

**VANGUARD**  
VARMISK FALLEN



# **CORE RULE BOOK**

**A BROKEN TOWER ROLEPLAY GAME  
BY TIM AND ROOK WESTHAVEN**

## INTRODUCTION

On the planet Ashen, the races – nutwerks, hoppolites, molen, badgerians and mausers – lived together in peace and prosperity for many centuries; despite their differences in culture and beliefs. The heart of the Confederation was the world capital Varmisk, a city both grand in scale and great in culture.

When the alien tanarii came, they struck like a lightning bolt at the heart of Varmisk, destroying in days what had been built over hundreds of years. The inhabitants fled and the races were riven by arguments.

However, not everyone is willing to see the dreams of a peaceful future disappear in fire and dust.

## ACCESS GRANTED

Welcome to VANGUARD a science fiction roleplay game for junior (7+) to mature players. We hope you'll find the system simple, engaging and, most importantly, FUN.

Think confident, think courage, think big

VANGUARD was made with the younger player in mind. The focus isn't hard science or intricate combat mechanics; but rather telling tales of high adventure in space, versus an alien menace and political, cultural and racial tensions.

In building VANGUARD, we have created a game that can grow with our players, so that as the rules become familiar they can be made more challenging. The system that remains simple yet modular and capable of expanding without changing the style of play or adding a slew of one-off mechanics for every situation.





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## NEW TO ROLEPLAY GAMES?

With computer games and gaming consoles the idea of roleplay games (RPGs) has become mainstream, but if you've never played a tabletop (TT) roleplay game before, here is a quick explanation.

### Gamemaster and players

In VANGUARD, one person takes on the role of the game master (GM). The person being the GM can change, but generally it stays the same while an adventure is in play. Everyone else is referred to as the players.

The players take on the roles of characters that live in the stories that make up the game play, referred to as player characters (PCs). They tell the GM what their characters are doing, depending on the scene the GM describes around them.

The GM has a more complex role. They are the narrator of the story, the designer of the adventure and the judge of what happens in the environment around the characters; based not only on the characters' actions, but also on the actions of the people, creatures and even environments the characters come in contact with. These other individuals controlled by the GM are referred to as non-player characters (NPCs). While some NPCs may be enemies or opponents to the player characters, the GM is an impartial arbiter of how the story develops through the actions of all the characters, PC and NPC alike.

### How it works

Put simply, a roleplay game follows a repeating process:

- The GM narrates a scene, NPC actions and what the PCs can see, hear, feel and comprehend.
- The players then respond to the GM's narrative from their character's point of view, explaining how their character responds, thinks, feels and acts.
- Together, with the GM taking the lead in

narrative direction, the players and the GM describe the outcome of events.

### Dice and the results

While the GM makes up the plot of the story and, together with the players, determines the direction the story takes, it would be nowhere near as much fun if there wasn't the chance of things going either very right or exceptionally wrong just when the characters thought they couldn't. This element of surprise is what makes roleplaying fun, new and exciting every time you play. In order to generate these possibilities we use dice, allowing for a random result within a range of parameters and plausible possible outcomes.

### Age appropriate

#### 7–12 year olds

If you're the acting GM and are playing with 7–12 year olds (even if you yourself are 7–12) here are some helpful reminders about how most 7–12 year olds interact with roleplay games. Get them into the game quickly; they will learn better playing the game than having it all explained beforehand. Let their imaginations fill in the gaps and don't distract them with details. Young people will often expand on events taking the narrative in a direction they want it to go. Listening at these times can take story in exciting directions and a sense of inclusion and ownership to the player, but don't let them get too carried away and lose the story. Where possible, use teamwork between the characters to keep everyone involved.

A dice tower or tray in which to roll dice can stop them scattering and distracting from the story.

### Golden rules

- No non-game related electronic devices at the table. Like going to the cinema, ask your players to turn off their mobile phones and turn off nearby screens.
- The GM has final say.

## GMING FOR BEGINNERS

The GM is the director of the world in which the player characters live. It's a big responsibility, but it has its benefits. The GM determines the story being played, decides the challenges the characters will have to overcome to achieve success, delivers the highs and lows that the players will experience and in the end is responsible for giving the players the chance to experience the trials and tribulations of their characters. It's often not easy and it's not for everyone, but seeing your story and your vision for the world(s) in which the characters live come to life is a special opportunity.

### The final arbiter

In most competitive sports you have someone who has the responsibility of making a final decision – a referee. While roleplay games aren't inherently competitive, often the GM and players, full of imagination and ideas, will have differing opinions of how things should be; eventually someone has to make a final decision. In a roleplaying game, that is part of the GM's role.

It isn't always easy, as there will be times that a GM has to make a decision that will upset their players, but as long as the GM displays fairness, respect and a sense of responsibility the players should accept the GM's decisions. The GM has the final say in all matters. The GM must decide based on the facts how the story plays out; if that means the players get their characters into a situation of mortal danger then the GM must be willing and able to hold them to account, but never without just cause.

### To roll or relate

As the primary architect of the stories in which characters are taking part, it falls to the GM to not only move the story forward but also deliver it in such a way that it is engaging, believable and fun. As a new GM, it can be difficult to decide in a split second the outcome of an event or even how the

story should move forward after an unexpected twist. Here, the dice can be your friends. When you can't decide between possible outcomes, you can assign each to a die result and just roll. You might change your mind after making such a roll, and that's okay, the key is that whatever you decide moves the story forward, keeps it engaging, believable (in context to the game) and, most importantly, fun.

During play, there will often be times when the story you are relating reaches a point where it could go any number of ways. As a GM you might think one way is better, but might feel that making a decision without consulting the dice is cheating. This is not the case; if you can see a way forward without rolling the dice then do it!

### GMing for new and young gamers

If you've played roleplay games for a while and you're planning on GMing for new or young gamers try to think back to your first time; how did you feel? What did you expect? What would have made the experience easier or even better?

New and young gamers can often feel embarrassed during their first few game sessions:

- They don't know what to expect
- They might be intimidated by experienced players
- They are worried about not knowing the rules
- They are self-conscious about the acting in roleplaying

Some of these can be easily overcome by having new players sit in on a game for a mini-session so that they can see how it all works and get familiar with the way the players interact with the GM, what is expected of a player and how the game evolves during a session.

Often they will get caught up in the story of the other characters and want to join in, and this simple preparation can overcome any of the first three



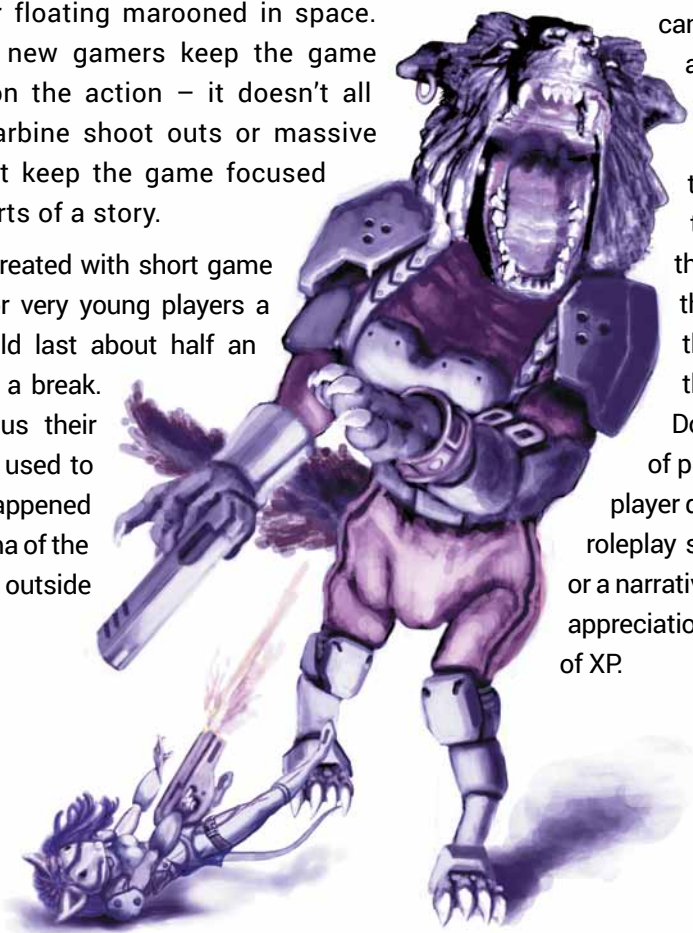
factors. It might also help to have their character partnered to a more experienced player who has the responsibility of acting as the new player's mentor.

