



Ashes of Power Expanded Content

This is supplemental material for the **ASHES OF POWER** adventure, first released for Free RPG Day 2021. It is not designed as stand-alone content.

This downloadable content includes three different elements. The first are a pair of new premade characters, bringing the total number of premade characters used for this adventure to six. Along with these characters is backstory information that helps GMs integrate them into the events of the adventure.

The second and third elements are bonus encounters designed to expand the ancient Lazax facility under Herool's Truce. The first encounter, **What Was This Place?**, gives players a chance to explore the facility in more depth and more slowly learn its true purpose. The second, **Valor or Discretion**, includes a run-in with additional Adherents of Syd that gives one

character the chance to choose between her personal agenda and completing the mission at hand. Both encounters include notes on when to include them in the **ASHES OF POWER** adventure.

Pelopionne and Karrik aun Charrik

These two Keleres are additional player characters that your players can choose while experiencing the **ASHES OF POWER** adventure. Their character sheets can be found on pages 9-10.

Pelopionne's Agenda [Use in Act II, Encounter 3]

While there are no records of Titan activity on Herool's Truce, a vast swath of the world is unexplored, and if Pelopionne could get access to the Calinof sisters' survey data, this could help other seekers. Pelopionne can spend half an hour (of in-game time) making a **Hard (◆◆◆) Negotiation (Presence) check** and spend 50 aurei to acquire this data, which fulfills the Titan's agenda for the adventure.

However, because this is quite time-consuming, the PCs risk missing other connections by dawdling. Spending 100 aurei could resolve the matter more quickly, and without a check (though Pelopionne likely does not have that kind of money, and might need to borrow it from a teammate).

Pelopionne

Pelopionne is a Titan of Ul, a species of biomechanical created beings who, having just been awakened after being dormant for tens of thousands of years, are now trying to establish themselves in the wider galaxy. They were originally created by the Mahact, a group of evil gene-sorcerers who ruled the galaxy with an iron fist many millennia ago. Unlike their progenitors, the Titans tend to be compassionate caretakers and builders who want to strengthen and unite the galaxy, and Pelopionne is no exception.

Motivation: Discovery

Pelopionne is quite young (and small) for a Titan, activated for the purpose of exploring this new galaxy into which the Titans have reawakened. Despite Pelopionne's innate curiosity and *joie de vivre*, the young Titan cuts an imposing figure, standing over nine feet tall on limbs of sturdy alloys and gifted with extensive knowledge by Ul. Pelopionne sees service in the Keleres as a highly logical decision—an excellent way to study other cultures and explore distant parts of the galaxy while helping the wider galactic community.

Agenda: Find the Lost Sleepers

When the Mahact returned, most Titans heard their call and awoke, though they swiftly rejected the orders of their callous creators. However, not all of Ul's children were roused from their slumber, and some still rest on worlds across the galaxy. Pelopionne was awoken specifically for the purpose of seeking these lost sleepers, and pursues any opportunity to find information about the location of dormant Titans.

Playing This Character:

- ◆ You are curious and good-natured, perhaps to a fault. While you are imbued with the knowledge of your people, you lack the wisdom to be cautious or the guile to exploit that vast wealth of information.
- ◆ You like direct solutions, but dislike violence. If a boulder is in your way, you see no reason not to toss it aside with brute force, but you prefer to deal with sentient beings earnestly, explaining your common goals and needs to reach a compromise.
- ◆ You rely on verifiable facts to assert the truth rather than intuition. When you suspect others are trying to use guile against you, you try to confirm or disprove their statements with information you can personally verify.

Karrik aun Charrik

Many millennia ago, a group of evil gene-sorcerers known as the Mahact ruled the galaxy as vicious tyrants. Eventually they were overthrown and sealed away on an ancient tomb world by the newly found Lazax Empire. In the wake of their defeat, an avian species known as the Shikrai vowed to ensure that the Mahact's villainy would never plague the galaxy again. They formed a clandestine group called the Argent Flight, who would always ensure that none would make the mistake of reawakening the Mahact.

Many millennia later, the Argent Flight finally failed at their task. The Mahact awoke, and now they plague the galaxy once again. In light of this, the Shikrai of the Argent Flight now have revealed themselves to the greater galaxy in hope that they can inspire all peoples to defeat this ancient menace once and for all.

Motivation: Glory

Karrik aun Charrik is a member of the Argent Flight. In the wake of the Mahact's awakening, Karrik aun Charrik is one of a number of Shikrai champions sent to guide the newly founded Keleres in defending the galaxy. Karrik aun Charrik is an experienced warrior who desires to be known for getting the job done at any cost.

Agenda: Destroy the Mahact

The Mahact are the greatest threat to the galaxy, and Karrik aun Charrik has long served in an organization that views all other threats and matters of political gain as secondary to the goal of suppressing the tyrants of old. Now that they are loose, Karrik aun Charrik's path is clear: find the best way to finish the fight, and consign the Mahact to the realm of legends once and for all. This is his quest, which Karrik pursues with zeal.

