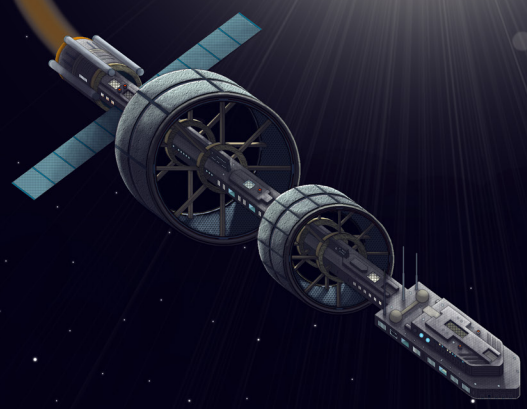
PREVIEW

CENTENNIA

ROLEPLAYING GAME



COLONIST'S COMPANION

10GINE SYSTEM

CENTENNIA

ROLEPLAYING GAME

COLONIST'S COMPANION

To Wilhelm, Flintrock, Chloe, Takagi, Teela, and Danri.
To our Saturday games, and the good times remembered.

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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 Independent 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 Space Corps. 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 Freelander 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 the ruins of a past civilization.

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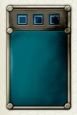
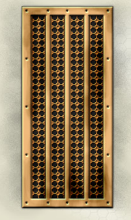




CHAPTER 1. CHARACTERS

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, not that I know of.

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.

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 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 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.

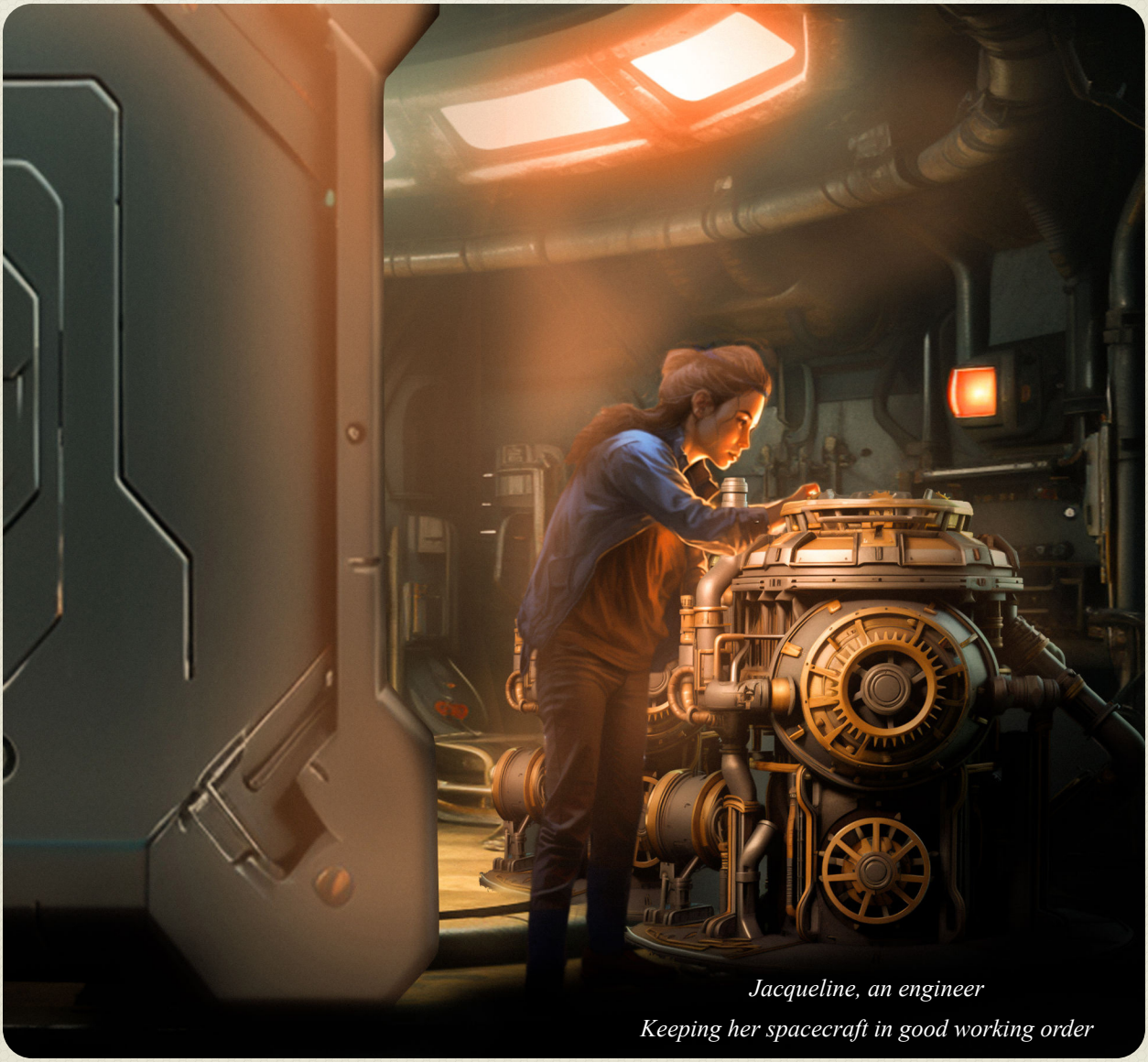
Juvenile	0 to 15 years
Young	16 to 30 years
Mature	31 to 45 years
Midlife	46 to 60 years
Old	61 to 75 years
Elderly	76 to 90 years
Venerable	91 years and older

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.