When it comes to the last factor the key is to not put the new gamer on the spot too often. Don't pressure them into roleplaying and if you can tell they are feeling self-conscious about roleplaying a scene then let them roll to determine an outcome rather than force them to roleplay the scene. Don't ignore them, give them their chance to shine and be the hero; if they don't take up the challenge the first time, that's okay, just keep offering them the opportunity.

## Keep it short and focused

While experienced players can find opportunity in lulls between adventures to roleplay their characters' down time or pastimes, it's unfair to expect new and young gamers to find any satisfaction in their character trudging for days through a marsh or floating marooned in space. When dealing with new gamers keep the game sessions focused on the action – it doesn't all have to be laser carbine shoot outs or massive starship battles, but keep the game focused on the important parts of a story.

Vanguard has been created with short game sessions in mind. For very young players a game segment should last about half an hour before you take a break. A break helps refocus their attention and can be used to recap what has happened and enhance the drama of the story by exploring it outside the game itself.



## PASS OR PLAY

When you see one of these orange-tagged pull-outs they usually give you additional rules. These are rules that are considered advanced or nonessential to the core mechanics. So you get to decide whether to pass-on them or play with them.

While they have been made to smoothly mesh into the normal game play they generally add a level of complexity that may not be relevant to younger players. More experienced players will probably appreciate the increase in detail and options for their characters.

## Rewards

For new players, finding new equipment, gaining new talents or increasing their character's wealth can be an exciting moment and make them feel like their character is special. While it's important to balance reward to effort, it's equally important to ensure that the gamers feel that they are progressing. Letting them find a piece of equipment that is slightly better than what they began with can mean a lot. Don't forget to reward the style of play you wish to encourage. If a player displays good judgement, good roleplay skills or brings humour, drama or a narrative twist to the game show your appreciation by giving them an extra point of XP.

