TWILIGHT IMPERIUM

THE ROLEPLAYING GAME

ASHES OF POWER

GENESYS ADVENTURE

EDGE
STUDIO

GENESYS

Credits

EDGE STUDIO

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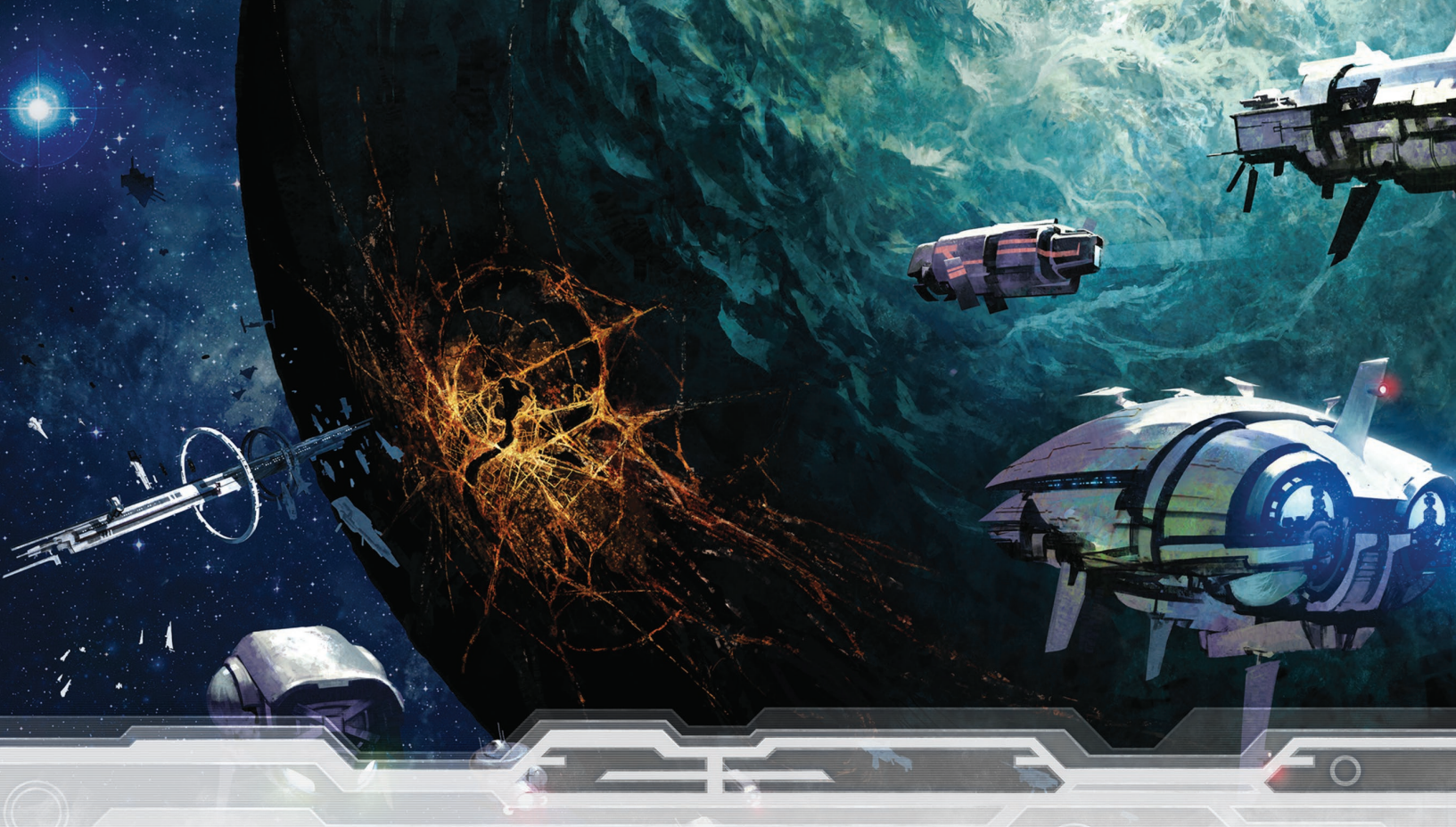Fabian Schramke, and Aaron Wheatcraft

For more information about the **Genesys** line, free downloads,
answers to rules queries, visit us online at
edge-studio.net

What is Genesys?

Welcome to **Genesys**, the roleplaying game of fast action, heroic adventures, and engaging and collaborative storytelling.

Genesys is a universal roleplaying game. Instead of being designed for one setting, it works for any setting. The Core Rulebook provides the basic rules, which are used in every setting and version of the game. Then, if you want to play in a specific setting, you can pick up one of our setting sourcebooks. These range from heroic fantasy (**Realms of Terrinoth**) to cyberpunk science-fiction (**Shadow of the Beanstalk**) to wacky science fantasy (**Secrets of the Crucible**) and to epic space-opera (**Embers of the Imperium**).

The Rules

The heart of this game is the Narrative Dice System. Whereas pretty much every roleplaying game has a set of mechanics that determine whether your character succeeds or fails at a specific task, the Narrative Dice System takes this to another level. Not only does it determine success and failure, but it also creates the chance for other good and bad things to happen to your character, all in a single roll of the dice.

The **Genesys** Narrative Dice System does this with concepts called Advantage and Threat. We'll explain this more in the rules but, basically, Advantage and Threat are results you can get on a dice roll that are independent of success or failure. That means your character can fail but still gain some advantage in a situation, or succeed but with unforeseen consequences.

All of this works to create interesting and exciting encounters in which everything your characters try can help the ongoing story grow and develop. In **Genesys**, the players and Game Master (GM) get to work together to weave a narrative of thrilling adventure.

Twilight Imperium

So that's **Genesys**. But what is **Twilight Imperium**? The **Twilight Imperium** setting is a grand—sometimes dark—space opera in a sprawling galaxy. The setting takes its name from the strategy boardgame, which is also available from Fantasy Flight Games. However, if you've never heard of the boardgame, don't worry! We'll give you a brief rundown of the setting here, and provide more details in the rest of the book. **Twilight Imperium's** vast galaxy is filled with a multitude

of spacefaring species and fantastic technologies. But is also a galaxy dominated by the rivalries and politicking of those species, each of whom have their own history, ambitions, and factions. In the end, even though the setting is fantastical, the conflicts and politics may feel frighteningly familiar.

Most civilizations have recently dispatched representatives to a restored Galactic Council on the ancient throne world of Mecatol Rex. After millennia of destructive war and decline, the galaxy once again needs a way to debate affairs and broker agreements. But few of its members mistake this moment as a true peace: intrigue and scheming have merely found a more refined venue, and disaster is always one galactic incident away.

There's one other key institution in **Twilight Imperium**: the Keleres of the Galactic Council. The Keleres are an agency only recently founded by the Council to deal with emerging threats to galactic civilization. The agency is tenuously supported by the members of the Council, which means that individual Keleres can come from any of these factions. Now, in small teams spread throughout the stars, the Keleres protect a distracted galaxy from dangers both ancient and terrifyingly new.

Rules Summary

The following pages contain an abridged set of the rules found in the **Genesys** Core Rulebook, including all of the skills and mechanics needed to play through **Ashes of Power** (starting on page 15).

The Core Mechanic

The core mechanic of the game revolves around the **skill check**. The skill check determines whether a specific action performed by a character **succeeds** or **fails**, as well as any consequences that may accompany the result.

✦ The player rolls a **pool of dice** for the skill being tested, along with the dice corresponding to the **difficulty** of the task, plus any situational dice.

✦ All opposed symbols cancel each other out. If at least one net Success ☼ symbol remains, the task succeeds.

✦ Uncanceled Threat ⚡ or Advantage ⋀ influences the overall success or failure with positive or negative consequences or side effects.

No Dice? No problem!

If you don't have a set of **Genesys** dice, don't worry! We also provide a handy dice-rolling app for **Genesys** that can be downloaded onto most Android and iOS devices. Just search for "**Genesys** dice" wherever you get your apps. And best of all, you can download it free!

The Dice

When a player makes a skill check, the dice allow them to quickly determine success or failure, as well as magnitude with narrative implications. In the text, checks appear like this: a **Hard (◆◆◆) Charm (Presence) check**. They list the difficulty (Hard), the skill used (Charm), and the characteristic linked to that skill (Presence). All of these are discussed more later. Beside each skill on the character sheet is a series of icons representing the **dice pool**, such as ◆◆◯. Here is the dice that the icons represent.

Ability Dice ◆

Ability dice form the basis of most dice pools rolled by the players. They represent a character's innate ability and characteristics when attempting a skill check.

Proficiency Dice ⬡

Proficiency dice stand for a character's training and experience, and represent how skillful they are at the task at hand.

Boost Dice ▫

Boost dice are added to the dice pool for positive situational conditions such as having allied assistance, ample time, or the right equipment to complete a task.

Difficulty Dice ◆

Difficulty dice represent the inherent challenge or complexity of a particular task a character is attempting.

Challenge Dice ⬠

Challenge dice indicate particularly daunting challenges posed by trained, elite, or prepared opponents.

Setback Dice ▪

Setback dice are often used to represent relatively minor conditions that impair or hinder a character, such as poor lighting, obstructive terrain, or insufficient resources.

Ten-Sided Dice

Percentile rolls are used to generate random results on tables, such as the severity of a Critical Injury.

Dice Symbols and Results

The dice used in **Genesys** feature a number of unique symbols used to determine success and failure as well as additional context and consequences during task resolution. These symbols allow the players to directly contribute to the story, generating memorable details and describing cinematic actions over the course of their adventures.

Advantage ⋀

Advantage ⋀ indicates a positive consequence or side effect that occurs regardless of a task's success or failure, such as picking a lock more quickly or getting a chance during a shootout to duck behind cover. Players typically decide how they want to spend Advantage ⋀ they generate. **Each Advantage ⋀ is canceled by one Threat ⟳.**

Success ☀

If at least one Success ☀ remains after all cancellations have been made, the skill check succeeds. The more Success ☀ symbols remain, the greater the magnitude of the success. During a combat check, each extra success generates one extra damage. **Each Success ☀ is canceled by one Failure ✕.**

Triumph ⊛

A Triumph ⊛ counts as one Success ☀ symbol. In addition, it indicates a spectacularly positive consequence or side effect that occurs whether the check succeeds or not.

Threat ⟳

Threat ⟳ indicates negative consequences or side effects that occur regardless of success or failure: e.g., dropping a weapon or taking longer to pick a lock. The GM decides how to spend Threat ⟳ generated by the player characters (PCs). **Each Threat ⟳ is canceled by one Advantage ⋀.**

Failure ✕

Each Failure ✕ cancels one Success ☀. Multiple net Failure ✕ symbols do not make failure worse.

Despair ⊗

Despair ⊗ counts as one Failure ✕ symbol in addition to a spectacularly negative consequence that occurs regardless of the task's success or failure.

Difficulty

When making a check, a player adds Difficulty ♦ dice to their dice pool. The number of Difficulty dice added is based on how difficult the task their character is attempting is. The GM determines the difficulty. In addition to deciding which of the six levels of difficulty applies, GMs should remember to add Boost ▢ dice and Setback ■ dice for additional bonuses and complications arising from the environment or other circumstances.

Simple Tasks (–)

Routine tasks for which the outcome is rarely in question. Usually not rolled unless the GM wishes to determine Initiative (see page 8), know the magnitude of success, or indicate the possibility of complications.

Easy Tasks (♦)

Picking a rudimentary lock, tending to minor cuts and bruises, finding food and shelter in a city, interacting with minions and other minor NPCs, shooting a target at short range.

Average Tasks (♦♦)

Picking a typical lock, stitching up a small wound, finding food and shelter in a temperate forest, interacting with rivals and typical NPCs, shooting a target at medium range or trying to strike a target while engaged.

Hard Tasks (♦♦♦)

Picking a complicated lock, caring for major injuries, finding food and shelter on an arid plain, interacting with charismatic NPCs, shooting a target at long range.

Daunting Tasks (♦♦♦♦)

Picking a very sophisticated lock, performing surgery, finding food and shelter in a barren desert, interacting with powerful leaders, shooting a target at extreme range.

Formidable Tasks (♦♦♦♦♦)

Opening a locked door with no mechanism, finding food and shelter in a subzero arctic wilderness, interacting with heroes and faction leaders.

Characteristics

In **Genesys**, a character's intrinsic abilities are defined by six **characteristics**:

Agility

The Agility characteristic measures a character's manual dexterity, hand-eye coordination, and body control.

Brawn

A character's Brawn represents a blend of brute power, strength, and overall toughness.

Cunning

Cunning reflects how crafty, devious, subtle, and creative a character can be.

Intellect

The Intellect characteristic measures a character's intelligence, education, and ability to reason and rationalize.

Presence

A character's Presence is a measure of their moxie, charisma, confidence, and force of personality.

Willpower

The Willpower characteristic reflects a character's discipline, self-control, mental fortitude, and faith.

Skills

Skills represent a character's training or experience in specific tasks. Skills may vary depending on the setting. Each skill is tied to a specific characteristic. These are the skills for **Embers of the Imperium**:

Athletics (Brawn)

Athletics measures a character's overall fitness, including their ability to swim, jump, run, and climb.

Astrocartography (Intelligence)

This skill encompasses a being able to plot a course over interstellar distances, and identify stellar phenomena.

Brawl (Brawn)

Unarmed combat is governed by the Brawl skill and deals damage equal to the character's Brawn characteristic.

Charm (Presence)

Charm measures a character's knack for persuasion, appeals to a target's better nature, sincere seduction attempts, and basically being pleasant to other people.

Coercion (Willpower)

When a character attempts to instill obedience in a target through the use of threats or acts of physical intimidation, including interrogation, they utilize Coercion.

Upgrading Dice

Some game effects call for specific dice in a dice pool to be **upgraded**. When an Ability ⬦ die is upgraded, it is replaced by a Proficiency ⬡ die. When a Difficulty ⬦ die is upgraded, it is replaced by a Challenge ⬡ die. First, determine how many dice are to be upgraded; then, remove that number of Ability ⬦ dice or Difficulty ⬦ dice from the pool and replace them with an equal number of Proficiency ⬡ dice or Challenge ⬡ dice.

If there are more upgrades than dice available to be upgraded, use this process:

1. Add another Ability ⬦ die or Difficulty ⬦ die. If there are still additional upgrades, proceed to step 2.
2. Remove that Ability ⬦ die. or Difficulty ⬦ die, then replace it with a Proficiency ⬡ die or Challenge ⬡ die, respectively. If there are still additional upgrades, repeat step 1.

Downgrading Dice

Other game effects can **downgrade** dice. When a Proficiency ⬡ die is downgraded, it is replaced by an Ability ⬦ die. When a Challenge ⬡ die is downgraded, it becomes a Difficulty ⬦ die. First, determine how many dice are to be downgraded; then, remove that number of Proficiency ⬡ dice or Challenge ⬡ dice from the pool and replace them with an equal number of Ability ⬦ dice or Difficulty ⬦ dice. Once all downgradeable dice are in their downgraded form, any excess downgrades are ignored.

Computers (Intellect)

This skill handles attempts to bypass security systems, work with computer hardware or software, search through encrypted records, or alter a robot's programming.

Cool (Presence)

Cool represents the ability to appear outwardly calm and collected. Cool can be used to determine Initiative order in encounters where the character knows a fight is coming and has prepared, or to resist flattery.

Coordination (Agility)

This skill measures flexibility and sense of balance. Characters test Coordination to traverse narrow or unstable surfaces, slip free from restraints, or survive a high fall.

Deception (Cunning)

Being able to lie or deceive someone during an interaction is represented by the Deception skill.

Discipline (Willpower)

Discipline represents a character's ability to remain composed, act normally under duress, ignore fear, and resist temptations.

Driving (Agility)

When a character wants to drive any sort of ground vehicle, and especially if they want to drive dangerously, they use the Driving skill.

Gunnery (Agility)

Gunnery is what a character uses to shoot particularly large, powerful, and unwieldy weapons. If it's big enough to require a tripod or to be mounted on a vehicle, a character probably uses Gunnery to fire it.

Knowledge (Intellect)

Knowledge covers all manner of education, fact retention, and book learning, from astrophysics to the cultures of various worlds in the galaxy. If a character needs to remember, calculate, or deduce something, they use Knowledge.

Leadership (Presence)

Leadership means being able to make smart decisions, to remain firm and decisive when doing so, and to instill loyalty and respect. This skill can also be used to give orders, rally allies, and reassert authority.

Mechanics (Intellect)

This skill indicates one's familiarity with vehicles, weapons, and gadgets. Characters use Mechanics to repair, disassemble, and construct things.

Medicine (Intellect)

The Medicine skill encompasses the ability to perform first aid or triage, treat poisonings, and conduct surgery. Most often, characters make a Medicine check to heal their wounded allies. On a successful check, the target heals 1 wound per ✵ and 1 strain per ⋀ (see **Table 1–1: Medicine Check Difficulty** to determine the difficulty of the check).

