

Extinction Event

An Eclipse Phase game for 5 players

By Ciarán "Sarky" O'Brien

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Crash course in Eclipse Phase:

Eclipse Phase uses a fairly simple D100 system, much like Call of Cthulhu or the Warhammer 40K RPGs. Whenever a roll is needed, the player rolls a D100 and compares the result to the appropriate skill. If they get equal to or less than their skill, they pass. A roll of 00 is ALWAYS A CRITICAL SUCCESS, and not failure as other games have it. A roll of 99 is ALWAYS A CRITICAL FAILURE. Further, if any doubles are rolled, the result is a critical failure/success depending on whether it's higher/lower than the target number, respectively. So if someone tries to roll under 43, they'd have a critical success on 00, 11, 22 or 33 and critical failure on a 44, 55, 66, 77, 88 or 99. Outside combat, criticals are purely at GM discretion. Be generous with success, but not TOO cruel with failure!

If the character doesn't have an appropriate skill, they can DEFAULT to trying to roll under their relevant Attribute instead. This is usually much lower. Not every skill can be defaulted; Complex skills like computer hacking or advanced genetics are something you can do or you can't, you can't try and default to your Intellect attribute.

Attributes explained:

INIT: Initiative. Used to determine who goes first when necessary

SPD: Speed. How many complex actions a player can take per round (Attacking, dodging, hacking etc)

DUR: Durability. Essentially hit points. When it reaches 0, you're incapacitated. When you take your DR(Death rating) in damage, you're dead.

WT: Wound threshold. If you receive more damage than this in one go, you suffer a wound. Wounds explained below.

DR: Death rating. How much damage you can take before you die.

LUC: Lucidity. See Mental health below.

TT: Trauma threshold. See mental health, below.

IR: Insanity rating. See mental health below. Probably not important in this game.

Combat:

Step 1: Roll Initiative: Everyone rolls D100 and adds the total to their Initiative stat.

Step 2: First action phase begins: Everyone acts in descending initiative order.

Step 3: Declare attack and Defence: The attacker rolls their attack (if they don't have the right skill, they can default to the appropriate attribute), with any bonus/penalty deemed appropriate. The defender rolls defense, with any bonus/penalty deemed appropriate.

In melee, they roll Fray (or default to Agility). In ranged combat, they can only roll half their Fray rounding down. Alternatively they can declare a FULL DEFENCE, which gives them +30 to the relevant Fray/Agility roll, but uses up their attack. They can still attempt some quick actions when their turn comes around, like talking, walking, standing up/diving prone, activating a switch or implant etc.

Resolve rolls according to this table:

Attacking roll	Defending roll	Result
Success	Failure	Attack hits
Failure	Success	Attack misses
Success	Success	Lowest roll becomes Failure
Any	Critical success	Attacker's weapon jams/breaks etc.
Critical success	Failure	Attack ignores armor

Step 4: Armor and damage: Each weapon has a damage rating. Reduce this by the value of the defender's armor (less any Armor-piercing quality the weapon has). Any remaining damage gets through and is marked off. If the damage is reduced to 0 the attack is harmless. If a character takes more damage than their durability, they are incapacitated and in danger of dying.

Step 5: Determine wounds: Compare the damage inflicted in an attack against the defender's Wound threshold. If it's equal to or more than the threshold, the character takes a wound. If it's double the wound threshold, they take 2 wounds etc. Wounds are serious, and each one adds a -10 penalty to all actions until healed. In addition, each wound suffered causes knockdown: A wounded character must roll SOMx3 test or fall over and spend a turn getting back up.

Firing modes:

Single: Can only fire once per turn.

Semi-auto: Can be fired twice per turn, each shot is rolled as a separate attack.

Burst fire: Can fire two 3-round bursts per turn, each burst rolled as a separate attack. A burst can attack two targets in proximity (normal damage on both), or on one target (double damage!)

Mental health:

Certain events cause stress, represented by stress points. If a character receives too many stress points, they can go insane. Roll for the players every time they encounter a stressful situation, and give them that many stress points. The table below shows some examples:

Situation	Stress value
Failing spectacularly	1D5
Helplessness	1D5
Betrayal by a trusted ally	1D5
Witnessing extreme violence	1D5
Committing extreme violence	1D10
Awareness that your death is imminent	1D10
Encountering a gruesome murder scene	1D10
Encountering aliens (or dinosaurs!)	1D5
Encountering highly advanced technology	1D5
Encountering TITAN technology/enemies	1D5

If a character's Stress points exceed their Lucidity, they have a mental breakdown and go into catatonic shock until they have less Stress than Lucidity. In this game, a good night's sleep will remove 1D5 points.

If they somehow get more than DOUBLE their Lucidity, they go irretrievably insane. They're essentially dead, but worse.

If their Stress points exceed their Trauma Threshold, they suffer a Trauma. If it exceeds TWICE their Trauma, they get 2, and so on. Each one applies a -10 penalty to all rolls. These stack with Wounds!

In addition, Every time a player suffers Trauma, they gain a temporary mental disorder, such as mood swings, nausea, hallucinations etc. Give them something appropriate to the situation.

Moxie:

Every character has a pool of Moxie points. These can be spent to improve the odds in various ways:

- The player can spend a point BEFORE a roll to eliminate all negative modifiers to that roll.
- The character can flip-flop a roll. I.e a roll of 83 would become 38.
- The character can upgrade a success to a critical success, just as if they rolled a double.
- The character can turn a critical failure into a regular failure.
- The character may go first in combat. If several people do this, determine who goes "first first" in order of their REF stat.

