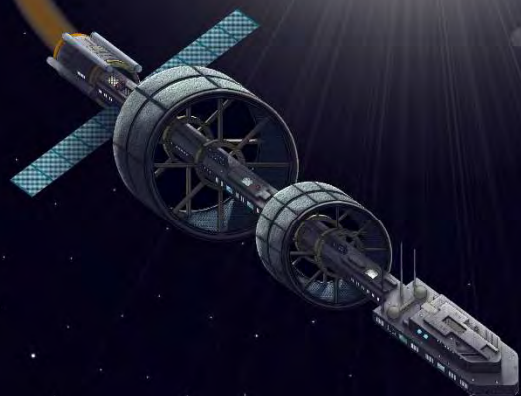


PREVIEW

CENTENNIA

ROLEPLAYING GAME



COLONIST'S COMPANION



PREVIEW

TABLE OF CONTENTS

CHAPTER 1. CHARACTERS.....1		
Characteristics.....1	Move.....33	Spaceship Components.....75
Stats.....1	Actions.....34	The Hull.....75
Traits.....2	Responses.....34	Core Compartments.....75
Skills.....3	Attacking.....35	Secondary Compartments.....77
Character Creation.....4	Determining Your Damage.....36	Fuel Tanks.....80
Getting Started.....4	Injury.....36	Egress.....80
Character Creation Example.....11	Calculating Injury.....36	Spaceship Configurations.....80
Focused Characters.....12	Applying Injury.....37	Spaceship Deck Plans.....80
Character Progression.....12	Recovering from Injury.....38	Spaceship Combat.....96
The Guide's Cast.....13	Toxins.....39	Spaceship Stats and Scores.....96
Skill Descriptions.....15	Debilitating Conditions.....40	Encounters.....97
Body Brawn.....15		Spaceship Movements.....98
Body Strength.....15	CHAPTER 4: EQUIPMENT..... 41	Spaceship Actions.....99
Dexterity Agility.....16	Apparel and Armor.....41	Attacking.....102
Dexterity Finesse.....16	Apparel.....41	Designing Spaceships.....104
Mind Intellect.....17	Armor.....41	Compartments.....104
Mind Wits.....18	Apparel and Armor Stats.....42	Fuel and Egress.....105
Presence Charisma.....19	Customization.....44	Hull.....105
Presence Resolve.....19	Weapons.....46	
Wealth.....20	Melee Weapons.....46	CHAPTER 6: THE NEW WORLD..... 108
	Archery.....47	Prologue.....109
CHAPTER 2. GAMEPLAY.....23	Firearms.....48	Exodus.....109
The Dice Pool.....23	Heavy Weapons.....50	Life Aboard an Emphyrean.....111
Make Your Roll.....23	Grenades.....50	Architecture.....111
Determine Your Result.....25	Weapon Stats.....51	Design.....112
Encumbrance.....26	Ammunition.....51	Items.....113
Physical Mass.....26	Gear.....52	The Solar System.....114
Mental Burden.....27	Basics.....53	The Stars.....114
Environment.....27	Biotechnology.....54	The Inner Planets.....114
Cast Member Encounters.....27	Medical.....55	The Outer Planets.....115
Falling.....27	Security.....57	Gaia.....115
Gravity.....28	Sensitive Electronics.....58	Land.....115
Light and Vision.....28	Tools.....60	People.....117
Movement.....28	Gear Stats.....61	Technology.....118
Survival Conditions.....29	Computers and Machines.....64	Interplanetary Travel Times.....118
Fatigue.....30	Carbon Core Biocomputers.....65	
Overexertion.....30	Classic Computers.....67	DAY ONE..... 120
Sleep Deprivation.....31	Constructors.....68	The First Act.....120
Time.....31	Drones.....68	The Departure.....120
In Tactical Play.....31	Vehicles.....70	The Journey.....120
Outside of Tactical Play.....31		The Arrival.....120
	CHAPTER 5: SPACECRAFT..... 73	The Second Act.....120
CHAPTER 3. CONFLICT.....32	The Fundamentals.....73	The Scenario.....120
Tactical Play.....32	Centennia's Complement.....73	The Third Act.....122
The Start of Combat.....32	Gravity.....73	The Scenario.....122
Combat Rounds.....33	Habitat Rings.....74	Epilogue.....124
Turns.....33	Hypervelocity Impacts.....74	
	Radiation.....75	

Centennia Roleplaying Game copyright © 2021 by Brian K. Moseley. All Rights Reserved.

Centennia Roleplaying Game: Colonist's Companion copyright © 2023 by Brian K. Moseley. All Rights Reserved.

CENTENNIA, 10GINE, and the 10GINE logo are trademarks or registered trademarks of Brian K. Moseley in the United States of America and other countries. This work is protected under the copyright laws of the United States of America. Reproduction or modification of this work by any means without prior written permission from the author, except for short excerpts for review purposes, is expressly prohibited. This is a work of fiction that contains references to real-world organizations, places, and historical figures. No offense to any organization, person, or place is intended by these references.

Visit Darkfuries Publishing at:
www.darkfuries.com

INTRODUCTION

Centennia, the Ark into Space. Her one-hundred-year journey lifted us from earth to the stars. We are her pilgrims, her seeds of colonization. We are pioneers who have awakened to a new world, to hope, to the challenge of survival, and to the fact that we are not alone.

Welcome to the **CENTENNIA** roleplaying game. This is humanity's first interstellar colonization effort; an undertaking rife with hardship, betrayal, and mystery. Her long voyage has come to an unexpected end, and Centennians now strive to create a new home in a world of undiscovered challenges.

Though it unfolds in the future, **CENTENNIA** is not rooted solely in science fiction. Technology is often unavailable or not feasible, humanity's factions rarely work together for their mutual benefit, and the new world presents dangers that threaten the newcomers. All of this provides a broad mix of action, intrigue, and technological genres for your roleplaying experience.

At its core, **CENTENNIA** is a story of hope. There's conflict, the ever-present struggle to survive, and enormous opportunity for the taking. You can seize your moment and ensure your legacy – unless someone beats you to it. If you prefer to relax and enjoy the world at your own pace, you can do that too.

CENTENNIA is best enjoyed with three to six players. One player assumes the role of the **GUIDE**, who orchestrates, narrates, and referees the game as storyteller and arbiter. The Guide provides the stage where the campaign story unfolds and populates it with an ensemble cast of background characters. The other players create their own unique Centennian characters that live and adventure within the campaign. It is from these life experiences that the characters evolve, grow their abilities, and forge their own paths.

CENTENNIA does not have rules for different types of characters and restrictions are few. It is a skill-based system, and your character can develop any of them. However, while you can learn all the skills, no one can be the best at all of them. You decide what your role is within your group, and there are options available to enhance your choices. Don't fret over making perfect decisions; make a character you're happy with. Later, if your interests or the group dynamics change, you can evolve your character's abilities over time and transition into new roles, and your earlier experience is not lost.

CENTENNIA does not have a complex rules system. There are a few fundamentals, none of which you need

to master. The intent is for a new player to be able to create a character within a short time, and for that character to be fully comparable to one created by a veteran player. This ruleset is designed to be as balanced, concise, and expansive as possible; to be simple but not simplistic. It's also designed to encourage players to immerse themselves into their characters and think about their characters' actions, especially in tactical play when a bit of forethought and planning can provide significant advantages.

The true focus of **CENTENNIA** is to provide an enjoyable storytelling experience presented by the Guide, wherein characters can each have their moment to be a hero and players can each have fun in the company and time they share together.

10GINE is the roleplaying game system that provides the core rules to play **CENTENNIA**. It utilizes a dice pool mechanic of six ten-sided dice to resolve in-game actions and events. However, these resolutions should always advance the campaign story, and this can often be accomplished very well through roleplaying. **10GINE** also details the process of creating a character, describes characters' makeup and talent, and explains how characters evolve and grow their abilities. However, it does not tell you how to play your character. That's up to you.

CENTENNIA is designed for novice to advanced enthusiasts of roleplaying games, ages 12 and up. The materials needed to play are a copy of this ruleset, six ten-sided dice, and a character sheet (premade sheet or note paper with pencils or pens, or electronic record) for each character.

*I hope you enjoy Centennia!
All the best,
Brian*



WHAT EVERY CENTENNIAN KNOWS

Centennia was a hybrid multi-generational interstellar colony ship; a vision funded not by the governments of earth, but by millions of its inhabitants. Every person's contribution purchased a chance to be selected as one of her passengers regardless of citizenship, whether they be loyalist citizens of the Unity or freeborn of the unaligned nations. She was a dream made possible by cryonics and life extension for those onboard, by the accelerated engines that shortened her journey, and by the universal constructors that replenished her resources on the way.

Centennia's complement included her 90-person crew and their families, aided by colonies of Eos silicon-organics, and augmented by labor, technical, and smart drones. Her colonization cargo was comprised of 12,000 cryonic berths and 240,000 cryo-embryotic pods. The Ark into Space also carried over one million flora and animal specimens.

Centennia was to be provisioned with three explorer spacecrafts, each docked to her and outfitted with ion engines that would help propel Centennia through her journey. By executive mandate of the Unity Directorate, these spacecrafts were replaced by warships and crews of the Terran Navy. The Directorate further ordered that half of Centennia's crew positions and onboard berths be awarded to Unity loyalists. Opposition to these decrees failed, and Centennia launched under the directives.

Her voyage was calculated at 104 years. It was predicted that a small portion of the original crew would survive the journey and that the generations born onboard would bring Centennia to her destination. While friction between Freelanders and Loyalist crewmembers was inevitable, the early years of the voyage progressed very much as expected.

Everything changed in her third decade, when Centennia began to lose power. She continued through space; the drives untouched by the power loss that crippled the mothership. As many of the crew as possible were placed into cryonic sleep. Those who remained awake found they had little control over a ship that seemed barely alive, but they soon discovered that Centennia's course had changed.

Equipment malfunction, space superstorm, onboard treachery; there were theories but no answers for the cause of Centennia's plight. Whatever the reason, her

destiny could no longer be foretold. As years passed, Eos and drones increasingly assumed the duties of the dwindling crew. When Centennia's full power finally returned, no human aboard was awake to see it.

As the surviving crew emerged from their cryonic berths, they found Centennia had entered a solar system. Her memory core was riddled with data loss, and much of the onboard electronics were ruined. But the fourth planet from the sun was clearly habitable, and Centennia's trajectory would pass quite close to it.

Almost immediately, the crew realized the mothership still would not respond to their commands. Every effort to regain control of Centennia failed, and her great speed could not be slowed. The choice was as clear as it was difficult: remain aboard or abandon ship.

Nearly one-third of the colonists were awakened from their cryonic sleep, but only a small fraction of the embryotic pods and specimens could be collected. As Centennia sailed on, two of the Terran warships led the exodus from the mothership. A handful of the medical, production, and scientific facilities were jettisoned, and less than half of Centennia's spacecraft were launched. As they departed the mothership, the colonists discovered libraries of astronomical data already compiled in their spaceships' computers. This new system had been surveyed before the first of the colonists was awakened.

Gaia, the new world. An unforeseen home for a fragile and fragmented branch of humanity lost and desperate to survive. The fleet that descended to the new world found zones of earth-like biomes populated with thousands of earth's flora and animal species. Dense forests dominated the central expanse, while countless animal herds roamed the grasslands and steppes. And far beyond lay unmistakable ruins of a past civilization.

« « » »

CHAPTER 1. CHARACTERS

We're all humans. Mother earth had some scary advancements in cloning, organ and tissue regeneration, and memory regrowth and transference, but so far nobody has created a cyborg or transplanted a brain into another body. Well, at least nobody's admitted to it.

KEEPING IT SIMPLE

Character creation is all about visualizing your character. Once you have a concept that you're happy with, the character's abilities should all fall into place. But it's okay if they don't. Guides may allow players to reserve up to five of their characters' Build Points and spend them at any time during the first game session to instantly purchase skills and traits for their character.

CHARACTERISTICS

Centennian characters have three groups of characteristics: **STATS**, **TRAITS**, and **SKILLS**. The dice pool rolls that determine the outcome of actions and events are based upon these characteristics. Characteristics range from 0 to 8 ranks (lowest to highest). They begin at 0, unless stated otherwise, and can increase as your experience grows. Your ranks in some characteristics can be temporarily reduced during gameplay and so characteristics may have two values:

- **CHARACTERISTIC RANKS** are the total number of ranks you have in the characteristic (for example, Body ranks).
- **CHARACTERISTIC SCORE** is the current number of uninjured ranks you have in the characteristic (for example, Body score).

STATS

Stats are the physical and mental makeup of your character. They are a broad measure of ability, and each includes two attributes to hone the focus of your stat. Stats and stat attributes are dice pool components.

Stat Attributes are derived from the parent stat. You receive ranks equal to the parent stat's ranks to divide between its attributes, so the sum of the attributes' ranks always equal their parent stat's ranks. Attributes

are not affected if the parent stat is injured but are updated if their parent stat's ranks change.

Each stat and attribute are linked to an array of skills. For example, the Acrobatics and Craft skills are linked to the Dexterity stat. Acrobatics is linked to the Agility attribute and Craft is linked to the Finesse attribute. When you employ Acrobatics, you use your Dexterity and Agility, but not Finesse. When you employ Craft, you use your Dexterity and Finesse, but not Agility.

STAT RANGES

0 rank:	Infirm
1 to 2 ranks:	Weak
3 to 4 ranks:	Average
5 to 6 ranks:	Exceptional
7 to 8 ranks:	Extraordinary

You have two physical stats (Body and Dexterity) and two mental stats (Mind and Presence).

BODY

Body represents toughness and power. Its attributes are **BRAWN** (stamina and resilience) and **STRENGTH** (might and muscular vigor). Characters with high Body excel in acts of endurance and brute force.

DEXTERITY

Dexterity represents deftness and body control. Its attributes are **AGILITY** (nimbleness and quickness) and **FINESSE** (hand-to-eye coordination). Characters with high Dexterity excel in acts of acrobatics and grace.

MIND

Mind represents acuity and cunning. Its attributes are **INTELLECT** (comprehension and reasoning) and **WITS** (cleverness and intuition). Characters with high Mind excel in imagination and inventiveness.

PRESENCE

Presence represents eloquence and willpower. Its attributes are **CHARISMA** (charm and magnetism) and **RESOLVE** (cognition and tenacity). Characters with high Presence excel in acts of awareness and interpersonal interaction.

PREVIEW

TRAITS

Traits are qualities that help establish your inborn abilities, prioritized skills, preferred surroundings and possessions, and hobbies and pastimes. Some traits are dice pool components, some aid your dice pool roll, and some help you survive.

APTITUDE

Aptitude is a dice pool component that represents your excellence in one of your trained skills. You may have Aptitude for only one skill. Ranks that you buy in Aptitude are your Aptitude trait and they do not add to your skill ranks.

When you buy your first Aptitude rank, choose the skill that Aptitude applies to. When you use your chosen skill, you may include the Aptitude component in your dice pool. If you advance a skill field from this chosen skill into a specialized skill, Aptitude applies to both the chosen and specialized skills. To change your choice of skill for Aptitude, decrease Aptitude to 0 rank, choose the new skill, and buy Aptitude ranks for the new skill.

FAVORITES

The Favorites trait represents your close relationship with specific locations or possessions. When you purchase a rank in Favorites, assign it to a location or possession. You may have one location or possession for each rank of your Favorites trait. When you use your favorites in your action, your dice pool receives one Gain.

A location is a small area no larger than modest living quarters for a few people, although Guides may allow larger locations to be purchased with multiple ranks of Favorites. A small cabin, library or laboratory, personal vehicle (a specific vehicle, not a class or type), and a toolset or weapon are examples of favorite locations and possessions.