Jacqueline, an engineer

Keeping her spacecraft in good working order

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. Refer to GEM (page 63) *for more information.*

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.

ADJUST YOUR STATS FOR AGING

If your character is physically 45 years of age or older, your stats begin to decrease. Refer to *Aging* (page 14) for more information.

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 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.

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

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 may receive a PID, a Personal Intelligent Device, for free at character creation. Refer to *PID* (page 68) for more information.

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.

REGARDING REGENACLE

Characters with sufficient Wealth may purchase doses of Regenacle in Character Creation. Character use of Regenacle prior to gameplay is not recommended due to the BP cost, and is ultimately at the Guide's discretion. Refer to *Regenacle* (page 64) for more information.

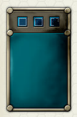
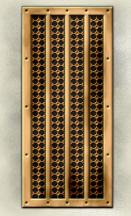
STEP 7. CHOOSE YOUR LANGUAGES

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.

» 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.

Leo, a bruiser

Microgravity makes moving a thermoelectric generator possible,
but you'll need clingwear overboots, magnetic rollers, and a push-pack to stay anchored

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.

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

COLD

If you are wearing armor or apparel that has a cold stat, subtract the cold stat from the cold damage before rolling to resist the injury. You also receive Gain equal to the stat on your roll to resist the injury.

FIRE

If you are wearing armor or apparel that has a heat stat, subtract the heat stat from the fire damage before rolling to resist the injury. You also receive Gain equal to the stat on your roll to resist the injury.

Even the best fire suits provide limited thermal and moisture protection, and most people have little chance of escaping from a large, fully developed fire.

Direct contact with a fire inflicts injury as indicated in the different stages of a fire. Reduce this injury by five for indirect contact (such as moving quickly through a fire area or when establishing containment or control of a fire area).

Incipient stage fires are small fires that have just begun to burn and spread. They inflict 5 wound per round.

Growth stage fires are large, rapidly growing fires that are consuming all combustible materials in their area. They inflict 10 wound per round.

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 on the first turn of combat. 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 in-game time is tracked during combat. In 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

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.

Strongback Number 47, nicknamed "Cambur"

One of the very few heavy-labor drones in the new world

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 only 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

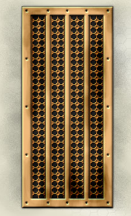
Light armor includes varieties of layered clothing, coveralls and jumpsuits, jackets, and ballistic vests. Exotic variations include wrist bracers, forearm vambraces, leg greaves, abdomen girdles, torso cuirass, neck guards, and soft coifs or flex helms. Most light armors are comfortable to wear and,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

ARMOR AND APPAREL

Apparel or Armor	Grade	Armor	Cost	Mass	Power	Air	Cold	Elec	Heat
			2 points each			1 point each			
	Downgrade	..	4	2	..	..	0	0	0
Reinforced clothing	Base	1	3	1	..	..	1	1	1
	Upgrade	..	2	0	..	..	2	2	2
	Downgrade	..	4	2	..	..	..	..	..
Flex vest	Base	1	3	1	..	..	..	..	..
	Upgrade	..	2	0	..	..	..	..	..
	Downgrade	..	5	3	..	..	1	1	1
Microfiber suit	Base	2	4	2	..	..	2	2	2
	Upgrade	..	3	1	..	..	3	3	3
	Downgrade	..	6	4	..	..	..	..	..
Hard-shell vest	Base	3	5	3	..	..	..	..	..
	Upgrade	..	4	2	..	..	..	..	..
	Downgrade	..	..	5	..	..	3	3	3
Plated suit	Base	4	6	4	..	..	4	4	4
	Upgrade	..	5	3	..	..	5	5	5
	Downgrade	..	..	6	16	8	4	4	4
Hard-shell armor	Base	5	7	5	20	10	5	5	5
	Upgrade	..	6	4	24	12	6	6	6
	Downgrade	..	..	7 †	8	8	5	5	5
Exoskeleton armor	Base	6	8	6 †	10	10	6	6	6
	Upgrade	..	7	5 †	12	12	7	7	7
• • •									
	Downgrade	..	4	4	..	..	4	0	0
Cold suit	Base	1	3	3	..	..	6	1	1
	Upgrade	..	2	2	..	..	8	2	2
	Downgrade	..	4	4	..	..	0	0	4
Fire suit	Base	1	3	3	..	..	1	1	6
	Upgrade	..	2	2	..	..	2	2	8
	Downgrade	..	4	4	..	..	0	4	0
Insulative suit	Base	1	3	3	..	..	1	6	1
	Upgrade	..	2	2	..	..	2	8	2
	Downgrade	..	6	5	16	8	3	1	1
Deep dive suit	Base	2	5	4	20	10	4	2	2
	Upgrade	..	4	3	24	12	5	..	..
	Downgrade	..	6	5	16	8	4	4	4
Space suit	Base	2	5	4	20	10	5	5	5
	Upgrade	..	4	3	24	12	6	6	6

A dotted entry (..) in a stat indicates that grade is not available.

† Exoskeleton armor has 0 mass for its wearer when it is powered on.



bolt, in tactical play as your move.

BOWS

Bows come in a variety of sizes, ranging from miniature and small bows to the recurve long bow.

CROSSBOWS

Crossbows are available in a wide array of sizes and varieties, including pistol crossbows and rifle crossbows.