Moxie can be regained by a good night's rest (back to full), or single points may be awarded for good roleplaying or epic success/cleverness etc.

Game in a nutshell:

Setting mood:

Eclipse Phase is generally a sci-fi game of conspiracy and horror. The atmosphere of the game is pretty much Call of Cthulhu in space. Sure, Transhumanity has loads of funky gadgets, a whole lot of knowledge and has even met an alien race or two, but space is a BIG place, and a lot of it seems terribly unfriendly. Humanity created its own worst enemy in the TITANS, rogue AIs that destroyed Earth in a storm of machine killers, nanovirus plagues and digitally uploading the minds of millions of people. They scattered us across the solar system. And there's no telling if they're coming back, or if they're not still here plotting against us. Firewall operatives have EVERYTHING to be afraid of.

Synopsis:

The players are all working for Firewall, a secret organisation dedicated to keeping transhumanity safe from all the terrible threats out there. An extrasolar gate has been uncovered in the asteroid belt, and multiple factions are mobilising for control of it. The gate leads to a habitable world, very similar to earth around the time of the dinosaurs a hundred million years ago. Resources appear to be abundant, and possession of the gate would be one of the most lucrative opportunities in the history of mankind.

The initial exploration will show up some freaky stuff; the DNA of the plants is awfully similar to Earth flora; A couple of small furry animals will be close relatives of various mammals from Earth; A pack of reptilian predators will attack them, again, looking familiar. And perhaps most tellingly, when they catch a glimpse of the night sky, the stars will be almost identical to those seen from Earth, if they were a hundred million years in the past.

This should cause a whole load of worry, not just because they might have altered the timeline of the human race, but because there are half a dozen heavily armed corporations on the other side of the gate looking to exploit the hell of the planet. As soon as they get back to the gate, they find the factions having a full-blown war on the other side, and most of them attempting to retreat to the other side. It's a TITAN trap: they planetd an exsurgent virus in the cavern which infected the miners who discovered it and the first researchers who studied it. Their brains rewired, they triggered the war and are doing their best to herd people through the gate to the other side. And the heavily armed corp and anarchist agents are more than happy to do so. Once a large group is through, the gate is shut off. They're trapped.

Some more study, arguments and the like should reveal it's actually Earth in the present day, and they're in a jungle biodome where the TITANS were messing with prehistoric genetic engineering and seeing what would happen humans in such a situation. Once the players figure this out, they can pinpoint their location and work out an escape route to an old space elevator. Corp soldiers will die off as various carnivores pick them off, the dinosaurs will get progressively more dangerous, sporting bio-modifications and cybernetic enhancements, leading to a showdown with them trapped in a slowly ascending space elevator as a gigantic cybernetic monster chases them up the construct.

Opening Scene: Arrival on 2 Pallas

A mining crew plying the asteroid belt between Mars and Jupiter discovered an extrasolar gate deep beneath the asteroid 2 Pallas, known for being the second largest of the asteroids (544Km diameter), but significantly less dense than the third largest (4 Vesta). The lesser density was believed to be partly from being composed of lighter materials, but more recent observations suggested a “foamy” interior; 2 Pallas was likely a protoplanet that didn't acquire enough mass to become a planet, but the heat generated by its formation caused its internal mass to “boil” and bubble up to the surface, leaving a network of caverns and tunnels. It was eventually selected for mining of various metal silicates and potential gas pockets of bubbles that failed to reach the surface. The gate was discovered in the largest cavern, deep in the interior.

The players are a first-in team, they pass through gates and do initial hands-on research to see if the planet is particularly dangerous. Small probes were sent through beforehand, so everyone knows that there's a breathable atmosphere, mostly dry land, dense forest of tree-like plants and signs of small animal life. Conditions look perfect for colonisation and resource harvesting (Things like wood, arable land and water are extremely precious commodities), but protocol requires a first-in team to do their thing.

Nobody else knows the players are also all Firewall operatives, there to ensure that if the world IS dangerous that the corporations don't just go ahead and colonise it anyway. If it's too dangerous to colonise, they make sure everyone knows it. If they find something hostile that could COME BACK through the gates, they make sure nobody ever uses it again, by whatever means necessary. To that end, they have arranged for a tiny antimatter charge to be brought in, so they can destroy the gate from the far side if need be.

Things are tens on the near side of the gate. There are representatives from every corporation and anarchist collective with the resources to handle a colonisation. The gate's position in the asteroid belt is an issue – it's a sort of buffer zone between the inner solar system from Sun to Mars (mostly corporate territory) and from Jupiter out past Pluto (mostly collective territory), and as the miners who discovered it were a mix of corp and anarchist (a rare alliance), it's highly contested as to who can lay claim to it.

Rudimentary defence points have been set up all over the asteroid. At least half of the weapon turrets point *towards* the gate for fear of something hostile coming through, the rest to defend it from other humans. A handful of habitat blocks have been constructed in the tunnels and on the surface to harbour workers, guards and scientists. Several small fleets are in orbit further away, belonging to one group or another in a sort of Mexican standoff – nobody wants to lose the prize, but nobody wants to risk destroying it in a fight.

The gate itself is typical of its type: A raised circular platform, surrounded by semi-organic-looking curved arms arranged symmetrically, made of some nigh-invulnerable material that still baffles researchers. Huge power cables are hooked up to the gate, with much of the cavern populated with power generators and capacitors just to power the gate for a couple of minutes at a time.

