

KEYFORGE

SECRETS OF THE CRUCIBLE



MAW OF ABRAXAS



GENESYS ADVENTURE

GENESYS

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WHAT IS GENESYS?

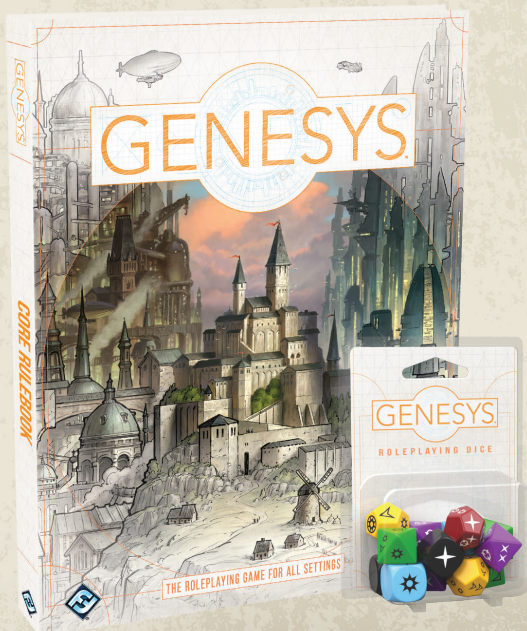
Welcome to **GENESYS**, the roleplaying game of fast action, heroic adventures, and engaging and collaborative storytelling.

GENESYS is a universal roleplaying game; that is, 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 BEASTALK**) to wacky science fantasy (**SECRETS OF THE CRUCIBLE**).

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 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.



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, during the weekend of Free RPG Day, you can download your version free!

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.

THE CRUCIBLE

So that's **GENESYS**. But what is the Crucible?

The Crucible is the setting of the **KEYFORGE** card game, also available from Fantasy Flight Games. However, if you've never heard of **KEYFORGE**, don't worry! We'll give you a brief rundown on the Crucible here, and then go into more detail in the rest of the book.

The Crucible is a world at least as big as Jupiter. It's made up of myriad zones, or regions. Each has a different biome with different climates and species (including intelligent life) from all across the galaxy. Nobody knows how these species got to the Crucible, but now that they're there, they get to mix and mingle on this fantastic world. There's only one catch: nobody can leave.

Whole civilizations (some now wildly different from their former societies) have sprung up across the Crucible. Some cultures have become diverse conglomerations of a variety of species. Others remain fearful and xenophobic. Still others have found safety serving an Archon, one of countless ethereal beings who compete for control of the Crucible's secrets.




There's one other key fantastic element to the Crucible: **Æmber**. **Æmber** comes in many forms, from glowing golden syrup to chunks of shining rock. It can be crafted into weapons, used to power exotic devices, or even eaten! But no matter what they do with it, **Æmber** gives those who use it some wondrous powers.

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 the **Maw of Abraxas** (starting on page 18).




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.

1. 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.
2. All opposed symbols cancel each other out. If at least one net Success  symbol remains, the task succeeds.
3. Uncanceled Threat  or Advantage  influences the overall success or failure with positive or negative consequences or side effects.

THE DICE

When a player makes a skill check, the dice allow them to quickly determine success or failure, as well as magnitude and 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 will be 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 into 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 unimportant 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.









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 downgradable dice are in their downgraded form, any excess downgrades are ignored.

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 **SECRETS OF THE CRUCIBLE**:

ÆMERCRAFT (WILLPOWER)

This skill encompasses a wide range of rituals, procedures, and practices for using Æmber in seemingly magical ways. See page 12 for more information on Æmber.

ATHLETICS (BRAWN)

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











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.

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).

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.

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.

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 Hub City trivia. 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).

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)

MELEE (BRAWN)

Characters use Melee when they want to attack someone with a hand-held weapon such as a sword or rocket-powered fusion 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 (AGILITY)

Ranged weapons including everything from laser rifles and heat-beam pistols to throwing axes. Attacking with one of these weapons requires the Ranged skill.

RESILIENCE (BRAWN)

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

RIDING (AGILITY)

This skill allows characters to direct any ground vehicle or riding beast, from dune buggies to cyber horses.

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.

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 were 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.

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**.

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:

- Ready, 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.

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 10), and may take steps to help heal any wounded PCs (see **Table 1–1** on page 7).

TABLE 1–2: ATTACK DIFFICULTIES

RANGE BAND	DIFFICULTY
Engaged	Melee or Brawl: Average (◆◆)
	Ranged attack with a pistol: Average (◆◆)
	Ranged attack with a rifle: Hard (◆◆◆)
Short	Easy (◆)
Medium	Average (◆◆)
Long	Hard (◆◆◆)
Extreme	Daunting (◆◆◆◆)

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 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 of 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.

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 page 7), 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.

NEMESSES

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.

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.

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 Æmbread while quickly scavenging through a medical facility, or notice a (previously nonexistent) terrain feature they can duck behind for cover.

Æmber

Æmber is a miraculous material found only on the Crucible. It is a golden, glowing substance that seems to be psychically active and changes properties according to the way it is used, the intentions of its user, and the other thoughts and emotions it is exposed to. A Logos scientist may see Æmber as a new power source, and be pleased when they plug it into a device and it activates. A Brobnar berserker may get the brilliant idea to eat Æmber in order to breathe fire, only to find out that it actually works. Æmber can do just about anything on the Crucible; the only limits are a being’s imagination.

There are two forms of Æmber a character is likely to encounter on the Crucible. The first is **raw Æmber**. Raw Æmber can appear in a number of different forms,

including solid rock, shining crystal, glowing liquid, or sparkling gas, all of which can be its “basic” form.

The second is **processed Æmber**. This is Æmber that has already been altered or manipulated into a specific function, and now cannot be used for any other function. For example, most cultures on the Crucible use Æmbits for money. Æmbits are tiny pieces of Æmber that have been imprinted with the concepts of commerce and money. Everyone accepts Æmbits for payment, but an Æmber can’t be used for anything else.

USING ÆMBER

The premade characters starting on page 14 each have ways to use raw Æmber to do strange and wondrous things. Some have weapons and devices that require Æmber to function. Others have mysterious abilities called Æffects that give them almost-magical powers.

Using these abilities (or recharging them to use again) requires the characters consume a piece of raw Æmber, which destroys the Æmber. If the characters don’t have any raw Æmber, they can’t use their item or ability, but they will definitely find more during their adventures.

More on Æmber and how to use it can be found in the book **SECRETS OF THE CRUCIBLE**.

WELCOME TO THE: SECRETS OF THE CRUCIBLE

Picture a world so large it can rival small stars, filled with creatures, sentient beings, and entire cultures plucked from across the universe. An artificial world made up of countless separate environments, all stitched together in an impossible, patchwork design. A place where science is so advanced that it appears magical, yet whose technologies rely upon a substance that science cannot explain.

This is the Crucible. This is your home. Like almost everyone else here, you or your ancestors were brought to this world. Each of you arrived in a different way, and each way was inexplicable—and permanent.

Maybe one day, you stepped out of your orbiting starliner's docking hatch onto a grassy field where roaring giants battled each other in astonishing tests of strength.

Perhaps your traveling companions all awoke to a dawn made from too many suns and an unfamiliar sky, one with flying metal creatures and a gigantic pillar that rises to a point beyond your sight.

It could be that one night, your transit car opened into a dark lair of cybernetic monsters and golden crystals. None of you have ever seen these creatures before, but somehow they are making everyone feel...terrified.

Possibly this is the only life you've known, having lived here for generations since your entire city was brought here many millennia ago; tales of your former homeworld are myth and legend now.

That was yesterday, though. What are you doing today on the Crucible?



CHARACTER SHEET

Character Name: **Tucia**

Species: **Saurian**

Career: **Cræniac**



3

BRAWN

2

AGILITY

4

INTELLECT

1

CUNNING

3

WILLPOWER

1

PRESENCE

SOAK

4

WOUND THRESHOLD

13

THRESHOLD CURRENT

STRAIN THRESHOLD

14

THRESHOLD CURRENT

CRITICAL INJURIES

MOTIVATION: KNOWLEDGE

Hailing from a trade center of the Saurian Republic, Tucia felt stifled in its conservative laboratories and libraries. When she felt she had reached the limit of her studies there, Tucia left the Republic to travel elsewhere and found herself more at home in the wilder, less risk-averse compounds of the Logos.

Tucia values knowledge above all else and has already learned a great deal. She believes that Saurian society is too rigid to ever truly understand the nature of the Crucible or those who built it.

PLAYING THIS CHARACTER

- Knowledge, as they say, is power, and you seek to understand the Crucible and its purpose. You are quick to offer helpful facts, but you do not condescend to your companions. At worst, you bore them with a bit too much trivia.
- Your perception is enhanced by a personalized cybernetic implant that both amplifies your natural senses and gives you new ones—like the ability to detect powerful Æmber.
- Though combat is rarely your first recourse, you are prepared with your crystalline rifle and, if you have Æmber to charge it, your personal hazard field.



STASH

Æmbits:

Æmber:

SYMBOLS & DICE



SKILLS

NAME	RANK	DICE POOL
Charm (Pr)	2	⬢⬢
Computers (Int)	2	⬢⬢⬢⬢
Gunnery (Ag)	1	⬢⬢
Knowledge (Int)	2	⬢⬢⬢⬢
Operating (Int)	1	⬢⬢⬢⬢
Perception (Cun)	3	⬢⬢⬢⬢⬢
Ranged (Ag)	2	⬢⬢
Vigilance (Will)	2	⬢⬢⬢

WEAPONS & EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Crystalline Rifle	Ranged	6	Long	⬢⬢
<ul style="list-style-type: none"> • You deal 6 damage on a hit + 1 damage per uncanceled ⬠ rolled. • Inflict a Critical Injury on a hit for ⬢⬢⬢. 				
Tail	Brawl	4	Engaged	⬢⬢⬢
<ul style="list-style-type: none"> • You deal 4 damage on a hit + 1 damage per uncanceled ⬠ rolled. • Inflict a Critical Injury on a hit for ⬢⬢⬢⬢⬢. • Knock the target prone on a hit for ⬢⬢. 				

GEAR EQUIPMENT & OTHER ITEMS

Cybersensor Implant	Allows Perception checks to notice motion, sub-sonic tremors, and Æmber. Adds ⬢⬢ to Perception checks; already included in Perception dice pool.
Hacking Rig	Reduce the difficulty of Computers checks by one.
Durable Labcoat	Soak 1; already included in soak value 4.
Databook	Contains an extensive library of knowledge.

TALENTS & ABILITIES

NAME	ABILITY SUMMARY
Evolved Arrogance	Once per session, when you make a successful check targeting a character, you may spend a Story Point to heal all strain you are suffering.
Know-It-All	Before making a Knowledge skill check, you may add up to four ⬢ to the check. Allies witnessing the check suffer strain equal to the number of ⬢ added.

ÆFFECTS

NAME	ABILITY SUMMARY
Tucia's Hazard Field	As a maneuver, you may deplete this Æffect to activate it. For the remainder of the encounter, whenever someone targets you or one of your allies within short range with an attack, add ⬢⬢ to the check. While the Æffect is depleted, you cannot use it. To recharge this Æffect so that it is no longer depleted, consume 1 Æmber.