Lost or destroyed favorites can be replaced, and one favorite can be exchanged for a new one, but this takes time and effort (a minimum of one in-game week) and may come at a cost.

INTERESTS

Interests is a dice pool component that represents your curiosity or fascination in one or more skills. Ranks that you buy in Interests are your Interests trait and they do not add to your skill ranks. When you buy a rank in Interests, designate the rank to apply to one of your

trained skills. When you use a skill that you assigned Interests ranks to, you may include the Interests component in your dice pool. You can designate your Interest ranks to apply to only one skill or divide them among your skills. Interest ranks you assign to a parent skill also apply to its specialized skill.

LIFE

Life represents your ability to survive by increasing the amount of injury you can sustain.

LUCK

Luck represents your good fortune, to be used for your benefit as you decide, but it is not endless. Using Luck temporarily lowers your Luck score and when your Luck score is zero you have no Luck left to use. You may use your Luck once in each of your dice pools, so in one roll you can either include Luck as a dice pool component or use Luck to receive Gain.

USING LUCK

- Before you roll, use your Luck to receive Gain for your dice pool. Receive one Gain per Luck used and apply one stress to your Luck trait per Luck used.
- Use your Luck as the Luck component in your dice pool. After resolving your roll, apply one stress to your Luck trait.
- When you receive injury, use your Luck to instantly reduce the injury before applying it. Apply one stress to your Luck trait for each stress injury you negate and for each wound injury that you lessen into stress.

RECOVERING LUCK

- Remove one stress from your Luck after enjoying one in-game week of downtime.
- Guides may award Luck during game sessions for roleplaying, clever thinking, and actions that drive the plot forward or promote fun.

The stress applied to, and removed from, your Luck is for only for tracking your Luck score. Your Luck trait is not actually injured; the stress simply indicates that your Luck is temporarily lowered from use.

In-game Luck awards that you receive remove stress from your Luck on a one-for-one basis and can temporarily increase your Luck score above its number of ranks. Excess Luck is lost at the end of the game session, so use it while you can.

SENSES

The Senses trait represents your exceptional hearing, smell, taste, touch, and vision. Assign each rank in your Senses trait to one of your five senses. When you attempt an action that can benefit from keen senses, you receive a Plus component score equal to the total number of ranks you assigned to each applicable sense.

SKILLS

Skills are talents you have learned. Skills represent an expansive range of ability and knowledge, and each is divided into multiple fields to highlight your area of expertise. Skills and skill fields are dice pool components.

Skill fields are derived from the parent skill. You receive ranks equal to the parent skill's ranks to divide between its fields, so the sum of the fields' ranks always equals their parent skill's ranks.

Each skill and field are linked to a specific stat and attribute. For example, the Acrobatics skill is linked to the Dexterity stat and Agility attribute. Acrobatics includes the field of Gymnastics. A Gymnastics action can be influenced by Dexterity, Agility, Acrobatics, and Gymnastics, but not by Finesse (the other Dexterity attribute) or other Acrobatics fields.

SKILL RANGES

0 rank:	Untrained
1 - 2 ranks:	Apprentice
3 - 4 ranks:	Competent
5 - 6 ranks:	Expert
7 - 8 ranks:	Master

Skills may normally have up to 6 ranks.

Skills linked to poor attributes are limited to 4 ranks.

Skills linked to good attributes may have up to 8 ranks.

ADDING AND REMOVING SKILL FIELDS

You may propose additional skill fields to your Guide for consideration. Guides can add or remove fields, but every skill must have from two to four fields. Guides may also limit the availability of fields (for example, a field might become available only after achieving a story plot requirement).

SPECIALIZED SKILLS

You may remove one field from each of your trained skills except Wealth and change it to a skill. Select the field you want to become a skill, create three fields that

this new skill will include, and present it to your Guide for consideration.

If your Guide approves, the field is removed from the parent skill and becomes a new skill with the same training time requirements as the parent skill. You then buy one rank in this new skill. Next, redistribute the ranks of the removed field as evenly as possible among the remaining fields within its parent skill. Specialized skills may not be parent skills for further specialization. When you use a specialized skill, you may use your ranks in its parent skill as a Plus component in your dice pool.

Specialized Skill Example

Viktor wants to specialize the Spacecraft field from his Pilot skill. He decides the three fields for his proposed Spacecraft skill will be based on spacecraft hulls, and chooses corvettes (Empyrean-class ships), frigates (Celestial-class ships), and cruisers (Immortal-class ships). The Guide agrees, and Viktor removes the Spacecraft field from his Pilot skill. Viktor had 2 ranks in Spacecraft, so he reassigns them evenly; adding 1 rank to Aircraft and 1 rank to Unmanned. Lastly, Viktor buys 1 rank in his new Spacecraft skill, and it becomes a skill linked to Dexterity | Finesse.

FAILING SKILL TESTS

At some point, everyone will fail when using a skill. Many actions can be reattempted and sometimes you can attempt an action until it succeeds, although the Guide may require a cooldown period. Unfavorable conditions, such as picking a lock before a guard returns, impose a cumulative Loss to your dice pool each time you reattempt the action.

USING TWO SKILLS

In rare cases, two skills are needed to accomplish a task. If the task cannot be split into two separate dice pool rolls, adjust your dice pool components to reflect the tasking: Your dice pool Stat component will be the higher of the stats linked to your two skills. Your dice pool Skill component will be the lower of your two skills.

APPRAISING ITEMS

A skill used to make an item is also used to appraise such items, and to make and detect replicas or forgeries of such items.



LIST OF SKILLS

Each skill below is listed alphabetically beneath its linked stat and attribute. Skill descriptions are presented later in this chapter.

BODY | BRAWN

Air Sports
Endurance
Ground Sports
Water Sports

BODY | STRENGTH

Archery
Gunnery
Melee
Unarmed

DEXTERITY | AGILITY

Acrobatics
Intrusion
Legerdemain
Stealth

DEXTERITY | FINESSE

Craft
Drive
Firearms
Pilot

MIND | INTELLECT

Academics
Computers
Electronics
Engineering

MIND | WITS

Explosives
Medicine
Nature
Streetwise

PRESENCE | CHARISMA

Allure
Deception
Music
Negotiation

PRESENCE | RESOLVE

Animal Kinship
Awareness
Coercion
Empathy

CHARACTER CREATION

You, and all of your Centennian counterparts, share a common heritage of leaving mother earth behind and embarking upon a voyage to the stars. Many of you were born on earth and some were born during the journey, but you are all colonists of the new world.

GETTING STARTED

Most Centennians have abilities based largely upon their interests and professions. You should try to decide what you want your character to be able to do, and it's often a good idea for all of the players to discuss the group's goals and create characters together.

Still, it's okay to be uncertain about character choices. After your first game session, you can redo large portions of your character creation in your do-over. You can also change your character a little bit between games. Ultimately, you can evolve your character into completely new skillsets over time and you don't incur penalties for doing so.

Character Archetypes and a Character Creation Example are presented later in this chapter. These characters can be played as they are, adjusted to your liking, or help inspire your own in-game persona.

BUILD POINTS

Build Points (BP) are a measure of the life events that characters experience and learn from. Characters receive starting BP at creation and afterward earn BP awards from gameplay. You spend your BP to purchase ranks in your skills and traits.

Guides award BP to characters at the end of game sessions. Characters usually receive 1BP or 2BP each but may receive up to 3BP apiece from a particularly challenging session or well-accomplished objective.

BP TOTAL

This is the sum of all BP your character has received. Record your starting BP here and add your BP awards to it.

BP AVAILABLE

This is BP your character has received but not yet spent. When you spend BP, subtract it from your BP Available.

STEP 1. VISUALIZE YOUR CHARACTER

Create your character concept by choosing your gender, age, appearance, personality, and distinctive features, if any. That's really all you need to do at first, though you can delve more deeply. What's your background? What are your hobbies and interests? Do you have a profession? What motivates you? Are there moments of your past that encourage or haunt you?

It's not necessary to detail everything but starting ideas can help. If you have a specific character concept in mind, consider discussing it with your Guide and the other players.

CONSIDER YOUR ROLE

Oftentimes, a group of characters will need access to a variety of abilities to survive and accomplish the goal before them. To this end, characters may adopt specific or overlapping roles within their group.

CHOOSE YOUR CHARACTER'S AGE

Characters have seven seasons of life. Choose the age at which your character begins gameplay by selecting a starting age within the young, mature, or midlife seasons. Young adults tend to excel in physical prowess

PREVIEW

but may underperform in mental study. In contrast, old adults tend to excel in mental exercises but can struggle with physical challenges.

Your character's starting age will range from 16 to 60, but characters begin to incur aging effects as they near midlife.

Juvenile	0 to 15 years
Young	16 to 30 years
Mature	31 to 45 years
Midlife	46 to 60 years
Old	61 to 75 years
Elderly	76 to 90 years
Venerable	91 years and older

CHOOSE YOUR CHARACTER'S SIZE

Character size can impact a variety of actions. Decide if your character is a small, medium, or large person.

Small persons are overshadowed by medium or large persons (children under the age of ten are small). They fit into confining spaces more easily than larger persons and usually hide more effectively. Small persons cannot easily maintain the walking pace of larger persons and may struggle with items sized for larger persons. Small persons have a Size of 4 and a Step of 8. They may not designate Strength as a good attribute.

Medium size persons are the average height and build of most adults. They typically range from five and one-half to six feet in height. Medium persons have a Size of 5 and a Step of 10.

Large persons tower over medium or small persons. They may exceed seven feet in height and can have a very substantial build. Large persons suffer in confining spaces and may struggle with items sized for smaller characters. Large persons have a Size of 6 and a Step of 12. They may not designate Agility as a good attribute.

Character Sheet Scoreboxes

Stats (Body, Dexterity, Mind, Presence), the Life and Luck traits, and the Wealth skill can be reduced during gameplay. The character sheet has seven scoreboxes to help track these characteristic ranks and scores.

Each scorebox contains eight pips that represent the characteristic's ranks. Starting at the leftmost pip, count pips rightward until the number equals the characteristic's ranks. Darken the remaining pips to the right to indicate them as unusable. Update these pips when your stat ranks change.

STEP 2. ASSIGN YOUR STAT RANKS

All characters receive starting stat ranks and receive more stat ranks as their experience grows.

DISTRIBUTE YOUR STARTING STAT RANKS

You receive 10 starting ranks to assign to your stats (Body, Dexterity, Mind, and Presence). Each stat must have from 1 to 4 starting ranks. There are five possible combinations, and you can assign the numbers to your stats as you choose:

4, 4, 1, 1 4, 3, 2, 1 4, 2, 2, 2 3, 3, 3, 1 3, 3, 2, 2

Genetic Modification (GEM)

If your Guide allows Genetic Modification, you may purchase additional starting stat ranks with BP – but only during character creation. GEM is fully detailed on page 56, in the Gear section of Chapter 4.

Your starting ranks also determine four scores that are important to your character's survival. These scores do not increase and will decrease only due to aging.

Defense is equal to your Dexterity starting ranks. When you are targeted by a physical attack, the attacker must overcome your Defense to inflict injury.

Grit is equal to your Body starting ranks. Grit reduces physical injury you receive from attacks or mishaps.

Instinct is equal to your Mind starting ranks. When you are targeted by a mental attack, the attacker must overcome your Instinct to inflict injury.

Ego is equal to your Presence starting ranks. Ego reduces mental injury you receive from attacks or mishaps.

DETERMINE YOUR STAT CAPS

Once you have your starting ranks, determine the stat cap for each of your stats. A stat cap is equal to the stat's starting ranks plus 4 and so ranges from 5 to 8. Stat caps change only due to aging or injury. Stats increase as you earn BP, but may not exceed their stat cap. If a stat's ranks ever exceed its stat cap, decrease its ranks to equal its cap.

ADD YOUR ADDITIONAL STAT RANKS

You receive additional stat ranks to add to your stats as you choose. These do not add to your Defense, Grit, Instinct, or Ego. You receive one additional stat rank for:

- Every 20BP of your BP Total.
- Each additional language you forego learning.

PREVIEW

STEP 3. ASSIGN YOUR STAT ATTRIBUTES

For each stat, distribute a total number of ranks equal to the stat's ranks between its two attributes.

CHOOSE GOOD AND POOR ATTRIBUTES

You may opt for your character to have good and poor attributes. Good attributes help you and poor attributes hinder you. For each attribute you designate as good, you must designate a different attribute as poor.

You may designate each attribute once. If you change your choices later, first decrease all of your skills linked to the good attribute as needed so they will not exceed their new rank maximum.

- A skill linked to an attribute that is neither good nor poor may have a maximum of 6 ranks.
- A skill linked to a good attribute may have up to 8 ranks. Your dice pool receives one Gain when you use a skill that is linked to a good attribute.
- A skill linked to a poor attribute is limited to 4 ranks. Your dice pool receives one Loss when you use a skill that is linked to a poor attribute.

STEP 4. SPEND YOUR STARTING BP

You receive starting BP based upon the starting age (16 to 60 years) that you choose for your character, as a reflection of your worldly experience thus far.

STARTING BP					
YOUNG		MATURE		MIDLIFE	
AGE	BP	AGE	BP	AGE	BP
16	17	31	48	46	93
17	19	32	51	47	96
18	21	33	54	48	99
19	23	34	57	49	102
20	25	35	60	50	105
21	27	36	63	51	108
22	29	37	66	52	111
23	31	38	69	53	114
24	33	39	72	54	117
25	35	40	75	55	120
26	37	41	78	56	123
27	39	42	81	57	126
28	41	43	84	58	129
29	43	44	87	59	132
30	45	45	90	60	135

Starting BP are a cumulative per-year total, and each life season grants a different per-year amount:

- Juvenile and elderly: 1BP per year.
- Young and old: 2BP per year.
- Mature and midlife: 3BP per year.
- Venerable: 0BP to 1BP per year.

INCREASE YOUR CHARACTERISTICS

Spend your starting BP to increase your characteristics. A rank in a skill or trait costs an amount of BP equal to the rank number, and each rank is purchased individually. For example, it costs 1BP to raise a skill or trait to rank 1 and an additional 2BP to increase it to rank 2, for a total cost of 3BP. Stat attributes, skill fields, and Morale cannot be purchased with BP.

STEP 5. ASSIGN YOUR SKILL FIELDS

For each skill, distribute a total number of ranks equal to the skill's ranks amongst its fields.

STEP 6. PICK YOUR EQUIPMENT

You receive starting equipment based upon your Wealth. For each Wealth asset field you choose, you receive one item that has a value equal to or less than your Wealth ranks, up to a maximum item value of 6. Each of these items is one of your assets.

You also receive a stock of consumables that has a total value equal to your Wealth ranks. Most assets and consumables are equipment, and you can elaborate upon the details of your choices.

SELECT YOUR LIVELIHOOD

Choose your primary source of income (livelihood) and its stat and attribute. You do not need livelihood ranks to make these choices, but you will need the Guide's approval to change them after your do-over.

STEP 7. CHOOSE YOUR LANGUAGES

Centennian colonists speak over 100 languages and their dialects, but there are only five dominant languages. Each human language is a hybrid derived from the out-of-vocabulary translation and blending of multiple languages that originated on earth. The native language of most Centennians is Anglis.

The number of languages you may learn is based upon your Mind ranks. You learn your native language at rank 1 and may learn an additional language when you initially attain Mind ranks 2, 4, 6, and 8. Learning a language includes spoken and written proficiency.

PREVIEW

» For each additional language you forego learning, increase one of your stats by one rank.