Standard checks and briefings ensue. The gate can only open for 3.4 minutes at a time with current power sources, so get in quickly. It'll take 325 minutes(5h, 25m) for the capacitors to recharge and open the way home. During this time, they collect samples of everything, explore a few square kilometres around the gate, check for anything odd at all, whether profitable or dangerous. Then get back to the gate in time to get home. It's only open for 3.4 minutes, and if they miss it, they're on their own, presumed dead unless communications can be re-established via quantum entanglement transmitter (provided, it's a hefty backpack of an item, so whoever carries it will be encumbered).

Scene 2: Gatecrashing

All checks complete, they are given access to the gate as it powers up. Lights flicker, ground shakes, the arms of the gate structure change shape, realigning into some kind of fractal pattern (a difficult knowledge roll will confirm that to be very uncommon). There's a blinding flash of light, and a sphere of impenetrable darkness appears on the platform, shimmering faintly with green and hurting the eye to look at directly. The players would recognise this as a singularity, one end of a wormhole formed by the gate through unknown means. Travel from one end to the other is supposed to be instant, although there are rumors and urban legends of people spending seconds or minutes trapped between spacetime and whatever is the opposite, or not actually coming out the other side at all.

Those are unsubstantiated rumors though and none of the players has ever reported a strange gate experience (although their character sheets may suggest that they're lying).

Stepping through the gate is always disconcerting. The strange black sphere is hard to look at and the sense of dislocation on suddenly appearing in a totally different gravity well with a different atmosphere, humidity and temperature is disconcerting to say the least. Everyone makes a Stress Test. Stepping through the gate is a good opportunity to single out a player or two and freak them out a bit. Perhaps they hear their brother whisper their name... Except they don't have a brother. Maybe they have a brief flashback of the rise of the TITANs, machine monstrosities exterminating whole cities, severing heads and digitally uploading minds for some unguessable purpose. As far as anyone else is concerned their gate travel was instant, so these things couldn't *possibly* have happened.

Anyway: They arrive in a marshy rainforest. There are sounds of insects and various animals from the trees, visibility is poor due to dense foliage and misty humidity. There's not a whole lot of light getting through the canopy of leaves, but there are enough shadows to judge the time of day. If anyone is clever enough to track the shadows, they can work out the spin of the planet and how much daylight they have. The day looks to be about 25 hours, and it's a little after noon, so they have roughly 5-6 hours of daylight, more than enough until the gate is opened again.

They have a suite of scientific equipment with them, so you can give them a while of taking samples of the water, air and trees, catching insects in jars, taking DNA samples from small furry animals, lizards and the like. So we have tests for climbing trees, chasing animals, setting traps, and then doing SCIENCE to them. This is a prehistory simulation so no birds, no recognisable mammals.

Tests (successful Science rolls) can reveal:

- The plant and animal DNA samples have a LOT in common with known Earth genetic sequences from before the Fall. There are several protein sequences that are near identical, and plenty more that are broadly similar. Some genes are absent completely, as if these organisms never evolved them. Perhaps life started here in a very similar way to life on Earth?
- The small furry animals are very similar to Earth rodents, but again, several differences mark them out. The fur is coarser, the eyes less developed, tails or lack thereof where the opposite might be expected.
- The composition of the air is about 15% oxygen, 2-3% carbon dioxide, 78% nitrogen, 1% argon, the rest trace gases. Perfectly breathable, but different to Earth's 21% oxygen, 0.04% carbon dioxide, 78% nitrogen, 1% argon and the rest being trace gases.
- The sunlight is consistent with that of a star about the same size/distance and age as our own. Maybe a little younger, say a hundred million years, give or take.

Give the players a while to do science at things, the rainforest is rich with small animals and insects and plants. Then, as it's becoming time to head back to the gate, have a fight happen!

Have the players ambushed by a couple of Raptors. (**Note:** They're not velociraptors, they were actually very small. The Utahraptor however, was about 6m long from head to tail. But the players won't have time to discuss the phylogeny of these things, they're trying to rip them apart! Also, raptors had feathers, so if anyone protests that they look nothing like dinosaurs, remind them that evidence of feathers was found in raptor-type species in the early 21st century. Or let them roll an appropriate skill to recall that little trivia!)

They're taller than the players, easily as bulky, and look decidedly bird-like. The “beaks” have sharp pointy teeth, their talons are a good 20cm long, and their arms are proto-wings that help their balance so these things are surprisingly nimble for their size. They'll try and knock people down to rip them open with teeth and claws.

Stats can be found in the antagonists section at the end of the scenario.

Once they're done: If anyone has xenobiology or paleontology or a similar skill in dealing with organic life and ancient things, give them a chance to compare notes and maybe speculate that this IS Earth a hundred million years ago. As far as human physics is aware, travelling back in time is impossible, but the technologies of the TITANs and ancient alien races are mostly beyond anything humanity can comprehend, so maybe they found a way. Anyone with a decent science skill (especially physics) can deduce that they shouldn't touch ANYTHING for fear of altering the timeline and perhaps wiping out mankind before it even appeared on Earth. This realisation will also require a Stress test.

Presumably they'll be racing back to the gate to warn the other side. If someone tries to use the quantum entanglement comm-link, they'll find it doesn't work (the biodome they're in is somehow blocking the signal, another feat of quantum mechanics humanity doesn't think possible).

The gate opens as scheduled, but a burst of machinegun fire tears through it, obliterating a nearby tree trunk. A body stumbles through, torn up by gunfire, and collapses. Communications sputter to life, mostly a mass of panic and shouted orders. Corporation and Anarchist guards alike pour out through the gate in a retreat, blocking the players (or carrying them back if they leapt straight in).

