description

Robots are typically bipedal humanoid machines with sturdy bodies made of metal and polymer. Robots can vary in height from significantly shorter than a human to significantly taller, depending on its purpose. Many robots feature a video screen in the faceplate that allows them to express emotions. A Robot's purpose is typically reflected in its design.

Personality

Robots feature simulated personalities designed to make the experience of working with them more pleasant. Over the 20 years of their service on the Albatross some of these simulated personalities have grown into strange quirks like an obsession with showing off how much they can lift, or spouting witty one-liners.



Society

Robots do not have a society of their own, instead they integrate with human society. While robots are at their core merely tools and appliances to make human life easier, humans grow attached to their personalities and usefulness. Over time they tend to treat them as part of the family, part of the team, or even as a friend.

In the USOL around Earth, Robots filled in for humans in many dangerous or unpleasant jobs such as waste management, nuclear reactor maintenance and manual labor. At the same time, many robots worked alongside humans, helping to keep their homes and offices clean, serving them food at restaurants and performing routine maintenance on their vehicles.

Now robots act as watchdogs, able to keep watch long after humans tire; they act as maintenance crew, keeping frequently used support vehicles running on the rugged terrain; and they act as moral support, allowing the stranded colonists a level of comfort that helps to keep them sane so far from home.

Technology

Robots are made out of human technology. Their bodies are made of light weight but sturdy metals and polymers allowing them to take a beating but not weigh more than a couple hundred pounds. They are powered by rugged high capacity batteries that only need to be recharged or replaced once a week or so, depending on their level of activity.

Important Robots

Teddy Mk.1

A prototype of an experimental line of recon robots designed after Theodore Roosevelt. One of his eyes is horribly scarred and half-melted from some unknown attack or accident. He speaks almost exclusively in Teddy Roosevelt quotes, and he constantly emits a low radio static hum.

Teddy was one of the earliest robots to help search for survivors, but when a Miyu'Moko'Chi flew off with an injured survivor, he gave chase. Some say he is still doggedly pursuing that beast; after all, *Never throughout history has a man who lived a life of ease left a name worth remembering.*



Gear

This section contains a small sampling of new gear from each of the three playable race groups - the Fulgori, Mikwa and Voyagers, as well as some new weapon traits unique to them.

New Weapon Traits

Multiattack (x)

Melee weapons with the Multiattack property can attack multiple times in a single action. The number following the Multiattack property is the number of attacks you can make in a single action.

Declare how many attacks you're putting into each possible target. Then roll that number of Fighting dice and assign them in whatever order you like to the targets you declared.

Wild Cards roll their Fighting dice plus a Wild Die, which can be assigned wherever they like after seeing the result of the roll. They still can't hit with more attacks than the weapon's Multiattack rating, however.

Because of the wild nature of Multiattacks, attacking more than once in an action subtracts 1 from the Attacker's Fighting rolls.

Revolver

Weapons with the revolver property hold their ammunition in separate revolving chambers. When a gun with the revolver property jams or misfires its ammo capacity is temporarily reduced by 1 but it can still be used as normal. This capacity reduction can be removed with a successful Repair check.

Unreliable

Weapons with the Unreliable trait jam or misfire if the Shooting Die rolls a 1, regardless of the Wild Die.

If an Unreliable weapon is fired with a RoF of 2 or more, it jams or misfires on a roll of 2 or less instead.

New Gear

Armor

Guard Armor

Metal armor designed to protect the wearer from wild beasts. It is simple but functional, providing sturdy protection for the full body.

Guard Helmet

A metal helmet with a liftable visor designed to protect the wearer from wild beasts. It is simple but functional, providing sturdy protection for the head.

Impulse Suit

A light skin-tight full body suit that employs predictive sensors to increase the wearer's reaction speed, making them harder to hit. An unpleasant side effect is that the delicate sensors are prone to painful feedback when the wearer is struck.

Light Guard Armor

Metal armor designed to protect the wearer from wild beasts without compromising mobility too much.

Kumpaywa Hat

A wide bowl-like hat made from thin metal. It has straps that allow it to be worn as a helmet or held in the hand as a shield.

Makeshift Armor

Armor cobbled together from whatever the creator had on hand at the time; often riveted metal bands held together by leather straps.

Makeshift Helmet

A helmet cobbled together from whatever the creator on hand at the time, frequently cookware and metal scraps.

Medium Helmet

A more sturdy helmet with a flip-down visor that shields the user's eyes, as well as a reinforced forehead plate to further protect from trauma.

Modular Light Armor

A light armor that attaches to the standard human Survival Suit, or Robots. It has flexible chest, back and shoulder armor that provides surprising protection for its negligible weight.

Modular Medium Armor

A medium armor that attaches to the standard human Survival Suit or Robots. It has flexible chest, back and shoulder armor, as well as protection for the arms and legs. It provides more significant protection than the light armor without much additional weight.

Scavenged Battle Armor

Fulgori Battle Armor scavenged from fallen fulgori, riveted back together and maintained with makeshift tools.

Scavenged Battle Helmet

A Fulgori Battle Helmet scavenged from fallen fulgori, riveted back together and maintained with makeshift tools.

Survival Suit

The standard survival suit provided to all Albatross crewmembers. It doesn't offer much protection by itself, but is designed to be equipped with Modular Armor.

Shields

CQB Arm Guard

A small forearm length guard that straps to the arm, like a thick gauntlet typically made of sturdy lightweight polymers. While not big enough to be used to guard against ranged attacks, it can be used to parry weapon attacks without risking harm, and leaves the hand free. It pays to be forearmed.

Guard Shield

A simple but functional center grip shield made of wood with a layer of metal pounded over it. It features a stud on the center of the face to protect the user's hand.

Light Mikka Shield

A small, colorful buckler made of thin but sturdy metal with a center grip. Can be used to parry blows, but does not offer much meaningful defense.

Scrap Shield

A small shield cobbled together from whatever the creator had on hand at the time, big enough to cover the arm and protect the wearer's torso.

Scrap Tower Shield

A man-sized shield cobbled together from whatever the creator had on hand at the time, typically riveted metal bands with heavy metal handles.

Tactical Shield

A circular shield about 2 feet in diameter that is typically made of lightweight polymers or metal. These shields always have a viewing window, and are sometimes completely transparent.

Melee Weapons

Arm Blade

A forearm length blade that, appropriately enough, folds into the robot's forearm, deploying when needed.

Assault Blade

A modern equivalent to the long sword, designed to deliver strong, accurate cuts, with a keen blade that can penetrate armor.

Claw Knife

A dagger with a distinct forward curling blade. These are typically used for skinning animals and cutting bark from trees, but their wicked blades are extremely effective on exposed flesh.

Ear Weights

A pair of weights that strap on to a Mikwa's ears. They are typically used in a whirling dance-like technique that allows them to strike multiple times. Ear weights can be wielded in the hand by non-mikwa. If wielded this way they lose the Multiattack property.

Force Hammer

A large one handed hammer with a force multiplier designed to crush through armor and disable foes.

Giga Blade

A massive modern blade designed to be used in both hands, and make wide-sweeping swings.

Knife

A small, light blade that makes for a useful cutting tool or a desperate backup weapon.

Mikka Machete

A large single edged knife that is heavier toward the tip. It features a hooked bill on the back of the blade. Used primarily for cutting through thick foliage, the bill hook gives this weapon utility as a prying and climbing tool, among other uses.

Pan

A cooking implement turned on it's side and used as a desperate bashing weapon. Surprisingly useful as a defensive tool.

Paw Talons

A set of clawed footwear designed to help with climbing. It can also be used for nasty kicking attacks and swooping attacks while using a Wing Cape.

Utility Blade

A small, sharp survival knife that can fit a variety of purposes. It isn't optimized for combat, but its sharp, sturdy blade can be useful in a pinch.

Ranged Weapons

Arm Cannon

A common energy weapon mounted inside the arm of robots designed for combat or security purposes. It fires bolts of energy and is powered by the robot's internal battery.

Autobuster SMG

A common submachine gun that is capable of fully automatic fire of bolts of energy.

Beam Rifle

A heavy laser rifle designed to fire accurately over long distances. It fires slowly, but its beams deal a significant amount of damage.

Bow

A traditional Mikwa hunting weapon. Despite its primitive nature it remains a useful and reliable tool that is easy to maintain and repair.

Burst Assault Beam

A modified version of the Assault Beam that fires accurate bursts of laser fire. It lacks the ability to fire in full auto, but its beams are more powerful to compensate.

Kelgi Type 37-B

A shortened version of the Kelgi Type 37 revolver shotgun. The barrel has been significantly shortened and the stock has been removed to allow for more convenient storage and concealment.

Knife Launcher

A truly horrifying weapon invented by a frustrated mikwa sick of wild animals attacking his livestock. It uses tension to sling knives at deadly velocities with surprising accuracy. The weapon is so awkward to use that only the strongest Mikwa can wield it without a support of some kind - usually the shoulder of an unlucky friend.

If a modified knife is used as ammunition, apply its damage bonuses and AP to the Knife Launcher for that shot.

Mikka Pistol

An old friction lock pistol designed originally by the Fulgori and gifted to the Mikwa some time ago. It holds one round, and loads through the breach. When cocked, the striker on the back of the gun locks back, and when the trigger is pulled the striker slams forward, using friction to ignite the primer and fire the round. Each pistol is unique thanks to the Mikwa's love for tinkering and customization.

Mikka Rifle

An old friction lock rifle designed originally by the Fulgori and gifted to the Mikwa some time ago. It holds one round, and loads through the breach. It uses the same friction striker as the Mikka pistol, and is just as unique thanks to the Mikwa's love for tinkering and customization.

Scatter Blaster

The standard issue shotgun for Albatross Security - it fires arcs of energy that spread similarly to the shot used in traditional shotguns.

Scrap Auto Rifle

A fully automatic scrap rifle capable of laying down sustained fire with a single pull of the trigger. The feed mechanism makes it much more useful in a firefight, but also much more likely to jam.

Scrap Pistol

A single shot pistol put together from pieces of scrap metal, lengths of pipe and whatever else the crafter could find. They are unreliable, awkward to use and ugly, but they're better than nothing.

Scrap Revolver

A revolver put together from pieces of scrap metal, lengths of pipe and whatever else the crafter could find. They are more reliable than their single shot counterparts.

Roll 1d4+2 to determine how many Shots the Revolver can hold when you find or buy one.

Scrap SMG

A fully automatic scrap gun capable of laying down sustained fire with a single pull of the trigger. The feed mechanism makes it much more useful in a firefight, but also much more likely to jam.

Scrap Thrower

A big, bell-shaped shotgun that can be loaded with all manner of scrap and launch it with deadly velocity. It takes 2 rounds to stuff it with scrap and prime it.

Special Weapons

Pipe Bomb

A simple explosive made to fit in a length of pipe. Most are armed with a flick of a covered switch on the side, though more hastily made bombs use a lit wick.