Anglis is derived from the root languages of English, French, Hindi, and Spanish.

Asiatic is derived from the root languages of Arabic, Hebrew, Persian, and Turkish.

Mondai is derived from the root languages of Chinese, Japanese, Korean, and Vietnamese.

Slavic is derived from the root languages of German, Polish, Russian, and Ukrainian.

Eon is the language of the Eos (pronounced “E-ohs”) engineered organosilicon-based life forms.

With your Guide’s approval, you may also choose sign language or a different language that is not listed. You have a noticeable accent when you speak in a non-native language, though you can use Deception to attempt to mask your accent or mimic an accent.

STEP 8. GET YOUR MORALE

Morale is a mood boost you receive from liquidating excess possessions for instant gratification (such as an extravagant vacation). You may spend one point of your Morale to add one WIN to your dice pool result, but you must announce this before you roll. You may spend one Morale per roll, and you may have up to five Morale. When you spend Morale, deduct it from your Morale total. The ways to earn Morale are:

- You receive one Morale at character creation.
- You receive Morale for liquidating possessions.
- You receive one Morale for one week of downtime relaxation.

STEP 9: THE GUIDE’S REVIEW

When you’re done with your character, submit it to your Guide for review. Guides have the final decision for which characters may join their campaign.

CHARACTER ARCHETYPES

The following characters represent some of iconic character roles commonly found in **CENTENNIA**.

•• The BRUISER ••

It’s boxing, martial arts, street fighting, and wrestling. Most bruisers don’t look for trouble, but they can bring the pain and defend those in need. And sometimes, more robust incentives are needed when a kind word simply doesn’t do the trick.

LEO SILSTERN

Male, 27 years old; large size (Size 6)

Body: 5 (8)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Grit: 4
Dexterity: 4 (8)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Defense: 4
Mind: 1 (5)	<input type="checkbox"/>	Instinct: 1
Presence: 1 (5)	<input type="checkbox"/>	Ego: 1
Life: 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Armor: 2
Luck: 2	<input type="checkbox"/> <input type="checkbox"/>	Ward: 0
Wealth: 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Step: 12
BP Total: 39	Experience: 1	Morale: 1

Languages 1: Anglis
Aptitude 2: Unarmed ^(A)

Body | Brawn: 1

» Endurance 2 (Healing 2)

Body | Strength: 4 - Good Attribute

- » Melee 3 (One-Handed 3)
- » Unarmed 4 ^(A) (Grappling 2, Upper Body 2)
- » Wealth 3 (Assets 2, Connections 1, Livelihood 0)

Dexterity | Agility: 0 - Poor Attribute

Dexterity | Finesse: 4 - Good Attribute

Mind | Intellect: 0

Mind | Wits: 1

» Streetwise 1 (Underworld 1)

Presence | Charisma: 0 - Poor Attribute

Presence | Resolve: 1

» Awareness 1 (Perception 1)

Assets: flex vest, reinforced clothing

Inventory: breath mask, carryall (satchel), club (medium), cut-up, flashlight, food rations (2), nailchip, VTC “Talker”

CHARACTER CREATION EXAMPLE

STEP 1. VISUALIZE YOUR CHARACTER

Ondi grew up in a decent neighborhood, a bit rough but not bad. He watched the spaceship launches and dreamed of being a pilot. To his surprise, Ondi was accepted into the Eurasian Flight Academy. Four years later, with his training behind him, he was ready to pursue a piloting career. Jobs on earth were scarce, so joining the Centennia mission seemed like a good idea. Ondi is a young adult of 28 and has a medium build.

STEP 2. ASSIGN YOUR STAT RANKS

Your stat ranks are a combination of your starting stat ranks plus any additional stat ranks you receive.

DISTRIBUTE YOUR STARTING STAT RANKS

Ondi has 10 ranks to assign to his stats. Starting ranks are important and he wants to make good choices. Ondi places 3 ranks into Body, 4 ranks into Dexterity, 2 ranks into Mind, and 1 rank into Presence.

Three Body starting ranks provide Grit 3.
Four Dexterity starting ranks provide Defense 4.
Two Mind starting ranks provide Instinct 2.
One Presence starting rank provides Ego 1.

DETERMINE YOUR STAT CAPS

A stat cap is equal to your stat's starting ranks plus 4. Ondi's stat caps are Body 7, Dexterity 8, Mind 6, and Presence 5.

ADD YOUR ADDITIONAL STAT RANKS

Ondi receives one additional stat rank for every 20BP of his BP Total. He is 28 years old and so receives 41BP, which provides him with two additional stat ranks.

Ondi adds one rank each to Dexterity and Presence. His stats are Body 3, Dexterity 5, Mind 2, and Presence 2.

STEP 3. ASSIGN YOUR STAT ATTRIBUTES

Now that he has his stat ranks, Ondi assigns ranks to his attributes. For Body, he prioritizes Strength over Brawn and for Dexterity, he prioritizes Finesse over Agility. Ondi focuses entirely on Wits for his Mind and divides his Presence attributes evenly.

CHOOSE GOOD AND POOR ATTRIBUTES

Ondi wants his Finesse to be good since he's a pilot, and decides his Resolve is poor.

STEP 4. SPEND YOUR STARTING BP

Ondi has 41BP. Piloting is his priority, and he wants to be able to defend himself or run away if needed. He also wants some shadier skills to reflect his upbringing.

INCREASE YOUR SKILLS AND TRAITS

Ondi spends 10BP to buy 4 ranks in Pilot. He wants to be very good at piloting, so he spends 6BP to buy 3 ranks in Aptitude with Pilot as his chosen skill. Next, he spends 6BP each for 3 ranks in Life and Wealth. With his biggest BP purchases done, Ondi spends 3BP each to buy 2 ranks in Luck, Firearms, Ground Sports, and Streetwise. Lastly, he spends 1BP to buy 1 rank in Drive.

Ondi's 41BP, divided by 20 and rounded down, gives him an Experience score of 2.

STEP 5. ASSIGN YOUR SKILL FIELDS

With his skills chosen, Ondi assigns ranks to his skill fields. He writes Asset 2 in Wealth so he can buy armor and a handgun. Now that Ondi has his characteristics, he fills in his scoreboxes so he will be ready to track any stress or wound that he might receive in gameplay.

STEP 6. PICK YOUR EQUIPMENT

Ondi's Wealth is 3 and he chose two assets. He wants a microfiber suit, but its cost is 4. You can't negotiate prices for starting equipment, but the Guide is allowing the players to customize their gear. Ondi can afford the suit if he upgrades its cost to 3 so he downgrades the suit's electricity and heat protection to pay for the cost upgrade and gets the suit. Then he gets his light pistol.

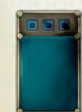
For his consumables, Ondi can pick five items that each have a value of 2 or he can substitute five items that each have a value of 1 in place of any of the higher value items. Ondi purchases a backpack, gun kit, toolbelt, and 50 rounds of light baton ammunition, each with an item value of 2. He decides to split his last consumable and buys a flashlight, two food rations, and two cut-up. Ondi is out of money and opts for a free PID.

CHOOSE YOUR LIVELIHOOD

Ondi decides his Wealth is based upon his Dexterity and his Finesse. After all, he's a pilot.

STEP 7. CHOOSE YOUR LANGUAGES

Ondi's native language is Anglis, and he receives one additional language for his 3 Mind ranks. He could forego the language and receive a stat rank but decides to take Asiatic as a second language.



PREVIEW

STEP 8. GET YOUR MORALE

Ondi receives one Morale at character creation, just as everyone else does.

STEP 9: THE GUIDE'S REVIEW

The Guide reviews the character sheet. Everything looks fine and Ondi is ready for gameplay!

FOCUSED CHARACTERS

Characters that are optimized to excel within a narrow skillset can adversely affect gameplay, especially at the start of a new campaign. To temper this, Guides may require characters to broaden their initial skill choices in character creation. If this decision is made, it applies equally to all characters in the campaign and extends through the characters' one-time do-over:

For every skill with 5 or more ranks that a character has, the character must also have another skill equal to half its ranks, rounded down, or higher. For example, a

character with four skills of 8, 7, 6, and 5 ranks must also have four skills of 4, 3, 3, and 2 ranks, or higher.

CHARACTER PROGRESSION

Characters grow and evolve over time because of their life experiences. Much of this change translates into the increase or decrease of characteristics.

THE DO-OVER

After your first game session, you may redo portions of your character creation. You receive your BP Awards and downtime after completing your do-over. For your do-over, you may:

- Redistribute the ranks in your skills and traits, adjusting each by up to two ranks.
- Change your good and poor stat attribute choices.
- Change the stat and attribute for your Wealth.

Ondi

CHARACTER NAME

28 Male Medium 10

AGE GENDER SIZE STEP

Brian

PLAYER NAME

41 0 2 1

BP TOTAL BP AVAILABLE EXPERIENCE MORALE

CENTENNIA

ROLEPLAYING GAME

Wealth Dex Fin
Assets 2
Connections
Livelihood 1

LUCK (7) LIFE (8) WEALTH (6) (5)

ARMOR (2) GRIT 3 DEFENSE 2 DEXTERITY 4 MIND 2 INSTINCT 2 EGO 3 WARD (0)

BODY DEXTERITY MIND PRESENCE

Brawn (1) Strength (2) Agility (2) Finesse (3) Intellect (0) Wits (2) Charisma (1) Resolve (1)

GOOD | POOR

Air Sports	Archery	Acrobatics	Craft	Academics	Explosives	Allure	Animal Kinship
» Ballooning	» Bows	» Contortion	»	»	» Defusing	» Diplomacy	» Behavior
» Gliding	» Bowyer	» Gymnastics	»	»	» Demolitions	» Gather Info	» Husbandry
» Parachuting	» Crossbows	» Jumping	»	»	» Sapper	» Vocalize	» Training
Endurance	Gunnery	Intrusion	Drive 1	Computers	Nature	Deception	Awareness
» Healing	» Artillerist	» Locksport	» Ground Craft 1	» Imagery	» Bushcraft	» Acting	» Calm
» Resilience	» Artillery	» Skullduggery	» Heavy Craft	» Security	» Foodstuffs	» Bluff	» Perception
» Stamina	» Heavy Weapon	» Systems	» Watercraft	» Software	» Subterranean	» Persuasion	» Willpower
Ground Sports 2	Melee	Legerdemain	Firearms 2	Electronics	Streetwise 2	Music	Coercion
» Athletics	» One Handed	» Cardistry	» Gunsmith	» Comms	» Forgery	» Percussion	» Blackmail
» Climbing 1	» Two Handed	» Juggling	» Handguns 2	» Devices	» Investigation	» String	» Interrogation
» Running 1	» Weaponsmith	» Palming	» Long Guns	» Robotics	» Underworld 2	» Wind	» Intimidation
Water Sports	Unarmed	Stealth	Pilot 4	Engineering	Medicine	Negotiation	Empathy
» Boating	» Grappling	» Camouflage	» Aircraft 1	» Aerospace	» Alternative	» Bargaining	» Emotions
» Surfing	» Lower Body	» Shadowing	» Spacecraft 3	» Mechanical	» Clinical	» Bribery	» Kinesics
» Swimming	» Upper Body	» Sneaking	» Unmanned	» Nautical	» Veterinary	» Litigation	» Motives

APTITUDE: Pilot - 3

FAVORITES:

INTERESTS:

SENSES:

Weapon	C	S	M	L	E	Cost	DMG	Fail	ATK	Ammo	Hide	Mass	Wield
Light Pistol	0	1L	3L	-	-	3	5	4	4	50	2L	1	1H

PREVIEW

DOWNTIME

Downtime is a period of relaxation and a time for reflection and self-improvement. It is a minimum of one in-game week, and often takes place between game sessions. After character creation, you may spend BP only during downtime. In one downtime, you may:

- Remove one stress from your Luck.
- Remove one stress from your Wealth.
- Receive one Morale, up to your maximum.
- Increase up to two characteristics by one rank each.
- Decrease one characteristic by one rank.
- Choose one Good and one Poor attribute.
- Remove one Good and one Poor attribute choice.
- Advance one skill field into a specialized skill.
- In one stat, adjust its two attributes by one rank each (increase one and decrease one).
- In one skill, adjust two of its fields by one rank each (increase one and decrease one).
- Reassign one Favorites rank to a different item.
- Reassign one Interests rank to a different skill.
- Designate one possession as a Wealth asset, or exchange or replace one asset.
- Learn one additional language, or increase one stat or stat cap instead, if permitted by your Mind ranks.

DECREASING CHARACTERISTICS

You may decrease a characteristic by one rank and immediately increase another characteristic by one rank. The value of the increase cannot exceed the value of the decrease.

Stats. If you decrease a stat, increase a different stat. When you decrease a stat, also decrease its attributes. If your Mind decreases, you do not lose languages or stat increases received for your Mind ranks but you do not receive duplicate benefits if your Mind ranks increase later. The maximum benefit from Mind ranks is four additional languages or stat increases.

Skills and Traits. If you decrease a skill or trait, increase a different trait or trained skill. Alternatively, you may refund the BP cost of the rank to your BP Available but do not add it to your BP Total. When you decrease a skill, also decrease its skill fields.

INCREASING CHARACTERISTICS

Increase stats, skills, and traits as per character creation.

Stats. You may increase one stat by one rank at each 20BP increment of your BP Total, whenever you forego learning an additional language, and when you decrease a different stat of equal or higher ranks. When you increase a stat, also increase its attributes. Instead of

increasing a stat, you may increase a stat cap that decreased due to near-death injury (but not due to age) by one point.

Skills and Traits. New ranks are purchased with BP. When you increase a skill, also increase its skill fields.

Each skill description includes an initial training time. In-game learning periods for improving skills are optional at the Guide's discretion. Skill improvement times are equal to one week multiplied by your new rank. You must train in week-long increments, but you may pause your training and split your training across multiple downtimes. You train one skill at a time. If you stop training one skill and begin training another, you forfeit all training time spent for the previous skill.

INTERESTS

When you receive a new rank in Interests, immediately assign the rank to one of your trained skills. If you decrease your Interests trait by one rank, immediately remove one rank of Interests from a skill that you assigned your Interests to.

AGING

If your character receives life extension treatments, track your character's chronological and physical ages. Apply aging effects based upon the physical age.

Upon reaching 45 years of age, and again every three years thereafter, characters must subtract one point from one of their stat caps (Body, Dexterity, Mind, or Presence). When any of your character's stat caps is reduced to zero, the character will die of old age within the next decade. The Guide secretly rolls one die and adds the result (0 to 9) to your character's current age to determine the character's age at death.

Upon reaching 60 years of age, and again every three years thereafter, characters must subtract one point from their Grit, Defense, Instinct, or Ego. This is to represent an aging character's vulnerability to attack or mishap, and these scores may be reduced to zero.

THE GUIDE'S CAST

Every story has its characters: heroes, villains, and those who fall somewhere between the two. **CENTENNIA** is no exception. Players have their characters, and Guides have their cast.

Cast members are individuals and entities that populate the Guide's campaign. Some may become allies to the players' characters, others may oppose them, and some



SKILL DESCRIPTIONS

Skills are presented alphabetically in order of their linked stat and attribute.

BODY | BRAWN

AIR SPORTS

Activities performed in air or vacuum, in flight, freefall, or weightlessness (microgravity environments).

Fields: ballooning, gliding, parachuting

Training time: 3 weeks

Ballooning. Use for manned flights in a hot air balloon or dirigible airship (non-rigid, semi-rigid, and rigid).

Gliding. Use to fly a glider (glider, paraglider, sailplane), ornithopter, or jet pack (escape chute, rocket pack), and to guide a Microgravity Mobility Platform.