CHARACTER SHEET

Character Name: Quell

Species: Human

Career: Discoverer



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

SOAK 6	WOUND THRESHOLD 14 <small>THRESHOLD CURRENT</small>	STRAIN THRESHOLD 10 <small>THRESHOLD CURRENT</small>	CRITICAL INJURIES
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MOTIVATION: BELONGING

Quell once stood with a band of Brobnar giants, thrill-seeking warriors who never met a weapon they couldn't put a rocket on. Quell and her group served an Archon, one of the Crucible's powerful, almost godlike beings, capable of healing wounds and resurrecting the dead, among other feats. But Archons move in mysterious ways, and recently Quell's Archon moved...elsewhere.

Her comrades have all gone their separate ways, falling in with a new Archon or entering quiet retirement. Quell, though, aches for the adventure, the excitement, and the unremitting danger that was once her daily life—and for Brobnar camaraderie, grog, and heavy metal at the end of a long day.

PLAYING THIS CHARACTER

- You are a thrill seeker through and through. Your most prized possession is Zoomclaw, a rocket-powered grappling hook that you've learned to use not just as a handy climbing tool, but as a weapon.
- Exposure to Æmber subtly mutated you when you were a child, enhancing your reflexes and muscle coordination.
- You're tough enough to hold your own alongside giants. You would readily throw yourself in front of danger to protect your friends.



STASH

Æmbits:

Æmber:

SYMBOLS & DICE

SUCCESS	TRIUMPH	ADVANTAGE	FAILURE	DESPAIR	THREAT
ABILITY DICE	PROFICIENCY DICE	DIFFICULTY DICE	CHALLENGE DICE	BOOST DICE	SETBACK DICE

SKILLS

NAME	RANK	DICE POOL
Athletics (Br)	2	⬢⬢⬢⬢
Coercion (Will)	2	⬢⬢
Cool (Pr)	1	⬢⬢
Coordination (Ag)	1	⬢⬢⬢
Melee (Br)	2	⬢⬢⬢⬢
Ranged (Agi)	1	⬢⬢⬢
Resilience (Br)	1	⬢⬢⬢⬢
Riding (Ag)	2	⬢⬢⬢⬢
Survival (Cun)	2	⬢⬢

WEAPONS & EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Zoomclaw	Melee	8	Engaged	⬢⬢⬢⬢
<ul style="list-style-type: none"> You deal 8 damage on a hit + 1 damage per uncanceled ⚡ rolled. Inflct a critical injury on a hit for ⚡⚡⚡. Add ⬢ to Athletics and Coordination checks to climb, jump, swing, or otherwise move using a grappling hook. Jet Propelled: As a maneuver, you may consume 1 Æmber. Until the end of the encounter, you may stagger the target for 1 round on a hit for ⚡⚡. (Staggered characters cannot perform actions on their turn.) 				
Zoomclaw Launcher	Ranged	6	Medium	⬢⬢⬢
<ul style="list-style-type: none"> You deal 6 damage on a hit + 1 damage per uncanceled ⚡ rolled. Inflct a Critical Injury on a hit for ⚡⚡⚡. Pull the target to engaged range with you for ⚡⚡. 				
Fists	Brawl	4	Engaged	⬢⬢⬢⬢
<ul style="list-style-type: none"> You deal 4 damage on a hit + 1 damage per Success ⚡ symbol rolled. Inflct a critical injury on a hit for ⚡⚡⚡⚡. 				

GEAR EQUIPMENT & OTHER ITEMS

1 Æmbread	Once per session as a maneuver, you may consume a loaf of Æmbread to heal 7 wounds.
1 Æmbrew	Once per session as a maneuver, you may consume a flask of Æmbrew to heal 5 strain.
Hide Armor	Soak 2; already included in soak value 6.
Spire Sextant	Removes ■ from checks you make to navigate.

TALENTS & ABILITIES

NAME	ABILITY SUMMARY
Mutation: Climber	You can climb surfaces with plentiful handholds without rolling Athletics. You can make an Athletics check to climb surfaces that others could not climb at all.
Mutation: Quick Reflexes	Add ⬢ to checks to determine Initiative and to react to sudden dangers or unexpected events.

CHARACTER SHEET

Character Name: Errant

Species: Spirit

Career: Arbitrator



2

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

3

PRESENCE

SOAK

6

WOUND THRESHOLD

11

THRESHOLD CURRENT

STRAIN THRESHOLD

15

THRESHOLD CURRENT

CRITICAL INJURIES

MOTIVATION: ATONEMENT

Errant was, until recently, a proud knight of the Sanctum, an order of warriors, healers, and spiritualists. Errant speaks little of what drove them into exile or of their former name and station: all that is clear is that Errant is on a personal quest of atonement.

Like many Sanctum members, Errant is an incorporeal being clad in containment armor. Errant's being is bonded, somehow, to the sentient sword they carry, an aggressive and bloodthirsty blade named Vizer.

PLAYING THIS CHARACTER

- You still hold true to the ideals of Sanctum. Meditation and spiritual enlightenment guide you; however, you are not overtly judgmental and would rather offer advice than admonishment.
- You are a formidable warrior, but your weapons are only for when reason and discourse fail.
- You are bound to the sentient sword Vizer. Vizer does not share your idealism, and you struggle against its influence. However, Vizer makes you a devastating fighter.



SKILLS

NAME	RANK	DICE POOL
Discipline (Will)	2	⬢⬢⬢
Knowledge (Int)	1	⬢⬢
Leadership (Pr)	3	⬢⬢⬢
Medicine (Int)	1	⬢⬢
Melee (Br)	3	⬢⬢⬢
Negotiation (Pr)	2	⬢⬢⬢
Ranged (Ag)	1	⬢⬢
Vigilance (Will)	2	⬢⬢⬢

WEAPONS & EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Vizer	Melee	7	Engaged	⬢⬢⬢⬢
<ul style="list-style-type: none"> You deal 7 damage on a hit + 1 damage per uncanceled ✨ rolled. Inflict a Critical Injury on a hit for AA. Ignore two points of the target's soak. Mind of Its Own: Vizer is sentient and can communicate with Errant psychically. When attacking with Vizer, Errant adds □ to the check. This is included in the weapon's dice pool. 				
Errant's Blaster	Ranged	6	Medium	⬢⬢
<ul style="list-style-type: none"> You deal 5 damage on a hit + 1 damage per uncanceled ✨ rolled. Inflict a Critical Injury on a hit for AAA. Inflict a second hit with the same damage as the first for AA. 				

GEAR EQUIPMENT & OTHER ITEMS

1 Æmbrew	Once per session as a maneuver, you may consume a flask of Æmbrew to heal 8 strain.
Fallen Armor	Soak 4; already included in soak value 6. Adds ■■ to attacks targeting you. Winged: As a maneuver, you may consume 1 Æmbrew to fly for the remainder of the encounter.

TALENTS & ABILITIES

NAME	ABILITY SUMMARY
Parry	When you suffer a hit from a Melee combat check, you may suffer 3 strain to reduce the damage of the hit by three.
Inspiring Rhetoric	As an action, you may make an Average (⬢⬢) Leadership check. For each uncanceled ✨, one ally within short range heals 1 strain. For each A, one ally benefiting from Inspiring Rhetoric heals 1 additional strain.
Surgeon	When you make a successful Medicine check to heal yourself or another character (see page 7), you heal 2 additional wounds.

STASH

Æmbits:

Æmber:

SYMBOLS & DICE



CHARACTER SHEET

Character Name: Kori

Species: Elf

Career: Mender



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

SOAK 2	WOUND THRESHOLD 9 THRESHOLD CURRENT	STRAIN THRESHOLD 14 THRESHOLD CURRENT	CRITICAL INJURIES
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MOTIVATION: SAFETY

Kori is an elf of the Shadows, accustomed to living in the nooks and crannies of the Crucible. He is a mechanical wizard: there are few locks on the Crucible he can't take apart, and few machines he can't repair. His closest friends are a pair of dew faeries, Babl and Bruk, who Kori repaired and reprogrammed to help him in his adventures.

Kori values safety above all, but safety is rare on the Crucible. He is not content to simply keep out of danger, however: he knows that there are powers on the Crucible who would endanger everyone if left unchecked. Someone has to stand against these would-be conquerors and destroyers.

PLAYING THIS CHARACTER

- Your greatest asset is your friendship with your two faerie companions, Babl and Bruk. They cannot speak, but they understand you and can assist you in many of your skill checks.
- Repairing, repurposing, and disassembling technology is your stock in trade, and you are at your most comfortable dealing with machines.
- You are a caregiver at heart, and you hate to see your companions come to harm. This can make you seem over-cautious, but you know that action must be taken to keep those you care about safe.



SKILLS

NAME	RANK	DICE POOL
Cool (Pr)	1	♦♦
Deception (Cun)	2	♦♦♦
Mechanics (Int)	3	♦♦♦♦
Medicine (Int)	2	♦♦♦
Melee (Br)	2	♦♦
Ranged (Ag)	1	♦♦
Skulduggery (Cun)	1	♦♦
Stealth (Ag)	2	♦♦♦

WEAPONS & EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Throwing Knives	Ranged	5	Short	♦♦♦
<ul style="list-style-type: none"> You deal 5 damage on a hit + 1 damage per uncanceled ✨ rolled. Infllict a Critical Injury on a hit for ⚠️. Ignore one point of the target's soak. 				
Monoknives	Melee	4	Engaged	♦♦
<ul style="list-style-type: none"> You deal 4 damage on a hit + 1 damage per uncanceled ✨ rolled. Infllict a Critical Injury on a hit for ⚠️. Ignore two points of the target's soak. 				

GEAR EQUIPMENT & OTHER ITEMS

1 Æmbread	Once per session as a maneuver, you may consume a loaf of Æmbread to heal 5 wounds.
Toolkit	You may remove ■ from Mechanics checks you make.
Smoak Cloak	Soak 1; already included in soak value 2. Adds ■ to attacks targeting you. Smoking: You may spend a maneuver to activate or deactivate this trait. While active, the armor adds ■ to Perception checks made to detect you.

TALENTS & ABILITIES

NAME	ABILITY SUMMARY
Faerie Finesse	Your faeries can assist you with Mechanics and Skulduggery checks, adding □□ when you make these checks. As an action, you may make an Average (♦♦) Deception or Skulduggery check. For each uncanceled ✨, one adversary of your choice within short range becomes adds ■ to next check.
Distraction!	For each uncanceled ⚠️, one adversary affected by Distraction! suffers 1 strain.

ÆFFECTS

NAME	ABILITY SUMMARY
Faerie Restoration	Once per encounter as a maneuver, you may deplete this Æffect to use it to heal all wounds one character at short range has suffered. While the Æffect is depleted, you cannot use it. To recharge this Æffect so that it is no longer depleted, consume 1 Æmber.