The gate winks out, and the newcomers start taking stock. Conversations with them can reveal:

- The researchers and miners who first found and studied the gate must have been infected by an exsurgent virus – a sort of semi-organic nanobot that can reprogram brains and minds.
- They started acting all funny when the scheduled gate opening was about to happen, and started killing guards while the defence turrets powered up and began tearing through everyone.
- They had no choice but to retreat to the gate room, the only way out was this planet.
- They were kinda hoping that they might be able to figure out a way to power the gate from here, or at least contact help through the quantum entanglement comm-link so rescue parties could arrive via the other gates in the solar system.

The findings of the players will cause no amount of consternation among the newcomers. A split will occur between the corp troops and the Anarchist troops. It's up to the players who they want to side with.

Scene 3: Welcome to Jurassic Park

The only difference between sides the players choose is demeanour; The Corp types are a more well-mannered bunch with sleek gear, while the Anarchists are blunt, almost cyberpunk folks with similarly effective gear that's a mish mash of bits and pieces (reformatted and DRM free!)

Whichever side they choose, the other decides “Fuck you guys, we're going to find a way outta here!” and stalk off, leaving the players and allies to discuss what the hell is going on as evening comes. Soon after, there'll be screams and gunfire from the direction the others went. If they go to investigate, they'll be too late to save anyone, but they'll have a few things to discover when they arrive (appropriate rolls here. Or alternatively, some of the guards will have cortical stacks in their spines which might replay the few seconds leading up to their deaths. Hard roll to extract them, but supplying lots of the below information except the bit about the sky and the cyborgs):

- The group was ambushed on all sides in a clearing. Half are missing, but there are no tracks.
- From the looks of things, the attack came from above.
- The attackers were flying creatures, much like Hatzegopteryx, a pterodactyl-like reptile with a wingspan of over 10m.
- All of the dead humans have been decapitated. None of the heads can be found. This is worrying-not typical predator behaviour, and suspiciously like TITAN attacks during the Fall when they uploaded the minds of half the population for some reason.
- A really good investigation roll will uncover something interesting: several stray shots from the group travelled upwards, and hit off the biodome ceiling, leaving cracks and marks. That's not the real sky! The stars are distorted by a lensing effect in the glass. It could be shattered, and the real positions of the stars plotted.
- A shattered bone from a Hatzegopterix corpse- it's not real bone, it's some kind of carbon nanofiber mesh. Further investigation would reveal cybernetics in the brain. These things are cyborgs!
- If the above test was made, the players can make a hard roll to notice a little spy robot hovering in the trees, well concealed. As soon as it's noticed, it'll zoom off away from the party. They can try to shoot it. If they hit, they destroy it automatically, leaving mostly bits and pieces. They could conceivably salvage some of the circuits, but that'd take a while.

Plotting the stars:

Breaking enough of the glass would everyone sacrificing 10 rounds of ammo (including NPCs) to shatter a large enough area to make a decent reading. A decent astronomy/navigation/similarly appropriate roll will show some good news, and some bad news. The good news is that they're still in the solar system. The BAD news is that they're on Earth, the TITAN-infested wasteland that was forbidden to everyone after the Fall for fear of what the TITANs left behind.

There's hope of escape, however – They can pinpoint their location on Earth with the help of the stars, and discover that not far outside the dome is a space elevator, a massive spike that can transfer people and goods into low orbit. Nobody has the ability to transfer their mind across the solar system, and all their backups are before they went on the mission, so they HAVE to get out and warn people the old-fashioned way. At the very least, they must get outside the biodome to make use of the quantum entanglement comm-link.

Any further discussion is interrupted by a monstrous cry from nearby- the players would recognise the sounds of the Utahraptors they fought earlier. And it sounds like there are a LOT of them. Time to get moving, that space elevator is their only way out of here.

Scene 4: There's Somethin' Out There... And it Ain't No Man

The players and their allies should now be setting a swift pace for the direction of the space elevator, with a pack of Utahraptors in pursuit. They'll have to stop eventually though – The biodome is at least 50 miles in diameter, and the space elevator miles beyond that. It's night time, visibility is very poor, and they're being hunted, but they're going to have to stop and rest or suffer stress/fatigue penalties.

If they don't set up camp and instead push forward, apply a -10 penalty to everyone until the next encounter. If they don't stop after THAT, make it -20.

If they camp, Have their allies share watch duties, so there should be either a period where all players are asleep, or one of them sharing watch with an NPC. They're ambushed, of course, by the pack of Utahraptors. If there's a player on watch when it happens, the NPC guard is first to die, as a raptor springs out of the jungle and eviscerates him. Give the player a Stress test. Panicked initiative rolls follow, with poor visibility penalties of -15 for anyone without expensive eyeballs

There are about a dozen raptors, half of which get busy ripping up the NPCs while the others go for the players. This should give them all a few serious bruises, or even a lost limb if you're feeling unpleasant (Stress tests of course for serious damage like that). Add more raptors if they're slicing through them too easily.

The stats for raptors are in the antagonists section.

When the fight is done, the rest of the night is uneventful and everyone gets enough sleep to function for the last leg of the journey, although the players dreams are a repeat of their experience when they stepped through the gate the first time.

Scene 5: Dino Might!

The last leg of the trek will confront them with a cliff they'll have to climb while fending off flying dinos, a race across the blasted Earth wasteland with various predators in pursuit, and a harrowing journey into low orbit as the elevator is harried by flying robots and something absolutely horrible climbing up the tower after them. Fun!