Playing This Character:

- ◆ You are careful and reserved, in negotiations and on the battlefield, taking the time to prepare for any eventuality you might face. While you do not seek out violence that does not serve the mission, you are perfectly willing to use it to expedite completing your goals.
- ◆ You see the Keleres as an organization of novices, a disorganized group facing a threat it does not fully understand. When fighting enemies as deadly as the Mahact, there can be no room for error. While you are sometimes scornful of the Keleres as an organization, you care greatly for your teammates, and push them to live up to your harsh standards because you want them to survive.
- ◆ Rationally, you know that the return of the Mahact is the worst possible outcome for the galaxy. But a small corner of your mind is pleased, in a twisted way you wish you could deny. You have trained to face this enemy since the day you hatched. Destroying the Mahact is your purpose, and now you get to fulfill it.

Optional Facility Exploration Encounter: What Was This Place?

This encounter should be used immediately after the PCs gain entrance to the ancient Lazax facility on Herool's Truce. The encounter details the PCs exploring the facility while attempting to determine its purpose.

The Facility's Layout

The facility extends deep beneath the crust of Herool's Truce. Its different sections are:

- ◆ A long hallway carved deep into the earth, blocked partway by an ancient door. At the door, there is a terminal that can access the facility's general functions. Past the door, the hallway splits. The right path leads to the living quarters, while the left path goes deeper into the ground, to the chamber containing the device.

- ◆ A set of long-abandoned living quarters for the Lazax scientists who built this place. The living quarters lead into an observation chamber that overlooks an ancient Lazax device.
- ◆ An observation chamber with a reinforced window overlooking the device.
- ◆ The chamber housing the device itself.

The Slow Reveal

As the PCs explore the facility, the GM should give the PCs opportunities to discover clues as to this place's purpose. The GM can encourage the PCs to search for clues by pointing out the listed cues or asking the PCs what they look for upon entering each new room.

Table 1—1: Clues about the Facility contains a list of cues the GM can use to call for checks, and the information each of those checks reveal. The cues are generalized so the GM can insert them where desired.

If the PCs assemble enough clues that the GM feels their characters would realize the implications (even if the players do not), the GM may read or paraphrase the following aloud:

Suddenly, it all falls into place. The research into telemetry and superluminal travel. The quantum-mass particles. The presence of the L1Z1X. This entire facility is a Lazax superweapon that their so-called heirs, the L1Z1X have come to claim. The flood of quantum-mass particles that this device would unleash would leave Herool's Truce uninhabitable. But beyond that, it could make FTL navigation almost impossible across huge areas of space for weeks or months, potentially stranding dozens of worlds and leaving them vulnerable to the L1Z1X's machinations. If this device is activated, it will have a devastating effect not just on Herool's Truce, but on the galaxy at large.

Alternately, if it fits better with the PCs actions, the GM can simply have the PCs remain in the dark until they encounter 109.XY.

The Hallway

The hallway is empty of guards, but not of challenges. The exterior door might have been blasted open, but a set of interior doors just before the hallway split are still working, and are security-locked to a Lazax command code. A terminal next to the door glows with a cold light. Here are a few examples of ways the PCs can open the door:

Karrik's Agenda [Use in Act III, Encounter 4]

Destroying the Mahact will require collaboration between many different forces across the galaxy. This includes the L1Z1X, and the Karrik knows that the Mindnet represents one of the most powerful allies possible in the battle for the fate of the galaxy.

If the group inflicts 19 or more wounds on 109.XY or incapacitated him, the GM should inform Karrik's player that the two share a goal, and perhaps sparing the L1Z1X could help create an allegiance. Karrik can make a **Hard (◆◆◆) Leadership (Presence) check** to convince the badly damaged cyborg to flee instead of fighting to the bitter end. If Karrik succeeds, 109.XY attempts to retreat. Karrik's agenda is fulfilled for the adventure if 109.XY leaves alive, so Karrik might have to oppose the other PCs to save their foe.

- ◆ 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, the Adherents of Syd and 109.XY are more alert, and add ■ to any Vigilance check they make and ■ to any opposed check made against their Vigilance.
- ◆ 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** or an **Average (◆◆) Ranged (Light) (Agility) check** using an appropriate weapon (with ■ for poor lighting). However, any of these methods (successful or not) alert the Adherents and 109.XY as if the GM had spent ☠☠ or ☠ on the Computers (Intellect) check above.
- ◆ Finally, if Undersecretary Chelyyxx 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**.