STASH

Æmbits:

Æmber:

SYMBOLS & DICE

<p>SUCCESS</p>	<p>TRIUMPH</p>	<p>ADVANTAGE</p>	<p>FAILURE</p>	<p>DESPAIR</p>	<p>THREAT</p>
<p>ABILITY DICE</p>	<p>PROFICIENCY DICE</p>	<p>DIFFICULTY DICE</p>	<p>CHALLENGE DICE</p>	<p>BOOST DICE</p>	<p>SETBACK DICE</p>
♦	♦	♦	♦	□	■

ADVENTURE:

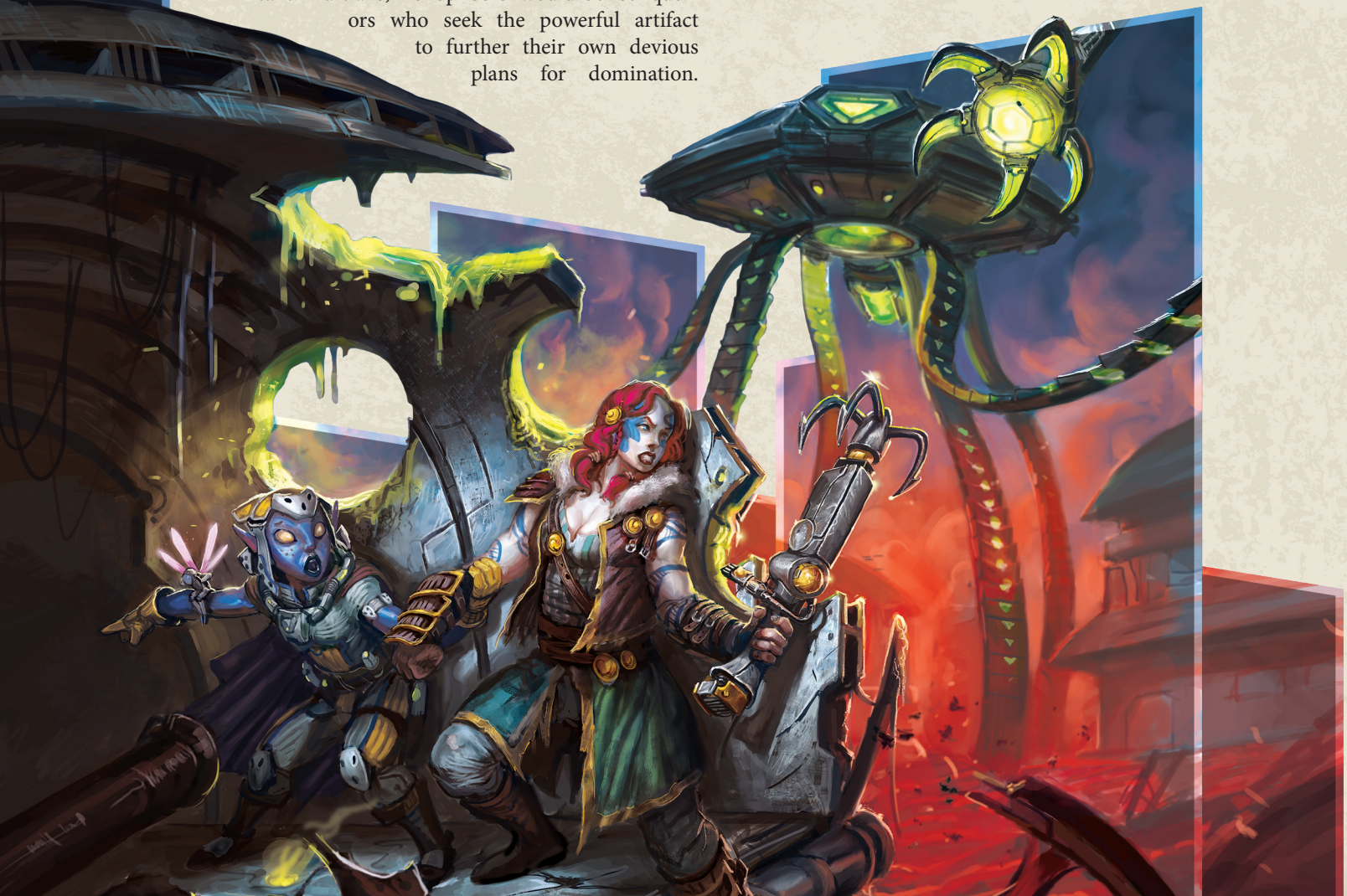
MAW OF ABRAXAS

The **Maw of Abraxas** is an adventure in three episodes. It was created to be a single-session event that will give players a taste of **GENESYS** in general, and a strong feel for the strange amalgamated world of the Crucible in particular. It was written with newcomers in mind but will prove an exciting and challenging session for players of any level of experience.

The adventure follows a team of heroes assembled to retrieve a mysterious but potent relic: the Cube of Realities. This is easier said than done; the much-coveted Cube has already been stolen by a faction of the militant martians, xenophobic would-be conquerors who seek the powerful artifact to further their own devious plans for domination.

To complicate matters, the martians have stashed the Cube of Realities aboard their newest secret weapon: a flying saucer equipped with an untraceable cloaking device. Not even the martians know where their newly gained prize is, however, for the craft has gone missing.

The player characters' first step is to steal the only technology that can trace the missing saucer, but they have to reach it, and the Cube of Realities, before the martians do. The race is on, and its course will take the party through several of the strange biospheres that make up the impossible world known as the Crucible.



PART ONE: MARTIAN MANHUNT

This adventure starts off with a bang—or actually, a *zzZZark*: the sound of a Martian ray gun.

Part One serves as an opportunity to introduce the core mechanics of **GENESYS** and to help players get a feel for their characters and the world of the Crucible. The first encounter, **Escape!**, should give each player a chance to make a skill check or two. The second encounter, **The Fixer's Airship**, gives players context for their goals during the adventure and is a good time for each PC to introduce themselves more thoroughly.

The adventure begins within a Martian outpost, where the PCs have just stolen a piece of experimental Martian technology. Beginning in the middle of the scene is a great way to jump-start a roleplay session. This throws players into the action immediately, giving them a chance to make swift decisions rather than starting off by listening to lengthy exposition.

Explain that the PCs have recently joined the employ of the Fixer, a being with tentacles in deals across the Crucible. The Fixer has hired the PCs to find a missing and dangerous cargo: a legendary item known as the Cube of Realities. However, the martians who stole the item did so through the use of their latest secret weapon: a new flying saucer equipped with a state-of-the-art cloaking device rendering it nigh untraceable.

Luckily, the Fixer knows that martians are often their own worst enemies: the same Martian scientist who

THE CRUCIBLE

The Crucible is called the “Impossible World” for many reasons: the preposterous (and ever-increasing) size of the planet, the sheer diversity of its inhabitants, the patchwork landscapes where millions upon millions of varied environments (called sectors) border each other. The Crucible is the ultimate melting pot—a place where parts of every planet and flora and fauna from across the galaxy can be found. Here, ancient civilizations can stand beside new life forms just emerging into their own. It is a place unlike any other, a disparate and ever-evolving world of mystery and wonder. There is one thing, however, upon which every alien, AI, spirit, or sentient beast agrees: adventure abounds, and something new awaits around every corner...

PREMADE PLAYER CHARACTERS

This adventure includes four premade player characters (PCs), and it has been written with these characters in mind.

- Quell is a human Discoverer, a treasure hunter and adrenaline junkie.
- Tucia is a saurian Cræniac, a strong-willed and whip-smart scientist and inventor.
- Kori is an elf Mender, a spy and hacker with an aptitude for anything mechanical.
- Errant is a spirit Arbitrator, a once-promising Sanctum Knight who was exiled after becoming bonded with a sentient and dangerous sword called Vizer.

You can find these PCs on pages 14–17, or download them from www.FantasyFlightGames.com/Genesys.

designed the cloaking device also built a device that can trace the untraceable. The Fixer sent the PCs to steal this tracking device, the Vez Q-37 Scanulator, from the top secret Martian compound where it is stored, and the PCs have just grabbed it.

ENCOUNTER 1: ESCAPE!

The adventure begins with the party attempting to escape from a Martian outpost. During this encounter, each player should make at least one skill check to help the group escape, especially with skills like **Athletics**, **Computers**, **Skulduggery**, or **Stealth**. The PCs need to exit the outpost before Martian reinforcements overwhelm them, so this encounter should move quickly from obstacle to obstacle.

Read or paraphrase the following to the players:

If only all your jobs could go this well! Stealing the Vez Q-37 Scanulator was easier than selling snacks to a glutbeast. The Fixer's teleporter cannon deposited you deep within the Martian fortress. You picked the lock on the Scanulator's heavy-duty container and lifted aloft the handheld tracking device. Now you can use it to find the Cube of Realities, just as soon as—

zzZZark! An emerald-green beam passes just overhead, momentarily bathing you in an eerie glow. The beam reduces an armored container to molten metal with ease.

You duck behind another building just in time. A clattering tumult closes in as a Martian walker rounds the corner, bristling with weaponry and a multitude of articulated metal limbs. With a whirr, an underslung weapon swivels to search for a new target.

Before you can move on to the next step of your mission, you must first escape. The Fixer's airship can pick you up once you get outside the compound's walls. You can see the exit from here: a towering gate. The walker is between you and the gate, searching for you around each low shed and elongated cargo pod. Should you sprint for freedom? Should you try to sneak around the walker? Or is a direct approach the best option?

This massive compound is, first and foremost, an arsenal for the Martian Empire. It contains stockpiles for the Martian armies, including weaponry and all manner of gear. The PCs are in the middle of a cargo depot that holds many tons of supplies and weaponry waiting to be sent to reinforce the Martian military. The supplies are sealed inside enormous containers not unlike modern, real-world shipping containers. These containers are stacked like blocks, making a maze through which the PCs might be able to sneak.

The Vez Q-37 Scanulator was stored in the experimental area in the northern half of the compound. Inside nearby sealed containers are weapons, wargear, and recently created inventions. The northernmost half of the compound also contains a vehicle repository, including several ranked rows of parked walkers, small scout flying saucers, and tracked armored vehicles. Construction equipment like dozercraft, heavy-lift exoskeletons, and tractor beams is stored in the southern sector.

THE YXLIX SENTINEL

The PCs have some idea of the formidable reputation of an Yxlix Sentinel. It is heavily armored—a piece of top-of-the-line military hardware piloted by a highly trained Martian warrior. The walker's multiple articulated limbs allow it swift movement. However, the Yxlix Sentinel pays a price for that speed. It has difficulty navigating sharp turns, and if it moves too quickly, its balance becomes notoriously precarious.

VEZ Q-37 SCANULATOR

This is a handheld device that can supposedly track even the new “untrackable” Martian cloaking device. It was made by the egomaniacal Martian inventor Vezyek the Great, and it is far more complex than most Martian devices (at least, those made for their own military to operate). It can track life forms and objects within several hundred kilometers, but without the help of the Fixer and his resources, operating it requires a **Formidable** (◆◆◆◆◆) **Computers (Intellect)** check.

EVADING THE WALKER

Members of the party can attempt to evade the walker in any of a variety of ways. The following are some of the most reasonable possibilities. Each PC should make one check. **As long as at least two of the PCs succeed, the whole group evades the walker.**

- The PCs can outrun the walker with an **Average** (◆◆) **Athletics (Brawn)** check.
- There are enough containers and shadows that the PCs can hide from the walker with an **Easy** (◆) **Stealth (Agility)** check.



KEEP THINGS MOVING

This section provides a good opportunity to show new players how resolving checks works as they attempt to evade the walker or bypass security systems. However, the GM should remind players the martians are closing in!

- A cunning PC may try to set up a tripwire or a precariously balanced container to tangle up the walker with an **Average (◆◆) Skulduggery (Cunning) check**.
- A smart PC can open the armored gate to escape, then shut it in the walker's face. This requires an **Average (◆◆) Computers (Intellect) check**.
- If the PCs reach the vehicle depot, a PC can steal an unarmed Martian tracked scout vehicle and drive away with an **Easy (◆) Riding (Agility) check**.
- A PC who gets on top of the walker somehow can make an **Average (◆◆) Brawl (Brawn) or Melee (Brawn) check** to break open the walker's cockpit and toss the driver out. Commandeering the walker lets the PC blast through the compound's walls (this allows the PCs to evade the walker without any other successes).
- PCs may suggest other ideas for ways to help the group escape. The difficulty of all such checks should be **Average (◆◆)**.

Eventually, the walker's weapons punch holes in compound's walls, so even if the PCs can't get the outpost's gate open, they can still escape. Again, as long as half of the PCs succeed on their checks, they evade, distract, or disable the walker long enough to get away.