Melee (Brawn)

Characters use Melee when they want to attack someone with a hand-held weapon such as a shudder blade or power hammer.

Negotiation (Presence)

Characters use Negotiation to barter, buy, and sell, as well as to craft favorable deals between different factions and individuals.

Operating (Intellect)

This skill allows characters to direct or control large, cumbersome vehicles such as ships or land trains.

Perception (Cunning)

When a character wants to actively use their senses to study their surroundings, evaluate a person, or look for something, they use Perception.

Piloting (Agility)

This skill allows characters to fly fast, airborne vehicles that require quick reflexes and good hand-eye coordination to control.

Ranged (Heavy) (Agility)

Ranged (Heavy) weapons including everything from slugthrower rifles to portable railguns. Attacking with one of these two-handed ranged weapons requires the Ranged (Heavy) skill.

Ranged (Light) (Agility)

Ranged (Light) weapons including everything from grenades to grazer pistols. Attacking with one of these one-handed ranged weapons requires the Ranged (Light) skill.

TABLE 1-1: MEDICINE CHECK DIFFICULTY

Current Wounds	Medicine Check
Half or less of wound threshold	Easy (◆)
More than half of wound threshold	Average (◆◆)
Exceed wound threshold	Hard (◆◆◆)
Critical Injury	See severity rating (**Table 1-4**)

Resilience (Brawn)

This skill reflects physical endurance. Characters make a Resilience check to stay awake, resist toxins, or endure a hostile environments.

Skulduggery (Cunning)

Skulduggery encompasses a range of skills crucial to performing criminal actions such as picking pockets and locks, breaking into and out of secure facilities, setting and disabling traps, and other covert activities.

Stealth (Agility)

This skill reflects the ability to avoid an opponent's notice, eluding any or all of its senses. Stealth allows a character to follow targets without being detected, use camouflage, and conceal other people and objects.

Building the dice pool for a skill check

To determine a skill check's dice pool, compare your character's skill rank and characteristic rating. The higher of the two values determines how many Ability dice ◆ you add to the skill check's dice pool. Then, upgrade a number of those Ability dice ◆ into Proficiency dice ⬡ based on the lower of the two values.

For instance, a character with Intellect 3 and Medicine 1 would have a dice pool of ⬡◆◆. A character with Brawn 2 and Brawl 3 would have a dice pool of ⬡⬡◆. If your character has no ranks in a skill, they roll a number of Ability dice ◆ equal to the related characteristic (found in parentheses after each skill).

Streetwise (Cunning)

This skill represents a character's ability to navigate the criminal underworld, find criminal elements in a new location, pick up on subtle references, or know the right way to approach a criminal and begin a conversation.

Survival (Cunning)

This lets characters recognize the dangers of the natural environment, handle domesticated animals, find food and shelter in the wilderness, and track a subject.

Vigilance (Willpower)

Characters use this skill to determine Initiative order during combat when a character is surprised. This skill also lets a character notice something they weren't actively looking for, such as a hidden enemy or a dropped item, or catch someone else lying in an ongoing conversation.

Combat

GENESYS strives to capture the fast action and excitement of pulp adventure. Combat is frequent, fast-moving, and meant to showcase the talents and abilities of the player characters (PCs). When running a **combat encounter**, follow the steps detailed below.

Step 1: Determine Initiative

Each player character and non-player character (NPC) makes a **Simple** (–) **Cool** (**Presence**) or **Vigilance** (**Willpower**) **check** depending on whether they are prepared for the fight or surprised. Rank the results in order from highest number of ☼ to lowest number. Each result creates a **slot** for a character action. Resolve ties between PCs and NPCs by comparing the number of ⋏, with PCs acting first if the number is still tied.

Incidentals

Incidentals are minor activities that require very little time or effort. There is no hard limit to the number of incidentals a character can perform, but the GM may veto excessive amounts. Examples of incidentals include:

✦ Speaking to another character.
✦ Dropping an item held in one's hands.
✦ Releasing someone the character is holding.
✦ Minor movements such as shifting position, peeking around a corner, or looking behind a person.

Maneuvers

Maneuvers are activities that are not complex enough to warrant a skill check, but do involve time and effort. Characters are allowed one free maneuver during their turn and may elect to suffer 2 strain in order to perform up to one more. Maneuvers may be repeated this way (e.g., aiming twice). However, a character may not perform more than two maneuvers during their turn. Examples of maneuvers include:

✦ Readying, holstering, or loading a weapon.
✦ Drawing an item from storage or putting it away.
✦ Aiming a weapon to add ☐ to their next attack.
✦ Moving one range band closer to or farther away from an enemy.
✦ Opening a door, diving behind cover, dropping prone, or standing up.
✦ Helping an engaged ally perform a task, adding ☐ to their next check.

TABLE 1-2: ATTACK DIFFICULTIES

Range Band	Difficulty
Engaged	Melee or Brawl: **Average** (◆◆)
	Attack with a Ranged (Light) weapon: **Average** (◆◆)
	Attack with a Ranged (Heavy) weapon: **Hard** (◆◆◆)
Short	**Easy** (◆)
Medium	**Average** (◆◆)
Long	**Hard** (◆◆◆)
Extreme	**Daunting** (◆◆◆◆)

Step 2: Resolve Turns

Each **round** begins at the top of the **Initiative order**. The players and GM fill each Initiative slot one at a time with a character **turn**. If the Initiative slot was rolled by a player character, then the players agree on one player character to fill the slot from among the PCs who have not yet acted that round. That player character then takes their turn.

If the Initiative slot was rolled by an NPC, then the GM chooses one NPC who has not yet acted that round to fill the slot. That NPC then takes their turn.

During a turn, the character has the option to undertake one or more **incidentals**, a **maneuver**, and an **action**.

Actions

Actions are any activities complex enough to warrant a skill check. A character may only perform one action in a turn. The character may exchange the action for a maneuver instead but may not perform more than two maneuvers per turn. Examples include:

✦ Attacking with a ranged or melee weapon.
✦ Punching or grappling an opponent.
✦ Performing first aid with Medicine or using Leadership to command someone to do something.
✦ Sneaking up on a vigilant foe or climbing a cliff.

Performing a Skill Check

Characters can make skill checks during encounters to perform more complicated tasks. Skill checks always require an action to perform, unless the character has a specific rule stating otherwise. It's also worth noting that characters can perform skill checks even if they don't have any ranks in that skill. In that case, they roll ◆ equal to their ranks in the linked characteristic.

Performing a Combat Check

A player makes a **combat check** when they use a combat skill to attack a target. This is also referred to as an **attack**. Resolve a combat check by completing the following steps:

1. Declare an attack and select targets.
2. Roll the appropriate dice pool for the related combat skill. Add ◆ based on the range and type of attack (see **Table 1–2: Ranged Attack Difficulties**), and add ☐ or ■ for situational factors.
3. Determine success or failure and deal **damage**. In combat, each uncanceled Success ☼ adds +1 damage to a successful attack, affecting each of the targets if there are more than one.
4. Resolve any Triumph ⊗ and uncanceled Advantage ⋀. See **Table 1–3** on the following page.
5. Resolve any Despair ⊗ and uncanceled Threat ⌂. See **Table 1–3** on the following page.
6. Subtract the target's **soak value** from the damage inflicted. Apply any remaining damage to the target's **current wounds** or **strain**. Finally, apply any **Critical Injuries** by rolling a d100 and locating the corresponding effect on **Table 1–4** on page 9.

Step 3: Round Ends

Once all the PCs and NPCs have taken their turns, the round ends and a new one begins, starting from step 2.

Step 4: Combat Ends

Once the fighting has been resolved, the GM ends the encounter. Each player character has a chance to catch their breath and recover strain (see **Strain and Strain Threshold** on page 12), and may take steps to help heal any wounded PCs (see **Table 1–1** on page 8).

Range Bands

Rather than using exact distance measurements, **Genesys** uses abstract means to represent position, distance, and range, thus allowing the players to focus on the adventure.

Engaged

If two or more targets are close enough to interact directly with each other, they are considered to be **engaged**. Engaged also indicates that a person is close enough to an item to use it. Moving to engage with or disengage from an enemy within short range requires one maneuver.

Short Range

Short range indicates a distance of up to several meters between targets. Moving to another spot within short range is usually easy to do and generally requires one maneuver. Many thrown weapons and small firearms are most accurate at this range.

Medium Range

Medium range can be up to several dozen meters away. More reliable pistols can cover this range, but few thrown weapons can reach this far. Moving from short to medium range generally requires one maneuver.

Long Range

Long range is farther than a few dozen meters. Most rifles can reliably cover this range without too much trouble. However, moving between medium range and long range requires two maneuvers.

Extreme Range

Extreme range is the farthest range at which two targets can interact. High-tech sniper weaponry and some vehicle-mounted armaments may cover this range. Moving between long and extreme range requires two maneuvers.

TABLE 1-3: SPENDING ADVANTAGE ⋀, TRIUMPH ⊛, THREAT ⋏, AND DESPAIR ⬥ IN COMBAT

Cost	Result Options
⋀ or ⊛	• Remove 1 strain (this option may be selected more than once). • Add ☐ to the next allied character's skill check. • Notice a single important point in the ongoing conflict, such as the location of a security system's control panel. • Inflict a Critical Injury with a successful attack that deals damage past soak (⋀ cost may vary).
⋀ ⋀ or ⊛	• Perform an immediate free maneuver. May not exceed the two maneuvers per turn limit. • Add ■ to the targeted character's next skill check. • Add ☐ to any allied character's next skill check, including the active character.
⋀ ⋀ ⋀ or ⊛	• Ignore penalizing environmental effects, such as inclement weather or zero gravity, until the end of your next turn. • Add ■ to melee or ranged attacks targeting you until the end of your next turn. • Force the target to drop a melee or ranged weapon they are wielding.
⊛	• Upgrade the difficulty of the targeted character's next skill check. • Upgrade any allied character's next skill check, including the current active character. • Turn the tide of battle by doing something such as shooting the controls to the nearby electronic doors to seal them shut.
⋏ or ⬥	• The active character suffers 1 strain (this option may be selected more than once).
⋏ ⋏ or ⬥	• An opponent may immediately perform one free maneuver in response to the active character's skill check. • Add ☐ to the targeted character's next skill check. • The active character or an allied character suffers ■ when making their next check.
⋏ ⋏ ⋏ or ⬥	• The active character falls prone (add ■ to all ranged attacks and ☐ to all melee attacks targeting them). • The active character grants the enemy a significant advantage in the ongoing encounter, such as accidentally blasting the controls to a retractable bridge over which the active character was planning to escape.
⬥	• The character's ranged weapon immediately runs out of ammunition and may not be used for the remainder of the encounter. • Upgrade the difficulty of the next skill check of the active character or one of their allies. • The tool or melee weapon the character is using becomes damaged.

*Note: This is an abridged version of **Tables I.6-2** and **I.6-3** on page 104 of the **Genesys** Core Rulebook.*

Wounds, Strain, and Critical Injuries

In Genesys, characters track their physical and mental health using **wounds** and **strain**, respectively.

Wounds and Wound Threshold

During their adventures, a PC may suffer physical damage, or wounds. When a PC suffers a number of wounds greater than their wound threshold, they are **incapacitated** until their wounds are reduced to or below their wound threshold (likely through healing). **They also immediately suffer one Critical Injury**. While incapacitated, the PC is unconscious, unaware of their surroundings, and unable to interact with them.

Critical Injuries

A particularly dangerous type of wound is a Critical Injury. A Critical Injury continues to affect the character until they receive the proper medical treatment, even if the short-term effect has expired. The difficulty of the **Medicine check** is determined by severity of the injury (see **Table 1–4** on page 12).

When a character suffers a Critical Injury, their player rolls a d100 and locates the corresponding result on **Table 1–4** on page 12. Each Critical Injury a character suffers from adds +10 to any subsequent Critical Injury roll.

TABLE 1-4: CRITICAL INJURY RESULT

D100	Severity	Result
01-10	Easy (◆)	**Slowed Down**: During the next round, the target can act only during the last allied Initiative slot.
11-20	Easy (◆)	**Sudden Jolt**: The target must drop whatever they are holding.
21-30	Easy (◆)	**Distracted**: The target cannot perform a free maneuver during their next turn.
31-40	Easy (◆)	**Discouraging Wound**: Move one player pool Story Point to the GM pool (reverse if NPC).
41-50	Easy (◆)	**Stinger**: Increase the difficulty of the target's next skill check by one.
51-60	Average (◆◆)	**Bowled Over**: The target is knocked prone and suffers 1 strain.
61-70	Average (◆◆)	**Hamstrung**: The target loses their free maneuver until this Critical Injury is healed.
71-80	Average (◆◆)	**Winded**: The target cannot voluntarily suffer strain to activate any abilities or gain additional maneuvers until this Critical Injury is healed.
81-90	Average (◆◆)	**Compromised**: Increase the difficulty of all skill checks the target makes by one until this Critical Injury is healed.
91-100	Hard (◆◆◆)	**At the Brink**: The target suffers 1 strain each time he performs an action.
101-110	Hard (◆◆◆)	**Crippled**: A limb is disabled until healed or replaced. Increase the difficulty of all skill checks that the target makes that require use of that limb by one until this Critical Injury is healed.
111-120	Hard (◆◆◆)	**Horrific Injury**: Randomly select one of the target's characteristics. Until this Critical Injury is healed, treat that characteristic as one point lower.
121-135	Daunting (◆◆◆◆)	**Bleeding Out**: Every round until this Critical Injury is healed, the target suffers 1 wound and 1 strain at the beginning of their turn. For every 5 wounds they suffer beyond their wound threshold, they suffer one additional Critical Injury. Roll on **Table 1-4** and suffer the additional injury (if the Injury is this result, roll again).
136-150	Daunting (◆◆◆◆)	**The End is Nigh**: The target will die after the last Initiative slot during the next round unless this Critical Injury is healed.
151+	-	**Dead**: Complete, obliterated death.

Note: This table is an abridged version of **Table 1.6-10**: **Critical Injury Result**, *in the* **Core Rulebook**.

Strain and Strain Threshold

While wounds represent physical damage, strain represents mental and emotional stress. PCs may suffer strain voluntarily to help accomplish tasks, but involuntary or external stressors such as fear or environmental exposure also inflict strain. When a character suffers strain greater than their strain threshold, they become incapacitated until their strain is reduced so that it no longer exceeds their strain threshold.

To recover from strain, the character needs to spend a few minutes catching their breath by making a **Simple** (–) **Discipline** or **Cool check** (player's choice) after an encounter. Each uncanceled ☼ removes one strain.

When NPCs suffer strain damage, they apply it as wounds (after reducing the strain damage by their soak value) unless they have been given a strain threshold.

Healing Wounds and Strain

Characters can heal wounds and strain by making Medicine checks (see pages 7-8), and also with some of the items they may have.

Adversary Types

There are three types of adversaries that PCs may encounter in **Genesys**: **Minions**, **Rivals**, and **Nemeses**.

Minions

Minions are inferior to PCs, and thus operate in groups. They rely on strength in numbers to compensate for their deficiencies. This is represented in three ways:

✦ Anything that normally inflicts strain inflicts wounds on a minion instead. Minions cannot voluntarily suffer strain.

✦ When operating as a group, minions are treated as a single adversary. The group uses one Initiative slot, combines its members' wound thresholds into a single pool, and performs one action and one maneuver on its turn. Anyone attacking a minion group attacks the group as a whole, and the minion group applies soak equal to an individual minion's soak value once against a hit from a successful attack. When the minion group sustains damage equal to an individual minion's wound threshold, one minion is defeated and the group's size decreases by one. If a group of minions suffers a Critical Injury, it suffers one minion's worth of wounds plus one (so that one of the minions in the group is incapacitated).

✦ Individual minions do not have ranks in skills. They instead possess "group only" skill ranks. A minion group counts the number of additional minions after the first as the number of ranks in each of its listed skills (so a group of four minions making a Ranged check would count as having three ranks in the Ranged skill). However, the minions may only do this with skills listed in their profile. Any other skill checks they make are untrained and use only the base characteristic.

Rivals

Rivals operate under the same rules as PCs, except they have no strain threshold. Whenever they are dealt strain, they suffer an equal number of wounds instead. Exceeding their wound threshold may kill or incapacitate them, as the narrative requires.

Nemeses

Nemeses follow the same rules as PCs do, including the rules regarding strain.

Story Points

Story Points represent the idea that player characters are the heroes of the ongoing story, and thus have a unique edge that helps them succeed in dangerous situations. However, because they are the main characters in the adventure, they must face (and hopefully overcome) additional challenges in the ongoing story as well.

Building the Story Pool

At the start of the game, the group should create two pools of Story Points (these can be two circles on a sheet of paper, or even just two areas on the table). One pool is the player pool, and one pool is the GM pool.

At the beginning of the session, the group adds one Story Point to the player pool for each player, and one Story Point to the GM pool.