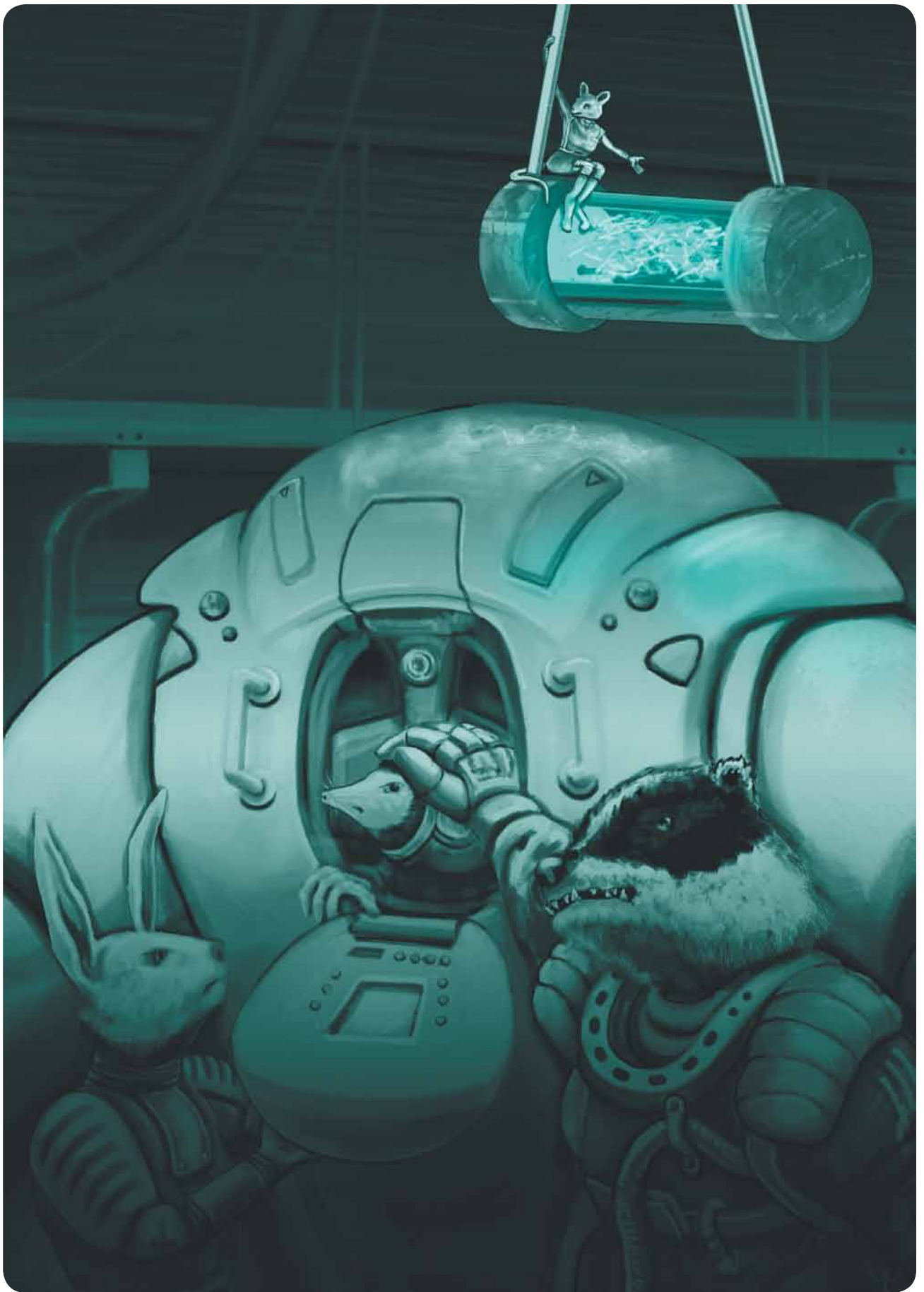
## GLOSSARY OF TERMS and ABBREVIATIONS

♥	Used to represent health levels (for indicating healing or damage)	<b>Esperence</b>	Psychic abilities.
<b>D6</b>	A six-sided dice.	<b>GM</b>	Gamemaster. Narrator and arbiter of the rules.
<b>AoE</b>	Area of Effect. Explaining that an effect covers an area rather than a single target. Can negate cover and concealment benefits.	<b>Ld.</b>	Load. A measure of weight a character can carry before suffering encumbrance.
<b>ATT</b>	Attack value. This value adds as a BUF to a combatant's Enemy attribute to form their attack DP.	<b>LoS</b>	Line of sight. When one combatant can physically see a target without remote assistance. LoS can still exist if the target has cover or concealment provided at least some of the target can be identified.
<b>BUF</b>	Meaning to enhance or improve. A BUF increases the number of dice in a given dice pool (DP).	<b>LS</b>	Life support. Consists of breathable air for use in non-atmospheric conditions.
<b>CC</b>	Close combat. Any combat that takes place within physical reach, with or without weapons.	<b>MOD</b>	A modifier that can be positive or negative; increasing or decreasing the results of a die roll by the MOD value.
<b>DAM</b>	Damage value. This value is the opposed DC against which a target must SOAK to negate any health penalties.	<b>NPC</b>	Non-player character. Characters and encounters in the game controlled by the GM.
<b>DC</b>	Difficulty check. A value that must be exceeded on a dice roll using a DP. The number of the DC is both the minimum value required on the dice roll, known as a success, and the number of successes required to pass the check completely.	<b>PC</b>	Player character. Characters in the story controlled by a player.
<b>DP</b>	Dice pool. This is a number of dice all rolled at once and the resulting numbers compared against a cut-off value known as a difficulty check (DC) in order to determine success.	<b>PD</b>	Power drain. The cost to an esper in power to use an esperence ability.
<b>Dy</b>	'D' is the main currency of the Confederation.	<b>rnd</b>	Round(s). A measure of game time.
<b>EM</b>	Electromagnetic. Usually experienced as a form of damage and soaked with EM shielding.	<b>RoF</b>	Rate of fire. The number of shots per task.
<b>EP</b>	Environmental protection. Added protection from environmental hazards.	<b>SAP</b>	Meaning to reduce a total. A SAP reduces the number of dice from a given dice pool equal to the SAP value.
<b>Esper</b>	A psychic practitioner known as an esper possessing esperence abilities.	<b>SOAK</b>	This is a target's ability to ignore damage in the form of a DP rolled against DAM
		<b>Spectrum</b>	The name of a galaxy-wide data network similar to our internet.
		<b>XP</b>	Experience points. Points awarded to a PC and spent to increase talents and abilities.
		<b>ZOG</b>	Zero gravity. In game terms refers to not only the lack of gravity but also the lack of atmosphere (e.g. space).





INTRO



# HOLED UP

"Is this really a wise idea?" Tenk's snout quivered in response to the brooding thoughts that were now creeping into his consciousness. As a molen, he was familiar with the stories about badgerians being a stubborn species; he just hadn't realised how stubborn until this moment.

"Your Breaker is the only suit we have capable of burrowing into that asteroid," Buliks sounded off confidently. "The only reason we've avoided detection so far is because those cursed pirates haven't come in any closer to investigate. But eventually they will come in closer, and when they do we need to have as many surprises ready for them as possible."

"It would be wiser to make a run for it," the hoppolite Liza mentioned from her seat. "Surely that bucket of theirs can't go faster than vel-5."

"We'll make a run for it, after we leave them a surprise." Buliks lips peeled back in a snarling grin. "That power cell we salvaged will fracture the asteroid and cascade it out at them once it blows. A fine little trap to keep them occupied long enough for us to reach vel-7 and escape their attack drones."

"So leave it to the molen to do all the hard digging, and hope that my oxygen doesn't expire before I finish my task, that it?" Tenk grumbled, scratching at an itch that had developed under his pilot's jumpsuit. "You'll recall I did mention that the pirates were scouring out this way a great deal more of late."

"And what good would it have done for us to miss this score?" Polli the mauser asked from her perch above them while she went over the timer once more. "It's rare enough to find derelicts after they've been lost, but to find a Karator-9 with hardpoint mounts intact is almost unheard of. And that's a fact."

Tenk could not argue with Polli's reasoning; the payoff from the derelict warcraft could easily set them up, well enough, to keep them worry-free for

many turns; if they ever decided they wished to give up the salvage life. But before they could pull even a quarter of the salvage in, the long-range sensors had made them aware of unwanted company. Optics clearly showed it was not a regular H-04 freighter; the weapon systems budded across its exterior immediately put all illusions of a peaceful meeting to the side. Garish red-and-black paint had been splashed across its surface hinting at pretador pirates; known for using cosmetics to cover up the rusting bits and pieces that kept their craft dangling together by a thread. They were fortunate enough to have such forewarning; but Polli had insisted on purchasing the new Vigrad-G204 sensor pod for their ship, the *Caldain*, before they had even begun this little expedition. Buliks had buried his claws in the bulkhead at the expense, but now was forced to admit that Polli had shown a great deal of foresight in the purchase. It meant they had the element of surprise. They couldn't hope to outrun the pirates in a fair race, but they could get far enough away from their proposed 'roid-bomb; the resulting explosion capable of dampening any pursuit.

Still, Tenk groused to himself, none of them were going to have to burrow into an asteroid to deliver a super-charged, power cell, makeshift bomb, on the hope that it would shatter said rock apart and send it careening around in all directions, and all the while with pretador pirates moving in. He scratched himself again and grumbled, "Well, if we're going to do it, then I need to get it done now."

"Wouldn't trust it to no one else, I'd say," there was no hint of sarcasm in Buliks' voice

"You will bring over the cell straightaway once I'm finished, yes?" Tenk asked while he stepped inside his Breaker.

"Aye, aye, says I," Buliks answered with a grin and a wink, and then gave Tenk a pat on the head. "I'll have it ready to blow at a sniff."

Tenk's snout twitched knowingly. "Now that, I believe."



## SYMBOLS CHART



### Attack (pg68)

indicates value of attack or alteration (-/+) to attack DP. See ATT in glossary.



### BUF (pg63)

indicates a BUF and possible value greater than 1. See BUF in glossary.



### Core (pg73)

indicates value of chromacore (droid, vehicle, data node or character).



### Damage (pg70)

indicates value of damage from source or -/+ to base value. Used as DC for SOAK.



### Dice pool (pg63)

indicates value of dice pool for a given task or alteration (-/+) to base DP.



### Initiative (pg67)

indicates initiative value or alteration (-/+) to base.



### Magazine (pg57)

number of rounds (shots fired) in a weapon before needing reloading.



### Load (pg57)

the amount a character can carry before suffering encumbrance penalties.



### Modifier (pg63)

value of modification + or - to DP results. See MOD in glossary.



### Movement (pg67)

indicates movement allowance or alteration (-/+) to base.



### Power (pg78)

rating of esper power. Also used as DP for stress defence checks.



### Resist (pg103)

lowers DAM value of attack prior to vehicle/droid structures SOAK.



### Rate of Fire (pg69)

the number of shots that can be fired in one task.



### Reroll

indicates the chance of rerolling all or a number of dice in a DP.



### SAP (pg63)

reduces a DP by 1 or the value indicated. See SAP in glossary.



### Soak (pg70)

the DP used to ignore damage to a target. See SOAK in glossary.

# VANGUARD UNIVERSE

## THE WAY OF THE WORLDS

It is the year 2562 AC (Ashen calendar). The five varmint species – badgerians, hoppolites, mausers, molen and nutwerks – have been united under the symbol of the Confederation for over 300 years.