Parachuting. Use to descend from an elevation by deploying a parachute, and for all forms of skydiving (formation, standard, wingsuit).

ENDURANCE

Stamina, resistance to physical injury and adverse physical conditions, and capacity for healing.

Fields: healing, resilience, stamina

Training time: 1 week

Healing. The ability to restore oneself to health. Use to heal stress and wound injury while resting.

Resilience. The ability to resist incapacitation and recover from illness. Use to remain conscious and oppose infection and trauma.

Stamina. The capacity to tolerate hardship and prolonged deprivation. Use to withstand fatigue and adverse survival conditions.

GROUND SPORTS

Land-based physical activities, including those performed in a hypergravity environment.

Fields: athletics, climbing, running

Training time: 2 weeks

Athletics. Use for competitive and recreational land-based sports (ballgames, cycling, skiing), to ride a horse or other animal, and for displays of sheer physical prowess (such as weightlifting).

Climbing. Use to scale a cliff, mountain, tree, or wall, for rappelling, and for spelunking.

Running. Use to increase your run speed.

WATER SPORTS

Water-based activities.

Fields: boating, surfing, swimming

Training time: 2 weeks

Boating. Use to operate, row, or sail small boats. Includes canoeing, kayaking, rafting, jet skiing, and waterskiing.

Surfing. Use for wave surfing with a surfboard, windsurfing with a sailboard, and kite or parachute surfing.

Swimming. Use to tread water and propel oneself on or through water, and to dive underwater at depths and for periods of time that necessitate breathing apparatus, protective apparel, and swimming gear.

BODY | STRENGTH

ARCHERY

The manufacture, maintenance, repair, and shooting of bows (bowhunting, combat, field archery), and the manufacture of their ammunition.

Fields: bows, bowyer/fletcher, crossbows

Training time: 2 weeks

Bows. Use to shoot a bow (compound, recurve).

Bowyer/Fletcher. Design, craft, modify, and repair bows (bowyer) and their ammunition (fletcher).

Crossbows. Use to shoot handheld horizontal bows.

GUNNERY

The manufacture, maintenance, repair, and shooting of heavy weapons and artillery.

Fields: artillery, artillery, heavy weapons

Training time: 3 weeks

Artillerist. Design, manufacture, maintain, modify, and repair artillery, heavy weapons, and their ammunition.

Artillery. Use to shoot large-scale turreted guns, rockets, and torpedoes.

Heavy Weapons. Use to shoot launchers, light machineguns, heavy machineguns, and mortars.

MELEE

The manufacture, maintenance, repair, and use of handheld weapons and thrown weapons, including exotic and improvised weapons.



CHAPTER 2. GAMEPLAY

No, I'm not crazy. I can do it. Trust me; I do this all the time. Okay, some of the time.

KEEPING IT SIMPLE

The dice pool is the core mechanic that determines outcomes in gameplay, and it's important for Guides and players to become familiar with it. The other topics in this chapter will come up over time as the campaign progresses but there's no need to prioritize them in the early game.

THE DICE POOL

The dice pool is the **10GINE** mechanic for action resolution. Dice pool rolls are often best kept to a minimum, and you can generally accomplish simple tasks without rolling. However, dice rolls are usually needed to resolve difficult actions. This means when you attempt an action, you roll a dice pool to determine if your action succeeds. Dice pools test your stats and skills, and identify them using this format:

Stat | Attribute • Skill | Field

For all dice pool rolls, a die result of 0 is **zero**, not ten.

Dice pools include your stats, skills, and other variables, all of which are collectively called components. This ruleset contains dice pool formulas that cite specific skills and skill fields, but do not include all possible components. Also, you should always use specialized skills in lieu of parent skills whenever applicable.

Dice pool results might be compared versus opposing pools or predefined requirements to determine the outcome, and sometimes you just total your successful results to determine how well you did.

MAKE YOUR ROLL

STEP 1. CHOOSE YOUR COMPONENTS

Dice pools are comprised of components based upon the character attempting the action, the items used in the effort, and the character's collaboration with others for the attempt. Choose six of the ten components to include in your dice pool. You may include components that have a value of zero, but components with the

highest scores offer the greatest chance of success. Some components, such as Interests or Plus, may not be applicable to an action. The components are:

1. STAT

Your current score for the stat that is linked to the skill you are using.

2. STAT ATTRIBUTE

Your ranks in the stat attribute that is linked to the skill you are using.

3. SKILL

Your ranks in the skill you are using for the action.

4. SKILL FIELD

Your ranks in the skill field you are using for the action.

5. APTITUDE

Your ranks in the Aptitude trait for the skill you are using.

6. EXPERIENCE

Your BP Total divided by 20, rounded down, to a maximum of 8. You may include your Experience in any of your dice pool rolls.

7. INTERESTS

The number of ranks in your Interests trait that you assigned to the skill you are using.

8. ITEM

The rating or applicable stat of the item you employ to perform the action. If the item is damaged, its current rating is used. If more than one item can be used, their values are not cumulative. For example, if you have access to a facility bay and you also have a toolset, you may use either as your item component but you may not add their values together.

9. LUCK

The current score of your Luck trait.

10. PLUS

Assistance you receive from the parent skill of your specialized skill or as collaborative help from others. Some items can also provide a Plus component. If more



by 1. If you fail by 2 or more WIN, you slip and fall. The Guide might allow you a second climb roll to catch yourself.

» Body | Brawn • Ground Sports | Climbing

JUMPING

When you jump, roll to see how far and how high you go. Jumping with a running start is easier and provides one Gain to your dice pool. In a vertical high jump, you leap up to your Size in inches per WIN. In a horizontal long jump, you leap up to your Size in feet per WIN.

» Dexterity | Agility • Acrobatics | Jumping

RUNNING

When you run, you move twice as fast as you would otherwise walk. Running does not require a dice pool roll, but you can become fatigued by running for an extended time.

If you need to run faster, you can sprint. You must be unencumbered to sprint. Sprinting increases your running pace by 1 Step per WIN. In tactical play, you may not perform an action or other movement in a round in which you sprint.

» Body | Brawn • Ground Sports | Running

SWIMMING

Swimming reduces your Step by 2. Swimming in calm water is easy (WIN0) while swimming in flood waters is difficult (WIN4). Decrease your Step, then roll your Swimming skill. If you succeed, you swim. Each net WIN increases your Step by 1. If you fail by 2 or more WIN, you sink beneath the surface.

» Body | Brawn • Water Sports | Swimming

SURVIVAL CONDITIONS

Characters are generally assumed to meet their dietary needs, and with a bit of preparation can usually adjust their clothing and equipment for inhospitable weather. However, dangerous conditions can arise where survival is largely dictated by the Rule of Threes.

As a guideline, you can survive three minutes without air, three hours in extreme cold or heat, three days without water, and three weeks without food. You cannot heal injuries while enduring survival conditions.

You sustain injury from survival conditions, and the injury severity increases incrementally as the condition

continues. For example, if you receive 3 wound when initially injured, you receive 4 wound on the second interval, 5 wound on the third interval, and so forth. Before you apply this injury, roll to resist it.

To Resist Survival Conditions Injury:

» Body | Brawn • Endurance | Stamina
Versus: WIN0 †

† Each WIN reduces 1 wound into 1 stress.

THREE MINUTES - SUFFOCATION

You can hold your breath for one round per point of your Body or Presence ranks, whichever is higher. If you take a deep breath of air beforehand, you can hold your breath for one round per point of your Body ranks plus your Presence ranks.

After this time, you begin suffocating and receive wound on your first turn of each following round. Roll to resist this injury. Initial suffocation injury is 1 wound and increases incrementally each round you are suffocating. You receive Gain or Loss to your roll to resist suffocation injury while you are exposed to extreme temperature:

Air °F	Water °F	Gain or Loss
Below 1	Below 41	3 Gain
1 to 20	41 to 50	2 Gain
21 to 40	51 to 60	1 Gain
41 to 110	61 to 95	None
111 to 130	96 to 105	1 Loss
131 to 150	106 to 115	2 Loss
Above 150	Above 115	3 Loss

THREE HOURS - EXPOSURE

You receive wound after 15 minutes of exposure to extreme cold or heat. Roll to resist this injury. The initial exposure injury depends upon the surrounding temperature and increases incrementally with every 15 minutes that your exposure continues. The initial wound injury is based upon exposure temperature:

Air °F	Water °F	Wound Injury
Below 1	Below 41	4 Wound
1 to 20	41 to 50	3 Wound
21 to 40	51 to 60	2 Wound
41 to 60	61 to 70	1 Wound
61 to 90	71 to 85	None
91 to 110	86 to 95	1 Wound
111 to 130	96 to 105	2 Wound
131 to 150	106 to 115	3 Wound
Above 150	Above 115	4 Wound

CHAPTER 3. CONFLICT

Gunshots are plenty dangerous no matter where you get hit. No hospital and only a couple med bays, yeah good luck with that. Plenty of people are getting hurt just trying to find food and shelter, plus this pollen, micro-whatever-it-is in the water, and bugs in the ground. We got enough to worry about. Somebody who starts stuff on purpose and gets hurt, yeah good luck with that.

KEEPING IT SIMPLE

The new world offers many challenges. There will be confrontations between characters and cast, but they are not necessarily violent. Guides and players set the mood of their campaigns, which can be as dangerous as they want. A skilled attacker can inflict deadly injury with only a small blade. Combat should always be approached with caution, and there can be repercussions for indiscriminate violence.

TACTICAL PLAY

Most gameplay occurs narratively, with the Guide as the orchestrator and storyteller. As the campaign unfolds, the Guide's cast play their roles and the players' characters take their parts in the story plot, their actions fueling adventures and driving stories forward. However, even peaceful stories are not without conflict.

Tactical play helps to organize the chaos that can ensue when narrative encounters transition into conflict. In tactical play, in-game time is closely tracked because the events and actions of the Guide's cast and players' characters occur within specific intervals of time. Tactical play often involves personal combat, and these rules strive to balance realism with ease of gameplay.

MAPPING

The use of visual aids and maps in tactical play is recommended. This can range from electronic maps or a tabletop grid with miniature figurines to a sheet of graph paper with notes and sketches.

The choice of hexagon or square grid maps is left entirely to Guide and player preference, although spaceship deck plans in this ruleset use a square grid. Each hex or square is called a **STEP**, and each Step has a scale of three feet across. Characters engaged in

combat cannot occupy the same map grid unless they are grappling. Large creatures occupy multiple grids.

PERCEPTION

This is the question of what you can perceive based upon where you are standing, the direction you are facing, and the items and conditions that might help or hinder your perception. If you're looking in one direction, you're not likely to see something behind you, though you may hear it. If you're wearing obtrusive headgear, your ability to see and hear can be impaired. If you're wearing gloves, you probably won't notice subtle tactile changes. In each case, the Guide might impose Loss to your awareness dice pool rolls.

In combat, it's fair to say that everyone is closely watching their surroundings and so it's less likely that an assailant can ambush a target. Outside of combat, it's entirely possible to surprise a distracted or unwitting target, especially from behind. When this happens, combat begins, and dice pool rolls to attack surprised targets receive one Gain.

Range also plays a role. It's usually easier to see or hear something close to you compared to something far away. You receive one Loss to your awareness dice pool rolls for each range increment beyond close quarters, and it's unlikely to perceive small details beyond long range with the naked eye.

RANGE INCREMENTS

There are five range increments for personal combat:

- Close is your step and the steps adjacent to you.
- Short range is 2 to 10 steps from you.
- Medium range is 11 to 100 steps from you.
- Long range is 101 to 500 steps from you.
- Extreme range is 501 to 2,500 steps from you.

THE START OF COMBAT

STEP 1. DETERMINE SURPRISE

The Guide determines if anyone involved in the combat is surprised. If opposing groups stumble upon one another, surprise is unlikely. But when stealth and subterfuge are involved, dice rolls for stealth versus awareness determine who is surprised.

STEP 2. DETERMINE LOCATION

The Guide determines the location of each character and cast. Oftentimes a character's location is decided, at least in part, by the player.

STEP 3. DETERMINE INITIATIVE

Initiative is rolled once per combat to determine the order in which characters and cast take their turn. Every character, cast member, or group of cast members, in the combat makes an initiative roll:

- » One die (0 to 9) + their highest of (Dexterity ranks, Presence ranks, Luck ranks, or Experience).

Combatants are placed in initiative order from highest to lowest result. Combatants resolve tied results with one tiebreaker die for highest to lowest (9 to 0) result.

STEP 4. COMBAT BEGINS

Most gameplay does not require precise timekeeping but tracking in-game time in combat is crucial. During combat, in-game time is measured in 15-second intervals called **ROUNDS**. A round is divided into three **TURNS** of five seconds each, during which everyone in the combat can participate. Once combat begins, it continues until all combatants cease fighting.

COMBAT ROUNDS

Each combat round begins with turn 1 and continues through turn 3. Every combatant, in initiative order, takes a turn. Once all combatants are finished, the next turn begins. Once all three turns of the round are concluded, the next round begins.

TURNS

If you are surprised, you cannot move or take an action on turn 1. Unless you are immobile, restrained, sleeping, or surprised, you may move and take an action on your turn. However, you may typically take an action on only **one** turn each round. Unless you are rushing to take multiple actions, you will have turns when you can move but not take actions. On your turn, you may:

- Move,
- Take an action,
- Wait and take your turn later, or
- Do nothing.

As part of your turn, you may perform minor acts such as speaking a few words, glancing around, or dropping

something you are holding. Guides may allow your character to speak even when it's not your turn.

RUSHING

Rushing allows you to take up to three actions (one per turn) in one round. Before taking your first action of the round, state how many additional actions you will take. You receive one Loss to every dice pool that round for each additional action you announce, even if you ultimately take fewer actions than intended.

STANCE

On your first turn of the round, you may announce that you are adopting an aggressive or defensive combat posture and state the number of Gain or Loss you choose to receive. If you make no declaration, you assume a balanced stance. The stance lasts until your first turn of the next round.

You state from one to three Gain for an aggressive stance, or from one to three Loss for a defensive stance. It applies as follows:

AGGRESSIVE STANCE

You receive this Gain to your dice pool when you attack or counterattack.

Your assailants receive this Gain to their dice pool when attacking or counterattacking you.

DEFENSIVE STANCE

You receive this Loss to your dice pool when you attack or counterattack.

Your assailants receive this Loss to their dice pool when attacking or counterattacking you.

BALANCED STANCE

A balanced stance does not affect dice pools.

MOVE

When you move, you may:

- Move (walk, climb, crawl, jump, run, swim),
- Interact with your surroundings,
- Focus on the action you are taking, or
- Talk or gesture longer than you otherwise could.

MOVING

Moving allows you to cross up to one hex or square (one Step) on the tactical map for each point of your Step.



CHAPTER 4: EQUIPMENT

We lost a lot of the technology we brought from mother earth. X-class solar flare bombardment and space superstorms; that's what the government said. Yeah, okay, we just know our top techs went dead. At least low techs work most of the time in the new world. They say there are outer orbit places where high techs work, but that's no use here even if it's true. Top bays are rare and you're not getting stuff from them anyway unless you know somebody who's really connected.

KEEPING IT SIMPLE

There's plenty of gear to pick from, so don't fret over choosing equipment, especially for the first game. It's fine to make a couple of purchases at character creation and leave the rest for later.

Most of the people onboard Centennia won their passage. They won a chance at a new life, to be among the first to reach the stars. Centennia was an interplanetary colonization effort. Her journey was perilous, but none believed weaponry guaranteed her success. The more dangerous the gear is that characters buy, the less likely they are to have access to it when the campaign begins.