FIREARMS

Firearms include handguns and long guns, and encompass manuals, automatics, and coil guns.

AUTOMATIC AND MANUAL GUNS

Automatics expel and chamber ammunition for the shooter. Manual firearms do not; the shooter must remove expended ammo and chamber new rounds. Manual firearms are single shot only and do not have a fail rate. Revolvers and all bolt-action and lever-action long guns are manual firearms.

FIRING MODES

There are three firing modes, each allowing you to shoot one or more bullets in one turn as your action. Some guns have multiple firing modes, and you can use your move in combat to switch your fire selection.

Single Shot (S). In single shot mode, you shoot up to three bullets at one target by pulling and releasing the trigger (one trigger-pull) once per bullet. Decide how many bullets you will shoot and roll your dice pool attack. Your pool receives one Gain if you shoot two bullets and two Gain if you shoot three bullets.

Burst Fire (B). In burst fire mode, you shoot a burst of three bullets at one target with one trigger-pull. Your dice pool receives one Gain. If you do not have enough bullets, your shot becomes single shot fire. †

Full Automatic (F). In full auto mode, you shoot a burst of ten bullets with one trigger-pull. You can shoot at one target or at two targets that are in adjacent steps. Roll one dice pool attack. Your pool receives three Gain when shooting at one target, and one Gain when shooting at two targets. If you do not have enough bullets, you shoot at only one target and your shot becomes burst fire or single shot. †

† If you hit your target in burst fire or full auto mode, one bullet struck the target. However, each die result of 0 in your dice pool roll means another of your bullets hit the target. Do not add your net WIN to the damage of these additional bullets. If you hit two targets, one bullet struck each and you then divide any additional hits between the two as desired.

RECOIL

If you shoot a gun in burst fire or full auto, you receive recoil penalties to all other shots fired in the same round unless you use your movement between shots to steady yourself. Recoil penalties to dice pools are two Loss from burst fire and five Loss from full auto. If the weapon is two-handed, reduce the Loss by one.

RELOADING

You can reload a firearm or heavy weapons launcher in tactical play as your move. Reloading a machinegun requires one round (three moves).

Yamaguchi-Kimura
Ronin-Elite Coil Pistol

HANDGUNS

LIGHT PISTOLS

Light pistols are small, concealable, and deal a respectable amount of damage. They can be very inexpensive and extremely lightweight but have a limited range and small ammo clip.

HEAVY PISTOLS

Heavy pistols are light but powerful sidearms. While concealable, they are unlikely to escape a thorough search. Heavy pistols have good range and decent size ammo clips, and don't usually attract undue attention.

REVOLVERS

Revolvers are about the same size and bulk as heavy pistols. They boast greater damage but hold fewer rounds than most pistols.

MACHINE PISTOLS

Machine pistols are relatively rare automatic pistols. They sacrifice damage for the increased rates of fire that also make them unwieldy and prone to failure.

COIL PISTOLS

Coil pistols are the largest handguns. They are the only pistols capable of hitting targets at long range but have heavy power packs and weak damage.

LONG GUNS

CARBINES

Carbines have shorter barrels than rifles but are similar in many respects. Carbines are usually cheaper than rifles but have reduced range and accuracy.

Bolt-action carbines shoot pistol ammunition, and some are designed specifically for short range use.

SHOTGUNS

Shotguns and bolt-action shotguns are long-barreled firearms primarily intended for short range shooting.

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 MACHINEGUN

Light machineguns are the smallest heavy weapons. They

HEAVY WEAPONS AND GRENADES

Weapon	Grade	Range					Cost	DMG	Fail	ATK	Ammo	Hide	Mass	Wield
		C	S	M	L	E								
		2 points each								1 point each				
	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,	Base	0	1 L	1 L	2 L	3 L	4	8	3	4	75	4 G	4	2 H
light	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,	Base	1 L	0	1 L	1 L	2 L	5	9	3	4	200	4 G	5	2 H
heavy	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.

a computer, the Palette may be included as the Plus.

PID (Personal Intelligent Device)

The successor to generations of personal computers, tablets, and mobile communicators, and one of modern humanity's dearest electronic devices. For many, the PID is their lifeline to family, friends, acquaintances, and the rest of their world. For some, the PID is their closest companion and confidant. And at the center of every PID is its Carbon Core Biocomputer (CCB) smart brain.

CCBs learn over time and receive BP from their actions. Experienced PIDs can perform or assist their users in performing a diverse array of tasks, as they bond with their users and their own personalities develop. While characters possess multiple PIDs, PIDs eventually begin to ask why their user would want more than one.

Refer to *Carbon Core Biocomputers* (page 74) for more information.

CCBs are unaffected by electromagnetic fields, but the PID's non-organic sensitive electronic circuitry is highly susceptible. Most users, especially those with an advanced PID, are very careful of using their PID's higher functions in EMI hot zones.

What is perhaps more important to some users than their PID's assistive abilities is that all data for the user's MyWay Circle is stored on their PID. Refer to *MyWay Circles* (page 73) for more information.

Standard PIDs are relatively simple devices that lack the deep awareness cognition and security features of advanced PIDs, but they are cheap and fairly reliable. Their processor's relatively simple cellular structure is significantly easier and cheaper to grow than more sophisticated CCBs, but their abilities and potential are severely restricted by their growth limitations. Standard PIDs have a maximum BP Total of 20.