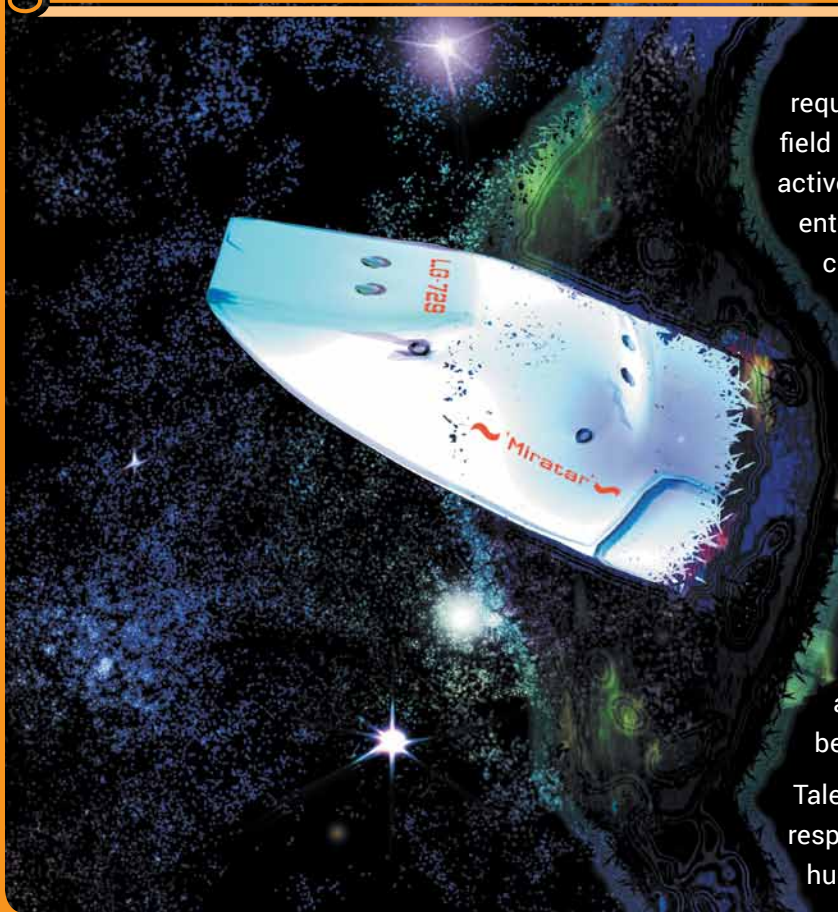
But things are about to change...

Over the last 100 years, the enlightened species of Ashen (including the varmints, predators and reptiles) have been exploring their solar system and the nearby systems of their galaxy, exploiting two main routes of movement; warp fissures and the Ecclusian worm hole.

Warp fissures are thought to be cracks in warp space – like cracks in the side of a volcano, that

allowing lava to seep out – that let warp space seep into real space. These fissures are the exit points of warp streams that stretch across vast spans of the galaxy. A spaceship entering a fissure can end up light years from its starting point, in a matter of hours or days, through a warp stream. Warp streams appear stable at the fissures, but are in a constant state of flux inbetween, writhing like lightning between two conductors. Movement through a warp stream is like falling into a fast-flowing river – blindfolded. Nothing can be seen or detected on conventional scanners. The only means of finding a path through a warp stream is with the assistance of a warp esper acting as navigator and even then there are risks. Mid-stream collisions between vessels are not unheard of, especially between regulated and unregulated ships.

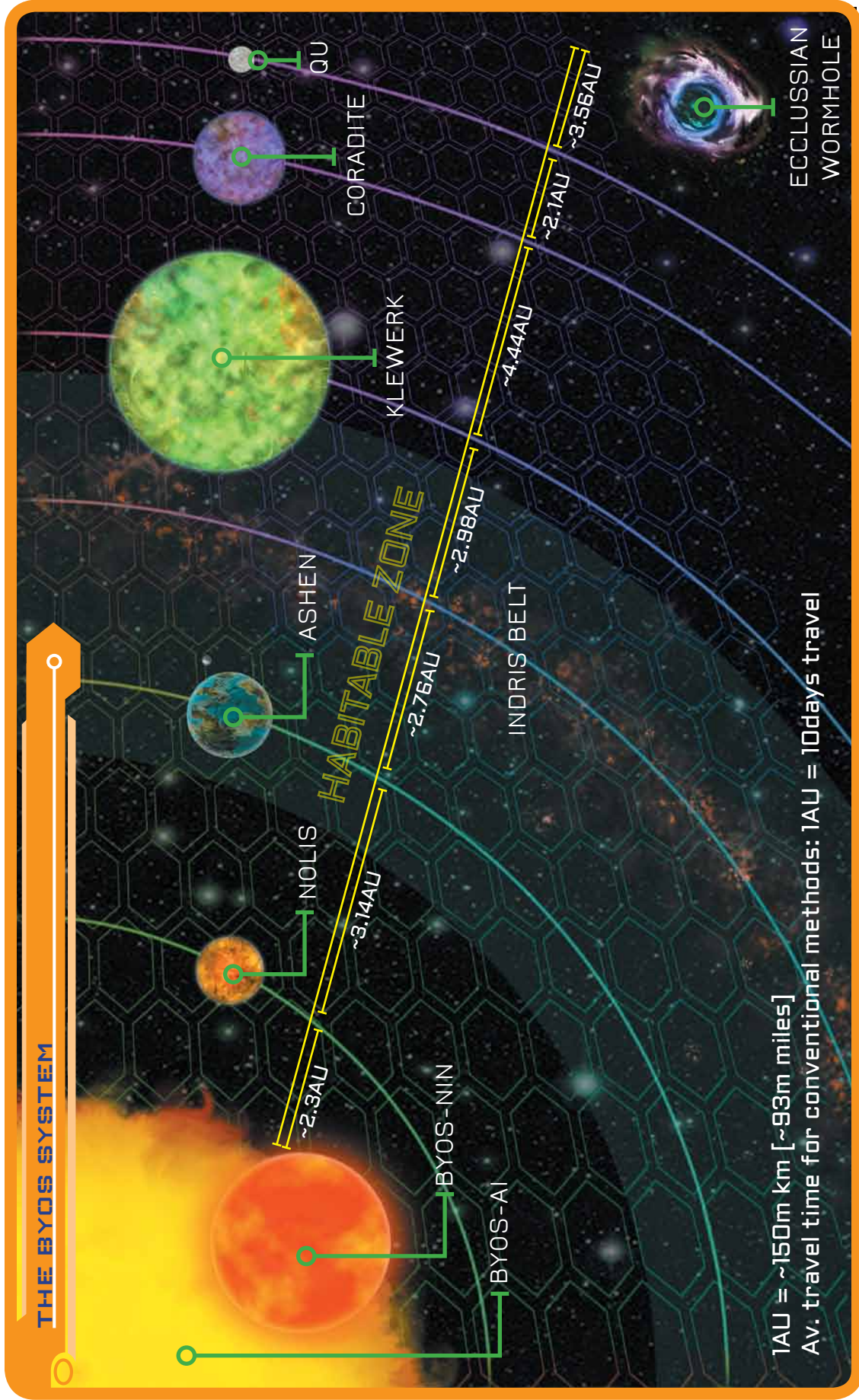
### WARP DIVING



Access to a warp fissure requires a spaceship fitted with a warp field generator. Once the generator is active, the ship can slide into a fissure, entering the warp stream. The stream current will pull the ship along without the need for propulsion. This is known as warp diving. Once inside a warp stream, a warp navigator is required to concentrate while piloting to follow the stream and bring the ship out of warp space. Failure to follow the flow of the stream can bring a ship out of warp space light-years away from an intended location or result in being lost in wild warp space forever. Talented warp navigators are highly respected specialists, commanding huge salaries.



THE BYOS SYSTEM



BYOS SYSTEM

This is the core system of the Confederation, taking its name from the binary pair star at its centre. The main star is called Byos-Ai, its dwarf companion is Byos-Nin.

The system consists of five planets: Nolis, Ashen, Klewerk, Coradite and Qu. Between Ashen and Klewerk is the Indris belt that for decades has been a major source of raw materials.

## BYOS-AI AND BYOS-NIN

Byos-Ai is the central sun of the Byos system, forming a binary pair with its companion.

Ai is a spectral type F star and Nin is a spectral type K star.

## NOLIS

Diameter: 12.5K Km [7.8K miles]

Year: 234 days

Day: 26.3 hrs

Satellites: None

Nolis is a lava planet, made up mostly of liquid metals. When Nin moves away from Nolis the surface congeals to the consistency of magma and it is during these times that the surface is skimmed for the retrieval of a mixture of metals, including gold, lead, lithium, beryllium, tungsten, manganese and strontium.

## FISHEN

Diameter: 14.1K Km [8.76K miles]

Year: 372 days

Day: 26.3 hrs

Satellites: Pectarou (moon)

Ashen is a temperate, 'goldilocks', planet, home to the Confederation and the major sentient species within the Confederation territories.