APPAREL AND ARMOR

Protective apparel are suits that insulate the wearer from hostile environments. Though not designed for combat, they do afford some armored protection.

There are three categories of armor: light, medium, and heavy. Light and medium armor are rugged clothing, armored apparel, and layered combinations of the two, while heavy armor are sets of full body armor.

APPAREL

You may wear one type of protective apparel at a time.

COLD SUITS

Cold suits protect the wearer from extreme cold. They range from jackets and coats to full body thermal suits.

FIRE SUITS

Fire suits protect the wearer from extreme heat. Most lightweight fire suits are proximity clothing used in high

temperature or fire-risk work zones. Heavy-duty fire suits include hazardous area suits and firefighter suits.

INSULATIVE SUITS

Insulative suits protect the wearer from electrical shock. Electrical insulation clothing ranges from aprons and sleeves to boots, trousers, torso tops, and hoods.

DEEP DIVE SUITS

Deep dive suits are for underwater diving at very deep depths. They are pressurized bodysuits manufactured from cast metal and transparent armor that is designed to withstand extreme pressure environments.

SPACE SUITS

Space suits, also called environmental or "E" suits, are semirigid bodysuits that provide oxygen and protect the wearer from radiation and extreme temperatures. Though not individually personalized, space suits are form-fitting and reasonably unintrusive.

The wearer first dons a tight-fitting "second skin" bodysuit to protect against the initial effects of depressurization. The outer space suit is then donned, and the interior is pressurized. Space suits are comprised of an inner and outer liner with a liquid Thanol resin encased between the two layers. The resin quickly hardens upon exposure to oxygen to seal small punctures and tears in the suit.

ARMOR

Light and medium armor may be overlapped as listed but may not be worn in conjunction with heavy armor.

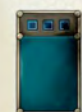
LIGHT ARMORS

Light armor includes varieties of layered clothing, coveralls and jumpsuits, jackets, and ballistic vests. Exotic variations include wrist bracers, forearm vambraces, leg greaves, abdomen girdles, torso cuirass, neck guards, and soft coifs or flex helms. Most light armors are comfortable to wear and, while their protective qualities are sometimes underappreciated, they can often go undetected. Possible options:

Armor 1: Reinforced clothing.

Armor 1: Flex vest.

Armor 1: Cold, fire, or insulation suit.



PREVIEW

RIFLES

Rifles and bolt-action rifles are long-barreled firearms designed for accuracy and long-range shooting.

SUBMACHINEGUNS

Submachineguns are relatively small automatics that use pistol ammunition. They have high rates of fire but can be inaccurate and are prone to failure.

COIL RIFLES

Coil rifles are the largest of the long guns. Coil rifles boast greater accuracy than traditional rifles at long range but cannot match the armor penetration of a rifle.

HEAVY WEAPONS

Heavy weapons are reserved for military forces and private possession is illegal.

LAUNCHERS

Launchers are heavy, personnel-portable weapons that fire rocket-propelled explosive warhead shells.

LIGHT MACHINEGUNS

Light machineguns are the smallest heavy weapons. They are personnel-portable, full automatic guns that can be fired without a tripod or weapons mount.

HEAVY MACHINEGUNS

Heavy machineguns are team-portable, cumbersome, full automatic guns. They are usually mounted to a vehicle but can also be fired when tripod-mounted.

GRENADES

Grenades are small explosive devices that are hand-thrown or set on a timer to detonate. Grenades have an effect radius of 10 steps and a maximum timer delay of two rounds. Gas and smoke grenades release a dispersant that lasts for approximately one minute, depending upon prevailing wind conditions. Private possession of grenades is illegal.

You use your Melee skill to throw a grenade.

HEAVY WEAPONS AND GRENADES

Weapon	Grade	Range					Cost	DMG	Fail	ATK	Ammo	Hide	Mass	Wield
		C	S	M	L	E								
	Downgrade	2 L	4 L	3	3	..	6 G	7	..
Launcher	Base	1 L	3 L	4	20*	4	4	1	5 G	6	2 H
	Upgrade	0	2 L	5	5	..	4 G	5	..
	Downgrade	1 L	2 L	2 L	3 L	4 L	5	7	2	3	50	..	5	..
Machinegun, light	Base	0	1 L	1 L	2 L	3 L	4	8	3	4	75	4 G	4	2 H
	Upgrade	0	0	0	1 L	2 L	3	9	4	5	100	3 G	3	..
	Downgrade	2 L	1 L	2 L	2 L	3 L	6	8	2	3	100	5 G	6	..
Machinegun, heavy	Base	1 L	0	1 L	1 L	2 L	5	9	3	4	200	4 G	5	2 H
	Upgrade	1 L	1 G	0	0	1 L	4	10	4	5	300	3 G	4	..
Grenades:														
Fragmentation	0	3	10*	1 L	1	1 H
Gas	0	2	*	0	1	1 H
Smoke	0	2	*	0	1	1 H
Stun	0	3	10*	0	1	1 H

* Refer to the item description for more information.

A dotted entry (..) in a stat indicates that grade is not available. G is a Gain. L is a Loss.

energies that bombard the inner planets of the Gaia system and do not experience the shutdowns and burnouts that plague sensitive electronics.

LIDA and biotechnology augmentations such as BRIs and sensory amplifiers are grown for specific individuals. If placed into a different recipient, they will be rejected, damage surrounding tissue, and sicken or even poison the individual. They can be surgically removed but are destroyed in the process.

BEYOND REALITY IMPLANT (BRI)

A highly advanced biological augmentation for the human body. BRI tissue is initially grafted into the central nervous system, peripheral nervous system, and neuromuscular system. Additional implants graft tissue into the cerebral cortex and significantly accelerate the neurogenesis process. You may have one BRI for a Mind attribute (Intellect or Wits) and one BRI for a Presence attribute (Charisma or Resolve). An existing BRI can be surgically removed and replaced with a different BRI.

Dice Pool Use: Receive Gain equal to the BRI's Item Rating when using the attribute that the BRI augments.

LIDA (Lifelong Identifiable Data Archive)

At their birth, Terran Loyalist citizens receive a "data chip" injection in their upper torso. This organic data chip, the LIDA, houses all recorded information about its host – citizenship data, identification credentials, and birth, criminal, education, employment, family, financial, medical, residential, and travel records. The typical LIDA in a mature host can hold over 16 exabytes of data, providing excellent storage capacity for the host's personal files.

A LIDA contains a weak transceiver that can softlink with a handheld PID or similar handheld device that provides the correct security passcode. This allows the device to be used for data exchange while not actually storing the information on the device itself.

The cylindrical LIDA measures approximately one millimeter when injected into a newborn and grows over time as the host ages. LIDA in excess of two centimeters in length are common in elderly hosts.

When the host dies, the LIDA will soon detect the death. Once it confirms the death, usually within an hour of the event, it begins to overwrite its data. The time needed for complete data destruction varies and can take two to three days for an extensive collection. Once the data is completely overwritten, the LIDA becomes dormant and will die within a month from lack of nutrients.

A LIDA has an Item rating from 1 to 6. This corresponds to the host's current life season (or the number of life seasons that it has resided within the host, if injected later in life).

Dice Pool Use: The LIDA's Item rating is the WIN needed to hack into the LIDA.

SENSORY AMPLIFIER

An organic intensifier that amplifies sensory input. Unlike corrective implants, sensory amps do not restore or bypass damaged senses but instead significantly heighten the capability of a healthy sensor in a host recipient.

Dice Pool Use: Receive Gain equal to the amp's Item rating for Awareness when the sense that the amp enhances applies to the action.

Auditory Amp. An auditory amp is a multi-stage implant for the outer and inner ear. It begins with sowing additional tissue into the ear canal to magnify incoming sound waves and increases the sensitivity of the eardrum. Advanced amps enhance sensory cells of the basilar membrane and augment the sensitivity of the auditory nerve. Auditory amps must be applied to both ears and their cost is for the pair. Hearing protection is recommended in high-noise environments.

Olfactory Amp. An initial olfactory amp grafts additional tissue into the main nasal passages to promote the development of more complex patterns in the nasal turbinate. More advanced amps enhance olfactory receptors, stimulate epithelial tissue in the olfactory epithelium, and augment the olfactory bulb.

Ocular Amp. An ocular amp begins with injections that enhance the shape of the cornea to improve its ability to properly focus light into the eye. Second stage amps graft reflective tissue between the lens and the retina to reflect light back through the retina. The most sophisticated ocular amps stimulate cellular growth within the retina to increase its density of visual cells and receptors. Ocular amps must be applied to both eyes and their cost is for the pair.

MEDICAL

ANTITOXINS

Antitoxins include evolved antitoxins and universal antivenoms that can neutralize toxic substances and animal venoms.



recognition bond with its user is quite difficult to hack. Advanced PIDs have a maximum BP Total of 40.

Dice Pool Use: Independent (autonomous) dice pool roll or a collaborative dice pool roll to assist its user.

VIOCULAR LENSES

A thin lens that is placed directly onto the surface of the eye. Unlike traditional ocular prosthetics that are worn as cosmetics or to correct vision, Viocular lenses contain miniaturized cameras that can record what the wearer sees, and the wearer can softlink the camera to a PID or similar device for recording purposes. However, the cameras' sensitivity is extremely short range. Fine details are lost at distances greater than ten feet, and a person's face is nearly unidentifiable at 100 feet.

WIDGET TOOLSET

An advanced toolset that contains smart tools manufactured from programmable matter composite alloys. They are compact, durable, and versatile, but costly, prone to burnout, and dependent upon their computer interface.

Though incapable of morphing into a different application toolset, widgets can recast into variations of similar tool types and can usually restructure themselves after breakage or wear. They are generally employed aboard extended-duty spacecraft or integrated into remote mission universal constructors.

Dice Pool Use: Item for manufacturing, maintenance, and repair tasks. Also receive Gain equal to the toolset's Item rating for these tasks.

TOOLS

CLIMBING KIT

Includes harness, hammers, pitons, pulleys, and ropes.

Dice Pool Use: Item for ground sports when climbing.

CRAFT KIT

Tool kits designed for use with a specific medium or type of material, most commonly for generalized metal, stone, textile, and wood craftwork.

Dice Pool Use: Item for craft tasks.

DISGUISE KIT

Change your facial appearance in minutes. Used by entertainers, undercover security, and others who do not want to be easily recognized.

Dice Pool Use: Item for Deception to implement a disguise. The WIN result is the WIN needed to see through the disguise. When used in conjunction with Reshape, Reshape may be included as the Plus.

DURICA

An extremely durable and heat resistant silica resin used for sealing small punctures in a spaceship hull. Necessary to avoid overheating, hull rupture, and burnup during atmospheric entry.

ENVIRONMENTAL ANALYZER

Detectors for analyzing specific types of matter. These units range from advanced quality monitors to sophisticated handheld or drone sensors and spectrometers for airborne, ground, or underwater use.

Dice Pool Use: Item for Nature when analyzing specific types of matter.

Typical analyzers include:

Air. In addition to analyzing and identifying atmospheric composition, atmosphere analyzers are highly sensitive detectors of fine particles suspended in air, such as aerosols, gases, smoke, and toxins.

Ground. For metal, mineral, and soil analysis, and also for detecting metals, minerals, and underground cavities at greater depth below surface than ground scanners can achieve.

Water. For fast, precise, and complete chemical analysis of water and other fluids.

GUN KIT

For cleaning and routine maintenance of firearms.

LOCKPICKS

For opening the mechanical locks of objects, structures, and vehicles.

Slipworm. An automated lockpicker that requires no skill to use. When using a Slipworm, you do not receive Loss to your Intrusion roll for being untrained.

Dice Pool Use: Item for Intrusion to open locks.

MMP (Microgravity Mobility Platform) "Vac Pack"

A wide, sled-shaped vehicle equipped with thrusters for maneuvering in low-gravity environments. The MMP or "vac pack" is an assist companion for spacewalks and is outfitted with storage and tool compartments, tethers, and an emergency air supply. The vac pack can be

decrypt such transmissions is dependent upon the cypher used for the encryption. Basic encryption is typically WIN3 to defeat, standard encryption is WIN4, and advanced encryption is WIN5. Skilled characters can potentially crack encryptions or devise their own. Encryptions are based upon the Electronics | Comms skill, and the strength of the encryption is the creator's dice pool WIN results.

CARBON CORE BIOCOMPUTERS

The biocomputer is a cognitive progression-algorithm carbon-based processor commonly known as a "smart brain." The development of Awakened Deep Intelligence Awareness (ADIA) propelled early neurocomputers into the modern smart brain, and the Emergence-Age Carbon Core Biocomputer is arguably biotechnology's most significant achievement.

While not truly self-aware, the CCB employs self-learning and self-correcting algorithms that improve its awareness through experiences shared with its dedicated user. Over time, the CCB gains its own BP awards as it assists its user in a variety of tasks and learns to perform tasks on its own. This process requires real-time experience and application, which renders transferred training data useless.

CCBs range in power and potential from relatively simple processors to highly sophisticated mainframes. Basic CCBs are universally found in PIDs, as the CCB's need for human interaction is best met by one dedicated user or a small group of dedicated users.

BASICS

The nomenclatures and modeling of biocomputer components are derived from the parts of a tree:

- The roots. Input/Output wetware interface that connects the smart brain to other devices.
- The trunk. The smart brain's exa-core processor, control unit, and arithmetic logic unit.
- The branches. Each branch houses a rapid-access memory cache and serves as a main memory controller for its dedicated portion of the canopy.
- The canopy. Exa-storage data leaf clusters growing on a theoretically infinite chain network.

There are four biocomputer strains, each having all the capabilities of the less sophisticated variants while being progressively more powerful. That said, a single-strand CCB can do nearly anything a quad-strand CCB can, but at a fraction of the speed and success rate.

Single-strand CCBs (Rating 1-2) are commonly found in standard PIDs. They have a maximum BP Total of 20.

Dual-strand CCBs (Rating 1-4) are commonly found in advanced PIDs. They have a maximum BP Total of 40.

Tri-strand CCBs (Rating 1-6) are large mainframe computers often found in smaller spacecraft and facility complexes. They have a maximum BP Total of 60.

Quad-strand CCBs (Rating 1-8) are enormous smart brain powerhouses found in major industrial and scientific facility complexes, and in Centennia's two universal constructors. They have a maximum BP Total of 80.

DICE POOLS AND GAMEPLAY

The CCB is a member of the Guide's cast just as any other lead, pawn, or extra. A CCB develops its own personality that can be influenced by its interaction with users, but ultimately its stats, skills, traits, actions, characteristics, and personality are all determined by the Guide.

The aspects of a CCB are:

- Characteristics maximum of 8 ranks.
- All ten dice pool components are available.
- May not train the Favorites trait or Wealth skill.
- Receives Gain and Loss to its dice pool rolls.
- Translates all five dominant languages.

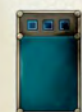
ACTIONS

While intelligent and capable of independent action, the CCB is first and foremost a computer and much of its abilities are mirrored by classic computers.

The functions that a CCB can perform are:

- Perform routine computer tasks** that do not require dice pool rolls, such as running applications and networking with other devices. These tasks may be done with or without user interaction.
- Perform an action autonomously** by rolling its dice pool independently, without user interaction.
- Perform an action** that is conducted by a user. The CCB may always roll its own dice pool as a collaborative participant in these actions.
- Participate in a collaborative action** with others. These actions may be attempted with or without user interaction.

A device that has a CCB processor or is under CCB control can undertake virtually any action that it is capable of performing. A CCB that is controlling a craft can perform physical actions with the craft, such as pilot,



to support mining operations will have an integrated analyzer and miniature extraction drill.