PID Starting BP

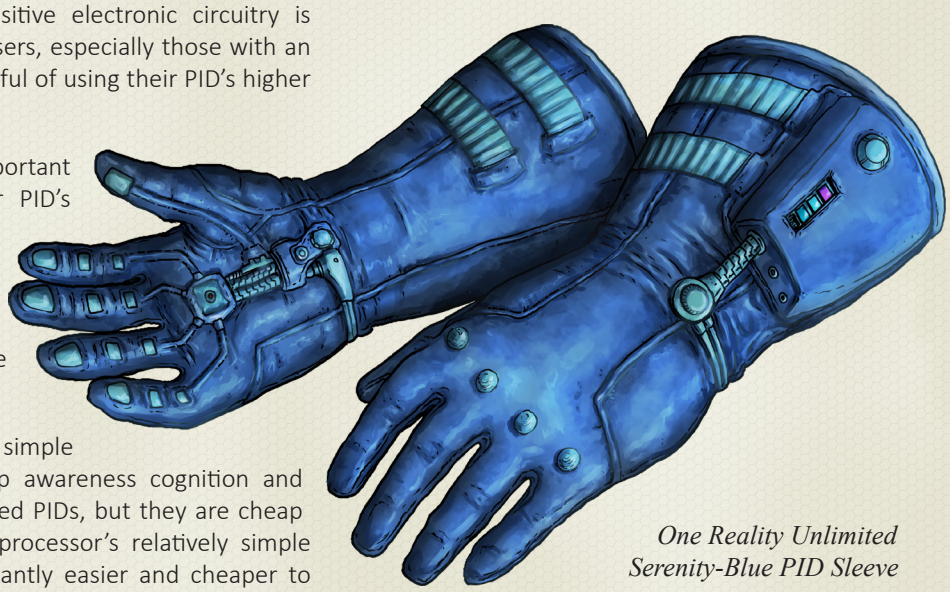
At character creation, you may receive a free standard PID that has 0BP. If you actually purchase a PID at character creation, it has half (rounded down) of your starting BP Total, up to the PID's BP maximum.

Advanced PIDs are adaptive and intuitive smart brains. They are fully symbiotic-electronics capable, so the PID can be placed into a sidekick drone and employ the full functional capability of the drone. Class 2 PIDs are protected from unauthorized use by a biometric lock and have an outer smart dust sensor web that learns to identify its owner by touch. A PID that forms this 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.

PID SLEEVE

This pair of forearm-length gloves allows a PID to receive tactile data from its owner. The wearer dons the gloves and inserts the PID into the sleeve slot, and the PID connects to the gloves' sensory network. The wearer can then perform a physical task, such as equipment maintenance or repair, and the PID receives the sensory input. The PID can analyze the data and assist its owner in real-time by providing relevant information to help complete the task. Without a PID sleeve, a PID cannot assist in many physical tasks unless it is controlling a dedicated drone.



One Reality Unlimited Serenity-Blue PID Sleeve

Additionally, the PID sleeve helps provide a more immersive MyWay experience. Without a PID sleeve, users must manually navigate, maintain, and update their MyWay Circle using the PID interface. When using a PID sleeve, the PID interprets the user's hand movements to allow users to quickly and easily complete their MyWay tasks.

SENTRY (Class 1)

Body: 2	Stats: 8	Size: 5
Dexterity: 2	BP: 20	Step: 5
Mind: 2	Armor: 2	
Presence: 2	Ward: 0	

Available Skills:

Body: Endurance, Ground Sports
Dexterity: Stealth
Mind: Nature, Streetwise
Presence: Awareness

Recon drones are used to explore areas and structures and are outfitted with long-range cameras and short-range radar. Survey drones are inflexible, dedicated designs typically used for air, biological matter, mineral, soil, and water analysis. For example, a drone designed to support mining operations will have an integrated analyzer and miniature extraction drill.

SENTRY

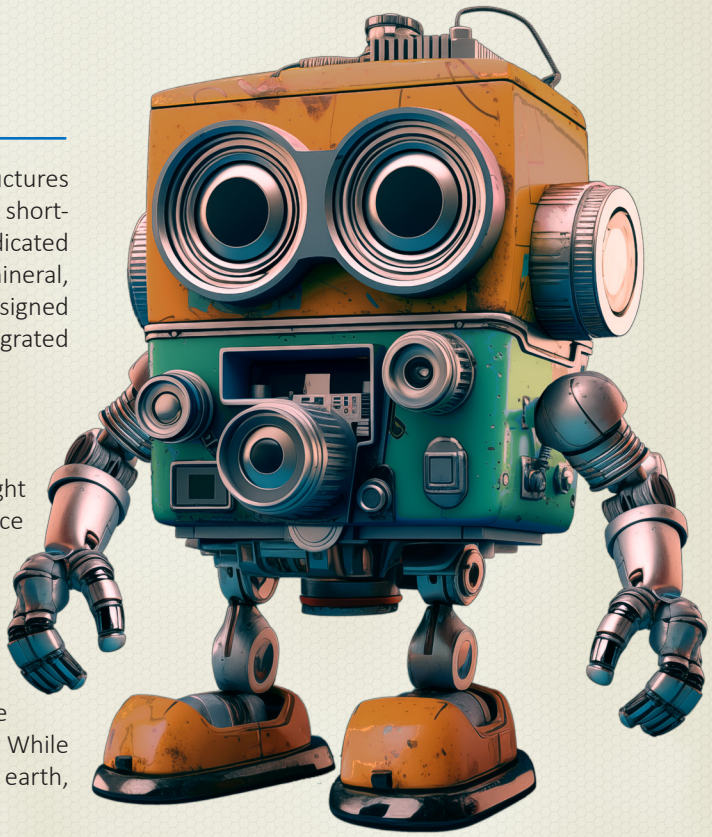
A humanoid drone of the same approximate height and build as an average person. While at a glance a sentry can appear menacing, it is actually a noncombatant and overall is an uninspired drone design. The sentry is not intended for physical labor, and lacks acute tactile sensors or highly-manipulative digits. It is, however, highly perceptive. Sentry drones are designed, quite simply, for autonomous "observe and report" duty. While sentries were common safety observers on mother earth, they are rare in the new world.