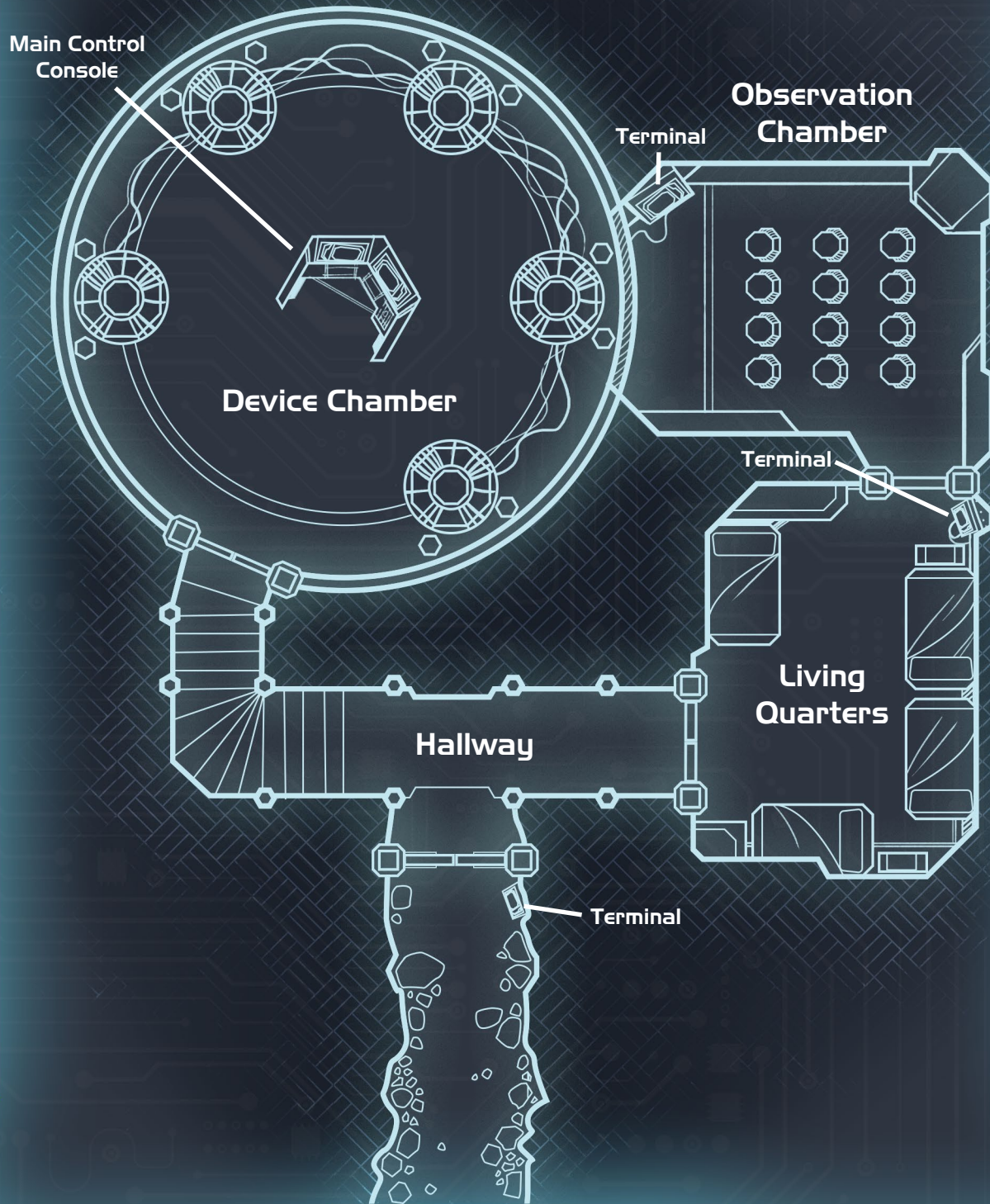
If the PCs become completely stymied, eventually the four patrolling Adherents of Syd check the doorway. They open the doorway, and immediately attack any PCs they spot.

If the PCs use the terminal, the GM can ask the PCs if they want to search for anything else at the terminal, and use the checks from **Table 1—1: Clues about the Facility** to reveal information (see page 4).