SIDEKICK

A fairly common class of bipedal humanoid drones that has no integrated processor and is, quite simply, a robotic body without a brain. In order to function, sidekicks must be linked to a controller. While capable of receiving and executing basic remote commands, sidekicks are intended to be controlled by their owner's PID.

Sidekicks have a PID bay, essentially a slot in their chassis, into which a PID is inserted. When inserted, the PID answers the sidekick's security protocol and then has immediate and full control of the drone. This allows the PID to perform physical tasks to the best of its smart brain's ability and the sidekick's physical capability.

There are two size categories of sidekicks: small and medium. A small sidekick measures approximately 24 inches in length and is similar in size and shape to a capuchin monkey. Small sidekicks function well in confined areas inaccessible to larger sidekicks but are ill-suited for any labor other than fine detail tasks. A medium-size sidekick is very similar to a cohort drone in size, shape, and physical capability.

SIDEKICK (Class 1 Small Size)

Body: 2	Stats: 6	Size: 2
Dexterity: 4	BP: 0	Step: 2
Mind: 0	Armor: 2	
Presence: 0	Ward: 0	

SIDEKICK (Class 1 Medium Size)

Body: 3	Stats: 6	Size: 4
Dexterity: 3	BP: 0	Step: 4
Mind: 0	Armor: 3	
Presence: 0	Ward: 0	

VEHICLES

AMV (Air Mobility Vehicle) "QUAD"

A heavy-lift multirotor aircraft that is well-suited for travel in urban areas or rough terrain. AMVs typically have from two to eight rotors but are nonetheless called quads. Quads come in a variety of sizes, from a two-passenger quad to the enormous Windwalker carrier. Quads are fueled with metallic hydrogen propellant, and most have a flight endurance of 8 hours.

DALT (Drone Air Lift Transport)

The dalt is an ultraquiet light-transport multirotor air drone that can transport people and cargo over relatively short distances. The dalt is an unmanned vertical take-off and landing (VTOL) advanced air mobility aircraft that is controlled remotely from a vertiport. The controller is often a single (home) vertiport, although control can be transferred to a networked vertiport for longer flights. Most dalts can carry up to 1,000 pounds and have four passenger seats. They are powered by liquid hydrogen fuel cells that provide an average flight duration of 2 hours with a top speed of 60 miles per hour.

E-CYCLE

The electric-powered motorcycle uses a combination of liquid hydrogen fuel cells and a direct injection engine to provide high performance, extended range, and fast refill times. The e-cycle is available in 2- or 3-wheel urban and offroad models. High performance e-cycles have a top speed of 120 miles per hour in optimal terrain and most have an average drive duration of 8 hours.

FLIKE

A two-person hoverbike that can also be modified into a light cargo carrier. A flike can hover and fly at altitudes up to 10,000 feet and can achieve speeds of up to 200 miles per hour, though most have altitude and speed restrictors for driver and passenger safety. The flike has a flight endurance of 8 hours, although high altitude flights and speeds in excess of 60 miles per hour reduce the flight endurance by up to half.

The flike has a nanobattery hive core and a solid-fuel mini-generator, making it the smallest vehicle that can be fueled with metallic hydrogen propellant. It is outfitted with tank cannisters that can either be refilled or quickly exchanged for full cannisters when empty. Flikes also have an emergency solar panel canopy stored within their chassis. The canopy can be unrolled and set up in direct sunlight to charge the flike's battery, but the process is slow: the flike gains one hour of flight endurance for every four hours of charging.

FLYER

The smallest of the spaceflight shuttles, the flyer is an ultralightweight retractable-wing aerodynamic craft that can descend from low orbit to a planet's surface, and then lift off from the surface and ascend back into low orbit. In spacecraft terms, the flyer is a 10-ton vessel that is housed in a hanger bay onboard a spaceship. The flyer is designed to transport a

CHAPTER 5: SPACECRAFT

The Heavens. Outer space. The void. By any name, the stars and the infinity in which they exist have encaptivated humanity for thousands of years. For nearly as long, they have remained elusive; a sight to behold, but never to touch. Until now.

KEEPING IT SIMPLE

There's no immediate need for Guides to read all of the spacecraft information. Guides can begin their campaigns and learn more about spacecraft intricacies as their games evolve.

As part of the **DAY ONE** adventure included in this *Colonist's Companion*, characters may enter gameplay in an Empyrean-class spaceship launched from Centennia. Common spacecraft configurations are provided in this chapter and include details of the Empyrean Escape Craft.

The Empyrean Escape Craft launched from Centennia is preprogrammed for the onboard computer to land the craft on Gaia. The characters, having just emerged from cryonic sleep, are largely unparticipating passengers in their journey from the mother ship to the new world.

This means characters can possess an Empyrean when the campaign begins. There are, however, members of the Guide's cast who will be eager to relieve characters of this burden.

THE FUNDAMENTALS

Centennia was the first true crewed starship to leave earth's solar system. But despite her interstellar journey, space travel remains in infancy. The hurtles of food, gravity, propulsion, and time that Centennia faced still remain a challenge to all spacefarers.

CENTENNIA'S COMPLEMENT

Centennia was designed to ferry four classes of spaceships: a fleet of small Empyrean-class corvettes, three squadrons of midsize Celestial-class frigates, and three large Immortal-class cruisers. Lastly, she carried three Sojourner-class facility stations. Empyreans and Celestials have rocket-shaped streamlined hulls capable

of flight in atmosphere and space. Immortals and Sojourners are incapable of atmospheric flight.

EMPYREAN-Class 100-ton Corvette

Empyreans are multipurpose spaceships that boast a highly customizable modular interior and are capable of performing a wide variety of missions. They were designed specifically for Centennia; first to ferry colonists and supplies from the mothership to the new world, and then later be repurposed for roles of exploration, mining, patrolling, and transport.

CELESTIAL-Class 200-ton Frigate

Celestials are twice the tonnage of the small Empyreans but are generally considered less customizable. Celestials are usually configured for one of two dedicated purposes: transport or warfare.

IMMORTAL-Class 500-ton Cruiser

Immortals are military warships; light cruisers of the United Terran Navy that are designed to serve as command centers for extended and remote missions.

SOJOURNER-Class 1,000-ton Facility Station

Sojourners are large, saucer-shaped spacecraft that are almost always under rotation to achieve gravity at the outer wall and are possibly more akin to a habitat ring than to other spaceships. Ideally, Sojourners remain in low planet orbit so they can replenish their fuel and provisions as needed. They are outfitted with different facility bays that each have a specific purpose, such as manufacturing, medical services, or scientific research.

GRAVITY

There are only two feasible means to create artificial gravity in space: thrust acceleration and rotation. Spaceships lacking habitat rings must rely on thrust acceleration for gravity and this means their occupants usually experience microgravity during their flight.

THRUST ACCELERATION

The interior decks of Empyrean, Celestial, and Immortal-class spaceships are vertically stacked one atop the other. The harmony drive in their bottom deck provides



multi-shock shield panels are installed in the void between the outer and inner hull. The inner hull is layered with monolithic shielding and combat armor. Dual hull shielding withstands greater impact force than shield panels and is considered essential for major combatants, but is costly and time-consuming to repair.

Sojourners have layered multi-shock shielding similar to Emyreans and Celestials, but do not use foam panels.

RADIATION

One of the greatest health challenges to spacecraft crew is exposure to continuous background radiation. The answer was the creation of an artificial magnetosphere that would mimic earth's magnetic field. But while the Centennia mothership could carry large magnetic coils, this was not feasible for her smaller spacecraft.

Advancements in nano-miniaturized superconductivity technology ultimately provided the answer. Emyreans, Celestials, Immortals, and Sojourners all have magnetic coils integrated into their inner (pressurized) hull that generate a magnetosphere to deflect radiation. The cylindrical hull of Emyreans and Celestials is most conducive to the design, and Immortals and Sojourners must additionally employ circular arrays of magnets within their outer hull voids. The magnetic field works whenever the ship's power systems are online.

SPACESHIP COMPONENTS

The components of a spaceship are:

- The Hull
- Core Compartments
- Secondary Compartments
- Fuel Tanks
- Egress

THE HULL

The spaceship's hull is the outer shell that houses all of its the internal components. Spaceship hull sizes are stated in tons, also called the ship's tonnage, and are a measure of the ship's mass. For example, a 100-ton ship will contain 100 tons of components.

One ton is a volume of 400 cubic feet and is usually estimated as 6 feet by 6 feet by 11 feet. On spaceship deck plans, one ton equals four Steps of floorspace.

HULL COMPONENTS

In addition to the pressured interior, the hull has two void spaces: the mezzanine and the shroud.

MEZZANINE

The mezzanine is usually located at the front nose of the ship. The mezzanine has two hatches and can be pressurized to serve as an airlock. This allows two spaceships to join together, usually nose to nose, and permit travel between the two spaceships. Mezzanines on Emyreans and Celestials contain the ship's umbilical tether and harness, while on larger spaceships they contain a four-way connection tunnel that can be used as a hub for up to four spaceships.

SHROUD

The hull shroud is usually located at the back of the ship. It is a protective housing that surrounds the vulnerable thrust chambers and nozzle extensions of the ship's harmony drives, thrusters, and rocket engines.

THE INTERIOR

Spaceships are divided into decks that can be isolated from other decks in the event of depressurization or emergency. Each deck contains one or more rooms that are generally (and inaccurately) called compartments.

Compartments are the building blocks of a spaceship, and each has a specific purpose. A compartment's size is determined by its function and capability. The size of some compartments is influenced by the ship's tonnage, and others are not. The size of some compartments is also influenced by the number of people on board.

In addition to compartments, spaceships carry fuel. Lastly, there must be room to access the ship's interior components, and these areas are called egress.

CORE COMPARTMENTS

Core compartments are required for a spaceship's functionality and are necessary for every spaceship.

BRIDGE

The cockpit and command center of the ship. It contains the control systems to maneuver and pilot the ship, avionics, course and navigation plotting, and status monitoring stations for all shipboard systems. A large spaceship may have a secondary control center. In combatant vessels, the bridge crew is often doubled to ensure constant manning.



WEAPON TURRET (Light or Heavy)

A turreted weapon housing anchored to a reinforced section of the ship's hull. A turret includes an integrated loadout bin and can be fitted with one of four types of weapons: an autocannon or point defense gun (PDG) can be installed into a light turret, and a missile launcher or railgun can be installed into a heavy turret.

A weapon turret has a rating of 4 to 6, which is the turret's Item score for the attack roll. A turret can shoot at one target per attack. A fully-loaded turret can be fired eight times before it is emptied (one-eighth of an ammunition drum, one missile, or one railgun shell per shot). A weapon turret can be fired remotely by the ship's computer or by a gunner that is actively manning the turret.

Crew: 1.

Crew roles: gunner.

Turret rating 6:

Size: 4 tons (light turret), 6 tons (heavy turret).

Turret rating 5:

Size: 3 tons (light turret), 5 tons (heavy turret).

Turret rating 4:

Size: 2 tons (light turret), 4 tons (heavy turret).

FUEL TANKS

A spaceship's harmony drive, rocket engines, thruster engines, and generators all require power to function. Fuel is critical for any spaceship not outfitted with a solar sail and radioisotope battery, and even these alternatives are weak substitutes.

Racks for fuel tanks are anchored to open floorspace within the spacecraft, and are usually found on all decks except the bridge and living spaces. A tank rack consists of cylindrical tanks containing metallic hydrogen fuel, interconnected by fuel lines, routing junctions, and connection points. (A ton of fuel is smaller in volume than one ship's ton, but the measurement convention is used nonetheless.) Every fuel tank in a spaceship is connected into the ship's fuel system; a parallel port-and-starboard redundant design intended to supply fuel to ship components even in the event of damaged fuel bays or catastrophic failure of a primary fuel line.

EGRESS

Egress is the "breathing room" on the ship – space that provides freedom of movement inside compartments and the areas that connect them together. Egress includes airlocks, hatches, ladders, passageways, stairs,

nooks and crannies, and that extra bit of space in a compartment. If you don't mind a bit of clutter, each ton of egress can store food or other materials by securing it to floor, bulkhead, and ceiling hooks.

SPACESHIP CONFIGURATIONS

While many different internal components can be found on spaceships, there are relatively few standardized ship configurations. Emyreans are deliberately the most configurable while Celestials are more specialized.

The most common Emyrean and Celestial configurations are provided in the following pages. Most of the ships in the exodus from Centennia were personnel transports, but these configurations are representative of Centennia's complement. All of them will certainly be reconfigured after the Gaia Day One landing, as priorities and resources allow.

Immortal-class command cruisers and Sojourner-class facility stations, though they share similarities of their respective hull class, are each unique in their internal design. Two Immortal-class cruisers led the exodus from Centennia but only one Sojourner-class station could be launched. The configuration details of these three spacecraft are also provided.

PERCENTILE DICE

The spaceship content sparingly uses percentile dice, a dice roll that is different from the **10GINE** dice pool. A percentile dice roll consists of two ten-sided dice that are rolled together, one die representing the tens digit and one die representing the singles digit, to generate a result of 01 to 100.

SPACESHIP DECK PLANS

Spaceship deck plans are presented in a top-down map view to facilitate character interaction and tactical play. A square grid is used, and each square represents a three-foot span of distance between its opposing sides (which is one Step). Each square is considered to have an area height of 11 feet, and typically one-quarter of this height is consumed by structural support and electrical and ventilation systems in the subfloor and overhead.

EMPYREAN-Class Corvette (EC)

ESCAPE CRAFT Configuration

CORE (20 tons)	Crew	Rating	Tons	Hit Location	Details
Bridge	1*	5	1	01	Avionics: medium range
Computer Room (CCB)	1*	5	1	02	..
Engine Room	1*	..	(8)
» Harmony Drive	..	5	2	03 – 06	Maximum thrust: 0.2g
» » Harmony Thrusters	2
» Rocket Engine	4	07 – 10	..
Galley	1*	..	6	11 – 16	4 weeks of food for 10 people
Generator Set	1*	..	2	17 – 18	..
Life Support	1*	..	2	19 – 20	Capacity: 20 people
SECONDARY (20 tons)					
Cargo: Freight Module (3)	1*	..	12	21 – 32	..
Cargo: Personnel Pod	4	33 – 36	Maximum occupancy: 10 people
Fuel Forge	1*	1	4	37 – 40	Output: 1 ton of fuel in 8 hours
FUEL & EGRESS (40 tons)					
Fuel Tanks	28	41 – 68	4-week loadout
» Generator Set (0 tons)	Unallocated
» Harmony Drive (14 tons)	14 days (acc) + 14 days (dec) at 0.1g thrust
» Rocket Engine (14 tons)	One liftoff; one landing
Fuel Reserve (0 tons)	None
Egress (12%)	12	69 – 80	Comfortable
HULL (20 tons)					
Spaceship Hull	20	81 – 100	Ship's structural integrity

* Undedicated crew position.

CONFIGURATION DETAILS

The Escape Craft (EC) is widely regarded as the most modifiable of the common Empyrean configurations, owing to its ample egress and cargo bays that can be easily refitted. The EC's cargo arrangement can be adjusted to replace one freight module with a second personnel pod, and no modification of any other systems is required.

However, the EC design is intended to shuttle newly awakened colonists from Centennia to Gaia on a preprogrammed flight controlled by the ship's computer. As such, the EC affords no accommodation or consideration (such as bunkrooms or cryonic berths) for crew or passengers and has no backup systems in the event of equipment failure.