Representing Story Points

Just about any small items can represent Story Points, from small coins to glass beads to poker chips.

Using Story Points

During the game, players and the Game Master can spend Story Points to aid their characters and hinder their adversaries in a number of ways. Players may only spend Story Points from the player pool, and the GM may only spend Story Points from the GM pool.

When someone spends a Story Point, they remove it from their pool and add it to the other pool. This means that as Story Points are spent, the other pool grows bigger. It also means that Story Points never leave the game; and any time a player uses a Story Point, they create the opportunity for it to be used against them later.

Each player may use only one Story Point during each action their character performs or during an action targeting their character. The same applies to GMs: they can only use one Story Point during each action an NPC performs, or during each action targeting an NPC.

The following are the main uses for Story Points:

A Helping Hand: A player or GM may spend a Story Point to upgrade their character's dice pool (page 5) once when they make a skill check.

Raising the Stakes: A player or GM may spend a Story Point to upgrade the difficulty of a skill check (page 5) once when that check targets their character.

Luck & *Deus Ex Machina*: Players may also use Story Points to introduce "facts" and additional context directly into the narrative. For instance, the PCs just happen to have breathing masks for the atmosphere they've encountered, find some emergency supplies while quickly scavenging through a medical facility, or notice a (previously nonexistent) terrain feature they can duck behind for cover.

The Keleres and Allegiance

Even an imperfect galaxy needs its defenders. To that end, the Galactic Council created the Keleres. In its brief existence, this underfunded, eclectic agency has been the vanguard of the Council's response to the rising threats against galactic civilization. That the galaxy has only recently begun to knit itself back together makes Keleres watchfulness even more urgent. These dangers include the coldly cybernetic L1Z1X who emerged not long after the reformation of the Council and forced admission to it with their advanced warfleet. Other perils—like the anti-biological, voracious Nekrovirus—surfaced in the years after. But it was the Acheron disaster and return of the Mahact Gene-Sorcerers that finally forced the Council to act. Tales of the Mahact's depraved tyranny have haunted sentient memory throughout the ages.

Who are the Keleres?

The Proclamation of the Keleres established an agency in direct service to the Council, devoted only to investigating and combating threats to galactic society. Each civilization belonging to the Council is responsible for furnishing equipment and assigning personnel to the Keleres, whose headquarters is on Mecatol Rex. The agency is also led by three nominally independent Tribunii, elected for terms by the Council itself.

In theory, Keleres characters on a mission are empowered to act with the full authority of the Council anywhere in the galaxy. In practice, sovereign governments frequently drag their appendages on supporting the Keleres. This can include creatively withholding equipment or obstructing an inconvenient investigation. Characters frequently need to scrounge for gear or cajole planetary officials into aiding their operations.

Despite these obstacles, the Keleres have managed to thwart several credible threats. This is partially thanks to the competence provided by the Winnaran Custodians, Mecatol Rex's devoted administrators whom the Council have directed to support the Keleres. But it is equally due to the surprising willingness of many Keleres to rise and meet the growing darkness in the galaxy with courage and ingenuity.

Allegiance

In practice, characters typically have conflicted loyalties themselves. Keleres are sworn to renounce their duties to their faction of origin during their posting. But the jaded politics of Mecatol Rex have turned the Keleres into yet another patronage game as members of the Council stuff its ranks with recruits who have covert directives or personal aspirations. Each premade character (starting on page 36) has a motivation and an allegiance that may or may not put them at odds with their teammates or mission. Throughout the adventure, there are sidebars presenting opportunities for the GM to have a character's allegiance factor into the story, heightening the tension or adding a complication to the scene.

More on the Keleres, their foes, and allegiance can be found in the book **Embers of the Empire**.

Twilight Imperium

So that's Genesys. But what is Twilight Imperium?. The Twilight Imperium setting is one of grand—sometimes dark—space opera in a sprawling galaxy. The setting takes its name from the strategy boardgame, which is also available from Fantasy Flight Games. However, if you've never heard of the boardgame, don't worry! We'll give you a brief rundown of the setting here, and provide more details in the rest of the book.

Twilight Imperium's vast galaxy is filled with a multitude of spacefaring species (including Humans) and fantastic technologies (such as faster-than-light travel). But is also a galaxy dominated by the rivalries and politicking of various factions, each of whom have their own history and ambitions.

Most of the great civilizations of the galaxy have recently dispatched representatives to a restored Galactic Council on the ancient throne world of Mecatol Rex. After millennia of destructive war and decline, the galaxy once again needs a way to debate affairs and broker agreements. But few of its members mistake this moment as a true peace: intrigue and scheming have merely found a more refined venue, and disaster is always one galactic incident away.

There's one other key institution in Twilight Imperium: the Keleres of the Galactic Council. The Keleres are an agency only recently founded by the Council to deal with emerging threats to galactic civilization. The agency is tenuously supported by the members of the Council, which means that individual Keleres can come from any of these factions. Now, in small teams spread throughout the stars, the Keleres protect a distracted galaxy from dangers both ancient and terrifyingly new.

Welcome to the Twilight Imperium

Despite its increasingly traveled spacelanes and multitudes of charted, populated worlds, the galaxy remains so immense that it challenges the sentient mind to comprehend it. However, what weighs heaviest upon all sentients isn't the galaxy's scope, but its troubled past.

Once, the glory that was the Lazax Empire united the galaxy under its rule after defeating all of its rivals; even the dreaded Mahact Kings. With notions of benevolence and hopes of defusing rebellion, the Lazax convened a Galactic Council to give the most powerful of their subjects a voice in politics. The Lazax seated this Council on their glittering throne world of Mecatol Rex. Then, for almost twenty thousand years, the galaxy prospered under their rule in relative peace.

But such awesome power bred both arrogance and the resentment of it. Eventually, revolts by several Council powers flared into a series of wars. In their complacency, the Lazax were betrayed and Mecatol Rex burned in violent bombardment. Both the Empire and the Lazax species itself was destroyed. The Twilight Wars ensued as the great galactic powers tore the galaxy apart.

That was all millennia ago. Wherever you come from, the story of that time is well known. Your ancestors were a part of it. But now you are part of a new era: one of wary rebuilding.

The civilizations exhausted by the wars have slowly emerged from isolation to explore and trade once again. A recently restored Galactic Council sits amid the ruins of Mecatol City. There is relative peace, formal diplomacy, and even reluctant cooperation between factions as well as newcomers to the Council.

There is hope, but you are also astute enough to know that it comes cheaply, for the true currency of galactic politics remains power. Each species, including yours, has a strategy to pursue power and wield it to support their faction and ideology. The felinoid Hacan, for example, amass fantastic wealth through their sprawling trade network. The testudinate Xxcha master diplomacy, in all its forms and procedures, to build influence. The Humans of the Federation of Sol leverage their adaptability and numerical ubiquity into relentless expansionism. There are as many variations to the pattern as there are known sentient species, none of whom have forgotten their ancient rivalries and grievances.

Yet even as the galaxy's would-be leaders cynically maneuver and plot, history casts a long shadow. There are dire threats to this fragile rebirth both within the Council and without. War and political impasse are constant hazards, but dangerous, unfathomable powers have also crept into the galaxy. Powers that trace their origins back to the Lazax Empire, and to the unknowable gulfs of time before it.

The galaxy stands poised on the edge of brighter days… or perhaps a plunge into deepest night. As an individual, you have been shaped by all these forces. But now, as a Keleres agent, you can make your own choices. How will you survive among the stars and whose agenda will you truly serve?

Act I: Journey Interrupted

Act I serves as an opportunity to introduce the core mechanics of **Genesys** and to help players get a feel for their characters and the **Twilight Imperium** setting. The first encounter, **The Briefing**, should give each player a chance to make at least one skill check. The second encounter, **Keleres, Where's Our Ship?** is a chance for each PC to introduce themselves and what they bring to the team.

The adventure begins aboard a Keleres flier carrying the PCs toward space docks near the Galactic Council complex. A ship waits to carry them to their mission, but first they must learn important details from their Winnaran Custodian handler. This gives the players a chance to learn about the setting, ask questions, and adopt a suitable investigational mindset.

Explain that the PCs have each recently joined the Keleres, a new investigative body in service to the Galactic Council, which includes the PCs' species among its members. The Council itself has been restored for over a decade, but the Keleres have been created to protect it and the galaxy from emerging threats, such as several extremely powerful, hostile species from the galaxy's ancient past. Each of these species understands lost technological secrets that border on the arcane.

Encounter One: The Briefing

The adventure begins as the party fly above sprawling Mecatol City and are briefed about their mission. During this encounter, the GM should offer the PCs a chance to ask some questions of their handler. Additionally, the GM should have each PC make at least one skill check (see **Learning about Skill Checks** on page 17).

To begin, read or paraphrase the following aloud:

> The flier carries your Keleres team among glorious, towering spires and far above the deeply scored, lightless chasms of Mecatol City's lower reaches. The ancient city is vast and glints in the setting sun; few true ruins are visible, but you know that somewhere beyond the distant horizon begins the poisonous Sea of Desolation that covers the rest of this world.
>
> Over the low hum of the engines, you hear your Winnaran handler speak and are reminded that this ride is also your final briefing.
>
> "Attend, Keleres. I have much to elucidate in little time."
>
> Custodian Loremaster Pailohm Pailonus' solemn, pale-green face is hard to read.
>
> "This is the world Herool's Truce." The cabin holo-projector displays an image of a planet in slow orbit, with a glaringly bright half fixed toward its sun and an immeasurably dark half in permanent shadow.
>
> "Contact with it was re-established by the galactic community scant years ago. A Keleres informant recently reported the probable discovery there of an unknown, Imperial-era technology. They also mentioned the presence of unsanctioned L1Z1X agents with an intense interest in this world. This was the source's final report."
>
> "I am aware you are newly sworn Keleres, but you are being sent to this world as an advance team to learn what you can."

The PCs may begin asking questions at this point. If there are any listed questions that the PCs do not ask (see **Questions and Answers**, below), Loremaster Pailonus offers this information. Pailonus is dutiful and scholarly by disposition. His job within the Keleres is providing guidance and organization, but he can serve as a commander in a pinch (such as now).

Questions and Answers

Here are some questions the PCs might ask, and information the GM can have the Loremaster offer.

Who are the L1Z1X?

The L1Z1X are cybernetic beings organized into a Mindnet through data implants. They claim to be the ancient Lazax, rulers of the galaxy of old, returned to claim their throne. They also claim a seat on the Galactic Council, but are uniquely hostile to its other members.

What is Herool's Truce?

Herool's Truce is an obscure "distant sun"—meaning unexplored or poorly charted—in a wild region called the Mahact Plateau. It has a small, mixed-species population, all centered in a narrow habitable band between its day and night sides. It was effectively lost for millennia following the destruction of Mecatol Rex's legendary Hall of Cartography during the Twilight Wars.

What Do the L1Z1X Want with Herool's Truce?

Pailonus tells them the Custodians have searched records and confirmed that the star of Herool's Truce was listed under its original cartographic designation in an ancient mag-plate inventory of Lazax military propulsion research outposts.

Who is the Keleres Source on Herool's Truce?
The source that reported from Herool's Truce ceased transmitting shortly after their last report. The informant's exact species and other identifying characteristics were concealed for security, but Pailonus tells them the informant was a merchant who reported under the codename "Cat's-Paw."

Learning about Skill Checks

This encounter is an opportunity to learn about skill checks, and the GM should encourage each player to make at least one. One example skill check for each character that the GM could suggest might include:

- ✦ **Jana**: An **Average (◆◆) Knowledge (Intellect) check** to know that although the L1Z1X have some individual personality, and many anatomical similarities with their supposed Lazax ancestors, but their frail flesh is twisted and merged with grotesque cybernetic machines. They possess advanced weapons technology but constantly seek to assimilate more, frequently capturing it from other Council factions in military "incidents." Jana adds ☐ to this check from her personal experience with the L1Z1X. Whether the check is successful or not, the PC making it may spend ⋀ to know that the elite among the L1Z1X often possess strange, arcane technologies that can bend space or even time.
- ✦ **Sindra**: An **Average (◆◆) Streetwise (Cunning) check** to be aware that numerous Lazax artifacts from distant suns like Herool's Truce have begun to move in the galaxy's underworld markets within the last year. While the buyers have dealt through a proxy, some suspect the L1Z1X may have been involved. Whether the check is successful or not, the PC making it may spend ⋀ to know that Lazax technologies are often unpredictable and dangerous if misused.
- ✦ **Cheliyxx**: An **Average (◆◆) Knowledge (Intellect) check** to know that Herool's Truce was classified as a non-aligned world as part of an act by the Council; this means unilateral investigation of significant discoveries there by any Council factions are barred. However, the L1Z1X were admitted to the Council after this law's passage, and likely would not recognize it. Whether the check is successful or not, the PC making it can spend ⋀ to know that the L1Z1X generally do not obey the Council's edicts.
- ✦ **Teroi**: An **Average (◆◆) Medicine (Intellect) check** to know that the L1Z1X have been known to use unusual surveillance devices, including neural shunts—surreptitiously implanted devices which record a subject's memories and feed them into the L1Z1X Mindnet without the subject ever knowing. Whether the check is successful or not, the PC making it may spend ⋀ to know that the L1Z1X implants are very valuable in the shadier parts of the scientific and medical communities.

Getting There

For transport to Herool's Truce, the party has been assigned a swift *Overture*-class cutter granted to the Keleres by the Federation of Sol, keyed to each member's Keleres command code. It is waiting for them at Adjunct Hangar Complex 5, berth A5.

If the PCs ask Pailonus for more equipment or weaponry, he tells them that their mission is investigative and that Keleres resources are stretched thin, but that the ship is equipped with hazardous environment gear (which allow a character to survive in vacuum, extreme heat, or extreme cold for up to an hour but add ■■ to all Athletics and Coordination checks while worn).

Pailonus also tells the PCs that if they encounter serious trouble, they can send an encoded transmission from their vessel for backup from nearby Keleres sections, but based on travel times, it would take reinforcements at least a week to arrive. If the PCs ask why they are the team being sent, Pailonus tells them that all other active Keleres sections are currently committed to missions, many relating to disturbing events in the Artis

Mecatol Rex

Mecatol Rex is the past and present seat of the Galactic Council. It was once the throneworld of the Lazax Empire, but the bombing of the planet during the Twilight Wars poisoned its surface and reduced much of the continent-spanning Mecatol City to ruins.

Most of what remains has been devotedly tended or restored by the Winnaran Custodians over the millennia since the Twilight Wars. As the old empire's faithful administrators, they swore an oath to the last Lazax Emperor to maintain the throneworld. It is the Winnarans who service the shield generators that keep Mecatol City a habitable island within the Sea of Desolation.

Since the Galactic Council was re-established, a new wave of habitation has occurred as each Council member has established embassies and enclaves within Mecatol City. New spires have begun to dot the cityscape and it has again become the galaxy's cosmopolitan political center. Yet it remains a dangerous place, a void of legal ambiguity caught between rival powers. From the depths of the old city to the high halls of political power, it is a den of intrigues and schemes. Military forces both official and private frequently operate in the city, as well as assassins and criminals.

Drift region spinward of Xxlak and near the Quaan wormhole. Further, the Tribunii—the official leaders of the Keleres—are sequestered at a lengthy, closed session of the Galactic Council. Pailonus tells the PCs he believes this mission is within their capabilities.

When the PCs cease asking questions or making checks, and there is no more information for Pailohm Pailonus to volunteer, this encounter ends and the flier reaches its destination: a massive spaceport complex near the Galactic Council. The flier touches down near its edge, at Adjunct Hangar Complex 5. Pailonus explains that he must be away immediately to join the Tribunii at the Council—his expertise on the regions around Quaan and the Artis Drift is needed. Then the flier ascends and races away.

Encounter Two:
Keleres, Where's Our Ship?

After the first encounter's introduction, the PCs begin their mission in earnest. During this encounter, the PCs face their first real challenge: actually taking possession of their ship so they can travel to Herool's Truce. During this encounter, the PCs should come together as a team and begin using their skills. This also presents a chance to introduce the concept of character agendas, as resolving this encounter touches on Undersecretary Cheliyxx's goals.

As soon as Pailonus' flier departs, the PCs find themselves standing at the edge of a sprawling landing platform that stretches for kilometers: Adjunct Hangar Complex 5. Read or paraphrase the following aloud:

> As you enter the hangar, you see starship berths sized for corvettes and lighter craft, each separated by thick security walls. The berths stretch away in lines along the opposite walls of the hangar, and rise far above your heads in four stacked tiers.

> You do not need to walk far within the hangar to find your ship's berth. Screens quickly identify the ground floor as A-Level, so you step onto a foot-tram within a side passage that carries you toward the back of the hangar, running parallel to the near wall. After a few moments, you step off at the fifth berth, ready to inspect your team's ship. But as you enter through a doorway in the raised security barrier, your steps only echo across the scuffed plasticon floor. Berth A5 is totally empty.