Pulse Bomb

A fist sized sphere with 2 rings of light that signal when it is armed or safe. It is armed by turning a ring on its top. When thrown it emits a damaging pulse of energy that drains its battery. If recovered it can be recharged for later use.

Ammo

Battery (Bat)

Pistol rounds designed for use with Fulgori firearms.

Cost: 250 Wt: 1 lb

Arrow (Arw)

Pistol rounds designed for use with Fulgori firearms.

Cost: 10/50 arrows Wt: 1 lb/50 rounds

Mikka Cartridge (MC)

Old style cartridges designed for old friction lock guns.

Cost: 20/50 rounds Wt: 2 lb/50 rounds

Kolibri 1 (K1)

Pistol rounds designed for use with Fulgori firearms.

Cost: 10/50 rounds Wt: 1 lb/50 rounds

Kolibri 3 (K3)

Rifle rounds designed for use with Fulgori firearms.

Cost: 30/50 rounds Wt: 5 lb/50 rounds

Shotgun Kolibri 2 (SK2)

Standard shotgun shells designed for fulgori shotguns.

Cost: 30/50 rounds Wt: 5 lb/50 rounds



Armor

Type	Armor	Min. Str.	Weight	Cost	Notes
Voyager Armor					
Impulse Suit	+0	-	2	500	Parry +2, -2 to Shooting rolls against you. Wearer takes +2 damage from attacks.
Light Helmet	+2	-	2	100	50% Chance vs Headshot
Medium Helmet	+3	-	3	200	50% Chance vs headshot
Modular Light Armor	+2	-	4	250	Covers Torso
Modular Med Armor	+3	-	8	375	Covers Torso, Arms, Legs
Survival Suit	+1	-	1	150	Covers Torso, Arms, Legs +2 Vigor to resist extreme temperatures.
Mikwa Armor					
Guard Armor	+3	d4	15	300	Covers Torso, Arms, Legs
Guard Helmet	+3	d4	4	150	Covers Head
Kumpaywa Hat	+2	d6	8	250	50% chance vs Headshot, Can held as a Shield
Light Guard Armor	+2	-	8	200	Covers Torso, Arms, Legs
Rebel Armor					
Makeshift Armor	+2	d4	15	100	Covers Torso
Makeshift Helmet	+2	d4	3	50	50% Chance vs Headshot
Scav Battle Armor	+3	d6	20	200	Covers Torso, Arms, Legs
Scav Battle Helmet	+3	d6	3	150	50% Chance vs Headshot

Shields

Type	Parry	Cover	Min. Str.	Weight	Cost	Notes
Voyager Shields						
CQB Armguard	+1	-	-	2	100	+1 Armor vs melee attacks. Leaves hand free.
Tactical Shield	+2	-2	d6	6	200	+2 Armor to attempts to shoot through it.
Mikwa Shields						
Guard Shield	+2	-2	d6	8	150	+2 Armor to attempts to shoot through it.
Light Mikka Shield	+1	-	-	4	50	
Kumpaywa Hat	+2	-2	d6	8	250	+2 Armor to attempts to shoot through it.
Rebel Shields						
Scrap Shield	+2	-2	d6	12	100	+2 Armor to attempts to shoot through it.
Scrap Tower Shield	+3	-4	d8	30	150	+3 Armor to attempts to shoot through it.

Melee Weapons

Type	Damage	Min. Str.	Weight	Cost	Notes
Voyager Weapons					
Arm Blade (Robot)	Str+d6	-	-	-	AP2
Assault Blade	Str+d8	d6	4	400	AP2
Force Hammer	Str+d6+2	d6	6	400	AP2, AP4 vs. Rigid Armor, +2 damage to objects
Giga Blade	Str+d10	d10	10	500	AP2, Reach 1, Two Hands
Utility Blade	Str + d4	d4	1	150	AP2
Mikwa Weapons					
Claw Knife	Str+d4	d4	1	200	+4 Damage to Unarmored Targets, +2 Damage vs Natural Armor
Ear Weights	Str+d4	d4	3	250	Multiattack 2, AP1 vs. Rigid Armor, Mikwa, loses Multiattack if wielded in hand.
Mikka Machete (Blade)	Str+d4+1	d4	2	200	Hook attack
Mikka Machete (Hook)	Str+d4	-	-	-	AP 2
Paw Talons	Str+d4	d4	1	300	AP1, +2 to Athletics for Climbing. No Hands, Straps to Feet
Rebel Weapons					
Pan	Str+d6	d6	3	150	AP2 vs. Rigid Armor, Parry +1
Knife	Str+d4	d4	1	100	

Ranged Weapons

Type	Range	Damage	AP	RoF	Shots	Min Str.	Weight	Cost	Notes
Voyager Weapons									
Arm Cannon (Robot)	15/30/60	2d6	2	1	-	d4	-	-	Energy
Autobuster SMG (Bat)	12/24/48	2d6	-	3	50	d4	5	300	Energy
Beam Rifle (Bat)	40/80/160	2d8+1	4	1	10	d6	10	400	Energy, Heavy Weapon, Snapfire
Burst Assault Beam Rifle (Bat)	24/48/96	2d8+2	2	1	15	d6	10	400	3RB Energy
Buster Pistol (Bat)	15/30/60	2d6+1	2	1	30	d4	3	250	Energy
Gatling Beam (Bat)	40/80/160	2d8	2	5	100	d8	30	1000	Energy, Heavy Weapon, Snapfire
Scatter Blaster (Bat)	12/24/48	1-3d6+1	-	1	8	d6	10	250	Energy, Shotgun
Mikwa Weapons									
Knife Launcher (Knife)	10/20/40	3d6	-	1	1	d10	20	300	Reload 2, Shoots a Knife
Mikka Bow (Arw)	12/24/48	2d6	-	1	-	d6	2	100	
Mikka Pistol (MC)	10/20/40	2d8+1	2	1	1	d4	5	200	Reload 1
Mikka Rifle (MC)	20/40/80	2d10+1	4	1	1	d6	11	300	Hvy Weapon, Reload 1, Snapfire
Rebel Weapons									
Kelgi Type 37-B Shotgun (SK2)	5/10/20	1-3d6	-	1	6	d6	6	150	1H, Revolver, Shotgun
Scrap Auto Rifle (K3)	20/40/80	2d8-1	-	3	20	d6	10	200	Unreliable
Scrap Pistol (K1)	15/30/60	2d6-1	-	1	1	d4	3	50	Unreliable
Scrap Revolver (K1)	15/30/60	2d6-1	-	1	1d4+2	d4	6	100	Revolver, Unreliable
Scrap SMG (K1)	12/24/48	2d6-1	-	3	15	d4	7	150	Unreliable
Scrap Thrower (Junk)	5/10/20	1-3d8+1	-	1	1	d8	12	200	Reload 2, Shoots Junk

Special Weapons

Type	Range	Damage	AP	RoF	Cost	Weight	Blast	Notes
Voyager Weapons								
Pulse Bomb	5/10/20	3d6+1	2	-	250	3	MBT	Reusable, Rechargeable
Rebel Weapons								
Pipe Bomb	4/8/16	3d6+2	-	-	100	1	MBT	

Mundane Gear

Backpack Bed

A roughly inch thick pad of cushion with a thick insulated waterproof sheet that can be used as a blanket or a makeshift tent.

BioGel Bandage

A tube of gel that can be rubbed onto wounds to seal them much more efficiently than any bandage. It can be applied in one action with a successful use of the Healing skill. When applied, the hero ignores any wound penalties they had at the time.

BioGel Bandages do not heal wounds.

Build-A-Bunk

A deployable one-man shelter that contains a cot, an area for a stove, and an overhead light. In addition, the material hardens once fully deployed, to provide protection from the elements. When not in use it folds up to backpack size.

Comm Bit

A small communicator that typically fits either on the ear, or around the wrist. Comm-bits can communicate over short distances of around 5 miles. If they're within range of a comm hub, or a Comm Kit however, they can be used to communicate much longer distances.

Duracord

A strong synthetic rope that can be used for a variety of purposes. It can haul a surprising amount of weight, and comes in a number of thicknesses for various purposes.

E-Canteen

A small container that can hold about a quart of water or other liquids. Features a temperature control unit to keep water at a specific temperature for hours.

The e-canteen weighs 0 when empty.

E-Ration

A self heating ration containing enough food for one person for one day. The contents include one entree, a dessert, crackers, drink mix, an energy bar, chewing gum and toilet paper. The heating action is button-activated and takes only 30 seconds to heat the contents to their optimal temperature. The rations are generally considered tasty, and can hold for up to 30 years as long as the seal isn't broken.

Filter Mask

A small mask that covers the nose and mouth. It seals into place without any straps, and has a number of filters designed to screen out dust, harmful gases and airborne toxins. It adds grants a +2 bonus to resist harmful gases or airborne toxins.

Mundane Gear

Name	Cost	Weight
Backpack Bed	25	4
Biogel Bandage	50	-
Build-A-Bunk	200	5
Comm Bit	50	-
Duracord (15"/30yd)	10	1
E-Canteen	50	2
E-Ration	75	2
Filter Mask	50	1/5
Goggles	10	1/5
Hardpack	50	1
Lighter	1	-
Magnatool	250	3

Name	Cost	Weight
Medpak	100	1
Migwi Bag	30	1
Mikwa Dancing Hat	25	1
Nanotech Amp	200	1
PoCom	50	-
Scented Oil (2 oz)	3	1/8
Sleeping Kit	25	3
Survival Suit	150	-
Utilitorch	50	1
Water Purification Tabs	10	-
Wilderness Suit	100	3
Wing Cloak	100	3

Goggles

One of a variety of types of Fulgori goggles. Some have clear round lenses, others have slitted, angled lenses to reduce glare and intimidate enemies, others are shaded to keep the sun out of the wearer's eyes. Whatever the style, they protect the wearer's eyes from wind, sand and other similar conditions.

Hardpack

A hard case backpack used to store equipment and other things. Comes in a variety of shapes and sizes for different purposes. It is waterproof up to 30 meters for several days.

Lighter

A handy portable device that can summon fire at a whim with a push of a button.

Magnatool

A multi-purpose utility tool that can perform the role of a hammer, crowbar, shovel, saw, hatchet and a variety of other tools. It counts as basic tools for the Repair skill.

Medpak

A small hard pack containing medigel, trauma pads, bandages and a number of other useful medical tools. It adds a +2 bonus to Healing rolls made to heal fresh wounds or stabilize someone who is bleeding out. Contains enough supplies for 10 uses.

Migwi Bag

Any one of a variety of bags worn like backpacks, on the belt, or over the shoulders. All of them are handcrafted, and many are modified for comfort by the owner.

Mikwa Dancing Hat

A hat designed by the mikwa specifically for humans, allowing them to participate in the mikwa's very ear-centric, twirling dances. It features long hanging flaps that resemble a mikwa's ears.