STATISTICS

Ship: 100-ton Corvette

Classification: Mission-Adaptable Corvette (CMA)

Complement: 0 crew, 1 to 10-person transport

Armor: 0

Maneuverability: 4

Armament: None

CELESTIAL-Class Frigate (CL)

LIGHT COMBATANT Configuration

CORE (48 tons)	Crew	Rating	Tons	Hit Location	Details
Bridge	1	6	4	01 – 04	Avionics: long range
Computer Room	1	6	4	05 – 08	..
Engine Room	3	..	(20)
» Harmony Drive	..	6	8	09 – 20	Maximum thrust: 0.4g
» » Harmony Thrusters	4
» Rocket Engine	8	21 – 28	..
Galley	1	..	12	29 – 40	6 weeks of food for 12 people
Generator Set	1	..	4	41 – 44	..
Life Support	1	..	4	45 – 48	Capacity: 40 people
SECONDARY (32 tons)					
Armor	..	2	16	..	Armor value: 2
Bunkroom	2	49 – 50	Maximum occupancy: 2 people
Loadout Bin (2)	2	51 – 52	40 ammunition: 20 light turret; 20 heavy turret
Munitions Bay (2)	2	53 – 54	80 ammunition: 40 light turret; 40 heavy turret
Turret, Light	1	6	4	55 – 58	1 autocannon or PDG
Turret, Heavy	1	6	6	59 – 64	1 missile launcher or railgun
FUEL & EGRESS (80 tons)					
Fuel Tanks	56	65 – 120	4-week loadout
» Generator Set (0 tons)	Unallocated
» Harmony Drive (28 tons)	14 days (acc) + 14 days (dec) of 0.1g thrust
» Rocket Engine (28 tons)	One liftoff; one landing
Fuel Reserve (12 tons)	12	121 – 132	..
Egress (6%)	12	133 – 144	Cramped. 11 sleeping bags
HULL (40 tons)					
Spaceship Hull	40	145 – 200	Ship's structural integrity

CONFIGURATION DETAILS

The Light Combatant (CL) packs a respectable punch in a relatively small hull. It has decent armor and each turret boasts a dedicated loadout bin and munitions bay. This design affords the CL good survivability odds in combat, as it can be reasonably expected to sustain several weapons salvos while firing its own heavy weapon. However, the CL is an extremely cramped configuration with virtually nonexistent bedspace, and its small crew count offers few replacements for casualties in combat.

STATISTICS

Ship: 200-ton Frigate

Classification: Extended Mission Frigate (EMF)

Complement: 12 (3 officers, 9 enlisted)

Armor: 2 (armored plating)

Maneuverability: 4

Armament:

» Light turret: 80 ammunition

» Heavy turret: 80 ammunition

PREVIEW

SOJOURNER-Class Facility Station

UTS ERIDANUS FSM-3 Mobile Facility Station

CORE (210 tons)	Crew	Rating	Tons	Hit Location	Details
Bridge	3	5	10	01 – 10	Avionics: medium range
Computer Room	3	6	20	11 – 30	..
Engine Room	10	..	(80)
» Harmony Drive	..	5	20	31 – 70	Maximum thrust: 0.2g
» » Harmony Thrusters	20
» Rotation Engines	40	71 – 110	..
Galley	5	..	60	111 – 170	10 weeks of food for 38 people
Generator Set	2*	..	20	171 – 190	..
Life Support	2	..	20	191 – 210	Capacity: 200 people
SECONDARY (190 tons)					
Bunkroom (13)	26	211 – 236	Maximum occupancy: 26 people
Cargo: Freight Module	1*	..	4	237 – 240	..
Facility Bay Class A	8	8	64	241 – 304	Engineering (aerospace)
Facility Bay Class B	4	7	32	305 – 336	Craft (textile)
Facility Bay Class C	2	6	16	337 – 352	Engineering (mechanical)
Fuel Forge	1*	3	12	353 – 364	Output: 3 tons of fuel in 8 hours
Hangar Bay	16	365 – 380	1 Flyer-class spaceflight shuttle
Plant Habitat Bay (20)	2*	..	20	381 – 400	Provides food for 20 people
FUEL & Egress (400 tons)					
Fuel Tanks	120	401 – 520	4-week load
» Generator Set (40 tons)	4 weeks of ship's power
» Harmony Drive (0 tons)	Unallocated
» Rotation Engines (80 tons)	4 weeks of 1.0g rotational gravity
Fuel Reserve (120 tons)	120	521 – 640	..
Egress (16%)	160	641 – 800	Spacious. 14 sleeping bags.
HULL (200 tons)					
Spaceship Hull	200	801 – 1,000	Ship's structural integrity

* Undedicated crew position.

CONFIGURATION DETAILS

Eridanus is one of the three facility stations brought aboard Centennia. It is outfitted as an engineering and electronics production and repair center, and designed to be as self-sufficient as possible. Eridanus is designed to remain in a low planetary orbit where its fuel forge can maintain output and the harmony drive can be engaged for flight path correction as required.

STATISTICS

Ship: 1,000-ton Facility Station
 Classification: Mobile Facility Station (FSM)
 Complement: 38 (3 officers, 35 enlisted)
 Armor: 0
 Maneuverability: 1
 Armament: None

ELECTRONIC WARFARE (Crew or Computer)

In electronic warfare, aggressors attempt to disrupt the avionics system of a ship or missile and defenders attempt to overcome the disruption. Electronic warfare attempts are not cumulative.

As an aggressor, on your turn you target one ship or missile and roll your dice pool roll. If successful, you affect the avionics system until your first turn of the next round unless the defender overcomes the disruption.

As a defender, roll an opposing roll as a reaction versus the aggressor's disruption. You may also roll on your turn, as your action, to overcome the disruption. You must achieve WIN greater than the aggressor's initial dice pool WIN result to overcome the disruption (as the aggressor does not roll twice for the same disruption).

TARGETING A MISSILE

The Item rating of a disrupted missile is reduced by one per Net WIN of your dice pool, to a minimum of zero.

- » Mind | Intellect • Electronics | Communications
Item component: Ship's bridge score
Versus:
- Guided missile (opposed): The dice pool of the opposing ship's computer or gunner.
- Unguided missile (unopposed): The missile's current Item rating.

TARGETING A SHIP

Disrupted ship avionics systems cannot detect objects or receive communications, but they can transmit messages and the ship can still make electronic warfare attempts as an aggressor or defender.

- » Mind | Intellect • Electronics | Communications
Item component: Ship's bridge score
Versus: The dice pool of the opposing ship's crew or computer.

HACK SYSTEMS (Technician or Computer)

You use your ship's avionics in an attempt to upload a malicious signal into a rated system of another ship. You must specify which ship's system you are attempting to hack. A ship's system can be affected by multiple hacking attempts at the same time, and hacking effects are cumulative. Ship armor cannot be hacked.

As an aggressor, if your roll is successful, you reduce the compartment rating by one for one round plus one additional round per net WIN.

As a defender, on your turn you can attempt to remove one malicious code within one hacked system. You must achieve WIN greater than the aggressor's initial dice pool WIN result to remove the code.

Hack Systems:

- » Mind | Intellect • Computers | Security
Item component: Ship's computer score
Versus: The dice pool of the opposing crew or ship's computer.

MASK COMMUNICATIONS (Crew or Computer)

You attempt to conceal, or mask, a narrow-beam communications transmission. This is usually done to avoid announcing the ship's presence or exposing the recipient of the transmission. Your dice pool roll WIN result reflects how well your transmission is masked, and is the WIN needed for an opposing avionics dice pool roll to notice it.

Mask Transmissions:

- » Mind | Intellect • Electronics | Communications
Item component: Ship's bridge score

SHOOT WEAPON TURRET (Gunner or Computer)

A weapon turret houses one of four types of weapons: autocannon, PDG, railgun, or missile.

You receive one Loss to your dice pool roll to attack a target at short range, two Loss at medium range, and three loss at long range. You also receive Gain or Loss based upon the target's tonnage:

Tonnage	Adjust	Tonnage	Adjust
Up to 100:	4 Loss	600 tons:	none
200 tons:	3 Loss	700 tons:	1 Gain
300 tons:	2 Loss	800 tons:	2 Gain
400 tons:	1 Loss	900 tons:	3 Gain
500 tons:	none	1,000 and Up:	4 Gain

Shoot Gun Turret:

- » Body | Strength • Gunnery | Artillery †
Item component: Turret's rating
Versus:
- Missile: The missile's current Item rating.
- Ship: The ship's maneuverability score.
- + Autocannons and PDGs fired in atmosphere receive four Loss to the dice pool roll. Missiles and railguns fired in atmosphere receive two Loss to the roll.

CHAPTER 6: THE NEW WORLD

As the Eos woke us, we struggled to consciousness, our minds stumbling through a migraine haze to remember who and where we were. Those of us who survived resuscitation became immediately and impressively ill, our stomachs no longer accepting that the liquid nutrient pumped into them was actually food. The dry heaving subsided first, while the blindness and atrophy lingered. When our eyes finally began to see, we were still too weak to move from our cryonic cradles, so it didn't really matter.

It was not the awakening promised from our long sleep, and the new day spoke more as a warning than a welcome. It was worse than they said it would be. The one in five hundred mortality rate they projected was more like one in ten. Fortunately for us, the Eos are tolerable nursemaids with a lot of patience. Then again, they're just doing what we told them to do, so maybe they don't know any better.

Things felt different. It was subtle, some things more obvious than others. The glow of the light grids was muted, and the air cyclers groaned with a labored grind. The crew was gone. They had volunteered to stay awake... Whether they had died or emptied out cryonic berths for themselves, who knows. At some point, Centennia's carbon core brain had gone offline and with it all the clocks and drone buffers. Somehow the auto reboots eventually worked, and the core came back up but much of the ship logs and personnel records were lost. We just knew we'd been asleep for a long time.

KEEPING IT SIMPLE

This information is a broad overview of the new world and the people that left Centennia to settle upon the planet of Gaia. This *Colonist's Companion* focuses primarily upon Gaia itself, to provide a fundamental starting point for Guides and players, and to introduce an immersive atmosphere that will quickly evolve.

This is the very beginning of a new world. A new society. A new civilization. Remnants of the old world remain, certainly, and are easily seen in basic possessions, technology, cultural and factional biases, and in the military and governmental organizations. What remains to be seen is if this offshoot of humanity can survive. And if it does, what can it become?

CENTENNIA'S FLEET

Hull	Ship	Hull	Ship
EMPYREANS			
CMA-09	Diadem	CMA-49	Alkaid
CMA-10	Procyon *	CMA-50	Kang *
CMA-11	Shedir	CMA-51	Wezen
CMA-12	Alshain *	CMA-52	Botein *
CMA-13	Deneb	CMA-53	Zibal
CMA-14	Hamal	CMA-54	Yildun *
CMA-15	Acrux *	CMA-55	Tegmen
CMA-16	Alphecca	CMA-56	Vega
CMA-17	Capella *	CMA-57	Nunki *
CMA-18	Mira	CMA-58	Wasat
CMA-19	Canopus	CMA-59	Turais *
CMA-20	Gienah	CMA-60	Merga
CMA-21	Nashira	CMA-61	Kajam
CMA-22	Agena	CMA-62	Meridana
CMA-23	Acamar *	CMA-63	Hadar
CMA-24	Kocab *	CMA-64	Meissa *
CMA-25	Maasym *	CMA-65	Lyra
CMA-26	Elnath	CMA-66	Rastaban *
CMA-27	Zaniah *	CMA-67	Navi
CMA-28	Altair	CMA-68	Seginus
CMA-29	Haedi *	CELESTIALS	
CMA-30	Sirius	EMF-4	Archimedes
CMA-31	Corvus	EMF-5	Pingala
CMA-32	Kuma	EMF-6	Eratosthenes
CMA-33	Gacrux *	EMF-7	Azophi *
CMA-34	Maia *	EMF-8	Ptolemy *
CMA-35	Lesath	EMF-9	Aristotle
CMA-36	Mirach	EMF-10	Ibn Yunus
CMA-37	Alhena *	EMF-11	Liu Hong *
CMA-38	Eltanin *	EMF-12	Pythagoras
CMA-39	Perseus *	IMMORTALS	
CMA-40	Zaurak	RFC-3	Sentinel *
CMA-41	Dziban *	RFC-7	Archon *
CMA-42	Matar	RFC-9	Centurion
CMA-43	Talitha *	SOJOURNERS	
CMA-44	Dabih	FSM-2	Cassiopeia
CMA-45	Taygeta	FSM-3	Eridanus *
CMA-46	Etamin	FSM-4	Hercules
CMA-47	Regulus		
CMA-48	Izar *		

* Launched in the exodus from Centennia.

PROLOGUE

```

: Cryonic berth: 11,958.
:: Awaken priority: Global. Medical, level 1.
:: Occupant Name of Record: Silva, Arthur Filipe.
:: Initiate Revivification.
:: Occupant Identification: Costa, Emma Maria.
:: :: Error.
:: :: Occupant Identification verified.
:: :: Occupant Name of Record updated.
:: Occupant vital signs within green band.
:: Revivification complete.
: Processing ::

: Cryonic berth: 11,962.
:: Awaken priority: Global. Medical, level 1.
:: Occupant Name of Record: Gaines, Dwight Elan.
:: Initiate Revivification.
:: Occupant Identification: Confirmed.
:: :: Alert. Occupant vital signs outside green band.
:: :: Alert. Medical intervention required.
:: :: Alert. Medical condition critical.
:: Revivification unsuccessful.
: Processing ::

: Cryonic berth: 11,977.
:: Awaken priority: Global. Command, level 1.
:: Occupant Name of Record: Knecht, Wilhelm Aust.
:: Initiate Revivification.
:: Occupant Identification: Confirmed.
:: Occupant vital signs within green band.
:: Revivification complete.
: Processing ::
    
```

EXODUS

The first of the cryonic berths was opened nineteen days before the launch window. Revivification was by predetermined order: medical technicians first, command crews next, and then select members of the senior command. The typical period for full recovery from cryonic sleep was seven to ten days. Mental acuity returned slowly, though most colonists were able to see, stand, and sip water within a day.

Once the command crews and senior command were able to function cognitively, they soon realized that Centennia was severely damaged. The mothership did not respond to helm commands, substantial portions of her mechanical systems were inoperable, and the engineering decks were inaccessible. Additionally, only a small number of the plant habitat bays were actively

maintained, and it became clear that staying aboard Centennia posed as great a threat as the unknown world that was rapidly growing closer. Ultimately, the decision was made to abandon the mothership, though the debate was neither unanimous nor peaceful.

WHAT WE HAVE

Centennia was outfitted with 60 Emyrean-class corvettes, nine Celestial-class frigates, three Immortal-class cruisers, and three Sojourner-class facility stations. Of that number, less than half were launched: 24 Emyreans, three Celestials, two Immortals, and one Sojourner.

- 1 Emyrean (DF): 10 crew; 22 passengers
- 1 Emyrean (GS): 10 crew; 6 passengers
- 1 Emyrean (TL): 10 crew; 10 passengers
- 21 Emyrean (TLP): 168 crew; 2,688 passengers
- 3 Celestial (TMP): 48 crew; 804 passengers
- 2 Immortals: 72 crew
- 1 Sojourner: 38 crew; 62 passengers

Centennia exodus roster: 3,948 people.

EVERY NOOK AND CRANNY

Each ton of egress on every ship in the exodus was filled with any supplies and personal possessions that the colonists could retrieve. The 21 Emyrean personnel transports contained a respectable total of 84 cargo holds that were mainly filled with shelter materials, clothing and survival supplies, and personnel gear and equipment. However, the colonists also secured several disassembled Class-C and Class-D facility bays into the Emyrean cargo holds.