This hangar complex is large enough that the PCs cannot find their ship without some investigation. Although they do not know it, the ship remains in the hangar and is relatively close. It has been moved to the next level up and is now at berth B6.

Finding the Ship

The GM should encourage the players to discuss a plan for how to move forward, which is a good chance to introduce their PCs' capabilities and personalities to each other. If the PCs consider calling for help from authority, Cheliyxx realizes this is not an option. By now, Pailonus' is well on his way to the Council—out of commbead range, and surely too busy to deal with their problems. Here are some examples of options for the PCs:

✦ The PCs have not seen their ship before, but they know it is a Sol *Overture*-class cutter which has not yet been given a name. If the PCs move around the hangar floor and look up toward the other levels, a PC can attempt to spot the ship with an **Average (◆◆) Perception (Cunning) check**.

✦ There are simple data terminals at each berth for accessing the hangar registry. The PCs can trace the ship's transfer with an **Average (◆◆) Computers (Intellect) check**.

✦ The PCs can ask the hangar ground crew, who point them to the administrative office suspended from the hangar's roof. The PCs can take a lift there to talk to Winnaran Dockmaster Kalimni and convince her to find the ship is with an **Average (◆◆) Charm (Presence) check** or a **Hard (◆◆◆) Leadership (Presence) check**.

✦ PCs may suggest other ways to find the ship. This could include an **Average (◆◆) Skulduggery (Cunning) check** to break the locks of ship berths in a trial-and-error search.

✦ The PCs could attempt other methods to get back their own ship or acquire another that the GM finds appropriate. The difficulty for such checks should generally be **Average (◆◆)**.

✦ Cheliyxx can offer an alternate route: requisitioning a Xx-cha Carapace-class diplomatic corvette by making a **Hard (◆◆◆) Negotiation (Presence) check**. Doing so fulfills **Cheliyxx's Agenda** (see above) and allows the PCs to get a ship immediately, but may have some future ramifications for their mission (noted throughout the adventure).

If the PCs locate their ship, they still need to take possession of it (see **Taking Possession**, on page 19).

Taking Possession

Once the PCs are aware of the ship's location at berth B6, they can take the foot-tram to the industrial lifts at either end of the hangar. The lift takes the PCs to levels B–D. Each level has a wide cargo passageway that runs along the length of the outer wall, with top-rolling loading doors that lead into each berth from that side. The doors for most berths are lowered and locked.

As the PCs approach berth B6 along the shadowed passage they can see that its door is up and the ship is within. When they reach medium range from the doorway, the PCs can spot three armed sentients watching the passage with an **Easy (◆) Vigilance (Willpower) check**. The lookouts have anthropoid body types but wear light paramilitary gear and goggles or filter masks, so the exact species of each is difficult to determine. If the PCs spot the lookouts first, the PCs remain in the shadows and are not seen by the lookouts; the PCs may stop and confer about how to approach them. If the PCs do not spot the lookouts, both the PCs and lookouts automatically see each other when they are at short range.

However they encounter the lookouts, the PCs need to come up with a plan. The lookouts are Grugg and two other members of Grugg's Repos: quasi-legal, smalltime enforcers hired to repossess the PCs' ship on behalf of a Sol cultural attaché who resents being ordered to give the ship to the Keleres. The Repos are bullies, and challenge the PCs verbally if they show any interest in the ship. There are several ways the PCs can attempt to deal with the Repos, each of which is described broadly below.

Grugg's Repos

Grugg's Repos are a private security outfit like countless others on Mecatol Rex, and make their living providing security to anyone who needs a little bit of deniable muscle in the glittering heart of galactic politics.

Grugg's Repo [Minion]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	3	2	1

SOAK VALUE	WOUND THRESHOLD
4	5

Skills (group only): Brawl, Coercion, Streetwise.
Abilities: Brutal Takedown (when performing a Brawl check, may spend ⋀⋀ or ⊛ to inflict 4 strain on the target), Menacing Aura (characters with strain greater than half their strain threshold add ■ to attack checks against Grugg's repos).
Equipment: Brass knuckles (Brawl; Damage 4; Critical 4; Range [Engaged]), heavy fatigues (soak 1), breather mask, 15 aurei.

Talking a Way Out

The party can talk to the Repos to convince Grugg—their scrofulous human leader—to let the PCs have the ship. Grugg shows the PCs a dubious-looking warrant of repossession on a pad and claims that the rightful owner of the ship is disputing its transfer. The PCs can attempt to invoke the Keleres' authority with a **Hard (◆◆◆) Coercion (Willpower) check**. If the PCs realize that Grugg's mercenaries are just in it for the money, they can offer a bribe instead; one PC may make an **Average (◆◆) Streetwise (Cunning) check** to offer 50 aurei, with ☐ added for every 50 additional aurei offered to get Grugg to walk away.

The PCs could instead go to Dockmaster Kalimni (as described in **Finding the Ship**). They can convince the Dockmaster that the Ship is rightfully Keleres with a **Hard (◆◆◆) Charm (Presence) check** or an **Average (◆◆) Negotiation (Presence) check**. If they succeed, the Dockmaster shuts the Repos in the berth and uses the grav-derrick to physically move the ship onto the hangar floor.

Sneaking Through

The party can try to sneak past the Repos and secure the ship before they notice. This plan works best with a distraction to divert the Repos' attention from the berth, such as hacking into the terminals to set off an alarm and lure them out with an **Average (◆◆) Computers (Intellect) check** or fast-talking them away with a **Deception check opposed by the Repos' Vigilance (◆◆)**. After the Repos are distracted, each PC may make an **Average (◆◆) Stealth (Agility) check**; if two or more PCs succeed, they are all able to get aboard the ship and get away.

Fighting it Out

The Repos attack if the PCs ignore their threats or fail to sneak past. The PCs are most likely in the passageway when this starts, at short or medium range from the Repos. The fight attracts the Dockmaster's attention, and ground crew show up to intervene after four rounds (use the Repos' profile if any ground crew groups end up participating in the fight).

After the fight, the PCs need to explain themselves to the Dockmaster with an **Average (◆◆) Charm (Presence) check** or an **Easy (◆) Negotiation (Presence) check** so that she releases the ship for takeoff. If they fail, she asks for an administrative processing fee of 200 aurei to release the ship to them.

Encounter Three: Superluminal Flight

Once the PCs have chartered, stolen, begged, or bartered for a ship, they can make the journey to Herool's Truce. If one of the PCs is navigating the ship, they must make an **Average (◆◆) Astrocartography (Intellect) check** to reach their destination smoothly. If the PCs took Cheliyxx's ship, add ■■ to this check due to the vessel's outdated navigation system.

Whether they succeed or fail, the trip takes approximately three weeks, but if they fail, the superluminal passage involves some close brushes with cosmic debris that leave everyone on edge; each PC suffers 3 strain.

During the journey, each PC not engaged in the operation of the ship may make a check to prepare for their investigations on Herool's Truce. Examples include but are not limited to:

✦ An **Average (◆◆) Astrocartography (Intellect) or Knowledge (Intellect) check** to learn information they might have missed from the briefing on page 16.
✦ An **Easy (◆) Medicine (Intellect) check** to assist in the convalescence of any PC injured in prior scuffles, remove one wound for every ✸ scored on the check.
✦ An **Average (◆◆) Mechanics (Intellect) check** to optimize the ship for a more comfortable journey, to allow each PC to remove an additional 2 strain at the end of the encounter.

Additionally, consider giving the players a narrative scene to roleplay their characters getting to know each other during the journey. Some examples of small but character-revealing scenes you could provide as prompts for roleplay might include:

✦ A shared meal aboard the vessel, with ingredients that may not prove to be to everyone's liking.
✦ Viewing a fascinating stellar phenomenon that the PCs can briefly observe while passing, such as a particularly vivid supernova remnant or a stunning pulsar wind nebula.
✦ A disagreement about the ship's temperature regulation.

Act II: Exploring Herool's Truce

After scrambling to get their starship and undertaking a journey to the wild Mahact Plateau, The PCs arrive at Herool's Truce to truly begin their investigation. **Act II** begins with a brief first encounter, **Arrival at the Span**, as the party descends to this unique planet and overflies its primary settlement: the Span. In encounter two, **Clearing Customs**, the PCs interact with local spaceport authorities and make decisions about how best to proceed, including how much to reveal about themselves and their mission. Encounter three, **Open Investigations**, takes the PCs through the Span in a manner of their choosing as they seek evidence of L1Z1X activity. By the end of this act, the PCs locate an ancient facility that houses the true threat.

Encounter One: Arrival at The Span

As the PCs approach Herool's Truce, their ship's viewports and sensors provide them with a closer impression. They can plainly see it is a tidally locked planet in far orbit around its young star. One side constantly faces its star while the other half is in constant darkness. Basic sensor data tells the party that the "day" side's temperature is lethal for most sentient species without serious environmental gear. The "night" side is equally perilous, with almost no visible light and a temperature rivalling the coldest places in the galaxy.

Between the two sides lies a narrow terminator zone, where shadow from the planet's curvature provides a permanent, twilight illumination. The sensors return atmospheric bio-signatures within this band along with a large, artificial construct at a point in the "north" hemisphere, from which emits a regular navigational beacon pulse.

Before entering the atmosphere, the PCs may use their skills to learn a bit more. Sindra in particular has expertise using the *Hacan Merchant Gazetteer*; if the party has their intended Overture Cutter, there is a copy of this onboard and one PC must make an **Easy (◆) Astrocartography (Intellect) check** (Sindra adds ▢ if she is the one to make this check). If the party commandeered another ship in **Act I**, this instead requires a **Hard (◆◆◆) Computers check** to use the ship's scanners for details. If the PC succeeds, the PCs learn the following about Herool's Truce's history and relationship to the rest of the galaxy:

✦ The native population is approximately 5 million sentients, from three different species: the Letnev, Hylar, and Gashlai. They are descendants of the crews of enemy fleets marooned here in a battle during the Twilight Wars.
✦ The population is concentrated in one large city called the Span, which traverses the habitable band over a shallow sea and is built into sectors that match each species' environmental needs.
✦ The Span and planet are ruled by a Tripartite Commission, which each species designates a representative to attend.
✦ The planet was brought back into FTL contact with the rest of the galaxy by Hacan traders a few years before the reestablishment of the Galactic Council. Mining activities also take some prospectors to the dark side of Herool's Truce.

After the PCs learn as much as they are able, they are hailed on an open channel by the Span's traffic control, given a cursory greeting, and fed coordinates to land at the spaceport. Read or paraphrase the following aloud:

> Your ship breaks atmosphere within the twilight sky of the narrow, 20-kilometer-wide habitable band. It is so narrow that temperatures vary drastically from baking to frozen between its day and night edges. You make for the city that stretches across the band, appropriately dubbed "the Span." Nearing the city, you can make out the long, tapering, alloyed bulk of what was once a warship. Now, its mottled superstructure is surrounded by kilometers of additional civic structure built up and around it, much of it supported like a bridge above the shallow sea beneath. You circle lazily once, then put down on an open pad at the corner of a modest landing platform connected by bridge to the main edifice.

Encounter Two: Clearing Customs

The port at Herool's Truce is a rustic affair despite its status as a relatively recent addition to the Span, its landing bays floored with metal obviously reclaimed from the ancient Letnev cruiser. Landing the ship smoothly requires an **Average (◆◆) Piloting (Agility) check** (add ☐ if using the slow but sturdy ship Cheliyxx procured). The ship lands no matter what, but a failed check means a bumpy landing, and the disorientation adds ■ to all skill checks the PCs in this encounter.

After the PCs land the ship and disembark, they find themselves face to face with Captain Zarran, the head security officer of the port. Read or paraphrase the following aloud:

> You make your way down the gangplank, the smell of rust and machine oil rising to meet you. A sturdy Letnev officer in a crisp uniform stands before you, flanked by three subordinates in similar garb. The officer addresses you, her voice steady and businesslike:

The Span

The Span is the center of civilization on Herool's Truce. Gashlai artificers led the conversion of the grounded Letnev cruiser and a few Hylar landers into a settlement. Millennia later, it has grown into the Span.

The subterranean Letnev live near the dusk edge of the Span, where the sea turns to ice. Their chill, productive fungal caverns produce the bulk of the planet's food. The Aquatic Hylar live in submerged sectors near the city's middle. They maintain the city's geothermal spikes and essential technologies. The candescent Gashlai live near the day edge and even have settlements extending beyond it where they harvest raw minerals and maintain numerous industrial facilities. They also run the city's foundries, which serve the whole of the Span.

The Span retains the feel of its origins and is pierced throughout by accessways and bulkheads and is zoned into several sectors by function. The most relevant areas for off-worlders are its Trade Sector, where merchants and local factors gather to broker deals, and its Government Sector, where the Commission Chambers, ancient data core, and administrative offices are located. Both are located among the old city center in the forward sections of the ancient cruiser's hulk.

> "Welcome to Herool's Truce. I am Captain Zarran of the port authority, and report to Margrave Ortlov. As you can see, our humble port doesn't get many travelers from the shining center of the galaxy. What is your purpose for visiting Herool's Truce?"

Here are a few ways the PCs can approach this encounter:

If the PCs choose to answer honestly about their Keleres affiliation and a possible threat on Herool's Truce, one PC must make an **Average (◆◆) Charm (Presence) check**. If they succeed, Captain Zarran acts somewhat skeptical of any real threat on Herool's Truce, but clears them to enter, tells them that the Trade Sector is where most offworlders go upon arrival, and offers to take them to her superior, Margrave Ortlov. If they fail, Zarran scoffs and waves them through, but offers no helpful advice. Either way, Zarran also reports their arrival to Margrave Ortlov, which means the Commissioners of Span are aware of their arrival should the PCs visit the council chambers.

If the PCs want to come up with a plausible but untrue or incomplete story, one PC must make an **Average (◆◆) Deception (Cunning) check**. If the PC succeeds, Captain Zarran buys their story and clears them to enter Span. If the PC fails, Zarran claims to accept the story (no matter how preposterous), but sends a group of three security officers to trail the PCs. At the end of each subsequent encounter in the Span, ask one PC of your choice to make an **Average (◆◆) Vigilance (Willpower) check** to detect the tailing officers.

If the PCs want to use their Keleres authority to avoid answering any questions or generally brush past Zarran, one PC must make a **Hard (◆◆◆) Coercion (Willpower) check** to get Captain Zarran to stop asking questions. If the PC succeeds, Zarran grudgingly accepts their authority and tells them that Margrave Ortlov, head of security for the Span, can be found in the chambers of the Commission. If the PC fails, Zarran demands a satisfactory answer, and the PCs can either tell the truth or come up with a deception. If they refuse to do either, Zarran lets them go, but puts a tail on them as if they had lied.

Zarran's Security Forces

Officers like Captain Zarran's subordinates are the main enforcers of the Commission's authority in the Span. They wear uniforms in the Letnev style—sharply-cut cloth tunics and trousers of dark grey, topped with midnight blue cloaks with tassels—and are armed with baroque grazers. The majority are recruited from the local Letnev, though members of other species regularly serve in this group as well. Zarran and other Span Security Enforcers use the following profile:

Zarran's Security Forces [Minion]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	3	2	2	2

SOAK VALUE	WOUND THRESHOLD
3	5

Skills (**group only**): Melee, Perception, Ranged [Heavy], Vigilance.

Abilities: Tracker's Instincts (add ☐ to **Perception checks** to track another character and add ■ to other characters' opposed **Stealth [Agility] checks** to avoid notice).

Equipment: Baroque shipboard grazer (Ranged [Heavy]; Damage 6; Critical 4; Range [Medium]; Neutron-pulse [when attacking at Engaged or Short range, treat critical as 2]), poly-weave greatcoat (soak 1, defense 1), [add ■ to combat checks against the wearer]), 30 aurei.

Encounter Three: Open Investigations

After the PCs have encountered Captain Zarran's customs party at the spaceport, they move on to conduct their investigation within The Span itself.

Over the course of this encounter, the PCs will visit a number of locations at which they can ascertain information about the L1Z1X activity on Herool's Truce, along with the history and politics of the planet and the city of the Span.

There are two major locations the PCs can visit:

✦ The **Council Chambers**, where they can interact with the Commissioners who govern Span. The Council Chambers are located roughly in the center of the Span, a five-minute walk from the section of docks where they landed. See page 22-23 for more on this area.

✦ The **Trade Sector**, where they can interview merchants and others who might have encountered outsiders. The Trade Sector adjoins the harbor, slightly toward the shadowed side of Span and about ten minutes on foot from the bay where the PCs landed. See page 25 for more on this area.

There are several ways by which the PCs can discover the existence of an ancient Lazax facility hidden on the shadowed side of Herool's Truce, and the GM should give the PCs a chance to take the initiative to pursue the hints that catch their attention.

The PCs also have a chance to encounter members of the Adherents of Syd during this section. These agents of the L1Z1X can provide a combat encounter to spice up the investigation and confirm the L1Z1X presence, if the GM desires.