If more than two of the PCs fail their check, then anyone who failed suffers 3 wounds as they get knocked off their feet due to a near miss from the Martian ray gun. Those PCs can then attempt the same approach again (or a different one). Any PCs who succeeded on their first check do not have to check again, but if they come up with a way to help their comrades, the GM can allow them to add to an ally's check.

SEARCHING SURROUNDINGS

Should the party attempt to search the Martian arsenal, they find other experimental devices near the site where they found Vez Q-37 Scanulator, including such items as high-density smoke bombs, heavy spools

of wire with nearly impossible tensile strength, and a new flavor of jellywort—a ready-to-eat meal for Martians in the field (and particularly unpalatable to all non-Martians). Further rows of containers store more tried-and-tested weapons used by the Martian military, including ray guns, brain-stem antennae, gas grenades, the back-mounted jetpacks worn by the Martian Sky-booster Squadrons, and more. A PC may search for something particularly useful with an **Average (◆◆) Perception (Cunning) check**. If successful, they find some useful gadget that can add to an ally's check.

THE NEED FOR SPEED

If the PCs move slowly or seriously consider trying to fight the walker, a terrible high-pitched klaxon sounds, dealing 1 strain to all non-Martians. It will only be a matter of time before other Martians arrive to aid the hunt. The base is guarded, but as it is so deep within Martian territory, it has relatively few sentries. Nearly all its defenses are for repelling airborne invaders.

Once the PCs move beyond the compound, Martian pursuit lags, as they group to amass a proper war party before exiting the safety of their stronghold. (Naturally, they fear being lured into a trap!) This gives the PCs ample time to reach the rendezvous site and launch their coded sequence, calling forth a speedy pickup by the Fixer's airship.

INVOLVING THE CHARACTERS

As the PCs try to escape the compound, each character can contribute uniquely to their exit:

- Quell's Athletics skill and her Zoomclaw can help her scramble up and over obstructions. She can also use Riding to drive a commandeered vehicle.
- Tucia's cybernetically enhanced Perception can help guide the group to unseen exits, while her Computers skill could be vital in bypassing security protocols.
- Kori is a master at staying hidden and can use his Stealth to keep himself and his allies out of sight of Martian scanners. His Skulduggery is useful for picking locks.
- Errant's Leadership can help to focus the group's efforts, and their armor is both bright enough and strong enough to safely draw attention if one of their allies falls behind.

ENCOUNTER TWO: THE FIXER'S AIRSHIP

After the intense action of the first encounter, the PCs have a chance to regroup, heal, and take stock of their situation. During this encounter, the PCs should learn more about their goals for the adventure by talking with the Fixer, their employer. This is also another chance for everyone to introduce their characters.

Even as the speedy craft takes off to escape Martian airspace, the Fixer's crew and robotic helpers rush to offer assistance. Thanks to the Fixer's medical bots, the PCs all heal 5 wounds before the next phase of their mission. The Fixer also gives each PC a valuable piece of Æmber to use to fuel their abilities.

In the Stash section of their character sheet, each player should record that their character has one piece of Æmber. This is the size of a small rock, and can easily fit in a pouch or pocket.

Read or paraphrase the following to the players:

Once you enter the main hold, a swarm of the Fixer's helper bots flit around you, medical scanners and healgel dispensers whirring. A cylindrical tank trundles out along a track that circles the room. Within it, you see the Fixer: a tentacled being, consisting mostly of brain, called a cuddlequid. "I have just spoken with my sylvate friends from Kettle Bottom, and they say the Martians are frantically searching for their lost ship," squishes the Fixer, "but now we have the only thing that can find it! Quickly, give me the Scanulator."

Mechanical tentacles on the outside of the Fixer's tank rise, mimicking the movements of the being's own appendages. He takes the Scanulator from you. "It was a fluke that the Martians found the Cube before I did. They entrusted its transport to a state of the art flying saucer known as the Mars Indomitra. If the Cube can do what I think, the Martians mustn't be allowed to keep it. They mustn't!" As if to further mark either his fear or his excitement, a small stream of bubbles rises from the Fixer's tank.

"On the bright side," continues the Fixer, "the Mars Indomitra is mysteriously missing, and I can't help but suspect that's because of the Cube. Only this device can find a cloaked ship that vanished." The Scanulator lights up. Its small screen shows a blinking indicator. "No time to waste—we must find the Cube before the Martians do!"

This adventure assumes the PCs have worked together in the past. If your group is using the suggested pre-made characters associated with this adventure, each character sheet has a **Motivation** section and a **Playing Your Character** section that briefly talks about the character's goals and beliefs.

The party can question the Fixer and his motives or ask him about the Martians or the Cube of Realities. The Fixer tries to be honest and upfront with them, although he will not name sources. He does not know what the Cube can do for certain, but he has heard speculation, such as:

- The watcher vines of the Petrified Forest report that the Cube of Realities was used many years ago to destroy the sectors adjacent to their own, although details of exactly how this came to be or why are decidedly sketchy.
- Even the colossal being known as "Sleeping Giant Mountain" is afraid of what evils the Martians might do with such power.
- The Cube of Realities can communicate with its holder, allowing them to unlock any question, be it scientific, arcane, philosophical, or so on.
- In truth, the Fixer is less interested in obtaining the Cube of Realities to unlock its secrets himself than in ensuring such a powerful relic does not fall into the wrong hands.

MARTIANS MEAN TROUBLE

Martians are militant, xenophobic, and suspicious. As a species, they are positive that all non-Martians are actively plotting against them, and no amount of reason can dissuade them of such notions.

The Martian authoritarian leaders live to seize more power, while simultaneously living in fear of losing what they have. Thus, they will stop at nothing to control as much of the Crucible as possible. They have even begun to fear betrayal by their own kind. Thus, only a single faction of the Martians—the group of Elders known as the 5th Primes—knows of the venture to capture the Cube of Realities.

They sent the latest wonder of their military fleet, the *Mars Indomitra*, a flying saucer equipped with the latest top secret gadgetry devised (or stolen) by Martian scientists. This includes a cloaking device that renders *Mars Indomitra* all but invisible to radar, sonar, kleggar, brainscans, and even the latest telepathic tracking systems. Of course, the bad news is that this means



THE FIXER

Bleezik, also known as the Fixer of Hub City, or just “the Fixer,” is a mysterious do-gooder constantly attempting to right wrongs and halt injustices. All members of the party have worked for him before, and most do so because he is moral and just, but the fact that he pays very well for their services is also a strong motivator. Bleezik is one of the last remaining cuddlequids, an advanced cephalopodic species known for its large brain and pacifist nature. He is sometimes jokingly referred to as the “brains behind the operation,” which is mostly true, both figuratively and literally: he is about the size of a human brain and floats about in a cylindrical tank mounted on tracks. Cuddlequids do not understand humor. Small speakers amplify (and translate) Bleezik’s oddly squishy voice.

The Fixer is known for his expansive network of spies and informants. He might drop hints of who his agents are, but he never fully divulges where he gets his information. The party knows that he has spent significant time searching for the fabled Cube of Realities.

the Martians themselves don’t know exactly where the *Mars Indomitra* is at the moment. In fact, they won’t know that their fleet’s new capital ship is missing until the *Indomitra* fails to make its regularly scheduled check-in, which it is supposed to do at any moment.

When the Martian Elders of the 5th Primes faction realize the *Mars Indomitra* is missing, it won’t do them much good, as the saucer’s cloaking device ensures that not even Martian scanners can track it. But they do know the flying saucer’s flight plan, and they swiftly begin to assemble search parties to recover their downed ship (and its stolen relic).

It goes without saying that the Martians are vindictive types. They seek revenge for imagined slights and will not tolerate “aliens” stealing their goods. Within the hour, they know the identities of the intruders who invaded their compound. The Elders of 5th Primes swiftly put two and two together and remember what the stolen Vez Q-37 Scanulator was created to find. When they learn about the missing ship, their search to locate it and the stolen tracker is led by none other than Vezyek the Great, the scientist behind both inventions.

ACTIVATING THE SCANNER

After several failures, the Fixer's cadre of robotic helpers tune the scanner to track the Martian ship. The small device sprouts a tiny rotating dish and a flurry of telescoping antennae. Following whirs and clicks, the tracker projects a holo-map showing the approximate location of the *Mars Indomitra*.

The Martian craft carrying the Cube of Realities appears to have crashed somewhere in a handful of sectors not too far north of the Martian stronghold

of Nova Hellas. This information helps to narrow the search, as the Crucible is unimaginably vast and contains many millions or even billions of different sectors. Time is a luxury that is swiftly running out for the Fixer if he wants to get his hands (er...tiny little tentacles) on the Cube. At any moment, the Martians will learn their expedition is lost, and it will not take them long to launch their own recovery mission.

Bubbling in his tank with excitement, the Fixer sets course toward the blinking icon on the Martian tracker.

PART TWO: THE TRAIL OF THE MARS INDOMITRA

To begin this section and introduce the setting, read aloud or paraphrase the following:

As the Martians are already searching for the Cube of Realities, the Fixer declines to take his airship too close to the region with the wreck. He does, however, offer to fire you out of his teleporter cannon, just as he did to get you into the Martian compound. Each of you lies prostrate in a tube that is loaded, as if it were a torpedo, into a cylindrical chamber whose barrel telescopes out of the rear of the airship. In a blaze of prismatic fury and a lurch of vertigo, you find yourself elsewhere...

Being fired out of the Fixer's teleporter cannon does not get easier the more you experience it. In fact, quite the opposite is true: the effects grow worse with repeated use. At best, the post-teleportation sensation is momentarily disconcerting; at worst, the effects can range into the truly bizarre.

Each character makes an **Average (◆◆) Resilience (Brawn) check** to resist the cannon's effects. PCs who fail are overcome with a tingling, itching sensation and suffer 2 strain. The GM may spend ☁ and ☄ generated on this test to add additional side effects based on **Table 2-1: Teleportation Cannon Complications**.

Luckily, these side effects are not permanent, and they will subside after the first encounter of **Part Two**. PCs suffering one of the effects may also spend ▲ ▲ from any check to overcome the effects early.

Read or paraphrase to the players:

While you clear your head and steel your will against any lingering side effects, you activate the Vez Q-37 Scanulator. The good news is that no Martian flying saucers are detected in the immediate area. The bad news is that the scanner shows that the party is still some distance from the Mars Indomitra and any further clues about the Cube of Realities.

TABLE 2-1: TELEPORTATION CANNON COMPLICATIONS

CHECK RESULTS	EFFECTS CHARACTER SUFFERS
☁	Before engaging in any strenuous action, the character must shout an archaic proclamation, such as "Egads!", "Zounds!", or "Forsooth!" until the end of the next encounter. There is no penalty for failure to do so, although ☐ can be awarded for enthusiastically delivered lines.
☁ ☁	The character is struck with a sudden case of illeism—meaning that they cannot help but refer to themselves in the third person—until the end of the next encounter.
☁ ☁ ☁ or ☄	The character suddenly develops an aversion to inanimate objects of a specific color chosen by the GM. The PC adds ■ to checks made to engage with or use objects of this color until the end of the next encounter.

SECTORS OF THE CRUCIBLE

Part Two is composed of one or more encounters as the PCs make their way across multiple strange sectors of the Crucible. Each of these sectors presents a different sort of danger, and allows players to experience different parts of the Crucible.

The Crucible is made up of millions upon millions of different environments that are all stitched together. These are known as sectors. It is as if different samples of some of the strangest landscapes in the universe were chosen at random and relocated. And perhaps that is what happened, for it is generally accepted that the Crucible is an artificial planet, although who made it and why are far less agreed upon.