Nanotech Amp

A Nanotech Amp is a glove with a computer on the wrist and an emitter in the palm. It allows a Nanotechnician to program and command nanoparticles.

PoCom

Short for Pocket Computer, a pocom unit is about the size of a smartphone, and can do most of the same things, like send and receive messages, store data, edit files and playback both video and audio. It also includes a camera, and can be paired with a comm bit or a comm kit. A large number of attachments exist to augment the pocom's already significant list of capabilities.

Scented Oil

Oils infused with various floral or fruity scents. Both male and female mikwa like to rub these into their fur like perfume, or burn them to fill an area with a pleasant scent.

Sleeping Kit

A combination sleeping pad and bag designed to make sleeping in the wilderness much more comfortable. The bag is winterized and can protect from inclement weather.

Survival Suit

A full body suit consisting of a lightly padded form-fitting top and comfortably loose pants. The sleeves typically end about halfway down the forearm, and they include a pair of durable, comfortable boots. It gives a +2 bonus to resisting environmental conditions.

Utilitorch

A cylindrical illumination device that can be used as a flashlight to illuminate a 10" cone in front of the user. It also has a handle that can be rotated and pulled out to turn the device into a lantern that shines in a 10" radius.

Water Purification Tabs

Small tablets that will remove most harmful bacteria and toxins from water. Each tablet can purify up to a gallon of water, and a pack contains 10 tablets. The tablets do not remove particulate.

Wilderness Suit

A suit of earth-tone shades often with leaves and foliage hanging off of it to allow the wearer to blend in with the wilderness. Often employed by Mikwa hunters. It gives a +2 bonus to Stealth rolls made in the wilderness.

Wing Cloak

A sturdy cloak that fastens to the wearer in several places, when the arms are spread, the cloak catches the air and can be used to slow a fall or glide short distances. Frequently used by mikwa Rangers.

Voyager Standard Kit

The standard set of equipment given to every voyager recruit to ensure that they are properly equipped for the tough road ahead. It contains the following items:

2 BioGel Bandages, 1 Comm Bit, 60yds Duracord, 1 E-Canteen, 1 E-Ration, 1 Hardpack, 1 Lighter, 1 Magnatool, 1 PoCom, 1 Sleeping Kit, 1 Survival Suit, 1 Utilitorch, 1 Utility Blade, 10 Water Purification Tabs.

All of the items included in the Standard Kit fit neatly into the Hardpack, with the exception of the sleeping kit and Duracord, which attach to the exterior. The entire kit weighs 15 pounds.



Nanotech



Nanotech is a technology created by the mysterious precursors that allows the user to manipulate 'nanoparticles' to achieve a variety of magic-like effects, such as creating walls of energy, summoning weapons and causing explosions.

Making a Nanotechnician

The proper term for a character who uses Nanotech is a "Nanotechnician". In order to make a Nanotechnician, you need 3 things. First you must take the Arcane Background (Nanotech) edge.

In order to actually make use of Nanotech powers, you need to use the Nanotech skill.

Lastly, you need an item called a Nanotech Amplifier, or Nanotech Amp for short. The nanotech amp is what actually allows you to manipulate and store nanoparticles.

Power Changes

Nanotech uses the same basic mechanisms as Powers in SWADE, but there are many differences. They are explained below.

Backlash

A Critical Failure when activating a nanotech power has special rules that are described in detail on the next page.

Casting Requirements

A character must not be Bound, and must have a Nanotech Amp.

Maintaining Powers

Maintaining a Nanotech power doesn't cost any extra power points and doesn't cost an action to perform. When a power would end you can choose to maintain it. By default you can maintain one power at a time. If you wish to maintain a new power when you are already maintaining your maximum number of powers, you must choose one of the powers you are maintaining to cancel.

By taking the Multi-thread edge you can maintain more based on your Smarts die.

Maintaining more powers strains your amp, causing a -1 penalty to all Nanotech rolls for each power you are maintaining. For instance, if you were maintaining 2 powers you would take a -2 penalty to Nanotech skill rolls.

Power Modifiers

Nanotech powers have their own list of modifiers and extras, and do not use SWADE's Power Modifiers system.

Powers

Nanotech powers are designed to be much more versatile and powerful than SWADE's powers. It is recommended that you only use the powers in the Aether Adrift Jumpstart.

Trappings

Nanotech Powers with no active Amp Element resemble glowing solid shapes - a blast of colored energy, a glowing solid wall, etc. The specific details of the shape are up to you. A Nanotech Barrier could be a brick wall, Metal plates or a featureless slab, for instance.

If you have an active Amp Element, it is reflected in your powers. For instance a Cold Wall will appear icy and give off cold fog, and a Heat Wall would be visibly burning, or glowing with heat.

Options and Alternatives

Nanotech powers are extremely customizable. Every power has a number of Options that can be applied to enhance or alter the effects of the power. Some powers have Alternative effects that completely change the way the power functions.

Options

Options can be applied to a power when you first cast it by spending an amount of additional power points listed next to the name of the option.

Alternatives

Alternatives are alternative uses of the power. When you use an Alternative power, ignore the Cost and Effects lines and instead pay the number of power points listed next to the option and use the description of the alternative power.

Amp Elements

Your nanotech amp can be configured to simulate a number of natural elements such as heat and cold to modify the effects of powers. You can switch between your different available elements as an action. To begin with you only have access to NONE, other elements are gained through Edges.

None

The standard Nanotech Amp contains no element. This gives it no special properties or powers, and allows all non-element powers and extras to be used.

Heat

Configuring your Nanotech amp to HEAT allows your nanoparticles to combust and generate heat that can be used in a variety of different ways.

Manipulate Heat

With a HEAT amp you can manipulate heat to perform a variety of tricks and effects.

- Light a small fire, equivalent to a lighter or match.
- Ignite an extremely flammable object such as dry kindling within 4 yards.
- Heat about a gallon of water to around 100°F or 38°C over the course of a minute.
- Heat the air in an enclosed area roughly 4 sq yd in size.
- Heat one creature, giving them a +1 bonus to resist cold, or a -1 penalty to resist heat.

Cold

Configuring your Nanotech amp to COLD allows your nanoparticles to supercool and flash freeze materials.

Manipulate Cold

With a COLD amp you can manipulate cold to perform a variety of tricks and effects.

- Snuff a small fire about the size of a campfire.
- Flash freeze about a cup of water.
- Cool about a gallon of water to around 60°F or 15°C over the course of a minute.
- Cool the air in an enclosed area roughly 4 sq yd in size.
- Cool one creature, giving them a +1 bonus to resist heat, or a -1 penalty to resist cold.

Arc

Configuring your Nanotech amp to ARC allows your nanoparticles manipulate electrical currents

Manipulate Arc

With a ARC amp you can manipulate electric currents to perform a variety of tricks and effects.

- Jolt an unconscious creature awake.
- Bridge an electric current between two conduits up to a yard apart.
- Slowly attract or repel small metallic objects up to 4 yards.
- Temporarily power a small low-power electrical device.
- Temporarily halt the flow of electricity through small wires.
- Insulate one creature from electrical shock.

Nanotech Backlash

When you roll a Critical Failure when activating a Nanotech Power your nanotech amp malfunctions. Draw a card and suffer the effects based on the suit you rolled below.

Clubs - Grey Goo

Oh no! You've caused the singularity, the world is doomed to be eaten by nanites! Oh, wait, they're just hungry for a piece of your equipment. One piece of non-precursor equipment on your person is permanently destroyed, but you regain 5 Power Points.

Hearts - Radial Splash

Your Nanotech amp malfunctions, causing it to discharge the current element around you. Everyone within 5" suffers damage equal to your Nanotech skill die, plus an affect based on your currently selected Element.

- **None:** Creatures suffer damage equal to your Nanotech skill + d4
- **Arc:** Creatures suffer damage equal to your Nanotech skill die, and must succeed at a Vigor roll or become stunned.
- **Cold:** Creatures suffer damage equal to your nanotech skill die and must succeed at a Vigor roll or have their pace reduced by half for 1d6 rounds.
- **Fire:** Creatures suffer damage equal to your nanotech skill die and have a 1 in 6 chance to catch on fire.

Diamonds - Elemental Shift

If you have access to multiple Amp Elements, your active element switches to another available element at random, then the power activates with the new element as normal. If you do not have access to multiple Amp Elements, you're lucky. Nothing happens.

Spades - On the Fritz

Your Nanotech Amp is on the fritz! It cannot be used again until you spend a minute repairing it with a Repair roll at a -2.

Reading Powers

Rank, Power Points, Range, Duration and Effects read the same as Powers in the SWADE core book. Options, Alternatives, Heat, Cold and Elec are new elements specific to Nanotech, and are explained in detail below.

Options

A list of optional, additional effects you can apply to a power at the cost of additional power points. The additional cost is listed in the parentheses next to the Option's name. Options can change how the power works including causing it to target an area, allowing it to grant additional bonuses, or increasing its range.

Alternatives

Alternative uses of the power that can be used instead of the basic effects at the cost listed in parentheses. Unless stated otherwise, Alternative powers have the same Power Point cost, Range, Duration and rank as the base power.

Heat, Cold and Arc

Some powers have sections labeled Heat, Cold and Arc. These describe how the power changes when you have one of the three elemental modes active.

These effects are always applied when you use the power with an elemental mode active, meaning that you may have to change your element to avoid unwanted effects.

not all powers have additional effects based on active element.

Nanotech Powers

Attack

Rank: Novice

Power Points: 1

Range: 12/24/48

Effects: Attack a target using a bolt of Nanotech energy, dealing 2d6 points of damage, or 3d6 with a raise.

Options

Cone (+1)

When attacking, place the thin end of the Cone Template at your character's front. Targets within the template may make Agility rolls versus your Nanotech roll to evade the attack. Those who fail suffer damage.

Blast (+1)

When attacking, place the Medium Burst Template centered on your character. Creatures other than you within the template may make Agility rolls versus your Nanotech roll to evade the attack.

Large Blast (+2)

When attacking, place the Large Burst Template centered on your character. Creatures other than you within the template may make Agility rolls versus your Nanotech roll to evade the attack.

Ranged Blast (+1)

When applying the Blast option, you may center the Burst Template anywhere within your range, applying range penalties as normal.

Empowered (+1)

Your Attack deals an additional 1d6 points of damage to all targets and counts as a Heavy Weapon.

Multi-Attack (+1/Attack, +1/Option)

Attack up to 3 times by spending an additional power point per option per bolt.

HEAT

Fire Bolt

Attacks deal fire damage and have a 1 in 6 chance of setting flammable materials and targets on fire.

Area Heat (+1)

Area HEAT attacks leave harmful fire behind for one round. If a creature begins their turn in, or enters the area it takes 2d6 fire damage and has a 1 in 6 chance of catching fire.

COLD

Ice Bolt

Attacks deal cold damage and the target must succeed at a vigor test. If they fail, their pace is reduced by half for 1d4 rounds.