To get the PCs started in this section, the GM can read or paraphrase the following aloud:

> From your intel report on the Span, you know that this city is the largest settlement on Herool's Truce by far. It is governed by the Commission, which operates from the council hall in the center of the city. You also know that the Span's economy and major activities revolve around the Trade District, a bustling section of the city that most outsiders are likely to pass through when conducting their business. The Span is yours to investigate as you see fit.

The Commission Chambers

At the center of The Span's Government Sector are the Tri-partite Commission Chambers. This is the nexus of power on Herool's Truce. Depending on how the PCs resolved their encounter with Captain Zarran at the spaceport, their timing and reception here can vary.

Read or paraphrase the following aloud:

> After following metal corridors whose decking is burnished with age, you emerge suddenly from an antiquated ship's lift into a spacious, triangular compartment with a sunken central pit. Each of the three long bulkheads are decorated with the disparate aesthetics of a different species: Letnev feudal banners and bas-relief portraits; animated Hylar didactical sphere-screens; a glowing Gashlai plasma mural. Each bulkhead is pierced by a large, open door which is flanked by a pair of guards of that species. Each side of the pit is lined with a score of seats befitting its species, while a three-sided dais rises in the center.

Herool's Truce

This marginally habitable world was isolated for millennia following the Age of Twilight. Its original name and astronomical designation were lost with the destruction of the Lazax Hall of Cartography and the era of chaos following the bombardment of Mecatol Rex. The planet was renamed by marooned battle survivors for Senior Lieutenant Herool, the ranking Letnev officer who proposed that the three species cooperate for mutual survival.

The Hylar and Letnev task forces that fought to mutual destruction here were dispatched on clandestine operations to seize whatever secrets the planet's Lazax outpost held. When no ships returned, both governments were too preoccupied with the Twilight Wars to mount follow-up expeditions. In the battle's aftermath, senior officers were dead, and a strange interference made ground-based superluminal transmissions extremely difficult. So the surviving crews—who had managed to ground their disabled ships in the habitable band—focused their few resources on survival.

As a result, most of the planet remains unexplored. The day side has a number of Gashlai outposts. The night side is nearly uncharted, though offworld buyers have taken an interest in raw materials harvested there and pay local guides for ventures into the icy darkness.

If the PCs are accompanied by Captain Zarran, she announces them formally to the chamber under whatever credentials they have provided, whether as Keleres or a cover story. Zarran then leads the PCs down to stand in the pit. A few minutes later, each commissioner emerges from their doorway and descends to the dais to receive the party as an assembled group. Each commissioner greets the PCs and introduces themself during this brief reception (the NPC profiles on page 23-24 The Commission then asks the PCs about their business.

If the PCs are on their own, a party made up one guard from each species approaches to ask their business. The PCs can either ask for an audience with the assembled Commission or an individual commissioner with an **Average (◆◆) Charm (Presence) check**. If the PCs are unsuccessful, or mention anything related to security matters, they are escorted to a private meeting with Margrave Ortlov, the Letnev commissioner.

The Commissioners

Each commissioners' motive in dealing with the party is protecting Herool's Truce and promoting their personal political interest. After millennia of forced self-sufficiency, the Commission agrees on keeping their planet's society stable and protected from external threats (see **The Commission** on page 26).

Each commissioner has specific knowledge about Herool's Truce that can provide crucial clues for the investigation. Add a ☐ to the party's checks with the Commission if they dealt with encounter two using diplomacy or discretion, or if they have evidence of L1Z1X agents from the Trade Sector (see page 25). If the PCs used intimidation or violence in encounter two or in their dealings in the Trade Sector, add ■ to their checks.

Margrave Ortlov

As mentioned, Margrave Ortlov manages security affairs, including the movements of ships and offworlders through the spaceport. In truth, he is preoccupied with maintaining his rule by ensuring his restless subjects' food supply. So he is unaware of either L1Z1X agents or the Keleres informant on planet. On the surface, the Margrave is arrogant, vain, and unfriendly, but underneath, he is ever so slightly less so.

✦ The PCs can court Ortlov using flattery with a **Charm check**, **opposed by Ortlov's Cool (●◆◆)**. If the PC succeeds, Ortlov briefs the PCs about the groups in the Trade District, cooperates with other questions, and even offers the aid of Captain Zarran and his detachment in their investigation.

✦ The PCs may instead try to intimidate or command Ortlov using their position as Keleres by making a **Coercion check**, **opposed by Ortlov's Discipline (●●◆**, with ■■ from Ortlov's Imperious Countenance). If the PC succeeds, Ortlov responds to all questions but is resentful; add ■ to any future checks the PCs make to get information or aid from Ortlov.

- If the PCs ask Ortlov about the original reason for the battle at Herool's Truce millennia ago or why the L1Z1X might be here today, a PC may make a **Vigilance check**, **opposed by Ortlov's Deception** (◆◆◆). If the PC succeeds, they notice that Ortlov hesitates slightly, and if they pry further, the Margrave says that it is nothing but an old family story: a legend of some Lazax treasure hidden on this planet. Ortlov seems slightly embarrassed to be asked, and clarifies that the story is obviously a fairy tale, for no credible traces of Lazax activity have been discovered in the habitable zone of Herool's Truce in three millennia of habitation.

Doctor Ragiphom

Doctor Ragiphom is responsible for The Span's technological infrastructure. She also researches the planet's history in the city's fragmented, ancient computer core. She recently recovered intriguing references in an encrypted, pre-landing file to a set of coordinates on the planet's dark side and data showing an intense magneto-energy anomaly there.

Ragiphom is politely friendly but noticeably distracted and lethargic. This is because of an L1Z1X neural shunt embedded in her cranium by agents of the L1Z1X (see **The Adherents of Syd** on page 28). Her neural and sensory data are being transmitted to the L1Z1X Mindnet by the shunt, which anaesthetizes her so that she is unaware of its presence.

- PCs can spark Ragiphom's interest by asking questions about the planet's past or technical matters with an **Average (◆◆) Charm (Presence) check** or an **Easy (◆) Knowledge (Intellect) check**. If the PC succeeds, Ragiphom mentions her historical research and hypothesizes it may be related to why the ancestors of the commissioners were originally sent to Herool's Truce.
- PCs can make a **Hard (◆◆◆) Perception (Cunning) check** or **Average (◆◆) Medicine (Intellect) check** to determine what is wrong with Ragiphom if they notice the oddness in Ragiphom's affect (Teroi adds ☐☐ to these checks). If the PC succeeds, they recognize raised, linear skin lesions around Ragiphom's eyes and mouth radiating from the back of her head. These are clear evidence of some surgical activity (including a neural shunt, if a PC, such as Teroi, is aware of this type of device).
- If the party identifies the neural shunt, they can attempt to access and remove it with a **Hard (◆◆◆) Medicine (Intellect) check** or trace the signal with an **Average (◆◆) Computers (Intellect) check**. If they succeed, the PCs learn the Mindnet signal is being received by an unidentified group in the Trade Sector (the Adherents of Syd, described on page 28). The GM may spend ⟁⟁ from the PC's checks to access the shunt to have the Adherents receive an alert from the device telling them they have been discovered. If so, they attack the PCs in an alleyway as soon as the PCs arrive in the Trade Sector.

Delegate Fliqrr

Fliqrr oversees the Span's industrial production. This includes new resource exploration, so they have some knowledge about Herool's Truce beyond its habitable band. Fliqrr also researches the planet's interference with FTL transmissions, finding it a vexing, if ancient engineering problem.

PCs can recall that the Gashlai were enslaved by the Hylar during the era when the battle at Herool's Truce occurred with an **Average (◆◆) Knowledge (Intellect) check**. If any PC inquires about this and what changed, Fliqrr proudly says the planet's FTL communication interference and environment made the original survivors and current population dependent on the Gashlai's abilities as engineers and the manufacturing infrastructure they have built, as well as their physiological ability to survive on the day side. However, Fliqrr says the night side remains mysterious, pointedly mentioning that scouting expeditions often disappear.

- PCs can earn Fliqrr's respect while asking about the communication interference on Herool's Truce with an **Average (◆◆) Mechanics (Intellect) check**. If a PC brings this up, Fliqrr says the problem is strange, but has been known since The Span was founded. However, Gashlai settlements on the planet's day side have definitively proven the phenomenon is strongest on the dark side.

Piecing these clues together can lead the party's investigation to the Trade Sector. Alternately, it might even lead especially astute groups to conclude that they should look for the place the interference is strongest on the dark side, sending them directly to Act III (see **Starting Act III** on page 28). If the PCs have not been to the Trade Sector and are unsure how to proceed, Ortlov disdainfully recommends they head there.

Margrave Ortlov

Ortlov is a lineal descendant of Lieutenant Herool and is the ruler of the planet's Letnev population. He shares the pallid, blue complexion and haunting, silver irises of his species, but his fine, completely hairless features and baroque uniform are striking. He is an arrogant military-aristocrat, accustomed to superiority over everyone but his peers on the Commission. Ortlov adopts a brusque, almost dismissive manner with off-worlders to project strength.

Margrave Ortlov [Nemesis]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	3	3	3	3

SOAK VALUE	WOUND THRESHOLD	STRAIN THRESHOLD
4	12	10

Skills: Charm 3, Coercion 3, Cool 1, Discipline 2, Knowledge 1, Leadership 4, Negotiation 3, Streetwise 2, Vigilance 1.
Talents: Clever Retort (once per scene, add automatic ↻↻ to another character's social skill check targeting Margrave Ortlov).
Abilities: Imperious Countenance (other characters add ■■ to Coercion and Negotiation checks targeting Margrave Ortlov).
Equipment: Baroque shipboard grazer (Ranged [Heavy]; Damage 6; Critical 4; Range [Medium]; Neutron-pulse [when attacking at Engaged or Short range, treat critical as 2]), imposing polyweave greatcoat (soak 2, defense 1 [add ■ to combat checks against the wearer]), 250 aurei.

Doctor Ragiphom

Ragiphom is the dean of the Hylar-run academy of Herool's Truce. She is a many-tentacled Hylar with mottled greenish skin and large-lensed, opposable eyes. Within the Council Chambers, she travels in an ambulatory environment tank of outdated, local design. She is an inquisitive, though somewhat eccentric, scientist-administrator. She is politely friendly toward the PCs despite the disorientation caused by the neural shunt embedded in her skull.

Doctor Ragiphom [Nemesis]					
1	2	5	2	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		STRAIN THRESHOLD	
3		8		14	

Skills: Astrocartography 3, Charm 2, Computers 3, Knowledge 3, Mechanics 2, Medicine 2.
Talents: Knack for It: Knowledge (Doctor Ragiphom removes up to ■■ from her Knowledge checks), Natural: Computers and Mechanics (once per game session, reroll a Computers or Mechanics check).
Abilities: Water-breathing Hylar (can breathe underwater, but cannot breathe air or survive in a waterless environment without an exosuit).
Equipment: Hylar exo-suit (soak 2, +2 wound threshold [included in profile]), 90 aurei.

Delegate Fliqrr

Fliqrr is a Gashlai: a unique species whose bodies are consumed over their life cycle by a constant, fiery heat. Fliqrr wears an ornate, antique Ember suit for their own protection and that of non-Gashlai with whom they interact. Fliqrr is the elected Commission delegate of the Gashlai union, a position they are dedicated to. Fliqrr is proud, passionate, and shows respect to those who give it.

Delegate Fliqrr [Nemesis]					
4	1	4	2	5	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		STRAIN THRESHOLD	
6		16		14	

Skills: Cool 3, Discipline 3, Knowledge 4, Mechanics 4, Negotiation 3, Resilience 4.
Talents: Durable 5 (Delegate Fliqrr reduces critical injuries they suffer by 50).
Abilities: Integral Combustion (cannot survive in environments colder than 750 degrees Fahrenheit/400 degrees Celsius without an ember suit), Inscrutable (other characters add ■■ to Charm and Leadership checks targeting Delegate Fliqrr).
Equipment: Ember suit (soak 2, +1 Brawn [included in profile]), 500 aurei.

The Trade Sector

The Trade Sector is the most trafficked section of the Span (and indeed, of Herool's Truce). Here, spacelane traders from dozens of neighboring worlds come to barter amongst the stalls, trade in commodity futures, and speculate on the value of goods and raw resources from Herool's Truce.

When the PCs arrive in the Trade Sector, read or paraphrase the following aloud:

> Before you, you see a busy marketplace. Two tall rows of buildings flank a plaza filled with stalls overflowing with sample goods, food, and commodities. You hear deals being struck in dozens of languages as buyers for offworld concerns bargain with local traders. A network of alleyways cut between the tall buildings, many of which have small stores or business offices in their lower floors. This is the Trade Sector of the Span that you have heard so much about, the economic center of Herool's Truce built around the bones of the crashed warships.
>
> To your right in the lower floor of a nearby building, you see a bustling office, with a weathered sign reading "Surveyor's Guild." To your left, a local establishment under a sign reading "The Hearth" bustles with activity. Ahead, you see several stands flying the colors of a Hacan house.

Layout of the Trade Sector

The Trade Sector is centered around a large plaza that extends for roughly a kilometer, and is a half a kilometer wide. This plaza is located between two major rows of buildings, which are also considered part of the Trade Sector. The plaza is filled with rows of stalls, and the lanes between these stalls are filled with beings doing business of one sort or another. As the Trade Sector was built up piecemeal over time, many alleyways between the tall buildings jut off at odd angles, creating a network of narrow streets that outsiders often find intimidating. Traffic in the area is almost entirely pedestrian due to the close quarters. Deals are signed here, though participants generally return to the docks to physically exchange cargo.

The Commission

The Tripartite Commission began as an informal arrangement by the desperate battle survivors of three hostile species. It was one of the first compromises that built Lieutenant Herool's truce but has been surprisingly enduring. Although there has been occasional conflict over centuries, the Commission has prevented escalations that threaten the life-sustaining infrastructure of The Span.

The Commission has also allowed the three communities to essentially self-govern. As a result, each people have fallen into familiar societal patterns. Herool's descendants rule over the regimented Letnev as a strict, quasi-military aristocracy. Hylar society is highly technocratic and centered around an academy. The Gashlai's strong artificers' union maintains solidarity amongst themselves and fierce independence from the Hylar.

Since reestablishing contact, the current Commission accepted the Galactic Council's ruling that Herool's Truce remain a non-aligned world. Avoiding annexation by any species' cousins has helped maintain internal peace. But isolation formerly provided some security, so the Commission views reports about increasing dangers in the galaxy with growing concern. The Commission is aware of the Keleres and hope the new agency can help protect Council law—and the planet's neutrality with it.

Points of Interest

The Trade Sector is a lively hub of commerce, but there are a few locations that are especially good places for the PCs to pursue their investigation.

Surveyors Guild

Location Details: The Surveyor's Guild is part business office, part cartographer's den, and is located in the first floor of a building that dates back over two thousand years. It exists because the industry on Herool's Truce is based around the extraction of natural resources from the uninhabited dark side of the planet. This side of the tidally locked world is perpetually shrouded in night, and is extremely cold, making it an unfriendly environment to most species. However, with specialized equipment and access to starships, mining can be quite lucrative, and the Commission sells mining rights to many offworld groups. The greatest challenge for any would-be prospector is knowing where to dig—and that is where the Surveyors Guild comes in. Paid by the Commission to map the dark side of the planet, this group of skilled survivalists has the best data about the dark side of the planet.

Leads to this Location: A great deal of traffic bustles in and out of the Surveyors Guild, and the PCs might see its sign as they enter the Trade Sector. Alternately, if they inquire about visiting the dark side (or about past ventures there), almost any NPC in the Span might recommend they visit.

Notable Interactions: Tarom and Lanom Calinof are a pair of Letnev sisters who are members of the guild, and are present when the PCs arrive. The pair wear rugged gear suitable to depart on an adventure to the dark side at a moment's notice, and Lanom often finishes Tarom's sentences. They offer to sell the PCs prospecting information, stating that if the PCs represent a mining concern, they won't find a better deal. If the PCs inquire about other recent ventures or people who have purchased prospecting data recently, Tarom and Lanom explain that this would breach the guild's client confidentiality policy. A PC can make a **Hard (◆◆◆) Charm** (**Presence**) **check** (or an **Easy** [◆] **Negotiation** [**Presence**] **check** if the PCs offer a bribe of 200 aurei or more) to get this information anyway, in which case Tarom and Lanom give them two leads. First, a Hacan merchant house recently began mining operations on Herool's Truce (see **The Hacan Wake** on page 27). Second, and far more unusual, a group of Winnarans with an unusual amount of cybernetics came inquiring about the Hacan activities (see **The Adherents of Syd** on page 28).

The Hearth

Location Details: The Hearth is an eatery of sorts (though Gashlai, Hylar, and Letnev all "eat" in somewhat different ways). One of the few single-story buildings in the plaza, the building is filled with guests who partake of nutrition and gossip in equal measure. A pleasant warmth exudes from within, though the kitchen itself is quite sweltering, so many guests are seated at the tables that surround it.