With large open oceans and a northern polar ice cap, the south is generally hotter in temperature owing to axial tilt towards the Byos-Ai and Nin.

## KLEWERK

Diameter: 135k Km [83.8k miles]

Year: 491 days

Day: 15.4 hours

Satellites: 17 'marbles' moons

Klewerk is a large ChloriVesperian world with a dense atmosphere high in chlorine and primordial methane.

A silicate-based world, the crust is unstable and prone to volcanic activity. This has not stopped the development of life, both on the planet and some of the 17 'marbles' of Klewerk. These resource-rich moons are the scene of many ongoing conflicts.

## CORADITE

Diameter: ~72k Km [~44.7k miles]

Year: 864 days

Day: 9.3 hours

Satellites: 6 moons, dust rings

A Khonsonian dwarf-jovian planet, with a molten metal core and an atmosphere, high in ammonia which supports life at the upper levels in the form of large invertebrates.

The planet is surrounded by rings of rock and ice and has six stable moons.

## INDRIS BELT

Diameter: 0.9 - 3.1AU

A dense meteorite field, the Indris belt is the remains of an interplanetary collision, millions of years ago. The meteorites within the belt are mineral rich and some are large enough to support major colonies administered by Confederation, independent, corporate and pretador interests. The belt is a hotbed of pirate, slaver and bandit activity.

## ECCLUSSIAN WORMHOLE

Diameter: 11k Km [6.8k miles]

Year: NA

This warp fissure and warp stream has stable terminus points between the outer edges of the Byos system and the Ghost-light system in the Clover nebula.

## QU

Diameter: ~4.6k Km [~2.8k miles]

Year: 1287 days

Day: 46 hours

Satellites: 3 moons

Qu is a Gelidian type planetoid composed of ice and rock. It has no intrinsic worth. The second moon, Tyris, has formed the basis for the waystation to the Ecclussian wormhole.



CONFEDERATION EXPLORED SECTORS



One notable curiosity with warp streams is that the fissures appear at logical points of interstellar travel, making it unlikely that they are a natural occurrence. There are hundreds of fissures linking planetary orbits and systems that have been mapped by Confederation forces, but there are also many more that are not on official charts and may lead to unknown locations.

The Confederation, with its considerable resources, has led the charge into outer space with the pretador and reptyle species following as imitators.

## ○ ECCLUSIAN WORMHOLE AND THE CLOVER NEBULA

The Ecclusian wormhole was discovered beyond the orbit of the planet Qu, on the edge of the Byos system. The terminus point of the hole was found to be the Ghost-light sector in the Clover nebula.

The Ecclusian wormhole is a time/space warp that appears to be a stable tunnel from the Byos system to one parsec outside the Ghost-light system in the Clover nebula (eight standard parsecs away). Unlike travelling via warp streams, the stable nature and tunnel-like configuration of the wormhole makes travel through it relatively straightforward. Confederation operating procedures, however, mean that any vessel entering the wormhole must have a warp esper aboard, but such precautions are often waived by non-Confederate captains, who are looking to trim costs by not hiring a warp esper navigator. Time of travel between each terminus point of the wormhole is approximately half an hour (give or take a few minutes); making it the fastest known warp stream journey.

The Clover nebula contains many separate star systems within its clouds and the entire nebula has a high concentration of warp fissures. Officially, Confederation space extends only three light years from the Ghost-light solar system. Of the nebula, only the Lopidia Nin quadrant has officially been chartered, although freepaw wayfarers have

travelled into the Lopidia Eqidin, Lopidia Westural and Lopidia Auros and returned. While a few freepaw vessels have returned with plunder and previously unregistered alien species – many more have never been heard from again and the independent colonies beyond the Ghost-light system remain hesitant to explore beyond the Lopidia Nin. Some who return from beyond these boundaries speak of strange alien cultures, abandoned cities and resource-rich planets ripe for those brave enough to claim them.

Space travel beyond the Byos system and through the Ecclusian wormhole is, for the most part, the domain of the Confederation, although charters, pirates, freepaws and 'roiders all make their living out in the void.

## ○ THE CONFEDERATION AND THE LEAGUE

Ashen is almost identical to the earth that we know. It has similar weather, days, nights, a single moon and vast oceans; with a similar range in temperatures, biology, gravity, atmosphere and weather. Ashen has a range of cultures, beliefs, traditions and societies among the sentient species of the planet.

On Ashen, three main evolutionary branches achieved sentient intelligence: varmint, pretador and reptyle. The reptyles are the oldest known sentient species of Ashen, having suffered many disasters that brought about their near-extinction, they are now localised to regions of the Arika jungles, the last remnants of their once-dominant empires. The varmint and pretador species evolved at the same time and many wars for supremacy were fought between the varmint and pretador and within their own species sub-groups.

Over the last few centuries, the varmints have managed to gain the upper hand against the pretadors; largely owing to the pretadors' self-destructive nature and the founding of the Confederation. However, the pretador species still form much of the planet's population and maintain societies outside the Confederation, including the



## Ashen

Geographical overview of the planet Ashen. Home to the Confederation and designated planet AC-001.

Ashen orbits the binary stars of Byos at an axial tilt of approximately 38.7° to the plane of its orbit. The northern hemisphere ranges from temperate to arctic conditions, while the southern hemisphere ranges from temperate to arid.

League of Fangs, which consists primarily of great felin, howlers, beorn and ferreal.

The League was all but destroyed during the last world war (2387–2424AC) when they sought to preemptively disrupt the Treaty of Heim between the molen and hoppolites. After the war, the treaty was superseded by the signing of the Confederation declaration of unity; and that which the League feared most came to pass.

While reduced to ruling only a handful of countries, the League has managed to gain a foothold in the reaches of space, having secured a treaty with the Confederation for the Wolvenhome system. From there they managed to colonise and administer the Bast system with the assistance of rogue felin. Wolvenhome and Bast are not particularly resource-rich systems and the treaty with the Confederation means that off-world space within the systems remains under Confederation law. This is not enforced by the Confederation unless there is an obvious danger that can be easily dealt with; otherwise Confederation vessels give the League systems a wide berth, although there are good profits to be made trading with the League’s colonies.

In contrast, the Confederation now spans much of Ashen as well as known space. With the five main varmint species forming the permanent council and supported by the lesser species, the Confederation has known an astonishing period of prosperity and growth.

With the scientific and intellectual talents of the molen and hoppolites, the agricultural and physical labour of the nutwerks and badgerians and the abundant and adaptable mausers, the Confederation shows all the signs of an ongoing prosperous society. There are, however, many who do not agree with the way the Confederation is administered, the concessions that each of the member species have had to make or the laying to rest of old conflicts. Despite its successes, the Confederation has had to face many threats.

## Varmisk

If Ashen is the heart of the Confederation, Varmisk is its soul. A city built through collaboration with all the varmint species to symbolise the Confederation itself, it rises out of the plains of Equinex like a mountain of glistening crystal, its spires reaching the clouds and casting refractions of Byos across the landscape in rainbow hues. Here the council of the Confederation meet, the many ministries and organisations have their headquarters and all species (varmint at least) are equal.

When the Confederation was formed, each of the founding members gave up land under the Confederation flag and this area became the United Territories, with Varmisk at the centre. The majority of Confederation centres of excellence, military installations and agricultural land are found within the United Territories.

As the capital of the Confederation, every day thousands of visitors move through Varmisk on Confederation business, hundreds of ships move through the star-ports and millions of data packets are sent and received off world. The area the city takes up is large enough to be a small country, with a standing population somewhere between 11–15 million with that number growing to 17–20 million during periods of importance (trade negotiations, Confederation holidays etc).