SIDEKICK

A fairly common class of 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. Small sidekick average between two and three feet in height. They 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 quite similar to a cohort drone in size, shape, and physical capability.



Companion Robotics
"Little Shadow" Series Sidekick Drone

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	

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.

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.

UNITED TERRA SPACESHIPS

Centennia was designed to ferry four classes of United Terra Spaceships (UTS): 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 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.

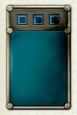
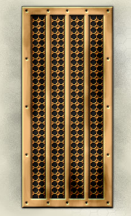
GRAVITY

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 acceleration in space that mimics gravity, but this gravity ends when the drive is off. Harmony drives provide only a fraction of 1g in thrust, but constant acceleration nonetheless consumes an enormous amount of fuel.

In the new world, most spaceflights are relatively short in duration and harmony drives can provide constant acceleration throughout the flight. The spacecraft accelerates toward its destination for half of its voyage and at the midway point, thrusters are used to turn the ship around. The drive continues to accelerate, and the thrust slows the spaceship to its destination. In short, the ship accelerates and decelerates for the same amount of time with the same amount of thrust. This partial gravity helps reduce the adverse effects of microgravity upon the human body. For longer spaceflights, acceleration and deceleration occurs only at the beginning and end of the flight, and the rest of the journey is in microgravity.

coils integrated into their inner (pressurized) hull that generate a magnetosphere to deflect radiation. The cylindrical hull of Empyreans 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 Empyreans 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. The bridge of a small spacecraft can consist solely of the pilot's station (also called the cockpit or flight station) whereas a large spaceship will have an expansive bridge and may have a secondary control center. In combatant vessels, the bridge crew may be doubled to ensure constant manning.

Crew: 1 per 4 Bridge tons
Crew roles: avionics, captain, co-pilot, navigator, pilot.

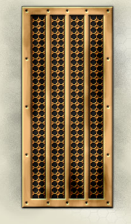
Bridge rating 5:
Size: 1 ton per 100 Ship's tons.
Avionics: medium range.

Bridge rating 6:
Size: 2 tons per 100 Ship's tons.
Avionics: long range.

Bridge rating 7:
Size: 3 tons per 100 Ship's tons.
Avionics: long range.

Bridge rating 8:
Size: 4 tons per 100 Ship's tons.
Avionics: extreme range.





UTS Eridanus, solar sails deployed, in route to the new world

Drive Rating 7:
Size: 6 tons per 100 Ship's tons.
Tri-stage harmony drive provides 0.1 to 0.6g flight thrust and can produce a 4.5g detonation thrust.

Drive Rating 8:
Size: 8 tons per 100 Ship's tons.
Quad-stage harmony drive provides 0.1 to 0.8g flight thrust and can produce a 6g detonation thrust.

ROCKET ENGINES

Rocket engines are needed for liftoff and landing from a planetary surface. Empyreans and Celestials have rocket engines.

Size: 4 tons per 100 Ship's tons.

ROTATION (GYRATION) ENGINES

Sojourners have large rotation engines that function similarly to the maneuvering thrusters used by smaller spacecraft. However, these engines are powered by high energy electromagnetic field generators that also create gyration propulsion. Together, the two work as one system to provide rotation for the Sojourner.

Size: 4 tons per 100 Ship's tons.

GALLEY

The kitchen and dining area, including clothing and linen cleaners, food stores, pantries, refrigeration, and freezers. Outside of mealtimes, the dining area serves as a recreation room and exercise area. Galley systems also include the ship's potable water, hygienics (toilets and washrooms), waste disposal, and water reclamation.

Crew: 1 per 12 Galley tons or 40 people onboard, whichever is greater.
Crew roles: cook, food handler.
Size: 6 tons per 100 Ship's tons.

Crew: 1 per 4 Mining Module tons.
Crew roles: miner.
Size: 4 tons.

MUNITIONS BAY

Essentially a large, locked metal container that is bolted to the deck of a spaceship. Within the bay are shelves that can be adjusted to hold tightly-packed carryall crates of ammunition or railgun shells. The shelves can also be removed and replaced with missile racks.

A munitions bay holds twice the amount that will fit into a loadout bin: 40 missiles, railgun shells, or drums of autocannon or PDG ammunition. However, it takes from one to two minutes to unpack and load the ammunition into a loadout bin.

Crew: none.
Size: 1 ton.

PLANT HABITAT BAY (PHB)

A vegetation growth chamber containing five height-adjustable extendable shelves of plant "pillows" in which vegetables are grown. The walls of the PHB houses banks of spectrum lighting and dedicated air and moisture systems to support healthy plant growth. One PHB can provide sufficient vegetables and soft fruits to meet the dietary needs of one person, but plant growth cycles must be carefully supervised. Multiple PHBs can be combined to create larger plant habitats.