Area Cold (+1)

Area COLD attacks leave an icy sheet on the ground that creates difficult terrain for 1 round. Safely moving through this area costs 2 pace for every inch of movement. Creatures that move at their full pace into or through the area can attempt an agility test. If they fail they immediately fall prone and end their movement.

ARC

Arc Bolt

Attacks deal arc damage and gain AP2 against metal armor.

Area Shock (+1)

Area ARC attacks leave arcing currents behind for 1 round. Any creature that begins their turn in, or attempts to move through the area must succeed at a vigor test or become stunned for 1 round.

Barrier

Rank: Novice

Power Points: 1/Section

Duration: 5/Maintain

Range: Smarts

Effects: Project a wall of nanoparticles 1" (2 yards) wide. You may project a number of 1" wide wall segments equal to your Smarts by spending 1 power point per section. The thickness of each wall section varies, but should be no more than a few in-game inches.

Each individual section can be up to 1" tall, allowing for waist high cover or full walls. Each section of the barrier has 10 toughness, or 12 with a raise, and is destroyed by an attack that exceeds its toughness.

The wall can be projected horizontally or diagonally at just about any angle, but must be anchored to a solid surface or another nanotech barrier section.

Options

Dense (+2/Section)

Wall sections can only be destroyed by attacks with the Heavy Weapon property.

Cube (+2/Cube)

Project a solid cube of nanoparticles 1" on each side.

Reflect (+1)

Whenever a ranged attack hits your nanotech wall section and does not exceed its toughness, the attack reflects back at the attacker. Subtract 2 from the attacker's Shooting, Throwing or Nanotech roll. If the result is 4 or more the attacker rerolls damage against himself. The shooter can make a called shot at -4 to avoid Reflection.

Alternatives

Armor (1/Ally)

Project armor onto an ally to protect them from harm. The target gains +2 armor, +4 with a raise. You may project armor onto a number of allies equal to half your Smarts by spending 1 additional point per ally. The Armor power is subject to Armor Stacking rules.

HEAT

Fire Wall

The Wall gains 4 toughness vs. Fire damage. Whenever a creature comes into contact with the nanotech wall, platform or cube he takes 2d6 fire damage and has a 1 in 6 chance of being set on fire.

Alternatives

Heat Armor

Whenever a creature benefitting from your Armor is attacked in melee, the attacker takes 2d6 fire damage and has a 1 in 6 chance of being set on fire. The target of armor gains 4 toughness vs Fire damage.

COLD

Ice Wall

The Wall gains 4 toughness vs. Cold damage. Creatures attempting to climb your nanotech wall or cube suffer a -2 penalty. Creatures attempting to walk on top of your nanotech barrier must move at half their pace. If they move at their full pace they must succeed at an agility test or fall prone and immediately end their movement.

Alternatives

Cold Armor

Whenever a creature benefitting from your Nanotech Armor is attacked in melee, the attacker must succeed at a Vigor test or have their parry reduced by 2 for 1 round. The target of armor gains 4 toughness vs Cold damage.

ARC

Shock Wall

The Wall gains 4 toughness vs. Arc damage. Whenever a creature comes in contact with your nanotech barrier it must succeed at a Vigor test or become stunned for 1 round.

Alternatives

Arc Armor

Whenever a creature benefitting from your Nanotech Armor is attacked in melee, the attacker takes 2d6 arc damage and must succeed at a vigor test or become stunned for 1 round. The target of armor gains 4 toughness vs Arc damage.

Grapple

Rank: Novice

Power Points: 1

Duration: 5/Maintain

Range: 15/30/60

Effects: Launch a long chain of nanoparticles that can grapple onto surfaces. The grapple chain can be extended to a full length of 60". The chain can be extended or contracted by up to 12" per round as an action.

Grapple can automatically latch onto most textured surfaces, burrow into soft materials such as wood, and even penetrate into most stone and concrete. Grapple cannot latch onto smooth metallic surfaces, including many interior precursor surfaces. Some materials such as sheets of ice or glass will shatter or break if penetrated with a normal grapple.

You may detach your grapple from a surface as a free action, or another creature can attempt to pry the grapple from a surface with a successful Strength test.

Options

Tether (+1)

Attach your grapple chain to a creature within range. Make a Nanotech roll against the target's Parry. Success means your grapple attaches to them. With a raise the target suffers a -2 penalty to break free. A conscious creature can choose to be tethered as long as your Nanotech roll is successful. An unconscious creature requires a simple success to tether.

The target can attempt to break free with an opposed Agility or Strength roll against your Nanotech skill. You can willingly end the tether as a free action.

Strangle (+1)

Lash out with your Nanotech tether and wrap it around the target's neck. Make a Nanotech roll against the target's Parry. Success means they begin suffocating. With a raise the target suffers a -2 penalty to break free.

The target can attempt to break free with an opposed Agility or Strength roll against your Nanotech skill.

Alternatives

Entangle (1)

Create long chains of Nanoparticles that lash out from the ground and grapple your target. Your Nanotech roll is opposed by the target's Agility. Success causes the target to become Entangled. On a raise the target becomes Bound. Athletics rolls to break free are opposed by your Nanotech instead of Athletics.

Area (+1)

Your entangle affects all creatures within a Medium Burst Template.

Crush (+0)

As an Action, crush one or more targets held by your Entangle power. Each target must succeed at an opposed Strength test vs your nanotech skill or suffer 2d6 damage.

HEAT

Burning Grapple

Your grapple head is superheated, allowing it to penetrate deeply into surfaces. A creature attempting to remove the Grapple suffers a -2 penalty to Strength.

Exhausting Tether

The tethered creature suffers a -2 penalty to attempts to break free from the tether. Creatures with resistance to heat ignore this effect.

Alternatives

Exhausting Entangle

Creatures ensnared by your Entangle suffer a -2 penalty to Athletics to break free. Creatures with resistance to heat ignore this effect.

COLD

Freezing Grapple

Your grapple freezes on contact to surfaces, allowing it to grapple safely onto brittle surfaces.

Freezing Tether

The tethered creature suffers a -2 penalty to Parry while ensnared. Creatures immune to cold ignore this effect.

Alternatives

Numbing Entangle

Creatures ensnared by your Entangle must succeed at a Vigor test opposed by your Nanotech skill or have their pace reduced by half. If they fail by 4 or more they are frozen to the spot and immobilized for 1d4 rounds.

ARC

Magnetic Grapple

Your Grapple can latch onto smooth metallic surfaces magnetically.

Shocking Tether

The tethered creature must succeed at a Vigor test or become shaken. If they fail by 4 or more they instead become Stunned.

Alternatives

Shocking Entangle

Creatures ensnared by your Entangle must succeed at a Vigor test opposed by your Nanotech or become shaken. If they fail by 4 or more they become Stunned.



Illuminate

Rank: Novice

Power Points: 1

Duration: 10/Maintain

Range: Smarts x 5

Effects: Create a bright orb of floating light that provides light in an 8" area around it and can float up to its range away from the caster. The light can be narrowed down to a cone or beam as an action.

Options

Multi-Light (+3)

The light source splits into multiple light sources, up to your smarts, that can move independently. When using blind, the source can be any one of these lights.

Alternatives

These options can be used while Illuminate is active.

Radial Blind (3)

The light source strobos brightly, Every creature within 3" of your Illuminate light must succeed at an Agility test or become Distracted and Vulnerable for 1d4 rounds.

With a raise they are completely blinded. In addition to the effects above, they suffer an additional -4 penalty to all tasks that require vision, and all attacks against them have The Drop.

Cone Blind (3)

The light source strobos brightly, Place the small end of the cone template in front of your Illuminate light. Every creature that the cone touches must must succeed at an Agility test or become Distracted and Vulnerable for 1d4 rounds.

With a raise they are completely blinded. In addition to the effects above, they suffer an additional -4 penalty to all tasks that require vision, and all attacks against them have The Drop.

HEAT

Warm Light

The light created emits a gentle warmth, granting a +1 bonus to Vigor rolls to resist the cold.

COLD

Cool Light

The light created emits a soothing chill, granting a +1 bonus to Vigor rolls to resist the heat.

ARC

Arc Light

The light created pulses and crackles gently, occasionally picking up and playing stray radio signals.

Mending

Rank: Novice

Power Points: 2

Range: Smarts x 2

Effects: Use your nanoparticles to stitch flesh, weld metal and cement polymer. On a success, one creature within range recovers one wound. The creature heals an additional wound for each Raise. This ability affects Robots as well as living creatures.

Mending must be used within the Golden Hour on living creatures. Robots can be healed at any time.

Options

Area (+2)

Mending heals all creatures within a Medium Burst Template.

Repair (+0)

Repair a broken piece of armor or equipment instead of healing a creature.

Revitalize (+0)

Use Mending to Restore Fatigue instead of Wounds

Heavy (+2/Size)

Mending can restore wounds to vehicles as well as robots. This costs an additional 2 power points for each size category of the vehicle. Heavy Mending can only repair Vehicles up to Size 6.





Bestiary

The island of Elisi is like a rose; it's beauty is undeniable, but if you aren't careful you'll get a handfull of thorns.

This small bestiary covers a tiny fraction of the types of enemies you'll encounter on your travels through the rolling hills and idyllic valleys of Aether Adrift's world.

Creatures noted with this symbol are usually wild cards: ❖. They roll a wild die with their trait tests and can take 3 wounds.

Beasts

The untamed wild beasts of Elisi, likely to be encountered while out on long expeditions away from civilization.

Allqu "Wolf"

Allqu are quadrupedal canine beasts with spiny growths on their legs and several long tusks. They hunt in packs, and are exceptionally dangerous. If one is left alive in a pack, it will work itself up into a battle rage to take vengeance for its fallen packmates.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d6

Skills: Athletics d8, Fighting d6, Stealth d6, Notice d6

Pace: 8 **Parry:** 5 **Toughness:** 5

Edges: Alertness, Fleet-Footed

Special Abilities:

- **Bite:** Str+d4
- **Go for the Throat:** With a raise on its attack roll, it hits the targets most weakly armored location.
- **Pack Tactics:** As long as there are at least 2 Allqu attacking a target, they add +1 to their total gang up bonus.
- **Vengeance:** If all Allqu in a pack except one are killed, the last one goes into a Frenzy. It gains a +2 bonus to Fighting and Damage, and suffers a -2 penalty to Parry. It also gains the benefits of the Frenzy edge.

Sinchi'Tukugwan "Angry Horn Grunt"

Sinchi'Tukugwan, or Tukuqwan for short, are aggressive pig-like beasts with thick horns that curl back over their foreheads, and thick

tusks that they use for self defense and competitions with others of their species. They live in small groups of 5 - 8, lead by the biggest.