TABLE 1—1: CLUES ABOUT THE FACILITY

Cue	Example Locations	Check Information
The PCs notice a piece of architecture or an artifact	Hallway, living quarters	Average (◆◆) Knowledge (Intellect) Check: This place was created before the fall of the Lazax rule, but after the height of their power.
The PCs search for signs of the group ahead of them	Any location	Easy (◆) Survival (Cunning) check with ■ for poor lighting: The scuffmarks in the hall are consistent with soldiers marching in a hurry. The depth of some of the scuffs indicates heavy cybernetic enhancement.
The PCs interact with the facility's computer system	Any terminal	Average (◆◆) Computers (Intellect) check with ■■ for interfacing with outdated code: The logs indicate that prior to today, this place had not been accessed for over 3,000 years. The command code used to access this place today belongs to a member of Ibna Vel Syd's inner circle: an agent called 109.XY.
The PCs search the computer system for data on what this facility does	Any terminal	Hard (◆◆◆) Computers (Intellect) check with ■■ for interfacing with outdated code: That data has been purged from the main system, but is backed up on a local terminal in the observation chamber, which can be found through the living quarters.
The PCs search the computer for recent commands	Any terminal	Easy (◆) Computers (Intellect) check with ■■ for interfacing with outdated code: The most recent command has restarted the facility's main generator, and is routing power to a chamber deep within and below the surface.
The PCs examine the scientific records of the scientists who built this place	Any terminal	Average (◆◆) Knowledge (Intellect) check: The data pertains to superluminal transit, and includes records of countless different species' means of achieving faster-than-light travel. A number of files note that the answer may lie in navigation and telemetry.
The PCs examine the personal notes of the scientists	The living quarters	Easy (◆) Perception (Cunning) check: A note describes the selection of this planet: it was chosen due to lacking any native life, making it an ideal site for such experiments, which could otherwise be extremely destructive to any native flora or fauna.
The PCs interact with a field scanner or other device that picks up electromagnetic distortion	Any location	Easy (◆) Perception (Cunning) check: The entire facility is flooded with quantum-mass particles, and the concentration seems to be growing. quantum-mass particles are harmless to organic life (in the short term, anyway), but do make scanning much more difficult. They are cast off by certain high energy reactions using rare materials.
The PCs examine the main computer in the observation chamber	Observation chamber terminal	Average (◆◆) Computers (Intellect) check: The device creates a concentrated stream of quantum-mass particles that travel from Herool's Truce to a point of the user's choosing at superluminal velocities. This would flood an enormous swath of the galaxy centering around that point with quantum-mass particles.
The PCs learn about quantum-mass particles	Any location	Average (◆◆) Knowledge (Intellect) check with ■■ for obscurity of information: quantum-mass particles interfere with scanners and communications. Trying to fly spacecraft at superluminal speeds through an area of high concentration would be very dangerous.
The PCs interact with the cybernetics of one of the Adherents	Living quarters	Hard (◆◆◆) Computers (Intellect) check with ■■ for encryption: The Adherents' mission here is simple: guard 109.XY as he completes a vital task. The fate of the L1Z1X—no, of the galaxy, depends on it!
The PCs interrogate one of the Adherents	Living quarters	Hard (◆◆◆) Coercion (Willpower) check: The Adherent explains that 109.XY's mission will save the galaxy!

THE SECRET FACILITY



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 the cybernetic soldiers. While engaging the patrol isn't necessary at this moment, the idea of letting any servitor of the L1Z1X pass without a fight doesn't sit well with her.

When Encounter Three begins, if the PCs choose stealth, ask Jana's player whether Jana is really okay with letting this chance to avenge her unit on the L1Z1X go. The player can choose for Jana, or if the player prefers, they can let the dice decide by having Jana make a **Hard (◆◆◆) Discipline (Willpower) check** to resist starting a fight, adding ■■ to her first combat check against the Adherents of Syd. If Jana starts the fight, her agenda is considered complete for the adventure.

The Living Quarters

The left fork of the hallway leads to the living quarters of the facility's builders. The room contains a number of alcoves with cots, along with more computer terminals and various artifacts that were left behind when the facility was abandoned eons ago. Additionally:

- ◆ The personal effects of the scientists contain several artifacts and records that the PCs can examine for clues (see **Table 1—1: Clues about the Facility**).
- ◆ The computer terminals within can be accessed for the same function as the hallway terminal (see **Table 1—1: Clues about the Facility**).
- ◆ Advanced scanning equipment in the area can be used to measure for abnormalities, revealing quantum-mass particles (see **Table 1—1: Clues about the Facility**).
- ◆ The alcoves with beds provide heavy cover (adding ■■ to Perception, Vigilance, and Ranged combat checks targeting to anyone hiding within).

The Observation Chamber

The living quarters lead into the observation chamber, which has a secure terminal, several chairs, and a massive one-way mirror overlooking the device chamber, the floor of which is roughly five meters below that of the observation chamber. Additionally:

- ◆ The secure terminal can be used to access additional information about the facility (see **Table 1—1: Clues about the Facility**).

- ◆ The device chamber is lit by an eerie glow of energy. Visible in the shadows are five figures who seem to be working on the machine. A PC may make a **Hard (◆◆◆) Perception (Cunning) check** with ■■ for darkness and distance to pick out the tallest figure as a member of the L1Z1X.
- ◆ The window can be broken with an **Average (◆◆) Athletics (Brawn) check** or an **Easy (◆) combat check**. Leaping down into the device chamber (and, more importantly, landing safely) requires an **Average (◆◆) Coordination (Agility) check**; each PC who fails suffers 5 wounds and 5 strain. The PCs could also devise safer ways of descending, such as lowering a climbing line.