THE CUBE OF REALITIES

Even on a world as full of contradictory impossibilities as the Crucible, the legends surrounding the fabled relic known as the Cube of Realities are unusually difficult to fathom. It is nearly impossible to pluck fact from myth, and there are few confirmed facts about the Cube's fantastical powers and obscure origins. All of the Crucible's major organizations have their own tales—from Brobnar stories of endless feasts it conjured out of nothing, to Logos's data libraries dedicated to documenting the limitless power the Cube can unleash. Some say the Cube has a mind of its own; others say it is a potent tool of the mysterious Archons and will one day be reclaimed by them.

Like all such enigmatic objects of legendary status, the Cube has prompted countless rumors about it yet tracing its actual history is a lesson in frustration. For instance, reliable accounts may place the Cube in two places during the same time frame, or list it as self-destructing only for it to turn up later halfway across the Crucible working entirely different kinds of miracles. It is said to have the ability to bend time, reshape truth, and turn into the loudest sound system in the galaxy (the last a common claim of the Brobnar).

There is only one thing upon which all sensible creatures can agree: whatever the Cube of Realities really is, it is far too potent an item to fall into the hands of the militant Martians.

Sectors range in size: it is possible to throw a stone across the smallest of them, while larger ones can stretch hundreds or even thousands of kilometers in all directions. These zones may vary in temperature, atmosphere, gravity, or nearly anything else you can imagine. There are cosmopolitan sectors frequented by many species, exclusive empires where intruders are not welcome, and plenty of wild areas that are relatively unexplored. Even experienced travelers on the Crucible get a little nervous when entering a new sector, for one never quite knows what to expect.

TRAVEL CHOICES

The PCs have to travel through several widely different sectors to reach their destination. None of the PCs are familiar with these sectors. Each sector provides its own opportunities for adventure:

- The **Glass Jungle** is challenging terrain to navigate, offering chances to use skills like **Knowledge**, **Perception**, **Survival**, and **Vigilance**. It also pits the PCs against a deadly psychic creature who tests their **Discipline** and cannot be attacked directly.
- **Mare Herba** is a vast ranch area claimed by the Saurian Republic. It can offer PCs a chance to use their **Charm** or **Negotiation** skills to bargain for passage, or it can test their **Stealth**, **Skulduggery**, and other clandestine skills as the PCs try to sneak through.
- **Thunderlake** is a body of water where physics behaves in strange and unexpected ways. Crossing it could challenge the PCs' abilities to handle a watercraft with skills like **Mechanics** and **Riding** or skills like **Charm** to find someone to take them across.

This part of the adventure offers the PCs a chance to explore some of the Crucible's strange and varied regions. You can use any number of the areas detailed here, and the PCs can encounter them in any order. Here are a few different suggestions:

- Briefly describe three sectors (a rainforest, a grassland, etc.), and tell the PCs they can navigate through any two of them to reach their destination. Allow them to choose their fate.
- Assume the party must travel through all three sectors and place them in any order.
- Add one or more sectors of your own devising to the mix.

SECTOR 1: THE GLASS JUNGLE

Read or paraphrase to the players:

You descend into a lush valley—a thick rainforest with all manner of lush and exotic vegetation. Among the dense foliage are purple fruits on vines that grow before your eyes, twisting up tree trunks that rise into the thick mist hanging permanently just below the verdant canopy. As you draw nearer, you see that the foliage is translucent, as if grown of living glass. Unlike glass, however, it feels as flexible as young branches yet is tough as old roots.

The thick, humid air, however, is strangely silent. While the flora is abundant, the land seems devoid of fauna—you see no creatures, birds, or bugs, which is unsettling in a land so full of vegetation. You need to find a quick path through the forest.

KEY CHALLENGES

The Glass Jungle offers two major kinds of challenges.

The first is the challenge of navigation, as the Glass Jungle is thick and made of strange, surreal flora; even at the best of times, finding a path to the far side is no simple task. PCs can make **Average (◆◆) Perception (Cunning)** or **Survival (Cunning)** checks to find their way through the dense undergrowth. If they fail, they spend an hour roaming around aimlessly looking for a way through the trees before finding one. They also see a Martian saucer flying overhead (if the GM wants, this can be a chance to introduce the Martian recovery team on page 31).

Then, as the PCs travel deeper into the rainforest, they are psychically attacked by a predator called a mindshard. The attack begins as a creeping sense of fear, confusion, and weariness, which the PCs must resist by making **Average (◆◆) Discipline (Willpower)** checks. If a PC fails the check, that PC suffers 2 strain and feel afraid and confused. If they succeed, they do not suffer any strain, and they realize something is messing with their mind. This should happen before the PCs reach the mindshard's lair.

A PATH THROUGH THE FOREST

At first, travel into the valley is easy, as single-file pathways lead into it, but these swiftly taper away into trackless rainforest. A PC can make an **Easy (◆) Survival (Cunning)** check to find the best way forward as the paths vanish; otherwise, each PC suffers 2 strain as pushing through the dense foliage becomes tiring.

To advance, the party has to cut its way through glass-like leaves, vines, and fronds, but soon even these self-made paths become impassable. Living walls of bamboo-like stalks as thick as a human arm spring up at every turn. Even worse, these barriers regrow the moment they are cut. The leaves have the strength of hardened steel, and the nearly invisible stalks are more difficult to crack than reinforced ironcrete. Regardless of the direction the party takes (including backward), they are soon thwarted by impenetrable vegetation. The only viable direction of travel is toward the center of the valley, which, according to the party's tracker, is off course for their intended destination.

A PC may make a **Hard (◆◆◆) Knowledge (Intellect)** check to realize what is happening around them is consistent with the abilities of an entity known as a mindshard, a psychic predator that usually makes its home near a quantity of Æmber. The mindshard exhausts and confuses its prey so it can leech off their psychic energies at its leisure.

Anyone in the party who makes a successful **Average (◆◆) Vigilance (Willpower)** check notices they are being funneled toward the valley center. As they descend closer to the center, careful exploration and an **Average (◆◆) Perception (Cunning)** or **Survival (Cunning)** check means they begin to notice bones strewn upon the loamy forest floor.

INVOLVING THE CHARACTERS

As the PCs traverse the Glass Jungle, each brings useful skills to the table:

- Quell is used to being in such a wilderness. Her Survival skill can be used to find the best path through the rainforest.
- Tucia is particularly attentive to her surroundings, and her Vigilance could let her notice that the PCs are being hunted.
- Kori is somewhat out of his element in the forest, but his skill in Medicine could help his friends escape the mindshard. Babl and Bruk used to live in a forest like this one, and could add ■ to checks made to navigate their way out.
- Errant is the most likely to resist the mindshard's psychic intrusions, and their Leadership can rally their compatriots when they start to waver.

THE MINDSHARD'S LAIR

The mindshard controls the surrounding vegetation to force the PCs toward the center of the valley—and the deeper they go, the more aggressive the mindshard becomes. Its lair is a vine-floored hollow surrounding an ancient tree of living crystal. The tree has grown around a cluster of brilliant red Æmber.

At the center of the valley, the plants grow more mirror-like, and the air is filled with the cloying smell of blooming flowers. Once the PCs enter the nest, each of them makes an **Average (◆◆) Discipline (Willpower) check**. Those who succeed are immune to the mindshard's influence for the rest of the encounter. Those who fail endlessly stare into their own images, which reflect their worst fears and greatest failures. They suffer 1 strain, cannot spend maneuvers, and must spend their action making another **Average (◆◆) Discipline (Willpower) check** at the start of their next turn. Any character who exceeds their strain threshold collapses onto the loam, from which tiny glass tendrils emerge to pull their body down into the rich soil where the mindshard beast can feed.

A PC who is still free to act can bring their allies back to their senses with an **Average (◆◆) Leadership (Presence) check**. If the PC succeeds, they may choose one other PC to automatically pass their next Discipline check without rolling dice. If they succeed with a ☉, all other PCs automatically pass, instead.

To escape the mindshard, the characters must smash their way out of the valley center. Smashing the glass plants that have trapped the PCs requires an **Average (◆◆) Brawl (Brawn) or Melee (Brawn) check**. Success means they bash a way out and can leave.

The party may also try to harm the mindshard directly by locating its cluster of Æmber. The Æmber is hidden within the crystal tree that serves as the mindshard's anchor. Finding the cluster requires a **Hard (◆◆◆) Perception (Cunning) check**. Once a PC has found the Æmber, they can take it as a maneuver. The group gets two pieces of Æmber, and the mindshard dies.

CHECK DIFFICULTIES

Some checks in this adventure have a difficulty that includes one or more Challenge dice ☉. In GENESYS, check difficulties can sometimes be set by the skills and characteristics of an NPC. In this simplified version of the rules, we don't get into those details: we just provide the modified difficulty.

SECTOR 2: MARE HERBA

Read or paraphrase to the players:

Posted signs in a score of languages warn travelers they are about to enter Mare Herba, an agrisector of the Saurian Republic. It is a striking visual: a perimeter of flat, sun-cracked land gives way to a waving plain of grass that stretches to the horizon in all directions, chest-high to a tall human.

The signage directs you along the lone, wide roadway leading up to the sector's central settlement, the Panthanac. Small cadres of guards—loping Carnasaurs and heavily plated Loricadons—herd skittish reptilian cattle towards fenced holding pens. The Scanulator points you toward the far side of the sector, directly through areas restricted to Saurian ranchers and geneticists only. Perhaps you can convince them to let you pass through quickly, but it may be much faster to try to sneak through the restricted areas...

KEY CHALLENGES

As part of the Saurian Republic, Mare Herba is well secured, but that brings with it its own difficulties. A PC may make an **Average (◆◆) Knowledge (Intellect) check** to know the details of the challenges ahead.

The ranches in this area are host to the Republic's projects creating genetically tailored livestock. The work is delicate, and outsiders are not permitted within the vast pens. The PCs can approach the Saurians to gain passage through official channels. However, to get through the sector in less than a few bureaucratic days, the PCs will have to use their social abilities via skills like **Charm, Negotiation, Coercion, and Deception**.

If the PCs decide that they cannot wait for the wheels of Saurian bureaucracy to turn, they can sneak across Mare Herba's livestock pens using skills like **Skulduggery** to break into the holding pens and **Stealth** to sneak through unobserved by the Saurians. This is a faster route, but the pens have their own dangers.

This is a long, narrow sector that sits between the party and the downed Martian saucer. The PCs figure out that trying to go around the sector could take weeks—a possibly deadly delay, for the Fixer implied that the Martians would be quick to launch their own probes. Their best choice is to go through it, which should only take a few hours.

Ostensibly, this is one of the many ranches whose herds help feed the hungry populations of the many city-states that make up the Saurian Republic. The Republic engages in genetic manipulation, and such ranches commonly experiment with highly specialized beasts created to fulfill specific needs.

THE DIRECT ROUTE

The ranch includes several restricted areas fenced off by towering, gated Lectro-fences. The most direct route through the sector lies across these areas, but as the saurians do not want outsiders in the pens, PCs who wish to take this route have to be stealthy. Crossing a pen without being noticed requires one PC to make an **Average** (◆◆) **Stealth (Agility)** check. Failure means they are caught by Saurian Guards and taken to the Panthanac to answer for the violation. Actions taken to hamper security measures, disable locks, or distract guards are **Easy** (◆) checks; success adds □ to the Stealth check.