True to their name, these creatures have short tempers, and are extremely territorial to boot. A careful voyager might be able to pass through their territory by being calm and quiet, but upsetting even one could cause them all to startle and attack.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d8, Vigor d10

Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d4, Survival d8

Pace: 6 **Parry:** 6 **Toughness:** 9

Edges: Counterattack, Frenzy

Special Abilities:

- **Charge:** If the Tukugwan moves at least 2" toward a target and attacks with its horns, the target must succeed at a Vigor test or become stunned.
- **Horns:** Str+d6
- **Resilient:** When a Tukugwan enters combat it gains an additional wound. When calm, it only has one wound.
- **Size 2:** Tukugwan are about the size of a bear.

Ukusin "Little Devil"

Ukusin are tiny impish creatures with a mean and mischevious streak that can be found commonly in wooded and underground areas of Elisi. They stand only about 2 feet tall, and have large heads and large pointed ears. Ukusin like to use the razor sharp leaves of the Kuchi-Raphi plant as weapons, often planting them near their villages or waiting to ambush nearby, throwing the sharp leaves from the branches of nearby trees.

It is unknown if they are particularly intelligent. They speak in broken sentences using their small, chirpy voices, and attempts to reason with them have yet been unsuccessful. They have a distate for outsiders.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d4, Vigor d4

Skills: Athletics d8, Fighting d6, Stealth d8, Notice d4, Survival d8

Pace: 6 **Parry:** 5 **Toughness:** 2

Edges: Alertness, Fleet-Footed

Gear: Razor Leaves (Str+d4), Small trinkets and jewelry

Special Abilities:

- **Claws/Bite:** Str
- **Feral Horde:** When Ganging Up, Ukusin gain a bonus to damage equal to the amount of fellow Ukusin ganging up with them, up to a maximum of +4.
- **Illiterate:** Ukusin cannot read and have no written language.
- **Size -2:** Ukusin stand around 2 feet tall.

❖ **Arp'ukusin** "Powerful Little Devil"

Arp-ukusin are the grown up version of Ukusin. No one is sure exactly what causes an ukusin to become an arpukusin, but there tends to be roughly 1 arpukusin for every 10 ukusin in a village. They have large, sharp claws that are deadly in close combat; a sharp single horn that makes them stand out in a crowd; and small vestigial wings that allow them to glide short distances.

Their presence in a group of ukusin seems to empower their lessers.

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d10, Fighting d8, Stealth d8, Notice d6, Survival d8

Pace: 6 **Parry:** 5 **Toughness:** 6

Edges: Alertness, Fleet-Footed

Gear: Razor Leaves (Str+d4), Small trinkets and jewelry

Special Abilities:

- **Armor +2:** Arp'ukusin have surprisingly thick, strong hides.
- **Claws/Bite/Horn:** Str+d6
- **Feral Horde:** When Ganging Up, Arp'ukusin gain a bonus to damage equal to the amount of fellow Ukusin ganging up with them, up to a maximum of +4.
- **Illiterate:** Arp'ukusin cannot read and have no written language.
- **Size -2:** Arp'ukusin stand around 2 feet tall.
- **Ukusin Kin:** Arp'ukusin count as Ukusin for all special rules
- **Ukusin Leader:** Ukusin deal an additional +1 damage when able to see an Arp'ukusin. In addition they gain a +2 bonus to recover from shaken and a +2 bonus vs fear saves.

❖ **Moko'chi** "Eater Bat"

Moko'chi are large, bestial predators that fly using large, leathery bat-like wings. They have leaf-like noses and large pointed ears, as well as the ability to sense through echo-location. They have 4 eyes, which can see well in the dark, and 2 rows of 3 sensor spines down their back that allow it to feel changes in air and atmospheric pressure around it, allowing it to detect even small motions nearby. It's eyes, sensor spines, and the inside of it's mouth glow ominously in the dark.

Attributes: Agility d10, Smarts d6 (A), Spirit d10, Strength d8, Vigor d10

Skills: Athletics d8, Fighting d10, Stealth d8, Notice d10, Survival d6

Pace: 6 **Parry:** 9 **Toughness:** 10

Edges: Dodge, Frenzy

Gear: -

Special Abilities:

- **Blind Sight:** The Moko'chi can sense all creatures and the environment up to 5" from its body using its sensor spines.
- **Claws/Bite:** Str+d6
- **Darkvision:** A Moko'chi can see perfectly in darkness.
- **Fear:** A Moko'chi is a terrifying sight to even experienced Voyagers. If encountered in the dark, it gains Fear -2
- **Flight:** A Moko'chi has a flying pace of 10"
- **Screech:** The Moko'chi lets out a violent screech that tells it the exact location of all creatures and objects within 10" of it. Creatures within that range must succeed at a Vigor roll to resist becoming Vulnerable for 1d4 rounds.
- **Size +3:** Moko'chi are easily 20 feet long and 2000 pounds.
- **Wall Walker:** A Moko'chi can walk on walls and ceilings at its full pace using its sharp claws.

- **Weakness (Bright Light):** Moko'chi becomes Distracted and Vulnerable when in bright light such as a flood light or bright sunlight. In addition, it loses the effects of Unshakeable and Dodge until it can retreat to the darkness.
- **Unshakeable:** Attacks that do not cause wounds do not shake the Moko'chi.

Fulgori

The well equipped and well trained soldiers of the Fulgori Empire. Fulgori Infantry and Commanders should be equipped based on their role, so feel free to change their weapons and armor as you see fit. The Empire also fields tanks and other war machines, so don't be afraid to give a squad a tank or artillery piece.

Fulgori Commander

Fulgori Commanders are the leadership closest to the infantry. They fight alongside their squads, issuing commands from the front. They are often less heavily armed and armored, but more skilled. Their mere presence inspires their squadmates.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Driving d4, Fighting d6, Fulgori Culture d6, Notice d4, Persuasion d4, Shooting d6, Streetwise d4, Taunt d6

Pace: 6 **Parry:** 5 **Toughness:** 7 (3)

Edges: Brave, Command, Command Presence, Hold the Line,

Gear: Infantry Light Armor (+3), Combat Knife (Str+d4), Pistol, Rations, Ammunition.

Special Abilities:

- **Combat Engineer:** Fulgori Commanders do not suffer improvised weapon penalties when using tools as weapons.
- **Lead by Example:** Fulgori infantry within 10" of the commander do not suffer the effects of Fear if the Commander does not fail the fear test as well.
- **Loyal:** Fulgori Commanders gain a +2 bonus to resist giving up information or otherwise betraying the Empire.
- **Resilient:** Fulgori Commanders have 2 wounds.



Fulgori Infantry

Fulgori infantry are the most common type of fulgori to encounter on the battlefield. They make up the bulk of the Empire's military, and they are adaptable enough to fill just about any role. They are trained in squad tactics, and like most military units they work best with proper leadership. A squad of Fulgori Infantry are usually lead by a Commander.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Driving d4, Fighting d6, Fulgori Culture d6, Notice d4, Persuasion d4, Shooting d6, Streetwise d4, Taunt d6

Pace: 6 **Parry:** 5 **Toughness:** 8 (4)

Edges: Alertness

Gear: Infantry Armor (+4), Combat Knife (Str+d4), Assault Rifle, Rations, Ammunition.

Special Abilities:

- **Born to Follow:** Whenever a Fulgori Infantry would gain a bonus from a leadership edge, increase the bonus gained by +1
- **Combat Engineer:** Fulgori Infantry do not suffer improvised weapon penalties when using tools as weapons.
- **Loyal:** Fulgori Infantry gain a +2 bonus to resist giving up information or otherwise betraying the Empire.
- **Morale:** If Fulgori Infantry are encountered with a Commander, and that Commander is killed, all infantry must make a Fear test.

Wolddi "Watch Wolf"

Wolddi are tamer, domesticated versions of Allqu, often kept by the Fulgori as household pets and watch dogs. They have a milder temperament than wild Allqu, but retain the pack tactics, allowing them to easily learn new commands and work in tandem with their owners.

In addition, they're safe around children, and have a vicious reaction to any bodily harm brought to their family. Wolddi used by the military are often armored with Infantry Light Armor (+3)

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Stealth d6, Notice d10, Survival d8

Pace: 8 **Parry:** 5 **Toughness:** 5

Edges: Fleet-Footed

Gear: -

Special Abilities:

- **Bite:** Str+d4
- **Go for the Throat:** With a raise on its attack roll, it hits the targets most weakly armored location.
- **Good Dog:** Wolddi are obedient to a fault - carrying out their owners' commands to the letter, even if it would be suicide.
- **Vengeance:** If a member of a Wolddi's family or squad takes damage, it goes into a Frenzy. It gains a +2 bonus to Fighting and Damage, and suffers a -2 penalty to Parry. It also gains the benefits of the Frenzy edge. This frenzy is instantly broken with a command from a squadmate or family member.

Precursor

Ancient machines left to guard the abandoned precursor ruins. These drones rarely, if ever, leave their installation; Some won't even attack unless Voyagers cross a certain threshold or attempt to take a particular item.

Disk Sentry

These horizontal disk-shaped security drones are about 3 feet in diameter, with a central rectangular eye that extends upward perpendicular to the body. It has two limbs that hover next to it. one of them has a 4 fingered claw with a small hole in the palm capable of firing grenades, the other features a double barrel laser gun.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Shooting d6, Notice d6

Pace: 8 **Parry:** 5 **Toughness:** 5

Edges:

Special Abilities:

- **Claw:** Str+d4
- **Construct:** +2 to recover from being Shaken; ignores 1 point of

Wound penalties; does not breathe or suffer from disease or poison.

- **Fearless:** Immune to fear effects.
- **Flight:** A Disk Sentry has a flight speed of 8, and always flies.
- **Laser:** Range: 10/20/40, Damage 2d6+2
- **Immunity (Mind affecting):** Immune to mind-affecting abilities.
- **Infravision:** Disk Sentries can track targets via heat signatures.
- **Stun Grenade:** Range: 5/10/20, SBT, causes Stun. The Disk Sentry fires a grenade that hits a Small Burst Template, Anyone touched by the template must succeed at a Vigor test or be Stunned.

Walker Sentry

These ball-shaped sentires walk around on two tall, flexible legs that are tipped with sharp claws. They have a vertical eye positioned in the center of their spherical body, with two cannons underslung beneath it, and a large cylindrical drum behind the head. One of the cannons is a scatter laser, the other is a flamethrower.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Shooting d6, Notice d6

Pace: 6 **Parry:** 2 **Toughness:** 7 (2)

Edges:

Special Abilities:

- **Armor +2:** Sloped metal armor.
- **Claw/Kick:** Str+d4
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.
- **Fearless:** Immune to fear effects.
- **Flamethrower:** One of the Walker Sentry's cannons is a flamethrower that deals 3d6 damage. See Breath Weapons in the SWADE Bestiary, chapter 6.
- **Immunity (Mind affecting):** Immune to mind-affecting abilities.
- **Scatter Laser:** Range: 5/10/20, Damage 1-3d8+2, Shotgun.
- **Infravision:** Walker Sentries can track targets via heat signatures.