The Device Chamber

Accessible via the right fork of the tunnel or visible through the window in the observation chamber, the device chamber contains a massive, glowing device that resembles an orrery, numerous orbs spinning into carefully calibrated positions. Around the edges of the room are power coils required to channel energy to the device, which provide cover (adding ■ to combat checks targeting characters hiding there).

When the PCs reach the device chamber, the final encounter begins.

Optional Facility Exploration Encounter: Valor or Discretion

This encounter should only be used if Jana Pradhan is one of the characters in the party. It should take place once the PCs are in the Lazax facility and have made it past the sealed door in the hallway of the facility. It gives Pradhan a choice, whether to fulfill her agenda of revenge, or put aside vengeance in favor of completing the mission.

Opening the Hallway Door

As the PCs make their way past the sealed door, read or paraphrase the following aloud:

The ancient metal halls of the facility slope gracefully into the ground. As you descend, you cannot help think back to the oldest edifices you have seen on Mecatol Rex: those that survived the bombardment that scoured the city, or were restored in the intervening millennia. Lights embedded in the ceiling shine again after centuries of slumber in utter darkness. One path veers to the left, while another descends further into the depths to the right. Suddenly, the sound of metallic footsteps echoes from the path to the right. Now is the moment to decide—fight or flight?

After the PCs pass through the door and hear the patrol coming, they have a choice:

- ◆ **Dodge the Patrol (Stealth Approach):** Attempt to avoid notice by proceeding left or going back through the door.
- ◆ **Go in Guns Blazing (Combat Approach):** Encounter the patrol head-on and dispatch them with force.

Stealth Approach

The PCs can try to make it through the facility without alerting the patrol, allowing them to maintain the element of surprise a bit longer. To successfully avoid a confrontation, the PCs must avoid notice by the patrol upon discovering it, then get away clean.

Avoiding Notice

If the PCs to avoid the patrol, they have two main options to avoid immediate notice. The GM could also allow the PCs to attempt other plans to achieve the same effect if the players come up with something clever.

- ◆ **Proceed Left:** If the PCs proceed left, the GM should ask one PC to make a **Stealth (Agility) check** to guide the group in sneaking, opposed by the Adherents' Vigilance (◆◆). Whether or not the PC succeeds, the group slips into the living quarters and hides. The patrol then moves to check the living quarters; if the PC succeeded in the opposed check, the Adherents do not notice the PCs, and return to their patrol route through the hallway. If the PC failed, a firefights breaks out in the living quarters (see page 6 for details of this room and **Combat Approach** on page 8 for how the patrol does battle).
- ◆ **Go Back Through the Door:** If the PCs proceed back through the door, the GM should ask one PC to make a **Skulduggery (Cunning) check** to hide the evidence of their passage before they go, opposed by the Adherents' Vigilance (◆◆). If the PC succeeds, the Adherents pass into the living quarters on their patrol. If the PC fails, the Adherents open the door and a firefights ensues in the hallway.

If the PCs choose stealth and successfully avoid notice, read or paraphrase the following aloud:

Your breath catches as you hear the clank of cybernetic footsteps cease, and see a red light from an optical scanner sweep the area. But then the patrol starts moving again, clanking on past you.

You've avoided the patrol's attention for now, but to move freely in the area, you'll need to complete a few tasks: create a distraction to draw the patrol's attention, take some measure to stall the patrol's progress, and then finally slip past them.

Then proceed to **Getting Away Clean**.

Getting Away Clean

Once the PCs have avoided initial notice, they can either launch an ambush (see the **Combat Approach** on page 8), or they can find a way to move forward while evading the patrol, which continues to move back and forth between the observation room and the device chamber by way of the living quarters and hallway.

During this encounter, the PCs must complete three tasks stealthily while trying to avoid detection. Instead of having a single check determine whether the PCs are detected or not, however, the patrolling Adherents of Syd have an alertness level between 0 and 6 that the GM should track using a ten-sided die, coins, or some other tracker visible to the players. If the patrol's alertness level reaches 6 before the PCs succeed in their three tasks, the patrol detects the PCs and combat begins against the patrol at the PCs' current location (see page 8).

When a PC makes a check to complete a task, they upgrade the check a number of times equal to the alertness of the patrol. If they succeed, they complete the task. If they fail, they or another PC must find a new approach to completing the task. The GM may spend ☁☁ or ☁ from the task to increase the alertness level of the patrol by 1.