Leads to this Location: If the PCs ask where to find rumors, any NPC in the Span might send them here.

Notable Interactions: Sparrq is the Gashlai proprietor, a cheery voice behind an impassive metal mask like the ones most Gashlai wear. They are quick to welcome the PCs and offer sustenance of various sorts, from a house special molten iron soup (not recommended for any of the PCs) to traditional spore bread like it is prepared on Arc Prime. If the PCs ask Sparrq about odd passersby, Sparrq mentions having had a group of Hacan order a large amount of starflower dewdrop cakes recently; any PC may make an **Easy (◆) Knowledge (Intellect) check** to know this is a Hacan food for mourning (any PC except Sindra adds ■■ to this check). If the PCs inquire about rumors, Sparrq mentions that Doctor Ragiphom seems to be under a lot of stress lately, as her left eye was twitching a great deal the last time she visited, and the time before that she met with several Winnarans who Sparrq had never seen before. Any PC may make a **Hard (◆◆◆) Vigilance (Willpower) check** (or an **Easy [◆] Vigilance [Willpower] check** if they already noticed Ragiphom's strange behavior when meeting with her, or have encountered the Adherents of Syd) to realize that Ragiphom might be compromised somehow by the L1Z1X.

In addition to any progress the group makes here, each PC who partakes of a hot meal (which costs 10 aurei per person) at The Hearth adds ▢▢ to the check they make to recover strain at the end of the encounter.

The Hacan Wake

Location Details: A number of the stalls in the Trade Sector fly the colors of a Hacan house (if Sindra is present, she recognizes the group as the Shaded Cliffs trade family without a check). These stalls have samples of luxury goods imported by the Hacan to Herool's Truce on the vessels they use to haul out ore, and would usually be the place where the Shaded Cliffs sought to attract local buyers. However, all of the stalls are currently closed, and the Hacan who usually operate them are gathered in the center of the plaza.

Leads to this Location: The PCs might decide to investigate the Hacan when they see them gathered. Alternately, Tarom and Lanom at the Surveyors Guild might point them toward talking to the Hacan.

Notable Interactions: When the PCs approach the Hacan, they are greeted by Rayla, a representative of House Shaded Cliffs. They explain that the gathered Hacan are celebrating the life and mourning the passing of Ske'rra, a well-regarded member of their community. Ske'rra was killed, apparently in a robbery gone wrong in one of the alleyways, though Rayla adds that this doesn't sit right with their instincts. This ceremony, a public reading of Ske'rra's will, is ongoing.

If the PCs inquire about who might have wanted to harm Ske'rra or similar topics, Rayla is unsure. However, Rayla does know that Ske'rra met with a group of Winnu some time ago, and seemed unsettled after the encounter.

At the end of the ceremony, there is one item unclaimed, bequeathed to one "The Loremaster, or his appointed representatives." The item is a fine brass vial of spices from the Hacan world of Kamdorn. If the players have forgotten their patron's name, any PC may make an **Average (◆◆) Streetwise (Cunning) check** to determine that this item must be intended for them, the Keleres investigating Cat's-Paw's death. The jar does indeed contain the spices (worth about 300 aurei), and underneath these, also contains a datachip with a set of coordinates: a location on the dark side of Herool's Truce.

> ### Sindra's Agenda
>
> Years ago, Sindra of Brass Dunes shouldered the heavy responsibility of rebuilding the tattered fortunes of her merchant house. Serving in the Keleres is a responsibility Sindra takes seriously, but it is one she must constantly measure against the debts her House owes. As such, the Hacan traders of House Shaded Cliffs on Herool's Truce represent an interesting opportunity for Sindra. After Sindra is introduced to the traders, inform Sindra's player that Sindra knows House Shaded Cliffs does not have the number of ships needed to trade at full capacity here. Sindra's own house has vessels to spare, but lacks the trade contracts needed to deal in such goods. She can negotiate with Gra'la for a mutually beneficial agreement, such as a tolling agreement (under which her house leases ships to House Shaded Cliffs to transport goods under their contract) by making a **Hard (◇◇◇) Negotiation (Presence) check**. If she succeeds, she fulfills her agenda for the adventure.

The Adherents of Syd

While exploring the Trade Sector, the PCs could encounter a group of four cybernetically enhanced Winnu who serve the L1Z1X. These four were the ones to terminate the Keleres, and are posted in the Span by their L1Z1X overlord to clean up any related loose ends.

If the PCs have been extremely unsubtle about the fact that they are searching for L1Z1X activity, these so-called Adherents of Syd might even seek them out and attempt to eliminate them, attacking the PCs in an alleyway as they traverse the sector or after they meet with the Hacan merchants. Alternately, the PCs might be the ones to spot these Winnu; a PC can make an **Average (◆◆) Perception (Cunning) check** to notice their extensive cybernetic augmentation, and an **Easy (◆) Knowledge (Intellect) check** to know that this suggests their allegiance to the L1Z1X. If the PCs attempt to question the Adherents of Syd, they offer evasive, cryptic answers before trying to push past the PCs, and respond to any attempt to stop them with deadly force.

If the PCs face these Adherents of Syd and defeat them, they find a broken shard of a blade embedded in one of their cybernetics. A **Hard (◆◆◆) Knowledge (Intellect) check** (**Easy [◆]** for Sindra) reveals that the blade is of Hacan make; taking the blade to the Hacan merchants for evaluation reveals the same information without a check.

If the PCs have access to the Adherents' cybernetics, a PC can make a **Hard (◆◆◆) Computers (Intellect) check** to extract data about their mission. If they succeed, most of the data is corrupted, but a set of coordinates remains: a location on the dark side of Herool's Truce.

Jana's Agenda

Major Jana Pradhan has a debt to pay to the L1Z1X for the blood of her comrades cut down at the hands of their cybernetic soldiers. While engaging the Adherents of Syd could be avoided with stealth or cunning, the idea of letting any servitor of the L1Z1X pass without a fight doesn't sit well with her. When the PCs realize the nature of the Adherents of Syd remind Jana's player of her grudge against the L1Z1X and their soldiers. If Jana starts a fight with the Adherents of Syd, her agenda is considered complete for the adventure.

Adherents of Syd

When the L1Z1X resurfaced claiming to be the Lazax returned, most of the Custodians of Mecatol Rex backed the current Council's claim to sovereignty. However, some among the Winnu believe that they L1Z1X are indeed the rightful rulers of the galaxy, and have joined with the L1Z1X Mindnet, accepting extensive cybernetics to better serve their chosen sovereigns.

Adherents of Syd [Minion]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	1	2	2

SOAK VALUE	WOUND THRESHOLD
4	6

Skills (group only): Athletics, Ranged (Light).
Abilities: Mindnet Linkup (Adherents of Syd have the skills of each L1Z1X rival or nemesis NPC within medium range as additional group skills).
Equipment: Integrated beam weapon (Ranged [Light]; Damage 7; Critical 3; Range [Medium], cybernetic implants (soak 1), 25 aurei.

Starting Act III

Act II gives the PCs significant freedom to explore the Span, but eventually they will need to discover the location of the facility on the dark side of Herool's Truce and make their way there. Here are a few ways this can occur:

✦ The PCs can determine that the interference is originating from the Lazax facility and make a check from their vessel to estimate the destination. This requires an **Average (◆◆) Computers (Intellect) check** to set the sensors to the right parameters from aboard their vessel.
✦ The PCs can use cybernetics taken from the Adherents of Syd to find the location (see above).
✦ The PCs can receive the hidden datachip at the Hacan Wake (see page 27).
✦ If the PCs become stuck or fail to move on to the facility for an excessively long time after finding its location, the GM can use a message from Delegate Fliqrr to send them information that gets them moving in the right direction (see **Getting the PCs Moving** on page 29).

Once the PCs have the location of the facility, they can continue to explore Span if the GM desires. On the other hand, if time is a concern, the GM can encourage them to move on to the facility once they know its location.

Act III:
The Secret Facility (Overview)

The PCs reach the Lazax facility on the dark side of Herool's Truce, discover the truth behind the machine stored there, and face off against 109.XY, the member of the L1Z1X set upon making use of this terrifying device.

As the PCs will discover, the device is an ancient contingency plan devised by the Lazax, created during the waning days of their rule but never deployed. Capable of disrupting most kinds of navigational technologies across a wide swath of the galaxy, the device would essentially create a becalmed region in which FTL travel is impossible for months, or longer. In addition to threatening galactic society, use of the device would also unleash catastrophic energies upon Herool's Truce, transforming the world into an uninhabitable waste over a matter of days.

The L1Z1X have known of the device since their return to the galactic stage, but never deemed its use beneficial to their plans… until the Creuss Expedition catastrophe, and the return of the Mahact Gene-Sorcerers. With this ancient scourge unleashed, 109.XY has been sent to activate the device to slow the progress of the Mahact across the galactic core, buying more time for the L1Z1X to rally their own forces against the tyrants of old.

Thus, the PCs will face a choice: save one world, or sacrifice it in the hopes others might be saved.

You are the Reinforcements

Once the PCs reach the facility, there is no good way for them to get support in time to assist in stopping 109. XY's plan. The device that is powering up within the facility is creating powerful interference that makes getting a message to Span difficult, let alone sending a distress call offworld. The PCs can send a message to the Span or their vessel by making a **Hard (◇◇◇) Computers (Intellect) check**. If they succeed, they can send a one-way message, but the interference prevents any response from being registered. Whether they succeed or fail, inform the players that the interference appears to be growing stronger, and they will have to act on their own from here!

Getting the PCs Moving

If the PCs become stuck in Act II somehow, you can read or paraphrase the following aloud to get them moving toward the facility:

Your communicator blares to life. "Keleres agents. This is Delegate Fliqrr of the commission. Gashlai astrometrics station 174b has detected an energy spike emanating from the dark side of Herool's Truce. Source unknown. Power growing rapidly." The transmission abruptly cuts out as the interference grows more intense. Just before it is lost, a set of coordinates pops onto the screen of your communicator.

Encounter One: Reaching the Facility

To reach the facility on the dark side of Herool's Truce in a timely manner, the PCs will need to use a starship. Flying a ship to the facility takes two hours.

The Approach

On the way, a strange and intensifying particle emanation coming from the direction of the facility causes significant issues with the vessel's navigational and sensors systems. A PC may make an **Average** (◆◆) **Mechanics** (**Intellect**) **check** to compensate for the particles, restoring full functionality to the ship. Otherwise, add ■■ to other Computers (Intellect), Mechanics (Intellect), and Piloting (Agility) checks the PCs make this encounter. Whether they succeed or fail, they recognize the particles as quantum-mass particles—a type of particle rarely encountered outside of a laboratory.

A character may make a **Hard** (◆◆◆) **Astrocartography** (**Intellect**) or **Knowledge** (**Intellect**) **check** to know that quantum-mass particles can interfere with FTL navigation. A PC can also make an **Average** (◆◆) **Perception** (**Cunning**) **check** using a field scanner to study these quantum-mass particles, learning that they are the source of the interference around Herool's Truce, but have spiked dramatically in saturation in the last hour. At the current rate, they particles will reach a cascade state within an hour, possibly affecting the entire region of space.

The Landing

Once the PCs are over the facility, a PC may make a **Hard** (◆◆◆) **Computers** (**Intellect**) **check** to scan the area. If the character succeeds, the sensors pick up an ancient structure

> ### Teroi's Agenda
>
> Doctoral Candidate Teroi's agenda is to gather data on technologies encountered by the Keleres for their academic advisor at the Jol-Nar Universities. Once the PCs discover the nature of the facility, ask Teroi's player if they want to begin covertly recording everything they observe to later send to their advisor. If they do, Teroi must make a **Skulduggery check** (opposed by the highest **Vigilance** in the party). Success allows Teroi to begin the recording secretly without anyone noticing, while failure indicates that the others notice the recording has begun, perhaps by a blinking light on Teroi's suit. Teroi's agenda is considered fulfilled if they take the recording.

that descends beneath the ground which carries the design flourishes of the ancient Lazax empire. They also detect as a shuttle of unknown origin, sized to carry ten to twelve humanoid lifeforms. If the PCs investigate the shuttle, they find a harshly made craft with no obvious pilot interface and nobody aboard.

Landing the vessel at the facility requires a **Hard** (◆◆◆) **Piloting** (**Agility**) **check** with ■■ due to the total darkness. If the pilot succeeds, the ship lands without incident within sight of the facility's entrance. If the pilot fails, the ship still lands in one piece, but each PC suffers 3 wounds and 3 strain from the impact, and the ship will need to be repaired (via an **Average** [◆◆] **Mechanics** [**Intellect**] **check**) before it can be flown again.

As they approach the door, if the PCs are wary, a PC may make an **Average** (◆◆) **Vigilance** (**Willpower**) **check** to check for an ambush, traps, or other danger. If the character succeeds, they do not find any threats at the entrance, but do find footprints in the dry, frigid dust. Another group entered the facility, and recently.

When the PCs decide to enter the facility, read or paraphrase the following aloud:

> "As you step across the desiccated, frigid ground, you do not hear so much as feel the hum of energy emanating from deep within the facility before you. The entrance is a doorway of light in a place of shadow, the dim glow from within shining through the total darkness. The doors seem to be locked."

Here are a few examples of ways the PCs can open the door:

✦ A PC can attempt a **Hard** (◆◆◆) **Computers** (**Intellect**) **check** to override the command code; if they succeed, the doors open. Whether they succeed or fail, the GM can spend ⟳⟳⟳ or ⊗ to have an alert go off, notifying 109.XY of the effort to tamper with the door. If this occurs, 109.XY sends four of his Adherents of Syd (the ones patrolling the facility) to intercept the PCs at the door, and a firefight may ensue.

✦ The PCs could also attempt to force the door, with a **Hard** (◆◆◆) **Athletics** (**Brawn**) **check**, sabotage its mechanical components with an **Average** (◆◆) **Skulduggery** (**Agility**) **check**, or blast it apart with an **Easy** (◆) **Ranged** (**Heavy**) (**Agility**) **check** with an appropriate handheld weapon or an **Average** (◆◆) **Ranged** (**Light**) (**Agility**) **check** using an appropriate weapon. However, any of these methods (successful or not) alert the Adherents and 109.XY as if the GM had spent ⟳⟳ or ⊗ on check above.

✦ Finally, if Undersecretary Cheliyxx is present, the ancient Lazax mace can be used to open the door by inputting the mace's command code at the terminal with an **Easy** (◆) **Knowledge** (**Intellect**) **check**.

Encounter Two: The Ancient

Once within the facility, the PCs find themselves in a deep corridor descending into the ground. Eventually, it reaches a large chamber containing a the device. When the PCs approach the device chamber, read or paraphrase the following aloud:

> The device chamber is a large, circular room ringed by five raised power coils. The floor and walls consist of plates of strange metal, mounted on mechanism that can shift to change the alignment of the apparatus. Two of the coils are already alight with energy. In the center of the room, at a tall, metallic figure stands at what is clearly the main control console, flanked by four smaller figures.

109.XY, the L1Z1X agent tasked with activating the device on Herool's Truce, now stands before the PCs. 109.XY calmly explains the situation as he sees it to the PCs. He does not immediately attack the PCs, but he will not allow them to interfere with his work. Since he observes anything the other members of the Mindnet on Herool's Truce (including Doctor Ragiphom) perceive, 109.XY might be aware of the PCs' personalities or tendencies from prior encounters. Whether or not he has seen them before, the GM should feel free to have the L1Z1X make unnerving predictions or give scornful analyses of their behavior in a cold, metallic voice.

109.XY is accompanied by a minion group of four Adherents of Syd (see page 28). A second group of four is patrolling deeper in the facility, past the device chamber, and 109.XY recalls them if the battle takes long enough.

109.XY NPC Profile (Flavor Text)

Standing over three meters tall on cybernetic limbs crafted of glossy alloy, robes hanging loose from his metallic frame, 109.XY is an imposing figure. Since the day he fled the collapsing Lazax Imperium at Ibna Vel Syd's side, 109.XY has lived countless experiences—not just his own, but also those he has shared with the other members of the Mindnet.

Yet seed of fear has taken root in 109.XY's cold, metal heart. The Mahact have returned—an ancient fable even to one so venerable—and threaten to bring a new era of unthinkable tyranny to the galaxy. Certain of the logic and righteousness of his action, 109.XY refuses to allow upstarts like the Keleres to forestall this grand task.

109.XY [Nemesis]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	4	4	1	3	2

SOAK VALUE	WOUND THRESHOLD	STRAIN THRESHOLD
5	20	18

Skills: Astrocartogaphy 3, Coercion 2, Computers 2, Discipline 2, Knowledge 4, Mechanics 2, Melee 2, Perception 2, Ranged (Heavy) 2, Vigilance 1.