Wheel Sentry

These vertical wheel shaped robots move along the ground with the outside of its wheel-shaped body. It has a central vertical eye that remains level as it moves. When it spots a target, panels open on its sides, deploying a laser cannon and a stun laser on both sides.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

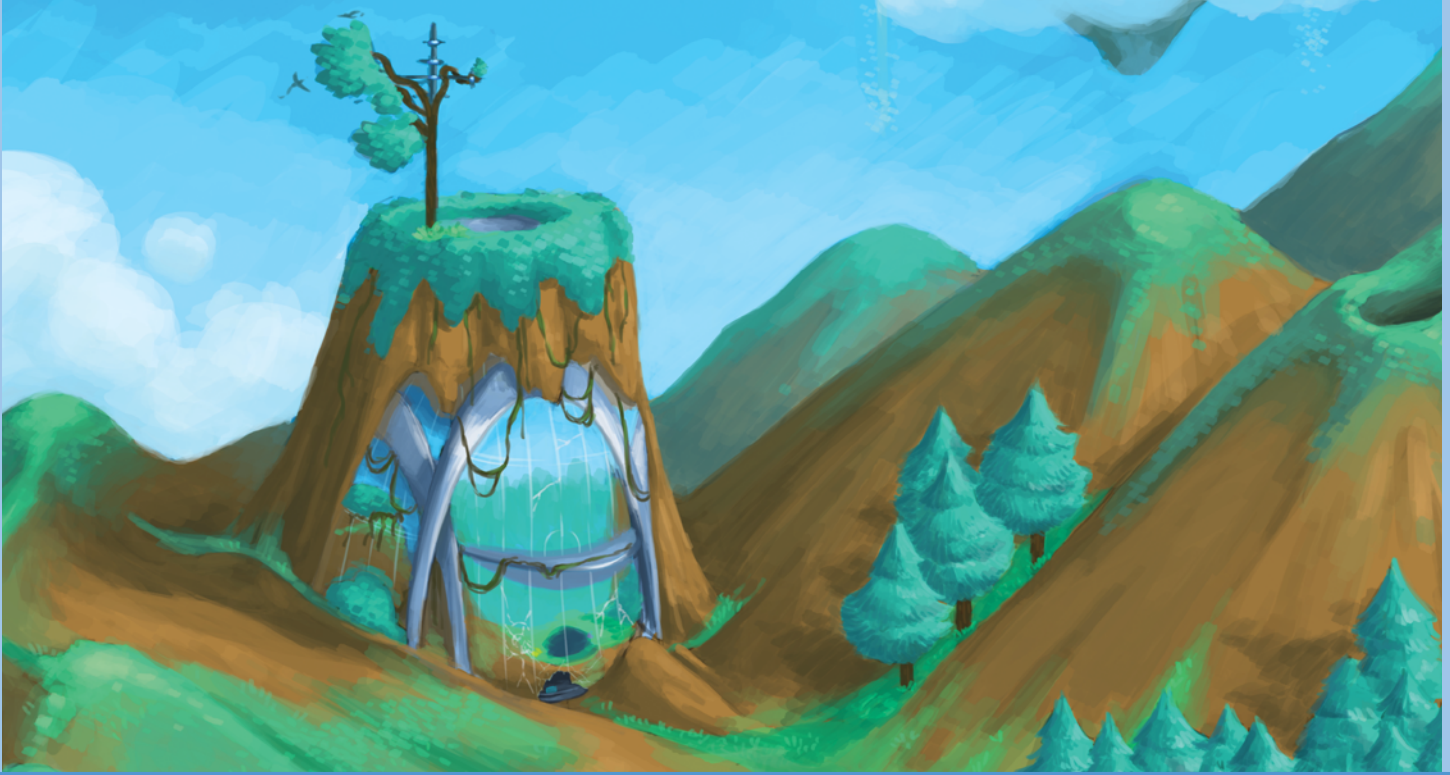
Skills: Shooting d6, Notice d6

Pace: 8 **Parry:** 2 **Toughness:** 7 (2)

Edges: Fleet-Footed

Special Abilities:

- **Armor +2:** Sloped metal armor.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.
- **Fearless:** Immune to fear effects.
- **Laser:** Range: 10/20/40, Damage 2d6+2
- **Immunity (Mind affecting):** Immune to mind-affecting abilities.
- **Infravision:** Wheel Sentries can track targets via heat signatures.
- **Ram:** Str
- **Stun Laser:** Range: 10/20/40, Damage 2d4, causes Stun. Anyone hit by the laser must succeed at a Vigor test or be Stunned.
- **Weakness (Knockdown):** If knocked prone, the Wheel Sentry must spend an entire round standing up. If all 4 of its lasers (2 stun, 2 damaging) are destroyed, it cannot stand up.



The Precursors



The Precursors are an ancient, enigmatic culture that has left their mark all over the island of Elisi, and likely many other islands as well. Their structures are hundreds of years old, at least. Some are overgrown and infested with wildlife, others are in perfect order, maintained by maintenance drones and guarded by sentry drones.

Precursor Installations

The purpose of the precursor installations is still largely a mystery. Some seem to be laboratories and testing facilities, while others seem to be for entertainment or leisure. The contents of a precursor installation are unpredictable to say the least.

Although the interior design is rarely identical, precursor installations share a few basic visual features. The shapes inside are typically rounded and smooth, with high vaulted ceilings and round rooms that never seem to need support columns, no matter how tall.

Many of them features security systems. Some security systems are obvious, and will present a verbal or visual warning, though unless your Voyagers have skill points in Precursor Tech, they won't be able to read them. Some are subtle and simply activate when unauthorized personnel enter the wrong room.

These security systems will typically summon Sentries, though more devious ones might drop the floor out from under the intruder, trapping them in a holding cell, or activate a deadly laser grid.

Precursor installations should also feature *strange things* that make the Voyagers scratch their heads, like holographic office party decorations that turn off and on every 5 minutes, or a small cleaning robot that follows the Voyagers around as if it's spying on them.

Precursor Artifacts

The primary draw of going into the Precursor Installations is finding strange precursor artifacts. Not all Precursor artifacts are created equal, some are incredibly useful, but some are silly and pointless. Below are a couple of examples of what you might find inside.

Precursor Armor

Hazard Armor

A thin and light skin tight armored suit that protects the wearer from environmental hazards and filters air. Its color changes to indicate the presence of various hazards, but the words are in Precursor.

Armor: +6

Weight: 5

Notes: Covers entire body.

Precursor Shields

Luma Shield

A handle with a light emitter that wraps around the hand. When activated, a glowing shield made of hard light forms in front of the user's arm. The surface of the shield is warm to the touch.

Parry: +3

Cover: -2

Weight: 1

Notes: Turn off or on as a free action 1/turn.

Precursor Weapons

Luma Blade

A handle with a light emitter on one side. When activated, a glowing blade made of hard light is projected. The length of the blade varies from device to device. The blade does not dull with use. Although its surface is warm to the touch, it will not cause harm unless you touch the cutting edge.

Damage: Str+d8+2

Weight: 1

Notes: AP 4, Turn off or on as a free action 1/turn.

Blade Buster

An odd precursor plasma pistol. When the right button is pressed, the weapon rearranges itself and the barrel folds upward, turning it into a searing blade.

Blade Damage: Str+d8+2

Pistol Damage: 2d8+2

Range: 12/24/48

RoF: 1

Weight: 1

Notes: AP 4, Change mode as an action 1/turn.

Precursor Gear

AuraSphere

A spherical device that fits in one hand. When activated, it hovers around the user and plays music. Voice commands allow it to switch songs, change volume and even glow and flash in time with the music. A smart character might even figure out how to add songs.

Comfy Clothes

One article of any variety of clothing that alters itself for a perfect fit, no matter what the wearer's body shape, size or number of limbs.

Medical Gel

A warm, soothing gel that allows the user to make a Healing test in one round instead of 10 minutes, consuming the gel tube.

Precursor Snacks

Strange snack food that comes in a variety of colorful containers. It is perfectly preserved, despite its age. Many feature strange properties like incredibly bitter chips, wriggling gummy candy and fizzy liquid that makes your belly glow.

Swedish Meatballs?

Ready in 5 minutes with no cooking. How bizarre.

Precursor Defenses

Precursor structures are often guarded by strange, sometimes insidious defense systems that can harm or confound intruders. Below are a couple of examples.

Capture Hall

A Capture Hall is exactly what it says on the tin - a hallway that is designed to capture intruders. A Capture Hall is hard to spot, anyone searching for traps can attempt to Notice it with a -4 penalty.

When the intruder crosses a certain point, the floor drops out from under them - sometimes it splits in half, sometimes it pulls to the side, sometimes it simply disappears - and drops them down a chute into some sort of holding area.

The Capture Hall isn't designed to kill, so the trap shouldn't hurt the victim. If it's a particularly rough trip they might suffer some fatigue. If the chute is damaged somehow they might suffer a wound, but it's unlikely they would suffer much more. A successful Agility roll should resist any damage or fatigue that might occur.

The holding cell is typically a small cell with a hard-light door that may need to be hacked or damaged to escape, if the door still functions at all.

Mind Swap

This isn't a defense so much as a malfunctioning device. Perhaps it was designed to help everyone in the office work together more efficiently, allowing instant communication through thought. Now it's straight up transferring peoples' consciousness from one body to another.

In this case, when more than one character enters the area, they suddenly feel a sickening rush and see the world from a different point of view. The human suddenly feels much shorter. The Mikwa feels

cold and stiff, the robot has a thick tail he certainly didn't have a few moments ago and the Fulgori can't see his snout!

Yes, it even transfers Robot consciousness into organics, and vice versa; that's how advanced the Precursors are. This could potentially transfer a player's consciousness into an NPC's body.

In the event that this happens, the characters retain their mental traits (Wits and Spirit), and use the physical traits of their new body (Agility, Strength and Vigor). They keep all of their skills.

When the effect ends is up to you. Maybe it ends when they leave the field of effect, or exit the facility. Maybe it's permanent until they find and repair the machine so they can use it to turn them back.

In this case, a character with at least a d4 in Precursor Tech can attempt a Repair roll to fix the machine, and then a Precursor Tech roll to properly operate the machine to send everyone back to their own body.

Security Checkpoint

The most common first line of defense for a fully functioning precursor structure is also the most mundane - a Security Checkpoint. This is typically something as simple as a desk with a sensor that will change to read "Do not cross" in the precursor language if anyone without proper clearance comes too close.

This checkpoint can only be bypassed by finding a security badge, which may or may not be on the other side of the desk. If crossed, the security system will call a number of Sentry robots which will issue a single verbal warning to exit immediately or hostile action will ensue.

This warning is also in precursor language.