The party can hear the sounds of pursuers behind them, raptors and other things that sound decidedly more mechanical. From the camp stop they leg it, and come up against a cliff. Looking back, they can just about see that they've been travelling slightly downhill all this time. There's little choice but to climb it. It's not all that hard, so they could climb without needing to roll for it if they weren't under attack at the same time.

Of course, when they're about 3/4 of the way up, the Hatzegopteryx will attack them. They're not hard to take down, but there are a lot of them, and if they DO manage to hit a climber, they'll need to make a roll to keep their hold on the rocks. If they fail, give them a point or two of extra damage as they slip and cut themselves on the rocks before grabbing hold again.

The NPCs won't be as lucky of course. Have a few of them fall to their deaths, or carried off bodily by the blighters, screaming in terror. Actually, if there are two players close by each other on the climb, have a flier try to grab him/her and carry them off, while the other tries to grab them back. That shit sounds like fun. By which I mean likely to cause Stress tests.

When they get to the top, they can see a swarm of Utahraptors at the base of the cliff, looking up and hissing. There's a short trek through more forest (which will drive off the fliers) before they come to a big door on the biodome edge, but it requires hacking to open. And even then, it sticks, requiring strength/athletics type rolls to force open enough to get through. Opening the doors they get their first look at Old Earth. It's a blasted hellhole. Any surviving testing equipment they have will register high radiation and traces of various toxin in the air, along with high winds, so sticking around is a Bad Idea.

Outside, the space elevator is clearly visible – It's a colossal superstructure, an absolutely gigantic tower that stretches for kilometers into the air, presumably into orbit. Massive supporting cables are lead from the tower to the ground for miles around. It's maybe 5-6 miles distant, and that sensing equipment can detect energy signatures around them. Possibly machines, but really best not to hang around and find out.

They're maybe a mile away when things begin catching up to them. Some raptors from the biodome start chasing a straggling NPC or two, while from the sides come TITAN monstrosities, hovering robotic shapes with claws and buzzsaw blades on prehensile tails. A willpower test to keep running and resist stopping to shoot will put the players in front, narrowly avoiding the worst of the assault. All but 2-3 of the NPCs are not so lucky, their hesitation gets them swamped and torn apart. Interestingly, the machines also turn on the raptors. It would seem they kill any organic life. Stats are in the antagonist section for Headhunters.

Thankfully, the space elevator still works, and a passenger car along the side of the tower will take them up to a terminal where they can signal for help and ride another lift to orbit. Unfortunately, the door jams halfway, so they'll have to split their efforts between forcing the door closed and fighting off any dinos/robots that get through the gap.

BUT! If they can do that, the elevator will start moving, and they can take a breather as they leave behind the troubles on the surface.

Final scene: D'youthinkhesaurus?

The first lift will take them up and up for about 6 hours. There are open (well, broken) windows out into the atmosphere, and if anyone thinks to hack into the lift's systems and look for a schematic, they can tell that the lift ends a couple of kilometers high, in a sort of departure terminal-cum-scenic-attraction. They have plenty of time to tend to wounds and check what equipment they have left. Also, the sun is rising by the time the lift stops.

One of the remaining allies is first to exit the lift, and as he walks across the small plaza outside, he falls apart into tiny blood-spraying chunks. NANOBOT RAZOR WIRE! It'll slice anything, but in doing so it's destroyed itself, so they're safe as far as the dead guy, anyway. Thankfully there's enough debris (broken glass, ruined suitcases, human bones of people who didn't manage to escape (Note the lack of skulls!)) for them to toss ahead of them and test for the razor wire. They can easily find a terminal to download maps and figure out where the orbital lift is, and they're high enough that the quantum entanglement comm link is out of any interference from the biodome. If they discarded that device, they should be able to jury-rig some of the electronics on this level to communicate with someone. They all have some reputation with various groups, so they should be able to persuade someone from their faction to come get them, although it'll take a couple of days because space is very very large indeed.

If you're running short on time, you can leave it there. They're rescued by someone brave enough to break the quarantine, they can make their report, and 2 Pallas is designated a TITAN quarantine zone. The players are congratulated on a job well done, given a healthy bonus, a good word put in for them with some important people, and a few nice quiet job offers in a safer part of the solar system.

If you DO have time though, it's time to have some fun: remember all those headless skeletons in the foyer below? The robots responsible are still here! As they're walking to one of the high-speed elevators to the tip of the elevator, they hear the metallic screech of a Headhunter swarm. Queue a race to the elevator. This is the time to do away with any NPCs that were left over- sliced apart by razorwire, or ambushed by a Headhunter that latches on to their head and saws through their neck. They should get into the lift without too much hassle (a few bruises, perhaps). The lift is a clear glassy tube that offers a spectacular view of the world below and the stars above. And this will give players the view of the other elevators, which are crawling with Headhunters, moving ahead. There's going to be a fight at the end of this lift, but not what they expect.

Stats for the Warbot are in the antagonist section.

As the doors open, they're not attacked! Instead, the Headhunters are clustered together, surrounded by a grayish haze of nanobots rapidly reassembling them into a much, MUCH larger single entity. Any shots they fire will pass through the swarm until it suddenly tightens up into the new hulking form of a bipedal assault robot, covered in armour and weapons.

If they beat it, well done. There is an alternative though. The "rescue" is actually a set of cortical stacks with a farcasting ability: It'll back up their minds and beam it straight to a resleeving facility on the moment of death of the body they're in. All they have to do is survive long enough to install it (a dramatically appropriate number of turns as they try and run through corridors chased by the Terminator on steroids), and then die, and they'll wake up far away, with a new body, and their memories intact. Good job, game over, as mentioned above.