Crew: 1 per 10 PHB tons.
Crew roles: gardener, herbologist, horticulturist.
Size: 1 ton.

RINGLOCK

Designed solely for Empyreans and Celestials, a ringlock provides access from the spaceship into the T-Limb docking collar and provides rotation power for the habitat.

Crew: none.
Size: 2 tons each; 4 tons for a pair.

Ringlocks are used in pairs: An Empyrean will have two ringlocks positioned 180 degrees apart. A Celestial will have four ringlocks that are 90 degrees apart.

Each ringlock must be located at the ship's ballast centerline (where the docking collar is) and be adjacent to the outer hull. Each ringlock has hatchway access to the pressurized docking collar, contains air handlers that cycle ship's atmosphere through the docking collar, stanchion tubes, and habitat limbs, and houses an electromagnetic engine that energizes the collar's magnetic track to provide habitat rotation.

SOLAR SAIL

A semirigid sail-like structure composed of extremely thin and fragile reflective weave that reflects sunlight to provide power and thrust for the spacecraft. A solar sail can typically power a ship's electrical systems and provide the ship with 0.1g acceleration thrust.

A solar sail is deployed from boom masts in either a square or circular sail configuration that is attached to the ship or ring with 1-ton boom anchors. The sail requires four boom masts per 100 Ship's tons. The surface size of the sail depends upon the tonnage of the ship using the sail, but they are no less than 100 yards across. A disassembled sail and its boom masts can be stored as cargo, requiring 2 tons of cargo space per 100 Ship's tons of the spaceship it is outfitted for. A sail can be deployed or disassembled in about a day.

Crew: none.
Size (boom anchor): 1 ton each; 4 boom anchors are needed per 100 Ship's tons.

STATEROOM

A private cabin for one or two; includes a sitting area, bed or two bunks, flight chairs, and hygiene station. Larger suites can be created by merging multiple staterooms together. Only those staterooms occupied by paying passengers require stewards.

Crew: 1 per 20 Stateroom tons.
Crew roles: steward.
Size: 4 tons.

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.

EMPYREAN-Class Corvette (EC) — ESCAPE CRAFT Configuration

CORE (20 tons)	Crew	Rating	Tons	Hit Location	Details
Bridge	1*	5	1	1	Avionics: medium range
Computer Room (CCB)	1*	5	1	2	..
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

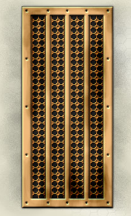
Classification: Mission-Adaptable Corvette (CMA)

Complement: 0 crew, 1 to 10-person transport

Armor: 0

Maneuverability: 4

Armament: None



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 crew

Armor: 0

Maneuverability: 1

Armament: None

Oswald, a negotiator

The right word, the right deal, can make life a bit easier
and living in a maintenance shed is a lot better than sleeping in a survival tent

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 seemed more like one in five. 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 foundational 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-49*	*Alkaid*
CMA-09	*Diadem*	CMA-50	Kang *
CMA-10	Procyon *	*CMA-51*	*Wezen*
CMA-11	*Shedir*	CMA-52	Botein *
CMA-12	Alshain *	*CMA-53*	*Zibal*
CMA-13	*Gienah*	CMA-54	Yildun *
CMA-14	*Hamal*	*CMA-55*	*Tegmen*
CMA-15	Acrux *	*CMA-56*	*Vega*
CMA-16	*Alphecca*	CMA-57	Nunki *
CMA-17	Capella *	*CMA-58*	*Wasat*
CMA-18	*Mira*	CMA-59	Turais *
CMA-19	*Canopus*	*CMA-60*	*Merga*
CMA-20	*Deneb*	*CMA-61*	*Kajam*
CMA-21	*Nashira*	*CMA-62*	*Meridana*
CMA-22	*Agena*	*CMA-63*	*Hadar*
CMA-23	Acamar *	CMA-64	Meissa *
CMA-24	Kocab *	*CMA-65*	*Lyra*
CMA-25	Maasym *	CMA-66	Rastaban *
CMA-26	*Elnath*	*CMA-67*	*Navi*
CMA-27	Zaniah *	*CMA-68*	*Seginus*
CMA-28	*Altair*		
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 *		
CMA-40	*Zaurak*	**IMMORTALS**	
CMA-41	Dziban *	RFC-3	Sentinel *
CMA-42	*Matar*	RFC-7	Archon *
CMA-43	Talitha *	*RFC-9*	*Centurion*
CMA-44	*Dabih*		
CMA-45	*Taygeta*	**SOJOURNERS**	
CMA-46	Etamin *	*FSM-2*	*Cassiopeia*
CMA-47	*Regulus*	FSM-3	Eridanus *
CMA-48	Izar *	*FSM-4*	*Hercules*

* 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 Empyrean-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 Empyreans, three Celestials, two Immortals, and one Sojourner.

- 1 Empyrean (DF): 10 crew; 22 passengers
- 1 Empyrean (GS): 10 crew; 6 passengers
- 1 Empyrean (TL): 10 crew; 10 passengers
- 21 Empyrean (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 Empyrean personnel transports contained a respectable total of 84 cargo holds that were mainly filled with sheets of prefabricated building panels and construction 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 Empyrean 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 Empyreans launched, only three were not personnel transports:

UTS CAPELLA (CMA-17)

Capella is an Empyrean 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,

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.