Task One: Create a Diversion

The PCs can't simply walk past the patrol, and even hiding behind the hallway door won't (on its own) buy them enough distance from the patrol to avoid detection before reaching the device room. However, if they can create some sort of diversion or other chaos, they might be able to slip past. The GM should ask the PCs to come up with ideas, but if they get stuck, a few examples of ways they could do this include:

- ◆ One PC makes an **Average (◆◆) Mechanics (Intellect) check** in the hallway to vent the fire suppression system, creating visual and auditory cover for them to slip past.
- ◆ One PC makes an **Average (◆◆) Skulduggery (Cunning) check to create an auditory diversion in a different part of the facility.**
- ◆ **One PC makes a Hard (◆◆◆) Computers (Intellect) check** at the terminal to create a false intrusion alert elsewhere in the facility.

Task Two: Stall the Patrol

After the PCs create a diversion, they need to keep the patrol out of their way long enough that it can't simply return to its route after they pass. A few examples of ways they could do this include:

- ◆ One PC makes a **Hard (◆◆◆) Athletics (Brawn) check** to seal a door (the one to the hallway, living quarters, or observation room) behind them, cutting off the patrol.
- ◆ One PC makes a **Hard (◆◆◆) Survival (Cunning) check** to create a set of traps that will stymie the patrol elsewhere in the facility.
- ◆ One PC makes a **Daunting (◆◆◆◆) Computers (Intellect) check** to lock the patrol in a room and encrypt it so they cannot escape.
- ◆ If the PCs are having trouble completing Task Two, the GM can offer them the chance to skip it in exchange for a future complication. If the PCs accept, they count as having succeeded, but the patrol joins the encounter with 109.XY on the fourth round.

Task Three: Slip Past

Finally, at some point, the PCs will need to get past the patrol physically. A few examples of ways they could do despite the tight confines of the facility include:

- ◆ Each PC makes a **Stealth (Agility) check, opposed by the patrol's Vigilance (◆◆)**. Only half (rounded up) of the PCs need to succeed at the check for the task to be completed, but for each PC who fails, increase the patrol's alertness by 1.
- ◆ One PC makes a **Hard (◆◆◆) Mechanics (Intellect) check** to find and open a maintenance shaft or other duct that leads to the observation chamber. Clambering through the shaft causes each PC to suffer 2 strain (4 strain for Pelipionne)
- ◆ One PC makes a **Daunting (◆◆◆◆) Stealth (Agility) check** to get the patrol's attention, then slip away from them in the confusion.

Combat Approach

If the PCs decide to engage head-on in the hallway, ask one PC to make an **Average (◆◆) Streetwise (Cunning) check**; if they succeed, reveal the following to them:

- ◆ The darkness of the tunnel adds ■ to combat checks targeting anyone shrouded in the gloom (the patrol currently has this benefit).
- ◆ The overhead lights in the hallway at the door (where the PCs are currently standing) add □ to combat checks targeting anyone standing under them.

If they fail, the above is still true, but the PCs are unaware of it until they suffer the negative effects.

Before the encounter begins, each PC may do one thing to set up for combat, such as by retreating behind the door to prepare an ambush, moving into the corridor to the living quarters to set up a crossfire, or trying to create a distraction to draw the initial fire of the Adherents. If the action is sufficiently complex, the GM should ask for a check for it. The GM may spend ☁☁☁ or ☄ from any such check to have the patrol notice the PCs, causing the encounter to begin after that check is resolved.

If the PCs set up an ambush by avoiding initial notice, they can engage the patrol in any of the following locations: the hallway, the living quarters, or the observation room (see pages 3-6 for more on each location).

Generally, the PCs roll Cool for their check and the patrol rolls Vigilance. If the PCs end up fighting due to failing the stealth approach, however, both the PCs and the patrol roll Vigilance.

When the PCs engage the patrol in battle, read or paraphrase the following aloud:

The footsteps of the patrol stop in unnerving unison, and in the darkness, glowing optical sensors lock on your position. As the combat-enhanced cyborgs advance out of the gloom, you're sure there's only one way through now: fight for your lives!

Regardless of how the battle begins, the Adherents of Syd fight with cybernetic efficiency. If desired, the GM can use the following guidance for the minion group's actions:

- ◆ **Round 1:** The minion group moves into cover (if it is available), then aims at the nearest PC.
- ◆ **Round 2+:** The minion group fires at the PC it aimed at (if that target is visible) or the nearest PC (if that target is not), then aims at the PC who dealt the most damage in the previous round. If the PCs do something extremely unexpected, the GM can have the Adherents of Syd change their behavior to compensate.

After Round 3, the GM may call for one PC to make an **Average (◆◆) Knowledge (Intellect) check** which does not require an action; if the PC succeeds, the GM can explain the behavior of the Adherents of Syd in this scene so that the PCs can use this predictability to their advantage.

The Adherents of Syd stand their ground to the last in battle. If the PCs manage to take one alive or access one of their cybernetic systems, they can determine additional information about the facility and 109.XY's mission there (see **Table 1—1: Clues about the Facility**).