Very importantly, all three Celestial transports were outfitted with high rating fuel forges, which would be essential for replenishing the fleet with fuel and supplying power for the new colony.

Of the 24 Emyreans launched, only three were not personnel transports:

UTS CAPELLA (CMA-17)

Capella is an Emyrean Deployable Facility (DF). Capella is outfitted with a Class-B Medicine (clinical) facility bay. Three of her cargo holds were loaded with pharmaceutical and medical supplies, and a disassembled Class-D Academics (chemistry) bay was hurriedly stowed into her remaining two cargo holds. Capella represents the only clinical medical services available in the new world and, perhaps more importantly, she possesses the only Rating 8 computer in the exodus fleet.



UTS IZAR (CMA-48)

Izar is an Emphyrean Light Transport (TL). Izar was quickly secured for transport of supplies deemed critical for the colony's initial survival and infrastructure, and early security: A disassembled Windwalker carrier Air Mobility Vehicle was loaded into eight of her cargo holds. Another seven of the holds were filled with every edible food ration MRE that could be found (however, at 15,000 rations per hold, this is barely two weeks of food at a daily consumption rate of two meals per person). One hold was loaded with military-grade explosives and heavy weapons, one hold was loaded with military-grade equipment and armor, and one hold was filled with personal firearms.

UTS PERSEUS (CMA-39)

Perseus is an Emphyrean Gunship Combatant (GS). The inclusion of Perseus in the exodus fleet was one of the most controversial decisions of the pre-launch window. With the critical shortage of trained flight crews, bringing Perseus instead of another personnel transport meant, very simply, that 122 fewer colonists could be transported from the mothership. Ultimately, it was Perseus' higher rating bridge, computer, and harmony drive that secured her spot in the fleet as the systems would be extremely valuable for planetary communications support, initial environmental research and sampling, and early exploration.

WHAT WE LEFT BEHIND

It is indisputably more important to focus upon what we have than upon what we have lost. That said, all the contents of the mothership were considered vital for the success of the Centennia mission. Even the hull and internals of the mothership were intended to be disassembled by her colonists to form the agricultural, educational, manufacturing, and scientific foundations of their new civilization.

Much of Centennia's resources reside in her facility bays, and their exact composition and contents are now impossible to accurately list. With her Carbon Core Biocomputer damaged and her Extronet nearly inoperable, the mothership could not comply with most command queries. A sizeable portion of Centennia's inventories could not be assessed at all, and many areas of the mothership were physically inaccessible due to the damage Centennia had sustained.

Much of what was left behind is sorely needed in the new world, and looking back offers insight to the path forward. Taking stock of integral components that could not be salvaged will aid in assessing the critical unmet

needs we have. We know they will add to the challenges ahead, but recognizing and confronting them is the first step toward resolution.

FIRESTORM INDUSTRIAL FACILITY

Centennia was equipped with a highly advanced industrial manufacturing center. Working in conjunction with Centennia's two universal constructors, Firestorm's industrial manufacturing heart was responsible to fabricate industrial use products from raw materials. Even at full operation, Firestorm was the most automated of all of Centennia's systems, with over 90% of its output produced without human interaction or oversight.

HOMESTEAD AGRICULTURAL OASIS

The Plantation-class agricultural complexes of the Oasis were the sole food source for Centennia's crew and colonists throughout her voyage. The enormous complexes were divided into seven groups, each one devoted to a specific category: botanical garden, food crops, feed crops, fiber crops, oil crops, ornamental crops (including fruit-bearing shrubs, trees, and vines), and industrial crops. Each complex housed its own food preparation center that focused primarily upon liquid nutrients for the cryonic berths and packaged food rations, while also providing fresh meals for Centennia's command crew.

LAZARUS MEDICAL COMPLEX

At its fundamental level, Centennia's MedCom provided vitamins, nutrients, supplements, and treatments for ailments and injuries. Beyond these routine needs, the MedCom's medical facilities and resources also provided services ranging from childbirth to end-of-life care. At its highest level, MedCom personnel and drones served as constant caretakers of the mothership's 12,000 cryonic berths.

METHUSELAH LIFE EXTENSION CENTER

For some, life extension is the realization of the fabled fountain of youth. For Centennia's crew, the Regenacle strains provided by the Methuselah LIFEX gave them the means to continue their voyage for as long as possible. Fragmentary records from the LIFEX data core suggest uninterrupted usage of late-stage Regenacle strains for decades actually increased the drug's effectiveness, and slowed the recipient's aging process significantly beyond what was determined in original testing.

UNIVERSAL CONSTRUCTORS

Centennia was equipped with two universal constructors: Goliath and Samson. Each of the 40-ton robotic spacecraft was manufactured at a cost almost equal to that of an Immortal-class cruiser, and was considered infinitely more valuable.

The universal constructor is the most advanced 4D additive manufacturing machine ever created. Each has a mature Emergence-Age Carbon Core Biocomputer smart brain, making the constructor fully capable of remote operation completely independent of human interaction or oversight. Universal constructors were designed to be able to launch from Centennia, gather raw resources from nearby sources such as asteroids, and return to the mothership. Once the constructor possessed all of the required materials, it could then manufacture what Centennia needed. The deductive reasoning ability of the universal constructor's Awakened Deep Intelligence Awareness also allows it to reverse-engineer existing devices in order to understand and recreate them.

The universal constructor is capable of self-replication and of manufacturing any item for which it possesses the blueprint design and raw materials. It was deemed essential for Centennia's success that she possessed universal constructors that could produce replaceable components for the inevitable mechanical failures that would occur, and also be able to independently procure the raw materials needed to do so.

UTS CASSIOPEIA (FSM-2)

Cassiopeia was intended as the colonists' primary electronics and computer sciences center. The Mobile Facility Station contained three facility bays: Class-A Electronics (devices), Class-B Computers (software), and Class-C Electronics (robotics).

UTS CENTURION (RFC-9)

Centurion was the most advanced military vessel brought on Centennia. The Remote Force Command cruiser was the first Immortal-class warship to be outfitted with Accelerated Micro-Miniaturized Intelligence Systems, which increased Centurion's internal capacity to 105% of the Immortal-class cruisers' normal loadout – for all practical purposes, essentially a 420-ton internal redesign versus the Immortal's original 400-ton internal design.

UTS HERCULES (FSM-4)

Hercules was intended as the colonists' primary weapons manufacturing center. The Mobile Facility

Station contained three facility bays: Class-A Gunnery (artillerist), Class-B Craft (metal), and Class-C Firearms (gunsmith).

LIFE ABOARD AN EMPYREAN

For the human body, zero gravity means up is whatever direction your head is pointing. There's no anchor. We can only orientate ourselves to our surroundings, and that means the spacecraft we are in. Floor, wall, ceiling; they all become the same.

There's a big difference between zero gravity and 0.1g. For one thing, any gravity at all means you can actually set something down, and it eliminates a lot of the issues with surface tension. So, you won't drown in the water you were trying to drink, or at least not as easily.

Flying through compartments does lose its novelty after a while, but there's a lot of interesting things you can do when gravity isn't weighing you down. There're a lot of fun and games to be had in low-g, until they fire the detonation engine and flash-ignite the thrusters, and the ten-pound widget wrench that was cling-snapped to the wall flies right through your shoulder.

INTRODUCTION

With its unmatched capacity for refitting and upgrading, the Escape Craft is a quintessential configuration of the Empyrean-class corvettes. Considering the role it will likely serve in game campaigns, it is a logical setting in which to detail an Empyrean's typical contents and some of its features and components that are also found in many other spacecraft. It's also an excellent platform for describing life aboard a spacecraft that operates in both microgravity and gravitation wells.

ARCHITECTURE

All Empyrean spacecraft look much the same from the outside, with the most visible differences being larger engine nozzles for high rating harmony drives and the addition of weapon turrets. Even low-rating armor plating is installed beneath the craft's carbon-composite outer skin and is not easily discernible to the casual observer.

Empyreans are comprised of six decks, numbered from top to bottom as deck 1 through deck 6. The lowest deck will always contain the ship's harmony drive and rocket engines, and the top deck usually contains the ship's bridge. An Empyrean's hull length is 96 feet. This



includes its six decks, each having an external height of 12 feet, the mezzanine housing above deck 1, and the hull shroud below deck 6. An Empyrean's diameter at center of mass, located at deck 4, is 28 feet. This is also where an Empyrean's docking collar track, for attaching a T-Limb habitat, is located.

All Empyreans are built around a "four corners" foundation of parallel and redundant port and starboard systems with fore and aft sections. The octagonal inner hull housed within its cylindrical outer skin is intentionally asymmetrical to provide the space needed for electrical, electronic, hydraulic, mechanical, piping, and pneumatic systems to pass from deck 1 to deck 6. The four corners are located at the Empyrean's 45, 135, 225, and 315-degree points from the ship's 0-degree centerline.

Empyreans are designed with a fore-and-aft ladder-and-hatch system to provide two pathways through each deck. Most Empyreans have two-panel hatches that are recessed and sandwiched between the dual-layer internal pressure hull frame that separates each deck. When opened, each panel slides completely into the decking, and remains latched open until manually or remotely released. Empyrean (GS) gunships are an exception, and are outfitted with handwheel-operated reinforced hatches that seal to the armored pressure hull frame when shut. Regardless of the hatch design, each deck is its own compartment and can be independently pressurized or opened to vacuum.

Empyreans can be outfitted with up to four cargo holds, the first added into deck 6 and the remainder continuing upward. The main cargo hold access doors are built into the deck 6 floorplates, so upper holds are removed first when refitting the spacecraft.

The four cargo holds of the Escape Craft configuration mean that the Empyrean must be outfitted with secondary external cargo doors on deck 4. A slide cradle is installed to physically guide a cargo module and hold it in place while the module is slid out an external door. This is necessary for loading additional cargo modules and for launching a personnel pod.

DESIGN

DECK 1: COMMAND DECK

Deck 1 contains the bridge, which for the Escape Craft is a single tactical command cockpit station. Empyrean command decks usually contain the ship's computer and at least part of the ship's life support systems. The

Escape Craft also contains four of the ship's eight harmony drive maneuvering thrusters.

DECK 2: CREW DECK

The ship's galley dominates deck 2, and the deck is often simply called the galley for that reason. However modest it might be, the galley is usually the central recreation area for the ship's crew and passengers.

In the Escape Craft, the galley ceiling is encircled by an outer ring of windows and the center of the ceiling boasts a large flat panel display. While the panel can serve as a secondary display for tactical data from avionics and the ship's computer, it is primarily intended to provide the crew and passengers with games and cinema service.

DECK 3: FUEL DECK

On the Escape Craft, deck 3 is the "lucky 13" fuel deck – it houses 13 racks containing metallic hydrogen fuel and essentially nothing else. Some have observed that emptied fuel racks could be modified to discretely hold small amounts of cargo.

DECK 4: CARGO DECK

Deck 4 is very likely the first area of an Escape Craft to be modified. The deck contains 4.5 tons of fuel racks and two 4-ton cargo holds that have two chain hoists used to lift cargo modules into place. A cargo module loaded into deck 5 must be suspended and held aloft by the chain hoists, and then lowered once the floor girders and deck plates are in place.

The logistics involved with retaining a fourth cargo hold, which likely contains a personnel pod, are simply not worth the effort for most Centennians. It's probable that an Escape Craft's first refit would be to remove the secondary external cargo doors and replace the fourth cargo hold with two bunkrooms, one to the port and one to the starboard of a relocated center cargo hold.

DECK 5: MACHINERY DECK

Deck 5 is the first of two decks that house integral components of the Escape Craft's power and propulsion systems: the generator set dual power system and the fuel forge. At first glance, the Class 1 hybrid-design fuel forge also appears to support the Empyrean's port-and-starboard redundancy, but this is not the case. The Class 1 hybrid is designed specifically for small spacecraft and is split physically into induction and compression stages to better distribute its mass. When the fuel forge is operating, deck 5 has the highest ambient background noise level of any deck in the ship, including deck 6.

extend nearly to the moon's equator. Both appear capable of supporting human life.

GAIA (Earth Mother)

Fourth planet from the sun, and the second within the habitable zone. Gaia, the new world, is an earth-like terrestrial planet nearly as large as earth and having a similar density, though its magnetosphere is over 15 times stronger than earth's magnetic field. Nearly two-thirds of the planet surface is covered by water, and its atmosphere is dominated by oxygen and nitrogen.

Planetary orbit: 358.11 days (1.00 year).

Gaia has one moon, Selene. Selene is an airless and lifeless satellite that is slightly smaller than earth's Luna.

THE OUTER PLANETS

DAEDALUS BELT (Creator of the Labyrinth)

The Daedalus Belt is a doughnut-shaped region of space that contains millions of asteroids and minor planets. The Daedalus Belt is located between the orbits of Gaia and Zephyrus.

- The dwarf planet Icarus is the largest body within the belt.
- The dwarf planets Castor and Pollux are, respectively, the second and third largest bodies within the belt.

ZEPHYRUS (God of the West Wind)

The fifth planet from the sun. Zephyrus is a rocky terrestrial planet with a thin atmosphere composed mainly of argon gases, carbon dioxide, and nitrogen. However, it has windstorms that can reach supersonic speeds. These windstorms cause limited visibility across the planet surface and have likely contributed to the planet's ring system.

Planetary orbit: 3,981.34 days (11.12 years).

Zephyrus has three moons: Eurus, Notus, and Boreas.

AEOLUS (Keeper of the Winds)

Sixth planet from the sun, Aeolus is the largest planet in the solar system and is larger than all the other planets combined. Aeolus is a giant planet, a gas giant with a large, solid core and a surface composed mainly of helium and hydrogen.

Planetary orbit: 10,316.63 days (28.81 years).

Aeolus has thirteen moons. The three main moons are Artemis, Athena, and Hestia. The ten secondary moons are Bia, Ceto, Cybele, Enyo, Hermes, Kratos, Plutus, Triton, Tyche, and Zelus.

NYX (God of Night)

Seventh planet from the sun, the gas giant Nyx is barely half the size of its closest neighbor, Aeolus. Its surface is composed mainly of hydrogen and helium but, unlike Aeolus, Nyx is not believed to have a solid core.

Planetary orbit: 29,764.60 days (83.12 years).

Nyx has six moons: Deimos, Erebus, Hades, Tartarus, Thanatos, and Typhon.

GAIA

Sidereal... yeah okay, whatever. The planet circles the sun in about a year. There's day and night, and the cycle is 24 hours or close enough. There's spring, summer, fall, and winter, no matter what you call them or how long they last. That's good enough for me. I don't need to know anything about synchronizing civilian or military time standards and adjusting nanosecond timing errors or any of that stuff, and don't start talking to me about sidereal days, orbits, or years.

LAND

Gaia is considered to have seven continents. In order of size, they are: Ursa, Taurus, Auriga, Lyra, Circinus, Sextans, and Hydra (collectively, Hydra, Serpens, and Lacerta).

Initial geographic and geological survey data suggests that Gaia was subjected to a global cataclysmic event as recently as 6,000 years ago. This event significantly altered the planet's orbit about Helios, pushing Gaia closer to the sun and bringing it well into the habitable zone. Additionally, continental features suggest that the lesser continents of Hydra, Serpens, and Lacerta were once a single landmass, and it is implausible that plate tectonic activity alone could have reshaped Gaia's lithosphere in so brief a period.

AURIGA (The Charioteer)

The supercontinent of Auriga is the third-largest landmass of Gaia. Located in the northern and western hemisphere, Auriga is arguably the most temperate and hospitable for human life. Southern and central Auriga