### LIFE IN THE FED

Most citizens of the Confederation (or ‘Fed’ as it’s commonly called) have a good quality of life, maintained by the technology that is shared among the Confederation members. As a citizen of the Confederation there are many benefits: free health care, free food and shelter, free legal system and the protection of the considerable might of the Confederation defence force. But it’s not all 3D printed clothes and free sensorium concerts from the Quorsta forum; there is still crime, civil strife,

external threats from separatists and pretadors and the erosion of old ways in the face of progress.

## CIN

The Confederation Identification Number (CIN) identifies a citizen of the Confederation. When a person becomes a member of the Confederation or is born into it they are imprinted with their CIN using junk DNA. This means that the DNA of a citizen is almost instantaneously recognisable, although there are means of masking it. The CIN acts as a social security number, the citizen's universal passport and is keyed to any security clearance or personal security measures the citizen may have.

## ODIN

An Optical Data Interface Node (ODIN) is a holographic interface device that is approximately 7mm wide and less than 0.1mm thick placed under the skin of the user. The ODIN is powered by kinetic electricity, which is generated by the user's body and collected via a number of nanite power plants surrounding the ODIN, and activated by pressure or via a mental command (if the user has a brainshell or cyberbrain). When activated, it provides the user with access to a multitude of minor computer

applications as well as a means of interfacing with other digital and quantum devices (or computers) via the spectrum (think the internet only bigger, faster, and galaxy wide).

The applications typically on an ODIN include a diary, video phone, link to the spectrum, games, literature, public records. In addition, there are other applications that can be loaded on to an ODIN for work and personal use such as diagnostic scanners for engineering, science, environmental hazards, medicine, and even alien environments and biology.

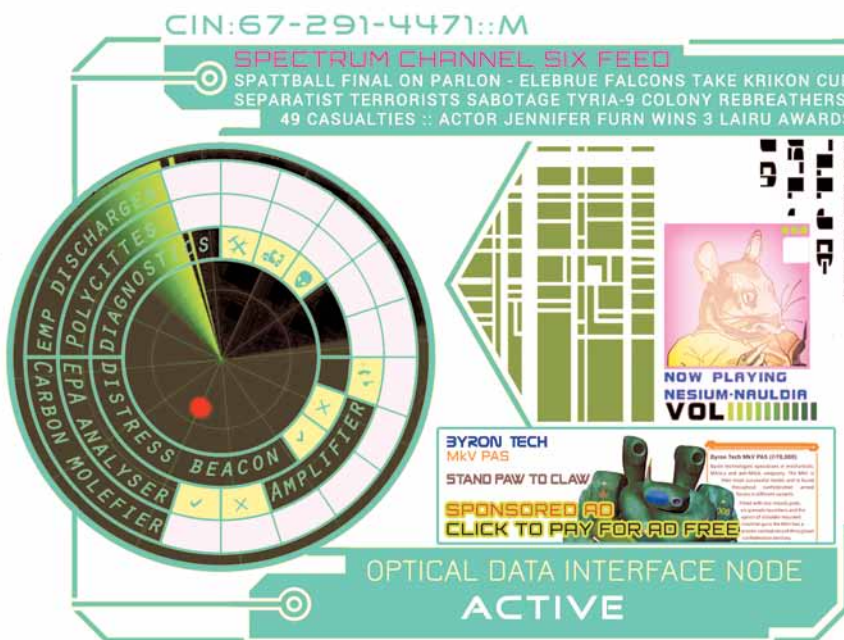
It also manages systems of nanites, such as polycittes and carbon molefier sachets (we'll talk about these later). While the ODIN is always on (at least while the host is still alive) it can be switched to standalone mode, disconnecting it from the spectrum, to prevent any outside interference (hacking) via the spectrum.

## Work

Despite all the advances in technology, people still need to work. Many tedious and menial tasks are taken care of by robots and droids, but someone is required to look after the robots and droids and people are needed to deal with more personal, challenging or delicate tasks. The sort of work that

Fed citizens carry out is just as broad as the roles that we find in our own world.

There are labourers, although they are much more likely to be found on far-off worlds or asteroids working mining machinery or overseeing the building of colonies and terra-forming planets. Many citizens of the Confederation work for the Confederation in an official capacity: as soldiers, medics, technicians, administrators, engineers, scientists, artists and athletes.



## Money

No Confederation citizen is without at least a minimal income; characters should always be able to afford to live and most essentials (food, clothing, blankets, toys) are made using replicators (see below). The currency of the Confederation (and most of the known universe) is called Dy (€). Most financial transactions are for nonessentials. Players' characters are most likely to spend money on the really cool stuff, like a Falcon skimmer or a pair of new Sandisa boots, than a packet of crisps.

## Technology

The technology of VANGUARD is far beyond anything we currently have in our own world. While many of the sciences are the same, the ideas that we have as science fiction are already present in VANGUARD. Here are just a few examples.

### Nanotech

Nanotech is the creation of microscopic machines; most are used in forms of medicine or engineering. These mini-machines, sometimes too small to be seen by the naked eye, can be used to heal, harm, mend, break or change what they come in contact with. The most common nanites citizens of the 'Fed come across are polycittes, carbon molefier sachets, chromacittes, repids and scrubbers; although there are thousands of other kinds.

**Medicittes** are medical polycittes injected into the body to heal any wound or injury they find, including illnesses, diseases and poisons. They cannot restore nerve damage, brain tissue or some of the other organs.

**Carbon molefier** sachets are small packets of carbon nanites that form a simple tool when instructed. The lattice they form makes the end result almost as hard as diamond crystal; however, once formed, the energy holding these bonds together gradually fades and the tool will eventually crumble into carbon dust.



Blank polycitte nanite, magnified x2,500,000

**Chromacittes** act like medicittes, but for repairing computer circuitry not living tissue. They can be injected into a chromacore to heal damage the core has suffered or repair damaged upgrade programs.

**Repids** are millions of nanites laid over (under or in between) the skin of an object's surface. When the surface is damaged, the repids will move to 'heal' the surface. Often used on vehicles (especially spaceships) and military vehicles to automatically repair damage.

**Scrubbers** are nanites that seek out, attach themselves to and break down toxic, radioactive or hazardous materials. They are often deployed via 'nite-bombs in environmentally hazardous areas. Once the scrubbers have finished their job, they lie dormant on the ground to be cleaned up, taking the toxins with them, after which they are usually shot into a sun for disposal.

### Cytech

The advances in computing and technology have made turning a brain into a computer program possible. Recreating the brain as a digital process means the biological brain is no longer required. This has led to some individuals giving up their biological bodies entirely and becoming cyborgs.

Cyber-technology, known as cytech, allows for the full integration of manufactured parts and a biological body, including cyber: eyes, legs, arms, lungs, bones – all sorts of adaptations are possible – but there are many people (especially espers) who look upon cyberisation of a person as barbaric, uncivilised and unnecessary given the availability of orgtech.

## Orgtech

Orgtech is the science of recreating biological parts that can then be added, replaced or inserted into a biological body. Lose a finger to a hungry space-worm? No problem, an orgtech doctor can grow you one good as new or even better!

Orgtech can enhance muscles, skin resilience, senses, durability and much more. Some people get orgtech for purely cosmetic reasons, but most are to improve upon what was (or wasn't) already there. The drawback to orgtech over cytech is that it is still flesh and suffers from ageing and disease.

## Replicators

So you want a steak for dinner? Done. So you want a little figure that looks like you and moves like you (at least for a while)? Done; and all at the touch of a button. This is the technology of replicators. What we know as 3D printing has developed in the VANGUARD universe to become 4D printing (imprinted movement). Not only can you get basic goods (new pair of boots, a blanket, a glass of milk-like), but you can also get some goods that are programmed to move and respond in various ways. The movement and motion of a replicated object is still fairly basic, for example, a toy fish that swims in a pattern or a little toy soldier that runs and pretends to shoot a rifle. Such things are easily made. Replicators can't make highly complex objects (such as a droid or a cyberbrain or an orgtech spine), but they can make weapons, vehicles, even houses.