Should a PC generate ☹ ☹ ☹ or ☹ on their Stealth check, the group is hunted by roaming packs of beasts specially bred for war: a minion group of three raptor-like gnawlers and two acid-spitting frillodons.

Should this fight turn against the PCs, they will be rescued by the timely arrival of some Saurian guards. The guards, unhappy about this intrusion, will take them to the Panthanac as if they had been caught.

GNAWLAR [MINION]



Skills (group only): Cool, Brawl, Perception.

Talents: Quick Strike 1 (add □ to any combat checks you make against targets that have not yet taken any turns in the current encounter).

Abilities: None.

Equipment: Claws (Brawl; Damage 5; Critical 3; Range [Engaged]).

FRILLODON [RIVAL]



Skills: Brawl 1, Coercion 2, Ranged 2, Vigilance 2.

Talents: None.

Abilities: Intimidating Frill (may spend an action to make a **Coercion [Willpower]** check with a difficulty equal to the target's Willpower; if successful, the target must spend one maneuver on its next turn to move away from the Frillodon and suffer 2 strain).

Equipment: Acid spit (Ranged; Damage 6; Critical 4; Range [Short]; spend ▲ ▲ to cause the target to suffer another hit dealing 6 damage at the start of its next turn), claws (Brawl; Damage 5; Critical 4; Range [Engaged]).

THE PANTHANAC

The Panthanac is a settlement built up around a towering marble administrative building where the ranchers and bureaucratic administrators dwell. The sector is under the control of Senator Garganta Ipthilion the Grand, a heavily armored Thokadon who is as cautious and wise as she is ancient.

If approached peacefully, the saurians are welcoming and polite toward the PCs. They are a steady species, prone to drawn-out and bureaucratic solutions. It is their policy to hold all travelers in the Panthanac for several days, offering them lodging, food, and hospitality before granting them leave to go. An **Average** (◆◆)

Knowledge check allows a PC to recall enough elements of saurian bureaucracy to know this and remember a few legislative loopholes through which they might expedite their visit.

This knowledge adds □ to their subsequent social checks.

If the PCs are engaging, truthful, and calm, they can explain their need for a speedy departure, gain a quick conference with the senator, and convince her of their need to be allowed to venture onward.



INVOLVING THE CHARACTERS

As the PCs make their way across Mare Herba, each brings useful skills to the table:

- Quell can leverage her intimidating presence using Coercion to back up her friends when they talk with the saurians.
- Tucia is a saurian herself and can perhaps Charm her fellow saurians into letting the group through.
- Kori is invaluable if the PCs decide to go the clandestine route, given his skill at Skulduggery. When dealing with the saurians, he could spin a few convenient lies with Deception.
- Errant is an Arbitrator, used to helping multiple parties find common ground. Their Negotiation could prove critical to making a deal with the saurians.

The Saurians are quite complacent, and Senator Ipthilion favors the path least likely to ruffle any feathers (or scales). As they are long-lived beings, saurians do not see their policies as the least bit onerous. Convincing Ipthilion to let the PCs through the sector requires the PCs to make at least one successful social skill check. Each PC may perform a check:

- PCs make a **Hard** (◆◆◆) **Negotiation (Presence) check** if they try to appeal to Ipthilion's reason or offer future favors or other assets in exchange for assistance.
- PCs who want to endear themselves to the senator make a **Hard** (◆◆◆) **Charm (Presence) check**; Ipthilion sees through mere flattery but values those who properly respect her status.
- PCs may make a **Average** (◆◆) **Leadership (Presence) check** to convince Ipthilion that the threat the Martians pose if they acquire the Cube of Realities is great enough for the Saurian Republic to act.
- PCs may try using an **Average** (◆◆◆) **Coercion (Willpower) check** to intimidate her (the ◆ is added to the check because the Senator has guards protecting her). The PCs may also try an **Average** (◆◆) **Deception (Cunning) check**. Coercion or Deception checks that fail with ☹ ☹ ☹ or ☹ prompt Ipthilion to throw the PCs out of Panthanac, leaving them to find another way to pass through the sector.

SAURIAN GUARD [MINION]



Skills (group only): Melee, Perception, Vigilance.

Talents: None.

Abilities: Close Ranks (while within short range of another guard minion group, both groups increase their soak by 1 [to 5]).

Equipment: Electrospear (Melee; Damage 6; Critical 6; Range [Engaged]; Knockdown, Stun Damage).

SENATOR GARGANTA IPTHILION [NEMESIS]



Skills: Charm 2, Cool 1, Discipline 2, Melee 2, Negotiation 1, Vigilance 1.

Talents: Clever Retort (once per encounter, Ipthilion may use this talent to add automatic ☹ ☹ to another character's check).

Abilities: Evolved Arrogance (after making a successful check targeting another character, spend a Story Point to heal all strain Ipthilion is suffering).

Equipment: Heavy claw (Brawl; Damage 6; Critical 6; Range [Engaged]; Disorient 3, Knockdown), senatorial armor (+2 soak).

Should the PCs sway the senator, she waives the standard (slow) process of approval to travel through the Mare Herba and provides speedy assistance. If convinced to help, she provides a Locosaur that can deliver the party to the next sector's edge in less than an hour.

If the PCs do not pass any social checks but have not gotten thrown out, the senator will offer a pricey bargain: 2 pieces of Æmber in exchange for passage.

SECTOR 3: THUNDERLAKE

Read or paraphrase the following:

Ahead of you lies a lake of azure water. Though the sky is clear, you can feel a tingle of electricity all around you, and smell a whiff of ozone in the air. According to the Scanulator, it would take days to circumvent the lake, but far less time to cross it.

The beach is littered with the husks of burnt-out watercraft, testament that lightning storms may strike this lake frequently. Perhaps you can repair one of these? You also see a curl of oddly colored smoke over a dune. Is there someone else here?

KEY CHALLENGES

Though the surface of the lake appears placid, the crossing is no small feat.

First, the PCs must find a means of crossing. They could build a seaworthy craft from the debris that litters the beach using **Mechanics**. They may also be able to find help using **Negotiation**, **Charm**, or **Deception**.

Once a vessel of some sort is secured, they must cross the lake. A storm rises as they set out, making the waters rough and the coruscating lightning hazardous. Steering whatever watercraft they have takes **Operate**. As they go, the PCs may also need to make **Coordination** or **Resilience** checks to stay on board the watercraft, or **Athletics** checks to get back aboard after being knocked overboard.

SEARCHING THE BEACH

If they search the beach, the PCs find the following:

- The battered remains of a wooden barge with half its oars missing or broken (and singed on their edges as if by fire). Patching up the barge to make

INVOLVING THE CHARACTERS

As the PCs brave Thunderlake, each brings useful skills to the table:

- Quell's Coordination enables her to stay aboard the boat in the midst of the storm, and her Athletics helps her recover comrades washed overboard.
- Tucia knows how to use Operating to sail a boat across the lake and is the most logical PC to take the helm.
- Kori can use Mechanics to build a boat for the PCs. He could also trick the Crucibalist out of his boat!
- Errant's skills in Negotiation could secure the PCs an intact boat. Their ability to fly could also be vital in the storm.

it seaworthy is an **Average (◆◆) Mechanics (Intellect) check**. Alternately, they could make a raft of the debris. Constructing a log raft requires a **Hard (◆◆◆) Survival (Cunning) check**.

- The rotting corpse of an enormous eel. The corpse is at least three meters long, and so thick around the middle that a human could not encircle it in their arms. The head of the creature is marked with a strange set of antennae that spark when touched. A PC may make an **Average (◆◆) Knowledge (Intellect) check** to recognize that the eel's antennae work like a lightning rod to collect electricity from the atmosphere as a form of sustenance.
- A insectoid krrix Crucibalist meditating near some tide pools. They are burning some sort of incense, creating a wispy cloud of multicolored smoke. They have a small, canoe-like watercraft that could bear the party across the lake, but convincing the Crucibalist to part with it requires a **Hard (◆◆◆) Negotiation (Presence), Charm (Presence), or Deception (Cunning) check**.

CROSSING THE LAKE

Now that the PCs have procured a craft, they must cross the lake. The excitement begins when they are on the lake. Read aloud or paraphrase the following:

The skies darken with impossible speed. The glass-like surface of the lake is suddenly roiled by fierce gales, and rolling waves come in from all directions. A storm is coming...or rather, many storms. You are swiftly surrounded by dark clouds, their black crowns wreathed in flickering chains of lightning. Waves crash into each other, and the lake grows choppy. As the storms close in, you see bolts of lightning arcing down into the water. Where they strike, giant eels writhe in the waves as if in some type of feeding frenzy.

The PCs need to pass two **Average (◆◆) Operating (Intellect) checks** to reach the other side of the lake. If any of these checks generates ⚠️ ⚠️ or ⚠️, choose one of the following dangers to occur. There are three main dangers that could take place during the crossing:

- **Being Swept Overboard:** Powerful waves rock the party's vessel, and anyone not somehow secured to it can be swept overboard into the lake. All PCs must make an **Average (◆◆) Coordination**

(**Agility**) or **Resilience (Brawn) check** to stay on the boat. Once a PC is in the water, it requires an **Average (◆◆) Athletics (Brawn) check** to get back aboard unassisted, or suffer 2 strain if they fail (they can try again during their next turn).

- **Springing a Leak:** If the PCs built or repaired a boat, the roughness of the water may undo some of their hard work. If the boat springs a leak, the PCs need to repair it with an **Average (◆◆) Mechanics (Intellect) check**. If they do not, the boat takes on water; add ■ to future Operating checks.
- **Lightning:** The sudden storm is unnatural, with lightning arcing in all directions: from the sky to the lake; from the lake to the sky; and even, sometimes, parallel to the surface of the lake. While the party is in the storm, the GM may spend ☁ ☁ or ⚡ from any check made by a PC to have a bolt of lightning strike that PC, inflicting a Critical Injury. If a PC passes a **Hard (◆◆◆) Knowledge (Intellect) check** (or if a PC passed the earlier check to investigate the beached eel) they can determine that keeping the boat near the eels will protect the party from the lightning, as it instead strikes the eels' antennae.

AMPFANG EELS

The apex predators of Thunderlake are the ampfang eels. These creatures can grow to three meters in length and the largest of their kind can sever a limb with a single bite. They are voracious beasts that feed on fish or anything else that falls into the water. They also feed upon lightning; their strange, tuner-like antennae are powerful conduits that draw the strikes to them.

AMPFANG EEL [RIVAL]



Skills: Athletics 3, Brawl 3, Vigilance 2.

Talents: None.

Abilities: Lightning Attraction (when a character within short range fails a check, may spend ☁ ☁ ☁ or ⚡ to have that character suffer 3 strain and lose their action during their next turn).

Equipment: Fangs (Brawl; Damage 5; Critical 3; Range [Engaged]; Pierce 2, Stun 3).

The party can negate any chance of being struck by lightning by ensuring that ampfang eels (or at least their antennae) are nearby—but not too nearby. While the eels are within long range, the PCs can't be struck by lightning. Eels can be attracted by throwing food into the water. However, if the eels get within short range of the boat, they attack the PCs.

OPTIONAL ENCOUNTER: MARTIAN RECOVERY TEAM

To further raise tension and add impetus to the party's trek, it is worth periodically mentioning the Martian attempts to track the team. This can be done through sightings of flying saucers, readings on the scanner, and Perception or Vigilance checks to see if the party's whereabouts have been uncovered.

As the PCs move through a sector, if the party is having an easy time of it (or is spoiling for a fight!), a Martian recovery team can add further mayhem to any of the sector encounters, and each could provide an exciting backdrop to a running clash with Martians. A good team for challenging the PCs is two minion groups of three Martian Hunters led by a Martian Recovery Specialist. For groups that want a bigger challenge, Vezyek the Great, the Martian Elder who created the Vez Q-37 Scanulator, can lead the team himself!