Talents: Deadeye (After 109.XY inflicts a Critical Injury, 109.XY may suffer 2 strain to apply any Critical Injury of the same severity instead).

Abilities: Adversary 1 (Upgrade the difficulty of combat checks targeting 109.XY once), Mindnet Overcharge (As a maneuver, 109.XY may suffer 2 strain to choose himself or an minion group of Adherents of Syd and increase one of its characteristic ratings by +1 until the end of the next round), Nemesis Action (109.XY has two turns each round; one at his initiative as normal, and one at the end of the round, after all characters have acted), Sacrificial Defense (Once per round when he would suffer a Critical Injury, 109.XY may choose one Adherents of Syd minion within short range; that minion is killed, and 109.XY does not suffer the Critical Injury).

Equipment: Integrated atomic dispersal beam (Ranged [Light]; Damage 8; Critical 2; Range [Medium]), integrated surgical harvester (Melee; Damage 5; Critical 3; Range [Engage]; Pierce 3 [ignores up to 3 of the target's soak], Vicious 3 [add +30 to Critical Injuries inflicted with this weapon]), Lazax archive amulet (add ☐ to Knowledge checks relating to the Mahact Gene-Sorcerers), gravitic inverter (as an action, choose one or more other characters within engaged range; each character must make a **Hard** (◆◆◆) **Athletics** (**Brawn**) **check** or an **Average** (◆◆) **Coordination** (**Agility**) **check**; each character who fails is hurled to short range in a direction of 109.XY's choice, and suffers 5 wounds, 5 strain, and ■■ on their next check).

109.XY's Logic

When the PCs approach the L1Z1X, read or paraphrase the following aloud:

> The L1Z1X trains his cold optics on all of you, raising two cybernetic limbs in a grim gesture of peace. Then, he speaks in forceful tones laden with an undercurrent of feedback.
>
> "Keleres. I am 109.XY. You hunt the enemies of the Galactic Council. Ignorantly. Ineffectively. But you do see the threats within your capacity. They are enemies to our Mindnet also. But only we accurately comprehend their danger."
>
> "The Council believes it is rebuilding the galaxy after its worst disaster. But your species' memories are cinders among ashes. The Lazax exiled the galaxy's true enemy eons ago: the Mahact Gene Sorcerers. Then you let them back in at the Acheron gate."
>
> "We are the Lazax heirs. We have their knowledge. We must lead the Council. Your rejection and autonomy are irrelevant."

109. XY pauses for a few moments. His optic lights pulse and a holographic animation appears in the chamber's air. Then he continues in an even more mechanistic voice.

"Analysis: the Mahact transform and enslave other life quickly."

A hologram of a massive Mahact lord waves their scepter, and a semicircle of mixed species writhe and twist into featureless, ghoulish, white figures. Then the view rolls backward across ever wider circles of victims as they too are transformed in a geometric progression.

"Analysis: current galactic civilization has low probability of decoding gene sorcery in time to stop the Mahact. The galaxy will be conquered in a matter of decades." The view shifts to a map of the galaxy as its sectors are rapidly overtaken by the Mahact's golden, sharp sigil.

"Analysis: the device housed in this facility can prevent the Mahact fortress-world of Ixth from traveling at superluminal speeds for two to six months by releasing its quantum-mass particle cascade upon the galactic core. This will give the L1Z1X time to marshal forces to defeat the Mahact again." The animation shows the particle cascade from Herool's truce tearing through the galactic core, becalming all travel of ships in that region.

"Conclusion: Mahact advance through the galactic core must be slowed by this device. Net projected galactic deaths from use of the device are fewer than from accelerated Mahact conquest." The animation ends as Herool's Truce wrenches suddenly in its orbit, emitting a vast, wave-like beam.

The PCs realize that becalming the core for up to a year risks plunging the galaxy back into twilight, causing untold suffering and death. Difficult travel to Mecatol Rex could simply cause the Council to collapse. And brutally repositioning Herool's Truce on its axis and flooding its surface with quantum-mass particles would also destroy the Span and kill all life on a vulnerable planet under the Council's protection.

TABLE 1-5: SPENDING ⋀, ⊛, ⟁, AND ⊗ IN THE FINAL ENCOUNTER

Cost	Effect
⋀	A hiss of steam from a loose pipe flies into a nearby character's face (chosen by the character who made the check), adding ■ to all checks they make and made targeting them until the end of their next turn.
⋀⋀	A sturdy wall or floor plate is knocked loose in the commotion; the character who made the check gains the benefit of heavy cover (add ■■ to attack checks targeting them) until the start of their next turn.
⋀⋀⋀ or ⊛	Upgrade the ability or difficulty of a chosen character's next check to power up or otherwise interact with the device twice.
⊛	A surge of energy causes an activated power coil to sputter and fail; it becomes inactive until a character succeeds at a **Hard (◆◆◆) Mechanics check** as an action to repair it.
⊛⊛	A character receives a flash of insight into the workings of the device. The difficulty of their next check to interact with the device is **Easy (◆)**, and cannot be increased or upgraded (■ can still be added as normal).
⟁	As the mechanisms of the device shift into place, the plates in the floor shift. One friendly character in cover loses the benefit of that cover.
⟁⟁	A crackle of electricity shoots across the floorplates; the character who made the check and each character engaged with loses their free maneuver next turn.
⟁⟁⟁ or ⊗	An activated power coil discharges a terrible spark; each character within short range suffers 3 wounds and adds ■■ to their next check.
⊗	As the device powers up, the shifting components of the device raise the activated generators, putting them out of easy reach. To reach an activated generator, a character must climb with an **Average (◆◆) Athletics (Brawn) check** (unless they can move vertically). Any character may make a **Hard (◆◆◆) Computers check** at the central terminal of the device to lower the activated generators.
⊗⊗	An activated power coil explodes in a searing flash of light; each character within short range suffers a Critical Injury with +30 to the result, and each character within medium range upgrades the difficulty of their next check once.

Siding with 109.XY

While it is the PCs' duty as Keleres to protect Herool's Truce, it is possible that they might decide to help 109.XY. The cost of letting 109.XY fire the device on Herool's Truce is terrible, but it is true that it could give the L1Z1X (and perhaps the Keleres) a greater chance to prepare for the Mahact.

If the PCs decide to let 109.XY activate the device, the climax of the adventure will not be a battle. Instead, the PCs could race back to the Span and attempt to help the Commission evacuate Herool's Truce before it becomes uninhabitable, perhaps saving a portion of the populace. Or they could flee, trying outrace the device's effects. They could even accompany 109.XY back to the L1Z1X fleet and attempt to broker an alliance against the Mahact. See **The Adventure Continues** on page 35 for more.

Fighting 109.XY

109.XY is currently in the process of powering up the device around which the facility is built. While the ancient machinery is remarkably well-preserved, five power coils around the outskirts of the device chamber must be activated. 109.XY has already activated one of the coils when the PCs enter the chamber (or two, if he detected them at the door). The coils are at medium range from one another, and at short range from the center of the room where the device rests (and where 109.XY currently stands).

Enemy Strategy

109.XY and the Adherents of Syd are focused on activating the device, not strictly on defeating the PCs. Therefore, they should generally behave as follows:

✦ **109.XY** (**taking the first NPC initiative slot per round**, **at initiative**): If no PC is engaged with 109.XY, he uses his free maneuver to move toward the nearest inactive power coil. Then, if he is engaged with it, he activates it as an action by making an **Average** (◆◆) **Mechanics** (**Intellect**) **check**; otherwise, he downgrades his action to a maneuver to continue moving. Alternately, if one or more PCs are engaged with 109.XY, he uses his gravitic inverter (see page 31) to hurl engaged PCs away, then uses his maneuver to move toward the nearest inactive coil.

✦ **109.XY** (**Nemesis Action**, **end of round**): 109.XY uses his extra action to attack the nearest PC (with his surgical harvester engaged, or with his atomic dispersal beam if within short range or further away). He prioritizes PCs who are meddling with the device or coils, followed by whichever PC is closest to him. If no PC is within medium range, he downgrades this action to move toward the nearest unactivated coil.

✦ **The Adherents of Syd** (**at initiative**): The minion group begins engaged with 109.XY, and attempts to buy time for 109.XY by advancing toward the PCs firing. If the minion group reaches short range of one or more PCs, it stops advancing but continues to fire, using any additional maneuvers to aim (see page 28).

If the PCs did not dispatch them on their way to the device chamber, the second minion group of four Adherents of Syd arrives to support 109.XY at the end of round 4. This group rolls for initiative when it arrives, and behaves in the same way as the first minion group.

The Power Coils

The PCs might also realize that fighting 109.XY is not their true objective; simply disabling enough power coils will stop his plan.

An activated power coil can be deactivated with a **Hard** (◆◆◆) **Mechanics** (**Intellect**) **check**, or a **Computers** (**Intellect**) **check opposed by 109.XY's Computers** (◆◆▢▢) from the central console.

A power coil (activated or inactive) can be destroyed with a **Daunting** (◆◆◆◆) **Ranged** [**Heavy**] or [**Light**] (**Agility**) or **Melee** (**Brawn**) **check** using an appropriate weapon, or a **Hard** (◆◆◆) **Athletics** (**Brawn**) **check**. After an activated coil is destroyed, each character within short range suffers a Critical Injury with +30 to the result, and each character within medium range upgrades the difficulty of their next check once.

Stages of the Battle

As 109.XY activates the power coils (or the PCs tamper with them), certain conditions trigger.

The first time the PCs deactivate a power coil, read or paraphrase the following aloud:

> The power coil shuts down. 109.XY regards you with scorn. "Analysis: The halfhearted measures of the usurpers to the throne only delay the inevitable. Keleres lack requisite conviction to stop this device or the Mahact."

The first time the PCs destroy a power coil (**activated or not**), read or paraphrase the following aloud:

> The power coil sputters, sparks flying from it, and the corresponding light on the device shifts to an angry red. 109.XY turns his cold stare to you. "Interference by Keleres agents is meaningless. Rerouting all auxiliary power from main generator to compensate for lost coil." The lights fall in the room, now lit only by the crackling sparks of the power coils. But there was a note of desperation in 109.XY's dissonant voice. You are certain: if it loses another coil, the device cannot function.

The device can still function if all four remaining coils are activated. For the remainder of the encounter, the darkness causes all characters to add ■ to their Mechanics and Ranged combat checks.

Bonus Agenda: Anyone

If any character has not yet had a chance to pursue their agenda (or, if the GM desires to add some opportunity for extra roleplaying to the end of the adventure), the GM can present a unique opportunity to one or more PCs: claiming or destroying the Lazax device can be a way for any character to pursue their agenda. Any character's affiliated faction could benefit from controlling or permanently destroying this device, so the GM can offer it to as many PCs as appropriate!

If the PCs destroy two power coils (activated or not), read or paraphrase the following aloud:

> A second power coil explodes, and you hear the machine begin to power down. But before you can feel relief, 109.XY's stare falls upon you, no longer cold. "Threat reassessment. Keleres agents have unforeseen potential. New priority: sample specimens to be collected."

For the remainder of the encounter, 109.XY ignores the power coils and attempts to kill the PCs. If 109.XY manages to defeat all of the PCs, he sets about repairing the device, and eventually fires it later. However, a new group of Keleres might have time to pick up the trail and intervene!

If 109.XY activates the third power coil, read or paraphrase the following aloud:

> Another coil crackles to life. 109.XY's harsh voice carries across the room. "Power flow at 60%. Analysis: Overwhelming probability of activation. World designated Herool's Truce will be destroyed. Keleres agents' dying now will not influence the outcome. Conclusion: Flee and survive to aid in the war against the Mahact."

If 109.XY activates the last (of four or five) power coils, read or paraphrase the following aloud:

> The final coil crackles to life, and 109.XY sets his mechanical gaze upon the console in the center of the room. "Power flow stable and within optimal range. Proceeding to set target coordinates for quantum-mass particle cascade."

The power coils can no longer be shut down by the PCs during the encounter. If they manage to defeat 109.XY, they might be able to find another way to shut it down (see page 35).

What Happens when the Device is Fully Powered?

Even after the device is fully powered, the PCs have a chance to stop the worst from happening. 109.XY must reach the central console again and succeed at one final check to target the device at the galactic core: a **Hard (◆◆◆) Astrocartography (Intellect) check**.

If 109.XY succeeds in this final check, read or paraphrase the following aloud:

> A stunning flare erupts from the middle of the room, and the device begins to break apart with the entire chamber. You see the Adherents of Syd's bodies and cybernetics burn away. For a brief instant, 109.XY's metal frame holds together, and then it too is ripped apart, the chilling words barely audible above the growing inferno: "Mission status: complete."
>
> As the energies continue to coalesce, you know that you must run for your lives to survive.

Any PC within short range of the central console must make an **Easy (◆) Coordination (Agility) check** or an **Average (◆◆) Athletics (Brawn) check** to leap aside or a **Hard (◆◆◆) Resilience check** to endure; if a character fails, they suffer a Critical Injury with a +50. Otherwise, the PCs can escape the facility, though they have failed in their mission.

If the device is fully powered, a PC can attempt to change the target of the device by making the same check (either before 109.XY or after one of his attempts fails). This might cause the navigational disruption to occur elsewhere in the galaxy, or even outside of the galaxy (though Herool's Truce would still be doomed by this action). Alter the read-aloud as needed.

Encounter 3: What to Do with The Device?

After (or possibly during) the battle with 109.XY, the PCs will have to decide what to do with the dangerous, fascinating device.

If the device is not fully powered up, there are any number of ways the PCs might destroy it. A few options include:

✦ Dismantle the device with a **Hard (◆◆◆) Mechanics (Intellect) check**.
✦ Set up a cascading failure that fries the internal circuitry with a **Hard (◆◆◆) Computers (Intellect) check**.
✦ Blast it apart with a **Hard (◆◆◆) Ranged [Heavy] (Agility) check** using an appropriate weapon.

- Smash the device with a **Daunting (◆◆◆◆) Athletics (Brawn)** or **Melee (Brawn) check**.
- Remove a key component with a **Daunting (◆◆◆◆) Skulduggery (Cunning) check**.
- Collapse the facility on it with a **Hard (◆◆◆) Mechanics (Intellect) check**.

If the device is fully powered up, the PCs have the same options, but the energies must go somewhere. Even destroying the device will unleash a quantum-mass particle cascade that renders Herool's Truce uninhabitable.

Alternately, the PCs might decide that the device is more valuable in one piece. If it is not powered up there are a number of ways the PCs could pursue trying to secure it for the Keleres (or their own faction):

- Disassemble it with a **Daunting (◆◆◆◆) Mechanics (Intellect) check** and take it back to their ship.
- Call for assistance from the Commission or other factions in the Span with a **Hard (◆◆◆) Computers (Intellect) check** and wait while guarding the facility until support arrives. This also risks putting the device into the hands of other factions if the PCs cannot maintain control of the situation.
- Destroy the entrance to the facility somehow (such as an **Average [◆◆] Gunnery (Agility) check** with their ship's weapons), but leave the device within intact.

If the device is powered up, the PCs can leave it so for up to a week before it is destroyed by the seething energies it harnesses (with the effects described above). This might give them time to fully evacuate Herool's Truce, or return with qualified aid.

If the device is destroyed, read or paraphrase the following aloud:

> You feel the bedrock walls shudder, and the guttural thrumming of the facility intensifies. The brilliant glowing plasma orbs of the device each swell, engulfing and vaporizing anything that contacts them. You flee back to your ship.
> Later, as you lift away, you watch a kilometers-high gout of plasma momentarily illuminate the night-side surface. Then the complex and its secrets collapse into the planet's crust.

If the device is deactivated (without being destroyed), read or paraphrase the following aloud:

> On some sub-aural level, you perceive as the thrumming energies of the facility diminish. The once brilliant, glowing plasma orbs of the device each shrink gradually over moments and then suddenly wink out of existence. It becomes clear that the ancient device is disarmed. But the secret facility and its potentially dreadful technology remain at your disposal. For now.

The Adventure Continues

As the adventure draws to a close, the PCs will have saved (or doomed) Herool's Truce. If they defeated or drove off 109.XY, they are likely to return to Mecatol Rex to a hero's welcome from Loremaster Pailonus. They have also likely made allies on Herool's Truce, who could be vital to future missions. However, their actions will certainly have raised the attention of the L1Z1X Mindnet, and they might well have to contend with the Adherents of Syd or even 109.XY himself again—after all, what is a single body to a member of a vast, networked intelligence?

Alternately, if the PCs allowed the device on Herool's Truce to go off (by intention, negligence, or untimely demise), the galactic stage looks quite a bit different. While the Mahact have likely been delayed by the use of the device, galactic transit is in shambles for several months. Herool's Truce is rendered a dead world, but the PCs have made a powerful (if sinister) ally among the L1Z1X. By the time the PCs are able to deliver their report to Mecatol Rex, who knows how much chaos will have been sown by enemies of the Council?