Replicator technology is widespread among Confederation citizens and most wealthy families have one in their home, while others are communally available to a neighbourhood, providing basic essentials. They are powered by conventional means, but rely upon large stores or raw material called grey-goo. Grey-goo is a saturated clag of many different elements that is used by the replicators to make everything that they are programmed to reproduce.

Companies stay in business by designing and making the things that the replicators cannot,

including objects hand made by famous crafters, artists and designers.

Most replicators have enough grey-goo to last them a year or more of near constant use. The production of goo is one of the major reasons for resource gathering in Confederation space, requiring many different raw materials from all over the universe to ensure the Fed citizens' quality of life.

One of the things replicators are used for the most is food. Despite culinary expert's horror of replicator food, the end result is exactly the same (at least at a molecular level) as that from a kitchen. However, some people argue replicator food is contaminated and causes various mental ailments or is lacking in true nutrition and taste; regardless, for standard fare, the results are perfectly acceptable and it's better than starving.

## Medicine and health

The health of the average citizen in the Fed is exceptional. There is free medical treatment available at local community clinics which typically involves a medicitte dispenser and a doctor on duty to deal with anything medicittes can't heal.

Advancements in orgtech have also meant that entire bodies can be cloned to replace damaged ones and with the right treatment a person could live indefinitely (in a cloned body) using a cyberbrain transferred from one body to another.

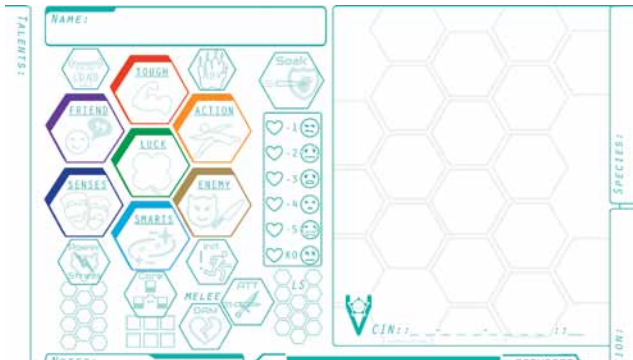
Perhaps the most amazing medical breakthrough uses replicator technology merged with medicittes to produce the reivgen tanks. These bathtub-like devices submerge the body in a mixture of medicittes and medical grade grey-goo and can (with enough time) regenerate an entire body using the base DNA of the subject as a template. This is relatively new (and expensive) technology and is only available to the very rich, powerful and important government resources.

However, the exploration of space is filled with new threats to health, undiscovered viruses, bacteria, and alien parasites which could pose untold danger to the Confederation.

# CHARACTER CREATION

## MAKING 'YOU'

There are six steps in making a character, but first you'll need a character sheet. You can find a blank character sheet on page 48. This should be copied and given to each player before the character creation process.



### Step 1: Roll attributes

The seven main attributes – TOUGH, ACTION, ENEMY, SMARTS, SENSES, FRIEND and LUCK – describe most of who a character is. To determine what ratings these attributes start at, you roll 7D6. Each die is allocated to one of the seven attributes and its result written in the attribute's hex. These ratings can be modified by species, talents and other aspects of the game, but normally remain unchanged.

### Step 2: Choose a species

Decide on the species you wish your character to be. Fill in any notes and changes that the species has and collect the species card so you have it handy.

### Step 3: Choose a vocation

This could be the character's main interest in life, their job or the way they spend most of their time. There are sixteen vocations a character can choose from; each grants the character benefits, starting equipment (loadout) and resources (Dy). A character can only have one vocation at a time.

## 6-STEP PROCESS

### STEP 1

Roll attributes

### STEP 2

Choose species

### STEP 3

Choose a vocation

### STEP 4

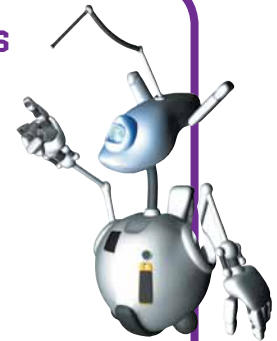
Choose talents

### STEP 5

Choose assets

### STEP 6

Finalise details (esper abilities, cytech, etc.)



### Step 4: Choose talents

Each character has 3 points + their LUCK rating to purchase talents other than those they receive for their species or vocation. Once you've chosen a talent, collect the talent card to refer to during the game.

### Step 5: Choose assets

In addition to the starting equipment that a character's vocation grants them, they can also buy assets. Assets include starships, houses, cars, weapons, armour, droids, cytech or passkeys.


### Step 6: Finalise details

If your character has esper abilities, you need to choose which ones and take the power cards. If your character has cytech implants or modifications, choose which ones and get the cards for those as well. And, finally, get any remaining equipment, vehicles, droids or asset information you'll need during the game.

## THE ATTRIBUTES


Each character is described in a number of attributes, with a rating between 1 and 6: 2 is average, 6 is superior. There are seven attributes:

**TOUGH** **Tough**




How physically strong, tough and enduring someone is. Tough is used to determine base SOAK and how much a character can carry without becoming encumbered.

**ACTION** **Action**




A person's ability to physically act, react and perform physical activity, including avoiding attacks (defence).

**ENEMY** **Enemy**




A person's ability to inflict harm, injury and distress on another, including combat.

**SMARTS** **Smarts**




How intelligent a person is and their level of knowledge.

**SENSES** **Senses**




Perception, wisdom and intuition; of themselves and their surroundings. A mental, spiritual and physical expression of a person's understanding of experience.

**FRIEND** **Friend**



How trusting, personable, charismatic and loyal a person can be, or appear to be.

**LUCK** **Luck**



The indefinable threads of destiny; luck can allow someone to find an answer when none seems possible, it can create hope when all seems lost.

## THE VANGUARD SPECIES

VANGUARD is about the stories of those who live and work alongside the Confederation. You get to play one of the five species that make up the core of the Confederation people, known collectively as the varmint species. However, there are other species that take part in the stories of VANGUARD, these are often the adversaries to the Confederation, known as the predator species, including the vulpine. The remaining species don't belong to either group: reptyles, woofers, felin and more.

Choosing a species gives your character certain advantages and disadvantages.

### Player species

The five major varmint species and the predator species of vulpine are listed below, with written description, species logo, catchphrase, picture and player reference card that holds the species modifier and generic talent.

The vulpine are listed here as they are often seen working within Confederation society as solo operators or go-betweens for the predator and reptyle species.

There are many other species that live and work on Ashen and within the Confederation; such as the ottah, felin, woofers, etc. Some of these are described in the expanded rule book.

### Species talents

Each species description card will have a talent unique to that species.

In addition, those species detailed in this book have access to a number of additional species specific talents listed under their description. These additional species talents are unique and powerful and can only be purchased with the agreement of the GM. If the GM agrees to the additional species talents being used, only one additional species talent should be allowed per character, and only if purchased during character creation.

## Species

**Badgerian**

**Nutwerk**

**Molen**

**Mauser**

**Hoppolite**

**Vulpine**



**Detective**

**Merchant**

**Labourer**

**Crook**

**Athlete**

**Suit**

## Example Vocations

SPECIES	AV. HEIGHT (CM/FT.)	AV. WEIGHT (KG/STONE)	AV. LIFESPAN (ASHEN YEARS)
Badgerian	165cm / 5.5ft	75kg / 12st	75
Hoppolite	150cm / 5ft	64kg / 10.24st	45
Mauser	90cm / 3ft	12kg / 1.92st	50
Molen	120cm / 4ft	38kg / 6.08st	35
Nutwerk	135cm / 4.5ft	60kg / 9.6st	90
Vulpine	180cm / 6ft	82kg / 13.12st	40

## Average lifespan

The average lifespan of the listed species is their natural range.