CHARACTER SHEET

CHARACTER NAME: Karrik aun Charrik

SPECIES: Shikrai

CAREER: Keleres Investigator

2	4	2	2	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK		WOUND THRESHOLD		STRAIN THRESHOLD	
3		11		14	
THRESHOLD		CURRENT		THRESHOLD	
				CURRENT	

MOTIVATION:

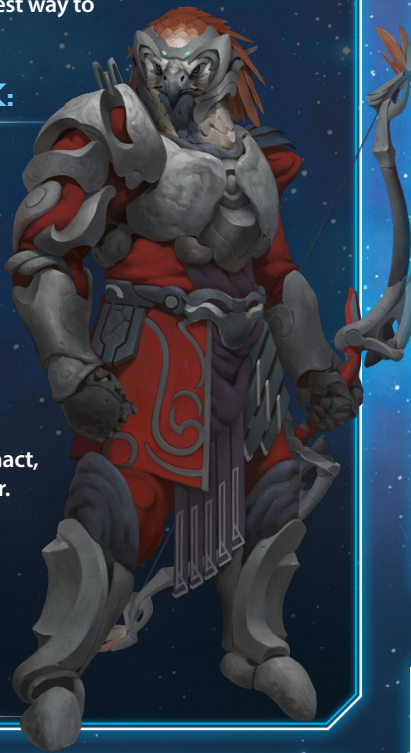
Karrik aun Charrik is a member of the Argent Flight, an ancient order established to protect the galaxy from the Mahact Gene-Sorcerers. The Argent Flight has failed, and now the galaxy is threatened by the ancient evil returned. Karrik is one of a number of champions sent to guide the newly founded Keleres, and desires to be known for getting the job done at any cost.

AGENDA:

The Mahact are the greatest threat to the galaxy, and Karrik aun Charrik has long served in an organization that views all other threats and matters of political gain as secondary to the goal of suppressing the tyrants of old. Now that they are loose, Karrik aun Charrik's path is clear: find the best way to end the Mahact.

PLAYING KARRIK:

- You are careful and reserved, in negotiations and on the battlefield, taking the time to prepare for any eventuality you might face.
- You see the Keleres as an organization of novices, a disorganized group facing a threat it does not fully understand. When fighting enemies as deadly as the Mahact, there can be no room for error.
- Rationally, you know that the return of the Mahact is a catastrophe, but a small part of you is pleased in a twisted way to get the chance to face them.



SKILLS

NAME	RANK	DICE POOL
Coordination (Agility)	1	4 dice
Discipline (Willpower)	1	3 dice
Leadership (Presence)	3	6 dice
Perception (Cunning)	1	3 dice
Ranged (Heavy) (Agility)	1	4 dice
Vigilance (Willpower)	1	3 dice

WEAPONS & EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Needle Bow (Standard Arrow)	Ranged (Heavy)	1	Medium	4 dice
<ul style="list-style-type: none"> You deal 1 damage on a hit + 1 damage per uncanceled * rolled. Infllict a Critical Injury on a hit for A. Ignore 6 points of the target's soak. Quantum Quiver: You do not run out of standard arrows. When you perform a successful combat check, you may spend AA to hit one additional character engaged with the target for the same amount of damage. 				
Pinion Knife	Melee	3	Engaged	2 dice
<ul style="list-style-type: none"> You deal 3 damage on a hit + 1 damage per uncanceled * rolled. Infllict a Critical Injury on a hit for AA. 				

GEAR EQUIPMENT & OTHER ITEMS

2 Grav-Arrows	Expend to add ◆ to your combat check with your needle bow. If you succeed, the target suffers damage as normal and upgrades the difficulty of its next check twice.
1 Entropic Arrow	Expend to add ● to your combat check with your needle bow. If you succeed, the target suffers damage as normal and reduces its soak by 3 until the end of the encounter.
Comm-bead	A comm-bead is capable of transmitting and receiving messages up to a thousand kilometers, or into orbit.
Currency	200 aurei

TALENTS & ABILITIES

NAME	ABILITY SUMMARY
Avian Agility	Once per session when making a skill check that uses your Agility characteristic, you may spend a Story Point to add **AA to the results.
Quick Strike	Add ■ to any combat checks you make against any targets that have not yet taken their turn in the current encounter.
Inspiring Rhetoric	As an action, you may make an Average (◆◆) Leadership check . For each * the check, one ally within short range heals 1 strain. For each A , one ally benefiting from Inspiring Rhetoric heals 1 additional strain.