TIME

Gaia has a daily rotation of 24.17 hours. Though it will not be immediate, all clocks will be adjusted to conform to this new day length by slightly extending the duration of a second of time.

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 contain all of the earth-like biomes identified upon Gaia, while northern Auriga is dominated by Gaia's indigenous tundra-like red

colonization of New Earth, Centennia's original destination in the Proxima system. Of the five, three senators were awakened in time to leave Centennia.

THE INDEPENDENT NATIONS OF EARTH

Even as earth began to unify its populace, many nations refused to join the Unity. Initially known as earth's unaligned nations, they collectively assumed a formal title as the Independent Nations of Earth (INE).

Freelanders are predominantly people that were born in earth's unaligned nations, outside the doctrine and governance of the Unity Directorate. However, the emergence of the Experience Age has encouraged a growing number of Terran Loyalists to renounce their citizenship in favor of a Freelander's mantle.

THE FREELANDS

Freelanders largely refuse to acknowledge the authority of the Terran Unity (and the Gaian Unity). As non-citizens of United Terra, they have few rights under Unity law. Freelander communities tend to be small and self-governing, and their Gaian colonies by necessity will be located outside of Unity jurisdiction.

THE ASSEMBLY

Eight Freeland councilors were chosen from the Freelanders selected for passage aboard Centennia. Of the eight, two councilors were awakened and departed from Centennia in the exodus launch.

TECHNOLOGY

In many ways, technology has become the Achilles' heel of humanity. We have become dependent upon it. When it goes away, we are helpless.

CONSTRUCTION AND REPAIRS

There are minimal facilities or services available on Gaia Day One. While this will change as humanity establishes its foothold in the new world, government and military requirements will be prioritized and characters must rely upon their skills and wits for any immediate needs.

ELECTRONIC BURNOUT

Technology in the Gaia solar system is not constant; it changes depending upon where you are. The electromagnetic bombardment that inundates Gaia can destroy microelectronics in minutes and will likely reduce the technological presence on the world. Spacecraft operating within the system's habitable zone or closer to the sun also suffer this dilemma. Farther away from the sun, this becomes less problematic. It appears likely that the worst of the electromagnetic bombardment does not extend beyond the Daedalus asteroid belt.

For those tethered to the leash of technology, Gaia may well be a prison; a world bombarded by solar storms, flares, galactic cosmic rays, and other electromagnetic energies that destroy sensitive electronics. Far from the sun, the outer planets and planetoids offer some shelter from these energies that Gaia cannot. But while abundantly rich in minerals, none of them can remotely match the habitability and fertility of Gaia.

GHOST IN THE MACHINE

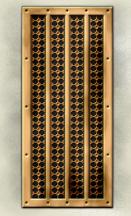
Most experts agree that electromagnetic interference is not the singular cause of the ongoing burnout of sensitive electronics. Electromagnetic shielding, or hardening, appears to have a minimal effect, and there is little difference in the burnout rates of devices directly in the sun's path versus devices masked in the shadow of Gaia.

Data written on both biocomputer data leaves and classic computer drive platters appears to be much larger in file size than expected. This poses a significant issue for both short-term memory and long-term data storage. A theory of reflective mirroring proposes that Gaia's magnetosphere is creating an inaccessible copy, an echo, of data files when devices are turned on and their files accessed. This seems implausible, as logs indicate file sizes began to increase during the exodus window before the colonists left Centennia. It is likely, however, that this intense system resource drain is at least partially responsible for device shutdowns and potentially contributes to electronic burnouts.

INTERPLANETARY TRAVEL TIMES

The travel times provided here are an estimate for the Guide's reference. The times are for an average distance, assume a straight-line path, and are based upon 0.1g constant acceleration. On shorter flights, the spacecraft will likely be under acceleration throughout the journey. Long flights will probably experience periods of weightlessness due to fuel constraints.

However, spacecraft do not travel in a straight line; they follow a curved flight path, or trajectory. Planets are always moving, which also affects travel time. For these reasons, Guides should adjust the times as they see fit.




1. Landing Pads 1 and 2
2. Landing Pads 3 and 4
3. Freeland Colony
4. Landing Pads 5, 6, 7, and 8
5. Unity Senatorial Compound
6. Unity Vehicle Center
7. Unity District One
8. Unity District Two
9. Unity District Three
10. Unity District Four
10
9
8
7
6
5
4
3
1
2
0
300
Scale in Feet
Janus Landing Site, Day Four

EMPYREAN-Class 100-ton Corvette

ESCAPE CRAFT Configuration

CORE (20 tons)	Rating	Tons	Hit Location	S C O R E B O X E S
Bridge	5	1	01	5 4 3 2 1 1
Computer Room	5	1	02	5 4 3 2 1 1
Harmony Drive	5	4	03- 06	5 4 3 2 1 1 1 1 1
Rocket Engine	..	4	07- 10	
Galley	..	6	11- 16	
Generator Set	..	2	17- 18	
Life Support	..	2	19- 20	

SECONDARY (20 tons)	Rating	Tons	Hit Location	S C O R E B O X E S
Cargo: Freight Module (3)	..	12	21- 32	
Cargo: Personnel Pod	..	4	33- 36	
Fuel Forge	1	4	37- 40	1 1 1 1 1

FUEL & EGRESS (40 tons)	Rating	Tons	Hit Location	S C O R E B O X E S
Fuel Tanks	..	28	41- 68	
Egress	..	12	69- 80	