Antagonists:

Utahraptors:

Man-sized velociraptors. Cunning, fast, and extremely dangerous predators.

APTITUDES		COG	COO	INT	REF	SAV	SOM	WIL	
Base		30	40	10	40	15	40	30	
STATS	MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
	0	12	60	120	13	45	98	80	3
SKILLS		APT	BASE						
Bite		SOM	60						
Fray		REF	60						
Frerunning		SOM	80						
Claws		SOM	70						

Bite: AP: 4 Dam: 2D10+6 (Once per round only!)

Claws: AP: 2 Dam: 2D10+4

Hatzegopteryx:

Like a pterodactyl, but bigger.

APTITUDES		COG	COO	INT	REF	SAV	SOM	WIL	
Base		15	30	10	30	5	20	15	
STATS	MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
	0				10	25	98	90	2
SKILLS		APT	BASE						
Flight		COO	80						
Fray		REF	60						
Bite		SOM	50						
Claws		SOM	50						

Bite: AP: 3 Dam: 2D10+3(Once per round only!)

Claws: AP: 0 Dam: 2D10+0 (Target makes opposed SOM test or is grappled for carrying off)

Headhunters:

Insectoid machines with an array of claws and buzzsaws. They try to latch on to the head and remove it with the saws, before flying the brain to an upload facility for some unguessable purpose of the TITANs.

APTITUDES	COG	COO	INT	REF	SAV	SOM	WIL		
Base	10	20	15	20	5	10	15		
STATS	MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
	0				6	30	98	70	1
SKILLS	APT	BASE							
Flight	COO	70							
Fray	REF	60							
Buzzsaw	SOM	55							
Claws	SOM	70							
Perception	COG	40							

Armor: 6

Buzzsaw: AP: 4 Dam: 1D10+3

Claws: AP: 0 Dam: 1D10+5

Warbot:

Massive, vaguely anthropomorphic machines decked in heavy armour, heavy weapons for ranged and close combat. Bipedal, but sporting 4 arms and a pair of grasping tentacles.

APTITUDES	COG	COO	INT	REF	SAV	SOM	WIL		
Base	15	20	15	20	5	25	15		
STATS	MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
	0				16	80	98	60	2
SKILLS	APT	BASE							
Beam weapons	COO	60							
Tentacles	COO	40							
Fray	REF	50							
Kinetic weapons	COO	70							
Perception	COG	50							
Unarmed combat	SOM	50							

Armor: 20

360-degree vision

Melee: AP 2 Dam: 2D10+6

Tentacles: AP: 0 Dam: 1D10+6 (Target makes opposed SOM test or is grappled, losing physical actions)

Plasma rifle: AP: 8 Dam: 3D10+20 Shots: 10

Railgun HMG: AP: 9 Dam: 2D10+8 Shots: 100 All fire modes available

John Kramer, Freelance bodyguard

APTITUDES		COG	COO	INT	REF	SAV	SOM	WIL	
Base		15	15	15	15	15	15	15	
Morph bonus			5		5		5		
Modifiers									
Total		15	20	15	20	15	20	15	
STATS	MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
	4	6	30	60	7	35	53	70	1
SKILLS		APT	BASE	MORPH BONUS	MODIFIERS	TOTAL			
Academics: Astronomy		COG	40			40			
Academics: Engineering		COG	35			35			
Art: Writing		INT	30			30			
Beam Weapons		COO	45	5		50			
Blades		SOM	40	5		45			
Climbing		SOM	40	5	30	75			
Demolitions		COG	35			35			
Disguise		INT	35			35			
Fray		REF	50	5		55			
Free Fall		REF	60	5		65			
Freerunning		SOM	40	5		45			
Hardware: Aerospace		COG	50			50			
Hardware: Robotics		COG	50			50			
Infiltration		COO	25	5		30			
Interfacing		COG	25			25			
Kinesics		SAV	45			45			
Kinetic Weapons		COO	50	5		55			
Medicine: First Aid		COG	45			45			
Navigation		INT	55			55			
Perception		INT	50			50			
Persuasion		SAV	30			30			
Pilot: Spacecraft		REF	50	5		55			
Profession: Security		COG	60			60			
Protocol		SAV	30			30			
Research		COG	35			35			
Scrounging		INT	45			45			
Unarmed Combat		SOM	60	5		65			

Body armor: 10

Medium Kinetic pistol: All fire modes available AP: 2 Dam: 2D10+2 Shots: 12 3 spare clips

Grip pads: +30 to Climbing rolls

Oxygen Reserve: Can survive in vacuum for 3 hours

Prehensile feet: +30 to climbing rolls (included above)

Forensics kit: +30 to investigation/perception rolls when analysing a crime scene or equivalent

Felicia Knight, Explorer

APTITUDES		COG	COO	INT	REF	SAV	SOM	WIL	
Base		15	15	20	15	15	20	10	
Morph bonus			5		5		10	5	
Modifiers									
Total		15	20	20	20	15	30	15	
STATS	MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
	4	6	30	60	8	40	60	70	1
SKILLS					APT	BASE	MORPH BONUS	MODIFIERS	TOTAL
Academics: Astrosociology					COG	60			60
Academics: Astrozoology					COG	55			55
Academics: Botany					INT	45			45
Climbing					SOM	45	10		55
Fray					REF	50	5		55
Free Fall					REF	40	5		45
Freerunning					SOM	60	10		70
Hardware: Groundcraft					COG	45			45
Infiltration					COO	50	5		55
Investigation					INT	35			35
Kinesics					SAV	30			30
Kinetic Weapons					COO	45	5		50
Medicine: Paramedic					COG	40			40
Navigation					INT	60			60
Perception					INT	60			60
Pilot: Groundcraft					REF	45	5		50
Pilot: Spacecraft					REF	35	5		40
Profession: First Contact					COG	60			60
Profession: Surveying					COG	45			45
Protocol					SAV	50			50
Scrounging					INT	60			60

Body armor: 7

Kinetic assault rifle All fire modes AP: 6 Dam: 2D10+6 Shots: 30 2 spare clips

Adrenal boost: ignore 1 wound, +10 REF in combat (includes REF-based skills)

Oxygen Reserve: Can survive in vacuum for up to 20 minutes)

Direction sense: Intuitive knowledge of “north” etc.