If the players fail to leave the area, the Sentries will attack. Once defeated, the security system will go on a short cooldown (Around 5 minutes), allowing the heroes to hopefully find a badge before crossing the line again.

A talented hacker with at least d4 in Precursor Tech and can disable the security system from behind the desk with a Hacking roll.



Pre-Made Characters

These pre-made characters come complete with backstories and personalities that fit perfectly into the provided One-Sheet adventure. They were created using the character creation rules in this book with the exception of their gear. They have been provided with gear that complements their unique play style and makes them all stand out mechanically.



Desmond Faron

Desmond is a Fiercely loyal man with a strict code of honor and a stubborn streak that runs the length of his body. Desmond is good at holding a team together, and can more than hold his own in a fight. He prefers close quarters combat and knows how to put a shield to good use.

Race: Human

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d8, Vigor d6
Skills: Athletics d4, Battle d10, Common Knowledge d4, Driving d6, Fighting d6, Healing d6, Notice d6, Persuasion d4, Repair d6, Stealth d4
Pace: 6 **Parry:** 7/9 **Toughness:** 8 (3)
Hindrances: Code of Honor (Major), Loyal (Minor), Off-Worlder, Stubborn (Minor)
Edges: Brawny, Command, Only the Best, Shield Bearer
Gear: Assault Blade, Modular Medium Armor, Tactical Shield, Voyager Standard Kit

Background

As a youth, Desmond went straight from highschool into a prestigious military academy on Mars, learning how to be a leader at a young age. Despite his talent, he found himself growing bored with the regimented life of a cadet.

By chance he found out about the colony ship Albatross, and her mission to travel out to a distant star to establish a new human colony. Even with his limited leadership training, Desmond was adaptable and willing to learn. He would be a perfect fit for the mission.

After the Orbital Incident Desmond was instrumental in helping people organizing and guiding survivors to safety. He was among the first to volunteer to help find other crashed survivors.

Desmond is the leader of his patrol team; his fierce loyalty means he'll go above and beyond to bring everyone home after every mission.

Ebbi Ulwa



Ebbi Ulwa is a talented mechanic with an obsessive interest in Precursor and Human technology that can get her into trouble. She is very creative, able to think up mechanical solutions on the spot. She is very cautious, always taking her time until she sees something that catches her eye; An interesting piece of tech will make her rush ahead haphazardly.

Race: Mikwa

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d4
Skills: Athletics d4, Common Knowledge d4, Electronics d6, Fighting d4, Nanotech d10, Notice d6, Persuasion d4, Precursor Language d4, Precursor Tech d8, Repair d6, Science d6, Stealth d6
Pace: 6 **Parry:** 4 **Toughness:** 3
Hindrances: Bad Eyes, Cautious (Minor) Creator's Curiosity (Technology), Small Stature, Technophile
Edges: Ancestral Knowledge, Huge Ears, McGuyver, Scavenger, Self Sufficient (Repair)
Gear: Nanotech Amp, Voyager Standard Kit
Powers: Attack, Barrier, Grapple

Background

Ebbi inherited a small music box when she was little, a gift from her parents that had been in their family for as long as they remembered. Ebbi loved the thing, until one day it broke - a small sliver popped out when she pushed a button she hadn't noticed before. It was a simple fix - just pushing the thing back in, but later she found a similar looking sliver, and found that it fit - when she put it in it played different music.

Since then, her obsession with finding more slivers (She calls them Music Shards) has bloomed into an obsession with technology in general. When the humans fell from the sky, she noted that their technology looked different from the precursor tech, and she fell in love all over again.

She's joined the Voyager Patrols in hopes of finding more interesting bits of tech; Her knowledge of what can be found in the ruins continues to help them today.



Francine Elliot

Francine Elliot is a thrill seeking adrenaline junkie with a taste for adventure. She loves to get her hands on interesting new artifacts and treasures. Most would call her reckless, but her fiery spirit and never-say-die attitude makes her jump at missions most 'sensible' types avoid.

Race: Human

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6
Skills: Athletics d8, Common Knowledge d4, Driving d4, Fighting d6, Notice d6, Persuasion d4, Precursor Tech d6, Repair d6, Shooting d8, Stealth d6, Survival d6
Pace: 6 **Parry:** 7 **Toughness:** 5
Hindrances: Alien Allergies (Minor), Greedy (Minor), Off-Worlder, Thrill Seeker (Major)
Edges: Ambidextrous, Only the Best, Quick, Two-Gun Kid
Gear: Autobuster (2), Impulse Suit, Utility Blade, Voyager Standard Kit

Background

Francine was always a bit of an adrenaline junkie. It started simply, with amusement parks and thrill rides, but the older she got, the more dramatic thrills she needed to sate her desires. Base jumping, sky diving, game hunting... she's done it all and more, but it was always too tame and predictable for her.

When she heard about the recruiting for the Albatross she couldn't get in line fast enough. An expedition to an uncharted world? frontier living? it doesn't get any less predictable than that!

Waking up during the launch of her pod and experiencing the rush of watching the clouds rush by and feeling the rumble of reentry was like a taste of ambrosia for her. Ever since touching down on Elisi, she's been unable to contain herself, it's all she could do to volunteer for the most dangerous, the most uncharted of Voyager expeditions.

Instead, she got patrol duty. Yawn. Luckily for her, this patrol is anything but routine.



Geri Griggs

Geri Griggs is a hulking brute of a fulgori with a crooked, malformed face. Despite his frightening appearance, Geri is kind to a fault, refusing to kill, or even seriously injure, even if his life is on the line. He wields a massive shield so that he can protect those he holds dear.

Race: Fulgori

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d10, Common Knowledge d4, Fighting d6, Notice d4, Persuasion d6, Stealth d6, Taunt d8

Pace: 6 **Parry:** 8 **Toughness:** 9

Hindrances: Clueless (Minor), Overspecialized, Pacifist (Major), Ugly (Minor), Underfunded

Edges: Bodyguard, Born to Follow, Camel Butt, Darkvision, Soldier

Gear: Scrap Tower Shield, Scavenged Battle Armor, Voyager Standard Kit

Background

Geri is the son of an accomplished general, and everyone in his family had high hopes that he would succeed his father and join the military. Geri disappointed everyone when he went to the academy and failed even basic firearms trials - the sound of gunfire confused and terrified the simple boy. Because of this, he was transferred to the mining sector so he could still be of some use to the empire.

He took naturally to the grueling but simple work of mining, and made friends quickly, despite his appearance and simple nature. One day while working the mines some of his friends, unhappy with the conditions in the mines, and frustrated at the recent 'disappearances' of some of the more dissident workers, decided to revolt.

Geri wasn't sure what was going on, but seeing soldiers attacking his friends, he grabbed one of the coal carts and used it as a makeshift shield. Thanks to Geri they all escaped the city and went into hiding.

When Geri's resistance cell ran into a squad of voyagers being attacked by loyalist military, he ran in without thinking to protect them with his shield, starting a beneficial partnership between his people and the Voyagers.



Mikki Pakah

Mikki Pakah is a Mikwa ranger - an elite woodswoman who knows how to survive and thrive in the wild, and who knows how to put a rifle to good use. She can be awkward and quiet, but she has a heroic spirit that demands she help whenever she sees someone in need.

Race: Mikwa

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d4

Skills: Athletics d6, Common Knowledge d4, Fighting d4, Intimidate d6, Notice d6, Persuasion d4, Riding d4, Shooting d8, Stealth d8, Survival d8, Taunt d4, Thievery d4,

Pace: 6 **Parry:** 4 **Toughness:** 4

Hindrances: Cautious (Minor), Creator's Curiosity (Survival Gear), Heroic (Major), Outsider (Minor), Small Stature

Edges: Ancestral Knowledge, Extraction, Huge Ears, Self Sufficient (Survival)

Gear: Mikka Rifle, Utility Blade, Voyager Standard Kit, Wing Cloak

Background

Mikki Pakah grew up in a nomadic tribe that travelled all over the island of Elisi. She learned how to live off of the land during these formative years, how to track and hunt prey, and how to avoid and deter predators.

Her life was changed one day when she helped a group of Mikwa townies from a rampaging beast. Seeing that there were those who could not easily fend for themselves, she left her tribe and became a ranger, teaching others how to hunt, navigate and survive.

She had trouble at first, her tribal upbringing made even simple technology difficult for her to use, but in time she became a talented marksman, taking a shine to the old Mikka rifles for their high power and accuracy.

Now Mikki is lending her aid to the Voyagers, to help the lost humans establish their own home in the wilds of Elisi.



Richard

The Designated Infirmary Care unit, or Richard for short, is programmed for the expert medical care of Humans and, recently, Mikwa. He performs admirably at his job, and is quite liked by his patients for his professional demeanor, delicate bedside manner, and his smooth, unambiguously British accent.

Race: Robot

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d4

Skills: Athletics d4, Common Knowledge d4, Driving d4, Electronics d4, Fighting d4, Healing d12, Notice d4, Persuasion d4, Repair d4, Science d6, Shooting d6, Stealth d4

Pace: 8 **Parry:** 4 **Toughness:** 4

Hindrances: Battery Hog, Battery Powered, Ghostless Shell, Heroic (Major), Loyal (Minor), Pacifist (Minor)

Edges: Alertness, Construct, Fearless, Medical Suite, Mobility Mode, Purpose Built (Healing)

Gear: Buster Pistol, Medpak, Voyager Standard Kit

Background

Richard was purpose built as a doctor to serve on a human Lunar colony back in the United Solar Alliance. He was elected to serve on the Albatross because of his spotless medical care record.

Richard served diligently on board the Albatross, watching the vital signs of the crew as they slept. After the unfortunate orbital incident, he established himself as a doctor in Voyager base Odal.

Perhaps after so many years of operation he manifested some sort of personality as a glitch; seeing so many people come back in dire straights filled him with a powerful urge - an urge to go out and help.

At Richard's request, he was refitted to be more effective in a combat zone, and sent out with Desmond to go on his first patrol.

Scientist Snatch

One-Sheet Adventure

A scientist researching ancient alien technology is kidnapped from his lab and taken to further the goals of an evil alien empire. Will the Heroes be able to rescue him before they complete their diabolical schemes?

Setting Rules: More Skill Points

Characters: The Heroes are members of the Voyagers, currently on a routine patrol a few hours from the main Voyager base, Odal.

The Voyagers are a coalition between the crash-landed humans and native Mikwa. Their goal is to protect the Mikwa from the sinister Fulgori Empire and prevent them from excavating artifacts from any number of advanced structures scattered around the landscape.

The heroes have just finished a routine patrol near Voyager Base Odal. They are preparing to head back to base when their PoComs light up with a distress signal from Doctor Vadim Alkaev - a specialist in advanced Precursor technology.

"The Fulgori are attempting to break into my lab! please send help!"

They realize that they're the closest team to Alkaev's lab, so they climb into their Nomad ATV and rush to help him.