MARTIAN HUNTER [MINION]

This is a unit of three Martian warriors equipped with skybooster jetpacks (back-mounted engines that allow individual flight). They are not actually aware of

RECURRING VILLAINS

Some of the best games involve recurring villains, in this case, the martians. Try playing up Vezyek the Great's vendetta against the "miscreant aliens" who dared to steal their invention. The more the GM plays Martian leaders as proud, militant, and pompous individuals, the more enjoyable it is when they keep popping up. Remember, they like to announce their names and authoritarian might with classic B-movie phrases like:

- "Your doom cometh, filthy alien things!"
- "Fall upon your knees and lavish praise upon me, and I may spare your miserable lives."

the Cube of Realities or the *Mars Indomitra*. They are strictly working off vid-captures and sensor readings taken from the party's earlier infiltration of the Martian base. Their mission is to capture the PCs (alive, if possible) and return them and the stolen Vez Q-37 Scannulator to Martian territory. Although mistrustful of non-Martians, they are gullible and highly susceptible to trickery. They can even be bribed to look the other way if the price is right, although they would never do anything to purposefully harm other martians or look bad in front of others of their intolerant kind.

2	3	2	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE			WOUND THRESHOLD		
4			4		

Skills (group only): Coercion, Ranged, Vigilance.

Talents: None.

Abilities: Flush Out (when making a combat check, may spend $\Delta \Delta$ to force the target to immediately move out of cover as an incidental), Jet Jump (may spend a maneuver to move two range bands, ignoring difficult or intervening terrain).

Equipment: Ray carbine (Ranged; Damage 7; Critical 3; Range [Medium]), Martian jetsuit (+2 soak).

MARTIAN RECOVERY SPECIALIST [RIVAL]

The Martian Recovery Specialist is a far more dangerous adversary than the Hunters. They are a warrior and a scientist, and they directly execute the orders of a Martian Elder who has a vested interest in the recovery of the Cube of Realities: none other than Vezyek the Great, the inventor of the cloaking device and its tracking device. The Martian Recovery Specialist is aggressive, hostile, and far less susceptible to trickery than Hunters. Should the party escape them, they are sure to pursue as soon as they are able.

2	4	3	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE			WOUND THRESHOLD		
4			10		

Skills: Knowledge 2, Melee 1, Ranged 2, Vigilance 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once [see page 5]).

Abilities: Containment Training (when a target suffers strain as the result of your combat check, you may spend $\Delta \Delta$ from that check to immobilize that target until the end of their next turn).

Equipment: Snare launcher (Ranged; Damage 5;



Critical 6; Range [Long]; may spend $\Delta \Delta$ to prevent the target from making any maneuvers until the end of their next turn), zapstick (Melee; Damage 4; Critical 6; Range [Engaged]; this weapon inflicts damage on the target's strain threshold), scout armor (+2 soak).

VEZYEK THE GREAT [NEMESIS]

Vezyek is an arrogant Martian Elder who towers over their underlings. Vezyek's armor affords them substantial protection, both through reactive plating and a personal energy shield. Their secret weapon is a smaller version of the cloaking device he built for the *Mars Indomitra*: allowing them to become undetectable by sight.

1	3	5	3	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		STRAIN THRESHOLD	
3		12		14	

Skills: Cool 1, Discipline 1, Knowledge 3, Negotiation 1, Ranged 2, Vigilance 2.

Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once [see page 5]).

Abilities: Invisibility Field (may consume 1 Δ Ember to become invisible for the rest of the encounter, remains undetectable unless they make a combat check).

Equipment: Disorientation wave device (Ranged; Damage 5; Critical 4; Range [Medium]; spend $\Delta \Delta$ to have all characters engaged with the target suffer the same damage that the target suffers), Elder armor (+2 soak), 2 pieces of raw Δ Ember.

PART THREE: ABRAXAS

After the PCs have successfully crossed one or more sectors, they reach the ruined sector where the Vez Q-37 Scanulator detects the *Mars Indomitra*. Read aloud or paraphrase the following:

According to the Vez Q-37 Scanulator, the sector you are about to enter is where you will find the Mars Indomitra, and hopefully the Cube of Realities. However, what you see before you is hardly encouraging.

Once, these lands were spectacular—the monument-filled capital of some pinnacle of civilization. Now, however, all is ruins as far as the eye can see.

A shroud of fog hangs in the air, as if the melancholy of the land itself were visible. Broken statues of colossal size lay strewn across broad avenues, and half-standing facades hint at former glories. Even in this decrepit state, the ruins still evoke awe, as if they were once imbued with greatness itself. What fragments of architecture remain exhibit breathtaking examples of craftsmanship and design.

The pervasive gloom hangs so heavy that it feels supernatural. Readings from the party's array of scanners pick up no living creatures in the vicinity, but their range is compromised. Deeper probes into the ruined territory pick up nothing but unnatural static. This null zone occurs exactly where the Vez Q-37 Scanulator says the Martian ship should be located.

The party advances into the ruins. Mountainous piles of rubble flank what were once broad avenues, making the routes feel like valley paths. As the PCs progress, the fog thickens, and they begin to feel great rumbles through the ground, growing progressively stronger as they near the area shown as static on the scanners. And then they see strange shapes moving in the fog—not living beings, but rather hunks of broken rubble being torn up from the ground to drift through the air.

The sector itself is being ripped apart. A low-grade earthquake shakes everything, collapsing the edge of the horizon. Chunks of debris and pulverized wreckage drift upward, pulled by unseen gravitational force. Everything swirls away, slowly at first, and then spiraling more quickly down into a whirlpool of debris. In the center of this hellish maelstrom gleams a battered hull. It is difficult to discern through the thick bands of debris, but the shape appears almost certainly to be the

floating saucer, the *Mars Indomitra*. To reach the spaceship and search it for the Cube of Realities, you have to cross the floating wreckage.

ENCOUNTER ONE: FLOTSAM AND JETSAM

This encounter is all about getting to the saucer. The PCs can accomplish this by jumping from floating chunk to chunk, or flying into the encircling debris, or perhaps by some other method the players come up with.

Leaping from solid land onto a floating piece of rubble is not so difficult at first. It requires staying balanced while waiting until a sizable chunk of the cityscape breaks free and then leaping onto it, grabbing hold, and hanging on or clambering onto the top. However, moving from chunk to chunk grows more difficult the closer the PCs get to the center; the GM should describe this appropriately.

Even characters who leap onto the same hunk of rubble to begin with likely have to separate and find their own route, for the pieces spin through the air, break apart into smaller pieces, and even crash into one another. After the first sluggish loop, the speed of the moving objects increases, as does the danger of other incoming projectiles; smaller debris, bits of statues, and lengths of collapsed columns whirl by, so the PCs need to be wary and ready to dodge obstacles.

CHECKS TO REACH THE CENTER

Each PC should make one check to reach the center of the whirlpool. What this check is depends on their approach, which could be any of the following options. If a PC invents their own approach that is not covered by the options, the GM can set the difficulty by comparing their approach to the approaches listed here.

- **Rubble Hopping:** The PC can make an **Average** (◆◆■) **Athletics (Brawn)** check to hop and jump across different pieces of rubble in the swirling stream. This is a straightforward approach but does mean the PC risks getting hit by flying rubble.
- **Surf the Stream:** The PC can instead try to ride the gravity currents into the center of the maelstrom. In some ways, this is easier (since they just have to go with the flow, as it were), but avoiding being crushed by tumbling chunks of rock is its own challenge. To ride the currents or fly above

the maelstrom requires an **Average (◆◆) Coordination (Agility) check**. However, unless the PC has some means of actually flying above the maelstrom (such as wings or a stolen jetpack), they add ■■ to the check to represent the danger of the loose debris.

- **Calculated Approach:** Finally, a PC can try to carefully time their approach to use the largest and most stable pieces of rock and rubble to ride safely to the center. This requires a **Hard (◆◆◆) Perception (Cunning) check**.

Gravity in this area behaves erratically; characters who fail the check do not get dragged into the center of the maelstrom—at least, not immediately. Instead, they are caught up in the “current” of debris, swept away from their intended destination, and thrown roughly against another chunk of debris. They suffer 3 strain and must attempt to reach the center again using the same or a different approach.

In addition, after every PC has passed a check to reach the center, each must also make an **Easy (◆■■) Vigilance (Willpower) check**. Failure means they suffer 2 wounds, as they are unable to avoid a piece of flying rubble in time. If the check generates at least ☹☹☹ or ☹, the PC also suffers a Critical Injury as well, but reduce the result of the Critical Injury roll by -40, to a minimum of 01.

In the end, it requires great agility, a keen sense of timing, and nerves of steel for the PCs to hurl themselves from piece to piece until they can leap aboard the *Mars Indomitra*. The ship itself seems to hang suspended in the whirlwind of debris on an isolated chunk of rock.

ENCOUNTER 2: ABOARD THE SAUCER

As the characters near the *Mars Indomitra*, they observe that it has been damaged, as though assailed by a creature with great claws and teeth. The ship’s top hatch is open, and several human-sized rents have been torn into its hull. Read aloud or paraphrase the following:

The interior of the Mars Indomitra is a labyrinthine series of cramped corridors. Autodoors snap open revealing unoccupied rooms, strangely lit by blinking sensors, flashing emergency lights, and static-filled computer screens. Signs of ray blasts, dented walls, and claw-marked gouges are everywhere—floors, ceilings, walls—as are more visceral smears and splatters that can only be the remains of Martians. A battle of some kind was fought here...

There are several potential threats to the PCs as they travel aboard the ship and search for the Cube of Realities. First of all, several of the ship’s autodefenses are still operational, and must be countered, dodged, disabled, or destroyed. Secondly, the ship has been damaged and this presents risks to the party as they make their way through its hallways. In addition to a few mundane threats such as buckled floor tiles giving way to steep falls between decks, or leaking Æmbercore fusion coils that still writhe with escaping energy and whose touch can be damaging, there is always a chance that an injured, but still conscious, Martian warrior is seeking his shipmates. Finally, there is the search for the Cube of Realities.

AUTODEFENSES

Good old martians, they booby-trap everything. There is one still-functioning autodefense that remains active aboard the *Mars Indomitra*; the agonizer-rays. There are two agonizer-ray projectors. The first is outside of the bridge, and the second is outside of the Elder’s quarters. Before a PC enters either location, have them make an **Average (◆◆) Vigilance (Willpower) check**. If they fail, the ray discharges as they pass, and the PC suffers 3 wounds and 3 strain.

If the PCs know that the trap is present, they can try to avoid it by making an **Average (◆◆) Coordination (Agility) check** or disable it by making a **Hard (◆◆◆) Skulduggery (Cunning) check**. Success disables the device, but failure means the device discharges, hitting the PC who failed the check and inflicting 3 wounds and 3 strain. Once the ray discharges, it cannot fire again for the rest of the encounter.

GAINING CONTROL

Control of the *Mars Indomitra*’s systems can only be accomplished from the vessel’s command center. To access the Martian ship’s control and its information about the Cube of Realities, one of the PCs must make an **Average (◆◆) Computers (Intellect) check**. ▲ and ☹ generated on this check may be spent to shut down some or all of the autodefenses inside the ship to make reaching the Cube easier. The system shows that there is also one working ray gun on the outside of the ship (which might come in handy shortly).