Enhanced vision: Visible spectrum increased, and x5 zoom function. +20 to vision-based Perception tests.

Medichines: Ignore effects of 1 wound, neutralises toxins/drugs/poisons

Oxygen reserve: Can survive in vacuum for 3 hours

Gear: Electronic rope, Knife, Portable radar, Shelter dome, Omnitool

Calm, Freelance Mercenary

APTITUDES		COG	COO	INT	REF	SAV	SOM	WIL	
Base		10	20	15	20	10	15	15	
Morph bonus		10	5		5	5	10		
Modifiers									
Total		20	25	15	25	15	25	15	
STATS	MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
	3	6	30	60	8	40	60	80	2
SKILLS					APT	BASE	MORPH BONUS	MODIFIERS	TOTAL
Academics: Military science					COG	60	10		70
Academics: Philosophy					COG	60	10		70
Beam Weapons					COO	60	5		65
Climbing					SOM	35	10		45
Clubs					SOM	50	10		60
Fray					REF	65	5		70
Free Fall					REF	50	5		55
Freerunning					SOM	45	10		55
Gunnery					INT	45			45
Hardware: Armorer					COG	50			50
Infiltration					COO	50	5		55
Intimidation					SAV	35	5		40
Kinetic Weapons					COO	60	5		65
Medicine: Paramedic					COG	40	10		50
Perception					INT	50			50
Pilot: Groundcraft					REF	30	5		35
Profession: Military Ops					COG	55	10		65
Profession: Security Ops					COG	50	10		60
Profession: Squad Logistics					COG	55	10		65
Throwing Weapons					COO	40	5		45
Unarmed combat					SOM	60	10		70

Body armor: 13

Railgun SMG All fire modes AP: 5 Dam: 2D10+5 Shots: 20 1 spare clip

1 Clip AP rounds: AP: 10 Dam: 2D10+3

Hand Laser: single shot AP: 0 Dam: 2D10 Shots: 50

Vibroblade: melee AP: 2 Dam: 2D10+(SOM/10)

Circadian regulation: Only requires 2 hours sleep, or can have 44 hour day with 4 hours sleep.

Eidetic memory: Can remember all details of anything they have experienced.

Enhanced vision: Visible spectrum increased, and x5 zoom function. +20 to vision-based Perception tests.

Medichines: Ignore effects of 1 wound, neutralises toxins/drugs/poisons

T-ray emitter: Can see in total darkness

Gear: Electronic rope, Knife, Portable radar, Shelter dome, Omnitool

Rorke, Octopoid scavenger

APTITUDES		COG	COO	INT	REF	SAV	SOM	WIL	
Base		10	20	15	15	10	20	15	
Morph bonus		5	5	5					
Modifiers									
Total		15	25	20	15	10	20	15	
STATS	MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
	5	6	30	60	6	30	45	70	1
SKILLS					APT	BASE	MORPH BONUS	MODIFIERS	TOTAL
Academics: Engineering					COG	50	5		55
Academics: Materials science					COG	50	5		55
Academics: Physics					INT	50	5		55
Climbing					SOM	30		30	60
Demolitions					COG	40	5		45
Exotic weapon: Ink attack					COO	35	5		40
Fray					REF	30			30
Free Fall					REF	45			45
Freerunning					SOM	30	5		35
Hardware: Electronics					COG	40	5		45
Hardware: Industrial					COG	40	5		45
Infiltration					COO	50	5		55
Interfacing					COG	30	5		35
Investigation					INT	35	5		40
Kinetic Weapons					COO	50	5		55
Perception					INT	45	5		50
Pilot: Aircraft					REF	35			35
Pilot: Spacecraft					REF	45			45
Profession: Appraisal					COG	40	5		45
Profession: Salvage Ops					COG	60	5		65
Scrounging					INT	60	5		65
Swimming					SOM	50			50
Unarmed Combat					SOM	50			50

Body armor: 6

Large Kinetic pistol All fire modes AP: 4 Dam: 2D10+4 Shots: 10 3 spare clips

Chameleon skin: +20 on Infiltration rolls

Oxygen Reserve: Can survive in vacuum for up to 20 minutes)

Direction sense: Intuitive knowledge of “north” etc.

Electrical sense: Can see electric fields/ live wires within 5m. +10 to rolls analysing/modifying electronics.

Enhanced vision: Visible spectrum increased, and x5 zoom function. +20 to vision-based Perception tests.