Encounter 1: Alkaev's Lab

The heroes' vehicle skids to a halt in front of the doctor's lab and they see that the entrance has been forced open. They run inside to find his lab being torn apart by Fulgori soldiers. "You're already too late!" they shout while moving to defensive positions. They just barely catch sight of the Doctor being dragged around a corner on the other side of the room.

Fulgori Scouts (1/Hero)(1/2 Shotgun, 1/2 SMG)

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Shooting d6, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 8(3)

Gear: Knife (Str+d4), Scout Armor (+3 Torso only), Shotgun (Pump Action, SWADE p.74), SMG (H&K MP5, SWADE p.74)

Fulgori Commander (1) p.25

As the last of the soldiers collapses, The heroes see a fulgori plane taking off through the window. The fulgori were right, they were too late to stop them, but that doesn't mean they can't follow them.

The plane is too fast to follow by ground, so the players will need to interrogate one of the Fulgori to find out where he's been taken. A successful Persuasion or Intimidation test will reveal that there is a Fulgori base 3 days away. A Raise will get them to spill details about a shortcut that reduces the trip to 2 days.

The Heroes likely have enough supplies for one day, so they will need to make Survival rolls to find food every night. A Raise will give them 2 days of food, and a failure means they take a point of Fatigue. Feel free to spice the trip up with random challenges.

a monolithic compound comes into view as the heroes crown a grassy hill on the 3rd night. The brutally efficient design and drab maroon color makes it very clear they're looking at the Fulgori military base, pressed back against a tall mesa.

They can see it's heavily guarded, but it looks like they might be able to sneak in if they're careful.

Encounter 2: A Sneaking Mission

Have everyone make Stealth rolls. If the players come up with some sort of clever way to make sneaking in easier (a distraction or something) give them a +2 bonus to stealth.

If they all pass, they manage to sneak in unseen, creeping under vehicles and in through a vent on the outside. As they are climbing through the vents they hear a couple of guards talking about the

human scientist being taken to a precursor installation inside of the mesa.

"Did you see that human they brought to the precursor ruin?"

"Yeah. Creepy looking things. Round face, no snoot, weirds me out."

"I dunno... I think they're kinda cute..."

If any of them fail they seem to be sneaking in successfully, but when they get over the room with the two guards, the vent gives out underneath them and drops them into the room. They are shaken for the first round of combat as one of the guards runs to start the alarm.

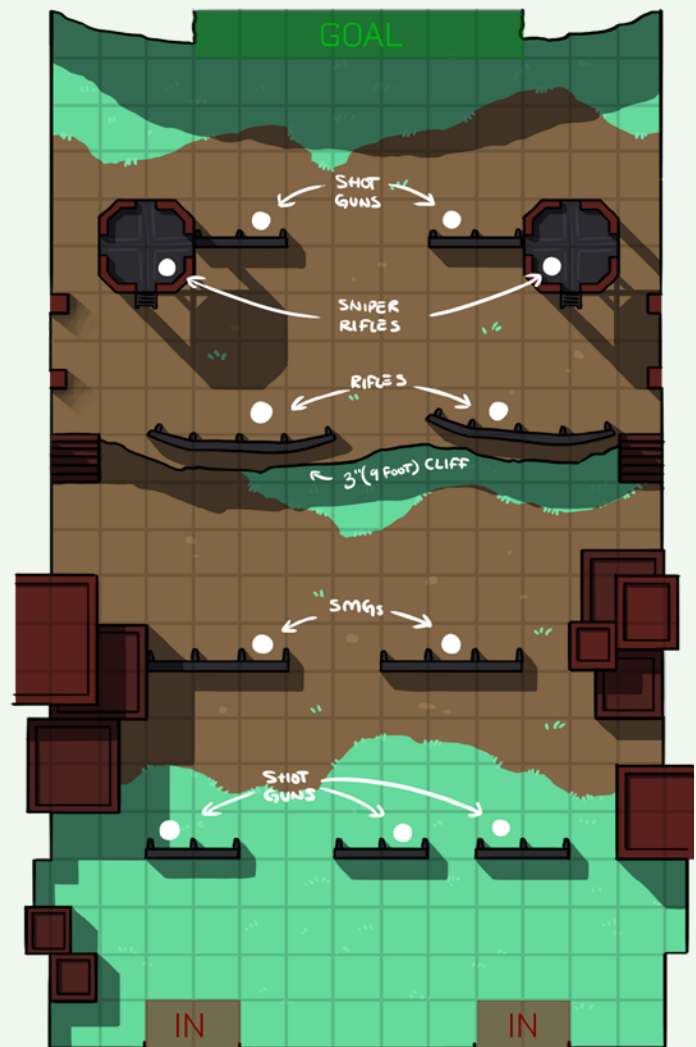
Fulgori Soldiers (2) p.24

Gear: Battle Armor (+4), Battle Helmet (+4, 50% Chance), Rifle (M-16, RoF 1, SWADE p.75)

Encounter 3: Elevator Approach

The back of the facility is a wide open area with staggered waist-high barricades leading back about 50 yards back toward a large cave mouth with an elevator platform illuminated inside. There is a guard tower on either side of the cave with a sniper inside.

The area is too open and well guarded to attempt to sneak through the entire area. If the party successfully snuck into the Base, they can make a Stealth roll to try to sneak up closer to make reaching it easier, or just run through to the cave entrance. If they decide to run through the area, they will enter combat. If they decide to sneak they begin in front of the first line of cover. Their goal is to reach the cave. Guards



Encounter 3 Map

audibly yell over the radio that they've found the intruders, heading towards the elevator. every 2 turns, 2 fulgori soldiers will appear from the areas marked "IN", one on either side.

If the party failed the stealth roll, the party begins at the areas marked "IN", out of cover, with the entire area on high alert waiting for them.

Fulgori Snipers (2)

Use Soldier Attributes and Skills

Gear: Scout Armor (+3, Torso only), Sniper Rifle (Barrett, SWADE p.75)

Encounter 4: Elevator Action

Once the players reach the elevator and push the button, a glassy hard light wall forms behind them and the elevator begins to descend down an angled elevator shaft. Have the Heroes attempt a Notice roll. Everyone who fails is not dealt into the first round of the next combat. Afterwards 4 elite fulgori jump down into the elevator, initiating combat with a surprise round.

Elite Fulgori (4)(1 Shotgun, 1 SMG, 1 Rifle, 1 Ht. Blade)

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Shooting d8, Notice D8, Taunt D8

Pace: 6; **Parry:** 6; **Toughness:** 10(4)

Gear: Battle Armor (+4), Battle Helmet (+4, 50% Chance), Heat Blade (Str+d6, AP4, Fire Dmg), Rifle (M-16, RoF 1, SWADE p.75), Shotgun (Pump Action, SWADE p.74), SMG (H&K MP5, SWADE p.74)

Abilities: Same as Fulgori Commander p.25

Encounter 5: Boss encounter

With the 4 Spec Ops fulgori dealt with, the elevator crawls to a stop at the bottom of the angled shaft, allowing you to see a wide platform, littered with what looks like scraps of precursor machines. A long console stretches across the left hand side. A human scientist - Doctor Alkaev - works feverishly at something as an imposingly large Fulgori wearing what seems to be Precursor power armor looms over him with his arms behind his back.

"There, it's... it's done..." Alkaev says to the Fulgori, his head hung over the console.

"Very well done, your knowledge of the Precursors is commendable." The fulgori glances toward the elevator "I would love to leverage your skills further, but it seems we have company. Radli! Make sure our guests are entertained while I make the final preparations!"

The Fulgori walks to the railing and turns back to Alkaev "And just so you don't get any ideas of using this facility against us..." He points his arm at the console, and what appears to be a tiny missile shoots into the control panel from his wrist before exploding, throwing Alkaev backwards. The fulgori leader then hops the railing into the darkness below.

Finally the glassy barrier dissolves, allowing the Heroes through. As they take their first steps onto the platform, a massive shape leaps onto the center of the platform from out of view.

It looks like some sort of mech, an armored body standing on two digitigrade legs with a missile rack on one side and a heavy cannon on the other in place of arms. They can see a fulgori - Radli - through the thin segmented glass visor. Precursor Disk Sentries rise up from the floor. Their single vertical eyes light up red as they sight the heroes. Radli shoots the control panel on the elevator before the fight begins, rendering escape impossible.

❖ Mech Pilot Radli (1)

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+1, Vigor d10

Skills: Fighting d4, Shooting d8

Pace: 6; **Parry:** 4; **Toughness:** 11(4)

Abilities:

- **Armor +4:** Heavy sloped metal plating
- **Cannon:** A high caliber explosive cannon. Range 50/100/200 Dmg 3d6+1, AP4. Can be destroyed with a called shot
- **Kick:** Str+d4

- **Rocket:** A 4 rack rocket launcher. 3d6 dmg, SBT, 4 Shots, Can be destroyed with a called shot.
- **Size 4:** Radli's mech is about as big as a car
- **Weakness:** Segmented Visor, -6 to hit. Ignores Armor.

Disk Sentry (1/hero) p.25

When Radli is defeated, his mech slumps to one side and he comments that they will never win, that they'll die here with him, and starts the self destruct sequence on his mech. A red light flashes inside and out and an audible countdown starts.

Let the players sweat as they try to figure something out. The elevator is inoperable without the control panel and they wouldn't survive the jump over the railing. Give them a notice roll to see a hidden hatch, or let Alkaev take them to it. As they get through the door and close it, the mech explodes, warping the door and sealing it shut.

This is a maintenance route that leads to a smaller elevator that goes straight up, leading to the top of the mesa. When the players walk out onto the mesa the shaking finally stops and they see what looks like a flying precursor battleship emerge from the side of the mesa, with the armored Fulgori standing, looking at them, on the helm. If the players ask what it is, all Alkaev has to say is "I-I'm sorry..." before you finish with

"...To Be Continued."



AGILITY (4/6/8/10/12)

SMARTS (4/6/8/10/12)

SPIRIT (4/6/8/10/12)

STRENGTH (4/6/8/10/12)

VIGOR (4/6/8/10/12)

PACE

PARRY

TOUGHNESS



Name: _____

Race: _____

Description: _____

-1 -2 -3 INCAP -2 -1

WOUNDS

FATIGUE

SKILLS

ARMOR

HINDRANCES

Athletics (4/6/8/10/12)

Common Know. (4/6/8/10/12)

Notice (4/6/8/10/12)

Persuasion (4/6/8/10/12)

Stealth (4/6/8/10/12)

_____ (4/6/8/10/12)

_____ (4/6/8/10/12)

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_____ (4/6/8/10/12)

_____ (4/6/8/10/12)

_____ (4/6/8/10/12)

Head: _____

Body: _____

Arms: _____

Legs: _____

GEAR

EDGES

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POWER PP RANGE DUR. EFFECT COLD ELEC HEAT PP /

WEAPON RANGE DAMAGE AP RoF Wt. NOTES

INJURIES