SYMBOLS & DICE:

SUCCESS	TRIUMPH	ADVANTAGE	FAILURE	DESPAIR	THREAT
ABILITY DIE	PROFICIENCY DIE	DIFFICULTY DIE	CHALLENGE DIE	BOOST DIE	SETBACK DIE
◆	●	◆	●	■	□

CHARACTER SHEET

CHARACTER NAME: Pelopionne

SPECIES: Titan

CAREER: Trail Stalker

4	2	3	1	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK*	WOUND THRESHOLD		STRAIN THRESHOLD		CRITICAL INJURIES
5	18		9		
	THRESHOLD	CURRENT	THRESHOLD	CURRENT	

MOTIVATION:

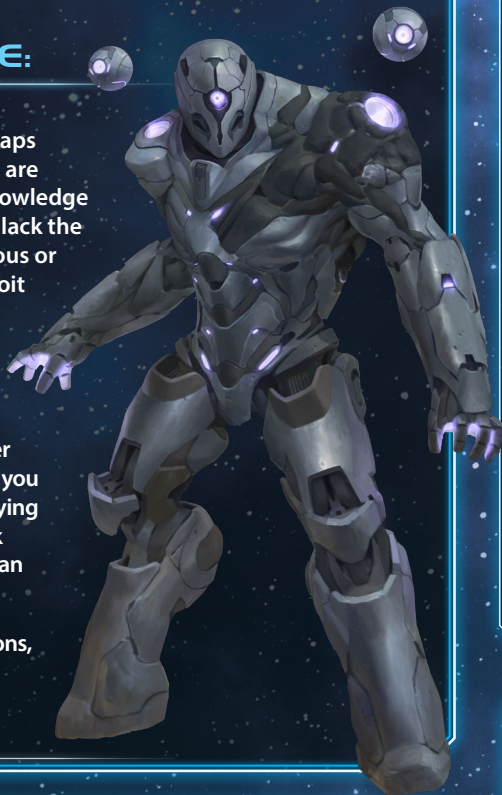
Pelopionne is quite young and small (for a Titan), activated for the purpose of exploring this new galaxy into which the Titans have reawakened. Despite Pelopionne's innate curiosity and *joie de vivre*, the young titan cuts an imposing figure, looming over three meters tall on limbs of sturdy alloy.

AGENDA:

When the Mahact returned, most Titans heard their call and awoke, but others continued to slumber. Pelopionne was awakened specifically for the purpose of seeking these lost sleepers.

PLAYING PELOPIONNE:

- You are curious and good-natured, perhaps to a fault. While you are imbued with the knowledge of your people, you lack the wisdom to be cautious or the cunning to exploit that vast wealth of information.
- You rely on verifiable facts to assert the truth rather than intuition. When you suspect others are trying to use guile, you look to information you can personally verify.
- You like direct solutions, but dislike violence.



SKILLS

NAME	RANK	DICE POOL
Athletics (Brawn)	1	4
Brawl (Brawn)	1	4
Cool (Presence)	1	3
Coordination (Agility)	1	2
Knowledge (Intellect)	1	3
Perception (Cunning)	2	4
Resilience (Brawn)	1	4

WEAPONS & EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Energized Fists	Brawl	6	Engaged	4
<ul style="list-style-type: none"> You deal 6 damage on a hit + 1 damage per uncanceled ⚡ rolled. Infllict a Critical Injury on a hit for AAAAA. Staggering Force: When you make a successful melee combat check, you may spend ⚡. If you do, the target cannot perform an action on its next turn. 				
Shock Field	Ranged (Light)	6	Short	2
<ul style="list-style-type: none"> You deal 6 damage on a hit + 1 damage per uncanceled ⚡ rolled. Damage is dealt as strain instead of wounds. Add ■ for each modular sensofamiliar engaged with the target. 				

GEAR EQUIPMENT & OTHER ITEMS

Dermal Camo	Add □ to ranged combat checks targeting you. Add □□ instead if you have not moved this round.
Modular sensofamiliars	Your body contains two sensofamiliars, drones for scouting. As a maneuver, you can detach, reattach, or move these sensofamiliars to short range. You perceive what they perceive. Add ■ to your Perception (Cunning) and Vigilance (Willpower) checks for each one that is detached.
Integrated Relay	An integrated relay is capable of transmitting and receiving messages up to 2000 kilometers, or into orbit.

TALENTS & ABILITIES

NAME	ABILITY SUMMARY
Titanic	You are silhouette 2 (about 3 meters tall), and might not fit into tight spaces at the GM's discretion.
Durable	Reduces any Critical Injury result you suffer by 10, to a minimum of 01.
Heightened Awareness	Allies within short range of you add ■ to their Perception (Cunning) and Vigilance (Willpower) checks. Allies engaged with you add ■■ instead.
Combined Arms	When your character is engaged with an enemy, your GM or fellow players may not spend ⚡ to cause your character to be hit by an ally's ranged attack.

SYMBOLS & DICE:

SUCCESS	TRIUMPH	ADVANTAGE	FAILURE	DESPAIR	THREAT
ABILITY DIE	PROFICIENCY DIE	DIFFICULTY DIE	CHALLENGE DIE	BOOST DIE	SETBACK DIE
◆	◆	◆	◆	■	□