SEARCHING FOR THE CUBE

The Cube of Realities is kept under lock in the vault—a chamber directly connected to the Elder’s quarters. A PC can make a **Hard (◆◆◆) Perception (Cunning)**



check to locate the key to the vault, or they may pick the lock with a **Hard (◆◆◆) Skulduggery (Cunning) check**. Once the PCs get their hands on the Cube of Realities, the final encounter begins.

FINAL ENCOUNTER: ABRAXAS

When a PC touches the Cube of Realities, read aloud or paraphrase the following:

You reach out to touch the Cube or Realities: a palm-sized cube made of a lattice of smaller cubes made of a lattice of smaller cubes, on and on down to the molecular level. Abruptly, a terrible, mind-splitting roar fills the air and the Mars Indomitra shakes violently. As you touch the Cube, great clarity races through your mind, and you understand.

By holding the Cube, a person gifted with sufficient mental prowess and willpower can use the Cube's energy to alter how things are, but you also realize it would take centuries to master the intricacies needed to harness true control over the Cube's awesome powers.

Blades the length of a snufflegator tear through the saucer's bulkheads like so much paper. With a screech, a whole chunk of the saucer is wrenched away; through this breach, you see the maelstrom below. A terrifying demon that feeds on fear, one of the Dis, rises from it. Its roar sends out rippling waves of terror so deep as to be almost visible. The demon's gaping, circular mouth is ringed with many churning rows of jagged teeth, and it writhes up on the end of an immense, snake-like body. Limbs like tentacles sprout outward from the beast's sides, each one multi-sectioned and jointed like those of some nightmare insect. Some carry cruel pincers; others end in blades like the scythe-arms of a techno-mantis. You know with certainty that this is the thing that destroyed this sector and is now consuming the last vestiges of its emotion-saturated ruins, and with them the Cube of Realities itself...and you along with it!



The last challenge the party must face is the gigantic Dis demon Abraxas. This being only concerns itself with feeding on anything it can scoop into its maw, and it knows the Cube of Realities could turn most of the Crucible into an endless source of sustenance.

Abraxas tries to drag the *Mars Indomitra*, or any other chunk of debris carrying the PC with the Cube of Realities, into the maelstrom below. Abraxas itself is vast and armored, but its many tentacles are more susceptible to attack. Abraxas's tentacles act as minions. The battle begins with a minion group of tentacles equal to the one fewer than the number of players. Abraxas can create more tentacles on its turn.

As a demon, all attempts to communicate with it are doomed to failure. Abraxas is primarily concerned with feeding, first on the PCs and second on the Cube of Realities itself. Its tentacles will attack the PCs and attempt to immobilize them so that Abraxas can feed on them. Further, each time Abraxas's tentacles generate ☹ on an attack, the *Mars Indomitra* is dragged further toward it. If the saucer is dragged towards Abraxas three times, Abraxas consumes it and anything (or anyone!) aboard it.

The PCs can reactivate the *Mars Indomitra*'s ray cannon with an Average (◆◆) Computers (Intellect)

check. The weapon can be fired as any other ranged weapon with the following profile: (Gunnery; Damage 12; Critical 3; Range [Extreme]). Likewise, a PC can make a Average (◆◆) Mechanics (Intellect) check to set the *Mars Indomitra*'s power core to detonate. If they do, the core will explode at the end of the second round after the check is made, dealing 30 damage to Abraxas and anyone on the ship. The PC who makes the Mechanics check may spend ⚡ ⚡ on the check to increase or decrease the time it takes the core to explode by 1 round.

In the event that Abraxas is incapacitated or otherwise removed from the battle (via the Cube of Realities), it is driven back below. The whirlwind begins to slow before eventually succumbing to the powers of plain old gravity. The PCs are home free.

ABRAXAS TENTACLE [MINION]



Skills (group only): Melee, Resilience

Talents: None

Abilities: Demon (social checks targeting a Abraxas Tentacle automatically fail with ☹)

Equipment: Lash (Melee; Damage 7; Critical 3; Range [Engaged]; add +20 to any Critical Injuries inflicted by this attack, may spend ⚡ ⚡ or ☹ generated during this attack to ensnare the target; they may not use maneuvers to move until the end of the tentacle's next turn.)

ABRAXAS [NEMESIS]



Skills: Coercion 3, Melee 3, Resilience 4

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).

Abilities: Spawn Tentacle (may take the Spawn Tentacle maneuver to create a new Abraxas Tentacle minion as in a new or existing minion group), Feed on Fear (may take the Feed on Fear action; Abraxas may absorb the emotions of a character who is ensnared by a tentacle. That character suffers 5 strain.), Demon (social checks targeting Abraxas automatically fail with ☹).

Equipment: None.

TABLE 2–2: UNLEASHING THE CUBE

CHECK RESULTS	EFFECTS OF THE CUBE
Any result with ☁	The Cube sends many chaotic psychic impressions: small glimpses into other worlds, but so quickly that they are more disorienting than anything. The character with the Cube suffers 3 strain.
Failure with ▲	The character manages to command the Cube to make some small change, such as shifting the direction of a few chunks of debris or summoning a small item into existence. The character with the Cube chooses an ally; that ally adds ☐☐ to their next check. The change the Cube makes is insubstantial and does not last.
Failure with ▲▲▲ or success with no ▲	The character commands the Cube to make a slightly more powerful—but still temporary—change, to either grant all allies ☐ on their next check or add ✨ ✨ to the results of one ally’s next check. The change the Cube makes is insubstantial and does not last.
Success with up to ▲▲	The character uses the Cube to make a permanent change to reality, such as having allies arrive at a convenient moment, altering a part of the environment, or conjuring a useful quantity of Æmber. The character with the Cube chooses: give a character one piece of Æmber; move one Story Point from the GM’s pool to the player’s pool; or permanently reduce Abraxas’ soak by 1.
Success with ▲▲▲ or ☉	For a brief moment, the character with the Cube has powers that might rival those of an Archon! But, alas, they cannot maintain them for more than a moment. This should give the characters a substantive advantage in the fight, such as the arrival of a significant ally, a useful piece of gear, or even the revival of a fallen character. The character with the Cube chooses: give all PCs 1 piece of Æmber; fully heal all of a character’s wounds and strain, even if they are incapacitated; or allow a character to take an extra turn at the end of this round.
Any result with ☘	The Cube of Realities modifies some vital element of the world around the character to a horrific degree. At the GM’s discretion, the character either vanishes to another dimension for 1d10 rounds (reappearing in the same location from which they vanished at the end of the final round); loses all Æmber they are carrying as it transmutes into something bizarre; or suffers a Critical Injury with a +25 to the result of the roll.

THE CUBE OF REALITIES

The Cube is useful in combat, but difficult to control or master. With it, a character can’t just wish the foe away (well, they can, but it is unlikely they can master it well enough to unleash the relic’s full reality-bending power).

The character holding the Cube of Realities may spend an action to make an **Average (◆◆) Discipline (Willpower) check** to attempt to use the Cube. Consult **Table 2–2: Unleashing the Cube** to determine what

happens based on the results of the check. Each character may only use the Cube once per encounter.

WRAPPING THINGS UP

If the party defeats Abraxas, the Fixer’s airship arrives shortly afterward so he might personally collect his prize. His goal is to lock the relic away in a hidden location, although the Cube of Realities has a habit of phasing itself wherever it needs to be next. It tends to do so even more quickly if its would-be user’s goals are nefarious in nature.

As promised, the party is to be richly rewarded, and the Fixer offers to take everyone back to his civilized and refined quarters in Hub City. Of course, on the way, the notorious cuddlequid announces he is putting together a team for another venture, but he cautions the PCs that this time the stakes are somewhat higher...

CONTINUING THE ADVENTURE

If you want to continue new adventures with Tucia, Errant, Quell, and Kori, the Fixer gives each character three pieces of raw Æmber as a reward. Each PC should also choose one skill they have one rank in, and increase that skill’s ranks to 2, thanks to their experience tracking down the Cube.

For even more ways to continue the adventure or even create your own characters, check out the **GENESYS Core Rulebook** and **SECRETS OF THE CRUCIBLE!**

THE MARTIANS

The Martians could very well make an appearance during the final battle. They are a self-centered and xenophobic species, but even the least strategic of their soldiers realizes Abraxas is the greater evil. Unless the party is having too easy a time of it, the Martians temporarily set aside their desire for the Cube of Realities and help to take down the demon.

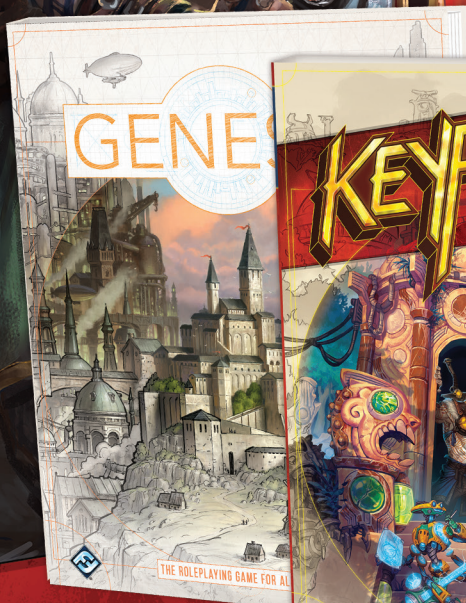
No matter the odds, Vezyek the Great should have a chance to escape any doom that might befall them (jetpacking out of the abyss to safety, clinging to debris and swept away shaking their fist, or activating a last-ditch teleport button right before any death blow lands...) it’s even better if they can get in a last vow of vengeance before they go.

GENESYS

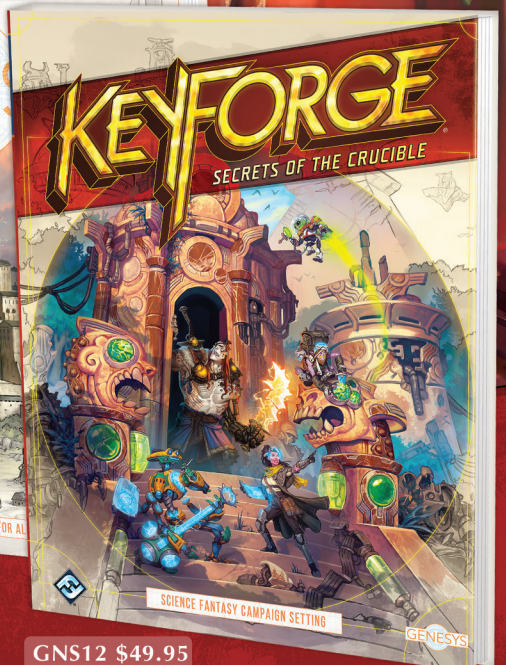


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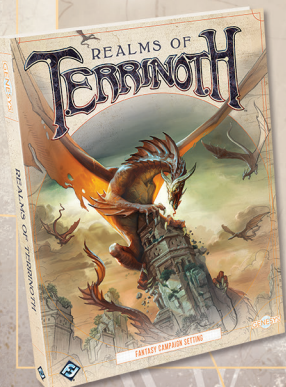


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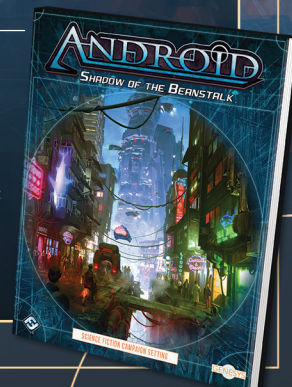


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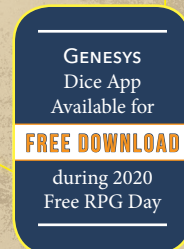
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