Medichines: Ignore effects of 1 wound, neutralises toxins/drugs/poisons

Gear: Electronic rope, mobilr lab, nanodetector, superthermite charge (2D10+5 damage, can be shaped to triple damage in one direction (Demolitions roll required))

Charles Forde, Genehacker

APTITUDES	COG	COO	INT	REF	SAV	SOM	WIL		
Base	20	15	15	15	15	10	20		
Morph bonus	10	5	5				5		
Modifiers									
Total	30	20	20	15	15	10	25		
STATS	MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
	3	10	50	100	7	35	53	70	1

SKILLS	APT	BASE	MORPH BONUS	MODIFIERS	TOTAL
Academics: Biology	COG	70	10		80
Academics: Genetics	COG	70	10		80
Academics: Nanotechnology	COG	60	10		70
Academics: Xenobiology	COG	60	10		70
Beam weapons	COO	45	5		50
Deception	SAV	30			30
Fray	REF	40			40
Freefall	REF	55			55
Climbing	SOM	20			20
Freerunning	SOM	20			20
Interfacing	COG	20	10		30
Kinesics	SAV	40	10		50
Perception	INT	45	5		50
Pilot: Spacecraft	REF	25			25
Profession: Lab technician	COG	50	10		60
Profession: Medical care	COG	55	10		65
Programming	COG	60	10		70
Research	COG	45	10		55
Scrounging	INT	50	5		55

Body armor: 4

Stunner **Single shot** AP: 0 Dam: 1D5+Shock Shots: 200 1 spare clip
 Shock: Target must roll under current DUR or fall prone for 1 turn for every 10 they failed by

Circadian regulation: Only requires 2 hours sleep, or can have 44 hour day with 4 hours sleep.

Eidetic memory: Can remember all details of anything they have experienced.

Math boost: +30 to all rolls involving mathematical calculations

Medichines: Ignore effects of 1 wound, neutralises toxins/drugs/poisons

Mental Speed: When activated, perception accelerated by factor of 10, making conversation impossible. You can read 10 times faster, perceive bullet trajectories, catch subliminal messages in video etc. – In combat, gain 2 extra non-physical actions.

Gear: Dr.bot (mobile operating table, pharmaceutical manufacture and healing vat), Drive (drug, +5 to COG for one scene), mobile genetics lab.

John Kramer, Security specialist:

“Please put down the gun, I don't want to have to hurt you.”

Everybody needs protection sometimes. A lot of people think that means hiring some tough fighting types, and more often than not they end up in trouble. Being a bodyguard is so much more than knowing how to fight. You need tactical training, a memory for faces, an eye for trouble, and the cunning to avoid it. If you end up caught in a fight, you've probably failed as some OTHER guy takes out your protege. You've made a good living protecting people from enemies (or, for the more stupid socialites, from themselves). Your services are in demand across the system, from the social elites to government officials to gatecrashing teams of scientists who want a little firepower and the expertise that comes with your job.

Sure, it's a dangerous line of work, but the pay is good.

Felicia Knight, Explorer:

"I just finished my analysis of the xenolife amino acids and it's nothing like what the Boyle-Cross hypothesis suggested it would be. Fascinating!"

The extrasolar gates have opened up a new frontier to transhumanity, and you are ready to step through and face the challenges such opportunities present! You're a professional gatecrasher, eager to experience new worlds firsthand, despite the dangers. Or even because of them. Unlike those who feel that new planets should be protected and preserved, you support colonising and expanding transhumanity's presence while maintaining a minimal impact on alien ecosystems. You are also trained in First contact scenarios and are hopeful of finding new intelligent life (hopefully without sparking off some kind of deadly interstellar incident).

Calm, Mercenary:

"Your beliefs blind you to your true potential."

You are a warrior-philosopher, embracing an ascetic lifestyle for your own personal growth. You decry the hedonism and greed of the inner system, and the collectivism and anarchy of the autonomists in the outer system, but you're more than willing to take the pay of either so they can kill each other. You follow your own path, and when you cease to learn from an experience or increase your own personal capabilities you'll move on to the next. You mostly find employment in the inner system where various social cliques and hypercorps favour ultimates like yourself, knowing you are less likely to be tempted by rivals with better offers. It doesn't really matter who pays the credits. You'll take the money, learn from them and be around long after they've destroyed themselves with their petty intrigues and flawed ideologies.

Rorke, Octopoid scavenger:

“Maybe it's the kind of trap that would catch a knuckle-dragging monkey, but my superior physiology was easily able to squeeze out of it.”

You may be an 'uplift', but you find it hard not to feel sorry for all these modified chimpanzees around you who have to get by with half as many limbs, gaping sensory blind spots, and brittle bones that constantly break. Any favours they did by uplifting octopus-kind were rendered moot when they despoiled and abandoned the home planet you both shared in this Fall business. Nevertheless, you find the ruins and derelict habitats left behind by transhumanity to be fascinating to explore, so you spend much of your time combing through spacecraft hulls and shatteres stations, looking for curiosities and lost treasures. Such activities tend to take you close to Earth as well, where you support the efforts of those who hope to take the planet back. Your ultimate dream is to someday swim in the oceans of your ancestors.

Charles Forde, Genehacker:

"It's alive! It's ALIVE! Wait – no... Well, it WAS alive. Let's try that again."

Some might consider you a mad scientist, but they simply lack the vision and moral flexibility to understand the meaning of your work. You aren't just a scientist -you're an artist, dedicated to defining the shapes and absurdities of transhumans as they transition to the posthuman. Because your work is sometimes controversial, you prefer the Brinker lifestyle, working in isolation where you're not restricted by laws and customs. There are some who find your work intriguing and valuable of course, so you have acquired some influential backers. In truth, you're an expert when it comes to designing and manipulating biomorphs, and your services are in demand when it comes to explaining unusual and exotic transformations. Your patrons of course call on your expertise from time to time in exchange for bankrolling your work.