Regardless of the outcome, the GM and players can continue in the **Twilight Imperium** universe with **Embers of the Imperium**, a **Twilight Imperium** sourcebook for **Genesys**, and face more of the Keleres' deadliest foes in **War for the Throne**, an adventure for **Genesys**!

CHARACTER SHEET

CHARACTER NAME: Undersecretary Cheliyxx

SPECIES: Xxcha

CAREER: Keleres Liaison

3	1	3	2	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK	WOUND THRESHOLD		STRAIN THRESHOLD		CRITICAL INJURIES
5	15		13		
	THRESHOLD	CURRENT	THRESHOLD	CURRENT	

MOTIVATION:

Cheliyxx was an idealistic member of the Xxcha delegation to the Galactic Council, and was one of the few from any delegation to volunteer for the Keleres. Cheliyxx carries an antique Lazax grav-mace gifted to him by the Winnaran Keeper of the Custodian Chronicle. He sees the Keleres as means to build a new (more equitable) pax imperialis.

AGENDA:

Cheliyxx's task is to be indispensible to the Keleres. He takes any chance to increase his (and Xxcha) influence in the agency.

PLAYING CHELIYXX:

- ✦ You are earnest and sincere to a fault and desire to strengthen the Keleres as an institution. Others sometimes find your optimism grating.

- ✦ You see diplomacy and persuasion as superior tools to brute force. But you do carry your grav mace, just in case.

- ✦ Principles matter to you, but you know the value of political influence, too.

SKILLS

NAME	RANK	DICE POOL
Charm (Presence)	2	⬡⬡◇
Cool (Presence)	1	⬡◇◇
Discipline (Willpower)	1	⬡◇◇
Knowledge (Intellect)	2	⬡⬡◇
Melee (Brawn)	1	⬡◇◇
Negotiation (Presence)	1	⬡◇◇
Streetwise (Cunning)	1	⬡◇
Vigilance (Willpower)	1	⬡◇◇

WEAPONS & EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Ancient Lazax Mace	Melee	8	Engaged	⬡◇◇

- ✦ You deal 8 damage on a hit + 1 damage per uncanceled ☼ rolled.
- ✦ Inflict a Critical Injury on a hit for △△△△.
- ✦ Lazax Command Code: As an action, you may use the ancient Lazax mace to bypass security of Lazax technology by making an **Easy (◇) Knowledge (Intellect) check**.

GEAR EQUIPMENT & OTHER ITEMS

Ambassador's Raiment	Add ☐ to the first Charm (Presence) or Negotiation (Presence) check you make each scene.
Annals of the Custodians	Add ☐ to Knowledge (Intellect) checks about the Lazax Empire and its history, culture, and technology.
1 Bottle of Fine Spirits	Expend before rolling to add ☼✧ to a Charm (Presence) or Negotiation (Presence) check you make.
Comm-bead	A comm-bead is capable of transmitting and receiving messages up to a thousand kilometers, or into orbit.
Currency	156 aurei

TALENTS & ABILITIES

NAME	ABILITY SUMMARY
Extremely Tough	Once per session, after being hit by an attack, you may spend a story point to double your soak while resolving the damage dealt by that attack. Your soak is doubled before being reduced by item qualities.
Proper Upbringing	When you make a social skill check in polite company (as determined by your GM), you may suffer 1 strain to add △ to the check.
Subtle	When making a social skill check, you can use this talent to spend △ to convey a simple message to one other character that has nothing to do with what your character is actually saying.

SYMBOLS & DICE:

☼	✦	△	✕	⊗	⊘
SUCCESS	TRIUMPH	ADVANTAGE	FAILURE	DESPAIR	THREAT

◆	⬠	◆	⬠	◻	◻
ABILITY DIE	PROFICIENCY DIE	DIFFICULTY DIE	CHALLENGE DIE	BOOST DIE	SETBACK DIE
◇	⬡	◇	⬡	◻	☐

CHARACTER SHEET

CHARACTER NAME: Major Jana Pradhan

SPECIES: Human

CAREER: Orbital Drop Soldier

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	2	3	3

SOAK	WOUND THRESHOLD		STRAIN THRESHOLD		CRITICAL INJURIES
4	14		13		
	THRESHOLD	CURRENT	THRESHOLD	CURRENT	

MOTIVATION:

Major Pradhan is a Sol Federation veteran. Her former unit, the 515th Stellar Ranger Battalion, was decimated during a reconnaissance incursion against the L1Z1X and its standard was captured. As the sole surviving officer—and with a record of ambivalence about Sol expansionism—Jana was seconded to the Keleres.

AGENDA:

Jana wants to restore her reputation as a soldier and by extension that of her old unit. Doing so requires taking chances for glory in combat or capturing noteworthy trophies. She especially seeks opportunities for distinction, and even revenge, in action against the L1Z1X.

PLAYING MAJOR PRADHAN:

✦ You care about your reputation and how it reflects on your team. This means showing valor and integrity, and helping your teammates succeed.

✦ Your instinct is to act decisively, but experience has taught you patience.

✦ You were wounded in battle with the L1Z1X, losing a leg and many comrades. You refuse to be defeated again.

SKILLS

NAME	RANK	DICE POOL
Athletics (Brawn)	1	⬡ ◆
Coercion (Willpower)	2	⬡ ⬡ ◆
Discipline (Willpower)	1	⬡ ◆ ◆
Leadership (Presence)	2	⬡ ⬡ ◆
Medicine (Intellect)	1	⬡ ◆
Ranged (Heavy) (Agility)	2	⬡ ⬡ ◆
Survival (Cunning)	1	⬡ ◆
Vigilance (Willpower)	1	⬡ ◆ ◆

WEAPONS & EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Grazer Carbine	Ranged (Heavy)	4	Medium	⬡ ⬡ ◆

✦ You deal 4 damage on a hit + 1 damage per uncanceled ☼ rolled.
✦ Inflict a Critical Injury on a hit for A A.
✦ Ignore 5 points of the target's soak.
✦ Unstable Power Supply: After your character makes a combat check with this weapon, your GM may spend ♺ ♺ to have it run out of ammo.

Drop Knife	Melee	3	Engaged	◆ ◆

✦ You deal 3 damage on a hit + 1 damage per uncanceled ☼ rolled.
✦ Inflict a Critical Injury on a hit for A A A.

GEAR EQUIPMENT & OTHER ITEMS

3 Dermal Sealers	As a maneuver, expend to heal 5 wounds from an engaged character. The next time that character is healed with a dermal sealer this adventure, reduce wounds healed by 1.
2 Reloads	As a maneuver, expend to restore ammo to your weapon.
Comm-bead	A comm-bead is capable of transmitting and recieving messages up to a thousand kilometers, or into orbit.
Currency	57 aurei

TALENTS & ABILITIES

NAME	ABILITY SUMMARY
Adaptable	Once per session, when making skill check, you can spend a story point to use any skill (the check still uses the original characteristic).
Endurance Predator	When you make a check to heal strain at the end of an encounter, heal 1 additional strain.
Coordinated Assault	Once per turn as a maneuver, you may use this talent to have up to two allies engaged with you (other than yourself) add A to all combat checks they make until the end of your next turn.

SYMBOLS & DICE:

☼ SUCCESS	✪ TRIUMPH	A ADVANTAGE	✕ FAILURE	⊗ DESPAIR	♺ THREAT
◆ ABILITY DIE	⬡ PROFICIENCY DIE	◆ DIFFICULTY DIE	⬟ CHALLENGE DIE	◻ BOOST DIE	◻ SETBACK DIE

TWILIGHT IMPERIUM
ASHES OF POWER

CHARACTER SHEET

CHARACTER NAME: Doctoral Candidate Teroi

SPECIES: Hylar

CAREER: Field Scholar

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	4	2	1	2

SOAK	WOUND THRESHOLD		STRAIN THRESHOLD		CRITICAL INJURIES
3	8 THRESHOLD	CURRENT	11 THRESHOLD	CURRENT	

MOTIVATION:

A Hylar graduate student at the Universities of Jol-Nar, Teroi has a taste for interdisciplinary work in several fields: pure research, engineering, and mechanics. However, their precociousness and disregard for departmental protocol has angered tenured faculty. So Teroi has been assigned a field study term to serve as a Keleres.

AGENDA:

Teroi is required to record and gather all data and samples they can of new or archaic technologies that the Keleres encounter. This will further their adviser's new monograph on inter-species bureaucracy and help fast-track Teroi's own thesis.

PLAYING TEROI:

✦ You are curious by nature and most excited about opportunities to synthesize knowledge from different fields for applied solutions.

✦ Your encounter suit is equipped for a wide variety of situations including engineering, recording, and self defense.

✦ You consider the mixed motives of your academic assignment to be unethical, but your doctorate depends on it.

SYMBOLS & DICE:

☼ SUCCESS	⊛ TRIUMPH	⋀ ADVANTAGE	✗ FAILURE	⊗ DESPAIR	⊕ THREAT
◆ ABILITY DIE	⬟ PROFICIENCY DIE	◆ DIFFICULTY DIE	⬠ CHALLENGE DIE	▢ BOOST DIE	▢ SETBACK DIE

SKILLS

NAME	RANK	DICE POOL
Astrocartography (Intellect)	2	⬡⬡◆◆
Computers (Intellect)	2	⬡⬡◆◆
Knowledge (Intellect)	3	⬡⬡⬡◆
Mechanics (Intellect)	1	⬡◆◆◆
Medicine (Intellect)	1	⬡◆◆◆
Perception (Cunning)	2	⬡⬡▢
Ranged [Light] (Agility)	1	⬡◆
Stealth (Agility)	2	⬡⬡

WEAPONS & EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Pressurized Plasma Cutter	Ranged (Light)	8	Engaged	⬡◆▢◼

✦ You deal 8 damage on a hit + 1 damage per uncanceled ☼ rolled.
✦ Inflict a Critical Injury on a hit for ⋀⋀.
✦ Beyond Factory Specs: When attacking with this weapon, add ▢ to the check (already included in the pool).

Spark Prod	Ranged (Light)	6	Short	⬡◆▢▢

✦ You deal 6 damage on a hit + 1 damage per uncanceled ☼ rolled. Damage is dealt as strain instead of wounds.
✦ Static Pathway: Add ▢▢ to the check (already included in the pool).

GEAR EQUIPMENT & OTHER ITEMS

Hylar Exosuit	Allows you to survive outside of water and protects against vacuum and toxic environments.
Scanner-Pad	Add ▢ to Perception (Cunning) checks.
Comm-bead	A comm-bead is capable of transmitting and receiving messages up to a thousand kilometers, or into orbit.
Currency	22 aurei

TALENTS & ABILITIES

NAME	ABILITY SUMMARY
Vast Intellect	Once per session, you may spend a Story Point as an incidental before making a skill check to count your ranks in the skill being used as equal to your Intellect (4).
Water-Breathing Hylar	You can are aquatic by nature. Your exo-suit allows you to function normally outside of water, but without it, you cannot breathe and add ▢▢ to all your checks.
Eidetic Memory	Once per session; you may make an **Average (◆◆) Knowledge check** as an action. If successful, you find one item that has been lost, misplaced, or forgotten earlier.
Surgeon	When you succeed at a Medicine check to heal wounds (see p. 7-8), the target heals 2 additional wounds.

TWILIGHT IMPERIUM
ASHES OF POWER

CHARACTER SHEET

CHARACTER NAME: Sindra of Brass Dunes

SPECIES: Hacan

CAREER: Wayfarer

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	3	2	1	3

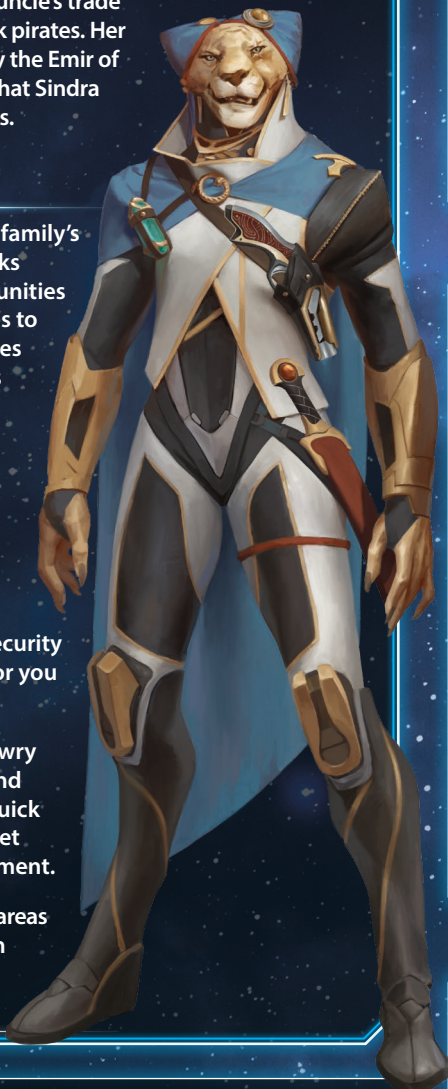| SOAK	WOUND THRESHOLD		STRAIN THRESHOLD		CRITICAL INJURIES
3	12		13		
	THRESHOLD	CURRENT	THRESHOLD	CURRENT	

MOTIVATION:

A Hacan merchant captain with early training as a naval intelligence officer, Sindra's merchant clan was bankrupted when her great-uncle's trade fleet was captured by Mentak pirates. Her clan's debts were assumed by the Emir of Hercant, with the condition that Sindra join the newly formed Keleres.

AGENDA:

Sindra wishes to restore her family's fortune. To this end, she seeks personal mercantile opportunities during her missions and tries to discourage any Keleres moves toward policing the galaxy's exotic goods trade.

PLAYING SINDRA:

✦ You are a shrewd trader but do not value wealth for its own sake. Instead, you hope to regain the security and freedom it can buy for you and your family.

✦ You take a bemused and wry view of fortune's twists and turns. You prefer to use quick wits and versatility to meet the challenges of the moment.

✦ You are capable in several areas and can pilot, fight, or even infiltrate.

SKILLS

NAME	RANK	DICE POOL
Astrocartography (Intellect)	1	⬡◆◆▢
Charm (Presence)	1	⬡◆◆
Knowledge (Intellect)	1	⬡◆◆
Negotiation (Presence)	2	⬡◆◆▢
Piloting (Agility)	1	⬡◆◆
Ranged [Light] (Agility)	1	⬡◆◆
Stealth (Agility)	1	⬡◆
Streetwise (Cunning)	1	⬡◆

WEAPONS & EQUIPMENT

	SKILL	DAMAGE	RANGE	DICE POOL
Beam Pistol	Ranged (Light)	5	Medium	⬡◆◆

✦ You deal 5 damage on a hit + 1 damage per uncanceled ☼ rolled.
✦ Inflict a Critical Injury on a hit for A A A.
✦ Refined Crafting: Add A to your checks with this weapon.

	SKILL	DAMAGE	RANGE	DICE POOL
Dagger	Melee	3	Engaged	◆◆

✦ You deal 3 damage on a hit + 1 damage per uncanceled ☼ rolled.
✦ Inflict a Critical Injury on a hit for A A A.
✦ Refined Crafting: Add A to your checks with this weapon.

GEAR EQUIPMENT & OTHER ITEMS

3 Jars of Fragrant Spices	Expend to add ▢▢ to a check to recover strain at the end of an encounter.
Coil of Cord	10 meters of Daartar-wool woven cord.
Trader's Almanac	Add ▢ to Astrocartography and Negotiation checks.
Comm-bead	A comm-bead is capable of transmitting and receiving messages up to a thousand kilometers, or into orbit.
Currency	200 aurei

SYMBOLS & DICE:

☼ SUCCESS	⬟ TRIUMPH	A ADVANTAGE	✗ FAILURE	⬟ DESPAIR	⬥ THREAT

◆ ABILITY DIE	⬡ PROFICIENCY DIE	◆ DIFFICULTY DIE	⬟ CHALLENGE DIE	▢ BOOST DIE	▢ SETBACK DIE

TALENTS & ABILITIES

NAME	ABILITY SUMMARY
Savvy Negotiator	Once per session, when you suffer strain as a result of being targeted by a social skill check, you may spend a story point as an out-of-turn incidental to reduce the strain suffered by their ranks in Cunning (2), and have the character who targeted them suffer that much strain.
Bought Info	When making a Knowledge skill check, you may spend aurei equal to 50 times the difficulty of the check. Instead of rolling, you succeed with one ☼. The GM may deem some info too rare to purchase (before you spend aurei).
Gunslinger Diplomacy	If your character is armed, as a maneuver they may use this talent to conspicuously display their weapon and add ☼ ☼ ⬥ to the results of the next social skill check they make this turn. This may have additional repercussions at your GM's discretion.

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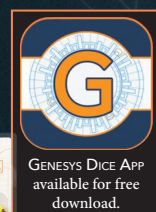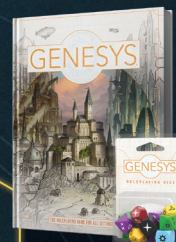
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