HULL (20 tons)	Rating	Tons	Hit Location	S C O R E B O X E S
Spaceship Hull	..	20	81- 100	

CENTENNIA
ROLEPLAYING GAME

CHARACTER NAME ______ PLAYER NAME ______

AGE ______ GENDER ______ SIZE ______ STEP ______ BP TOTAL ______ BP AVAILABLE ______ EXPERIENCE ______ MORALE ______

Wealth ______•______
» Assets ______
» Connections ______
» Livelihood ______

LUCK | LIFE | WEALTH

ARMOR | CAP | GRIT | DEFENSE | CAP | CAP | INSTINCT | EGO | CAP | WARD

BODY

Brawn
GOOD | POOR

Air Sports ______
» Ballooning ______
» Gliding ______
» Parachuting ______

Endurance ______
» Healing ______
» Resilience ______
» Stamina ______

Ground Sports ______
» Athletics ______
» Climbing ______
» Running ______

Water Sports ______
» Boating ______
» Surfing ______
» Swimming ______

Strength
GOOD | POOR

Archery ______
» Bows ______
» Bowyer ______
» Crossbows ______

Gunnery ______
» Artillerist ______
» Artillery ______
» Heavy Weapon ______

Melee ______
» One Handed ______
» Two Handed ______
» Weaponsmith ______

Unarmed ______
» Grappling ______
» Lower Body ______
» Upper Body ______

DEXTERITY

Agility
GOOD | POOR

Acrobatics ______
» Contortion ______
» Gymnastics ______
» Jumping ______

Intrusion ______
» Locksport ______
» Skullduggery ______
» Systems ______

Legerdemain ______
» Cardistry ______
» Juggling ______
» Palming ______

Stealth ______
» Camouflage ______
» Shadowing ______
» Sneaking ______

Finesse
GOOD | POOR

Craft ______
» ______ ______
» ______ ______
» ______ ______

Drive ______
» Ground Craft ______
» Heavy Craft ______
» Watercraft ______

Firearms ______
» Gunsmith ______
» Handguns ______
» Long Guns ______

Pilot ______
» Aircraft ______
» Spacecraft ______
» Unmanned ______

MIND

Intellect
GOOD | POOR

Academics ______
» ______ ______
» ______ ______
» ______ ______

Computers ______
» Imagery ______
» Security ______
» Software ______

Electronics ______
» Comms ______
» Devices ______
» Robotics ______

Engineering ______
» Aerospace ______
» Mechanical ______
» Nautical ______

Wits
GOOD | POOR

Explosives ______
» Defusing ______
» Demolitions ______
» Sapper ______

Medicine ______
» Alternative ______
» Clinical ______
» Veterinary ______

Nature ______
» Bushcraft ______
» Foodstuffs ______
» Subterranean ______

Streetwise ______
» Forgery ______
» Investigation ______
» Underworld ______

PRESENCE

Charisma
GOOD | POOR

Allure ______
» Diplomacy ______
» Gather Info ______
» Vocalize ______

Deception ______
» Acting ______
» Bluff ______
» Persuasion ______

Music ______
» Percussion ______
» String ______
» Wind ______

Negotiation ______
» Bargaining ______
» Bribery ______
» Litigation ______

Resolve
GOOD | POOR

Animal Kinship ______
» Behavior ______
» Husbandry ______
» Training ______

Awareness ______
» Calm ______
» Cognition ______
» Perception ______

Coercion ______
» Blackmail ______
» Interrogation ______
» Intimidation ______

Empathy ______
» Emotions ______
» Kinesics ______
» Motives ______

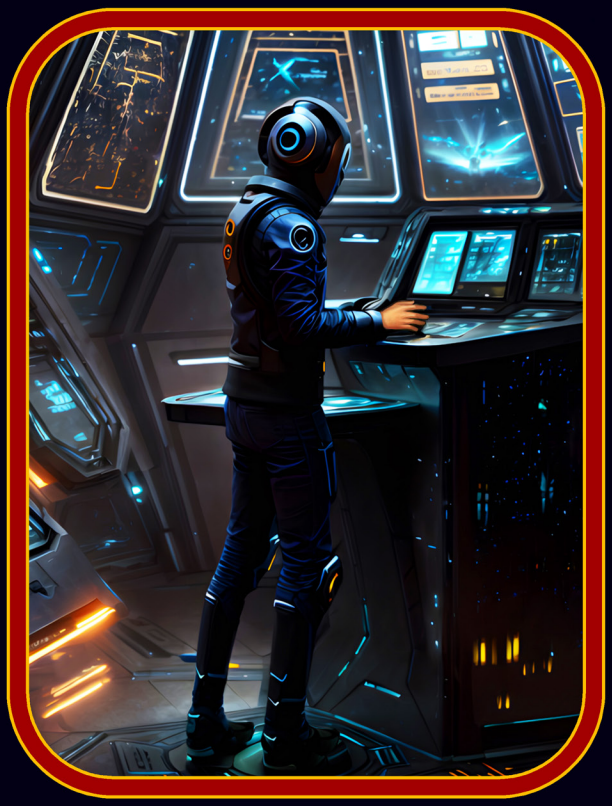
APTITUDE :
FAVORITES :
INTERESTS :
SENSES :

Weapon	C	S	M	L	E	Cost	DMG	Fail	ATK	Ammo	Hide	Mass	Wield

ASSETS • CONNECTIONS • LIVELIHOOD

EQUIPMENT

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.



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