The use of cyberbrain technology and regenerative nanites and cloning means that a character's brain

and body can be maintained much longer.

As such there are no rules for ageing and providing a character has access to reasonable medical treatment they will not suffer ageing effects.



CHARACTER



# BADGERIANS

"COURAGE ALWAYS"



**Homeland:** Brettan

Badgerians are a fierce, tough and resilient race. Known for their fiery tempers and unwavering courage, they form the backbone of the Confederation's fighting forces and are usually pushed into frontline combat roles.

Their homeland of Brettan is mountainous, with deep valleys and snow-covered steeps. To the south east, the land is broken into a belt of rises known as the Basel islands that are under constant threat from pretador attacks from further east. This conflict has been raging for as long as history remembers and it is one reason given for the badgerians' highly militarised society.

The badgerians are organised into blood clans, most named after the mountain, valley or lake where their clan makes its home. There is much friendly rivalry between clans, but there hasn't been an inter-clan war since the Frostbite culling of 1593AC, when the chieftain of the Frostbite clan led a rebellion against the High Sett and was defeated. This saw the entire Frostbite clan wiped out. Each clan has an elected chieftain and, collectively, the chieftains elect the High Sett to lead the clans of their nation.

The badgerians are a nation of miners and soldiers and are best known for their manufacturing of weapons, armour and military vehicles (usually with molen-aided design work). They are also talented artisans in the fields of weaving, carpentry, storytelling and stonemasonry. They have a love



Captain Ashley Belleaux, 3rd Assault battalion, Confederation Marine Corps (CMC)

of physical sports, especially one called ruggers that involves a lot of wrestling and a ball (the rules appear non-existent to all except badgerians). They are also keen mountain climbers, swimmers and anglers. Taught to fight from a young age, all badgerians are expected to defend the clan-home.

## BADGERIANS

"COURAGE ALWAYS"

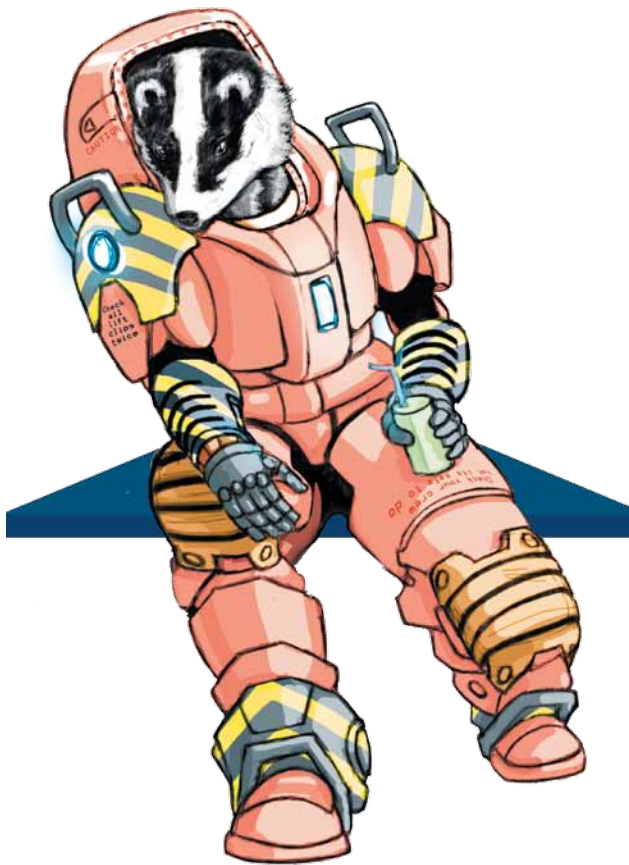
### SPECIES MODIFIERS

	+1 Natural weapon talent
--	--------------------------

### TAKE IT LIKE A BADGER!

Once per game session the character can take any amount of damage in a single blow and reduce it to a single ♥ of damage.

VANGUARD RPG © Tim Westhaven and Rook Westhaven



Rufus Devoe, 'ROID jockey – private contractor

## DIGGING DEEPER

While badgerians are often respected (and feared) for their physical and martial prowess they are looked upon by many of the other varmint species as lacking in sophistication. Their dwellings are brutalist in outward appearance, and they're known to eat live food (bugs and grubs is a favourite breakfast meal) and their habit of breaking things when upset is looked upon as immature by many hoppolites and molen.

They are a passionate race and rarely do things by half; although their tempers and rages overshadow their more caring habits. When they laugh they laugh with their whole body, when they cry they weep with their soul. They display admirable qualities of loyalty, courage and persistence when many of the other species would give up. But this can also be a sign of another common trait of the badgerians, their legendary stubbornness and unwillingness to back down from a challenge – no matter the cost.

## BRUISE



### DESCRIPTION

Once per game session the badgerian is capable of an amazing feat of strength; allowing the character to double a single **ROUGH** check or carry out an action where strength is involved as if using the flourish talent.



VANGUARD RPG © Tim Westhaven and Rook Westhaven

## CLAWBRAND



### DESCRIPTION

The badgerian is (was) a member of a criminal gang and has been marked as such (typically with a branding iron or tattoo). They gain the benefits of the crook vocation but suffer a SAP to any **FRIEND** check with another badgerian. Crook vocation loadout is not gained with clawbrand. There is also no increase in the character's  $\mathcal{D}$ .

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## FERAL FLUSH



### DESCRIPTION

Once per game session the badgerian can charge a target gaining +3 melee **DAM**. If the target is free-standing and suffers damage a **ROUGH** DC vs. the badgerian's melee **DAM** is required or the target falls backwards losing their next task. If the target is successful they are pushed back 3 paces but do not lose a task.



VANGUARD RPG © Tim Westhaven and Rook Westhaven

## YOU FEEL ME?



### DESCRIPTION

The badgerian has maintained their fighting skills since cubhood – Natural weapon talent +1.

VANGUARD RPG © Tim Westhaven and Rook Westhaven



# HOPPOLITES

"ARISE"



ARISE



**Homeland:** Herth, Nansk, Fawnier islands



Melissa Silver –  
Centre striker for the  
Twin Suns Spatt ball  
team

The hoppolites have the longest recorded history of the varmint species as they were, at one time, vassal creatures to the reptyles of the Arika jungles. In ancient times they escaped enslavement under the leadership of Hopper, from whom they take their name. Hoppolites settled in the area of Herth and carved out an empire against the then indigenous populations of pretadors and mausers.

As a species, the hoppolites are not physically aggressive; their nation was founded on their strength of esperence not martial prowess. Physically, they pride themselves on their healthy lifestyles: healthy foods, plenty of exercise and lots of meditation and rest. This does not imply that they are weak; their cultural philosophy focuses on what they call the three pillars of enlightenment: body, mind, soul. From a young age they are taught to focus on bettering themselves in the three pillars. However, most hoppolites in the modern era do not follow the pillars as strictly as their culture dictates. There are many in the hoppolite society who think their culture is on the brink of collapse.

The exploration and development of esper abilities is a sacred journey and one that all hoppolites are expected to continue throughout their lives. Many families save up fortunes to send their most esper-talented family members to the collegium of Elebrue. There they train vigorously to become powerful espers and so the next leaders of the hoppolite society. Those hoppolites who do not

study esperence generally go on to study in the fields of science, maths, engineering, philosophy or dedicate their lives to physical perfection.

## HOPPOLITES

"ARISE"

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**SPECIES MODIFIERS**

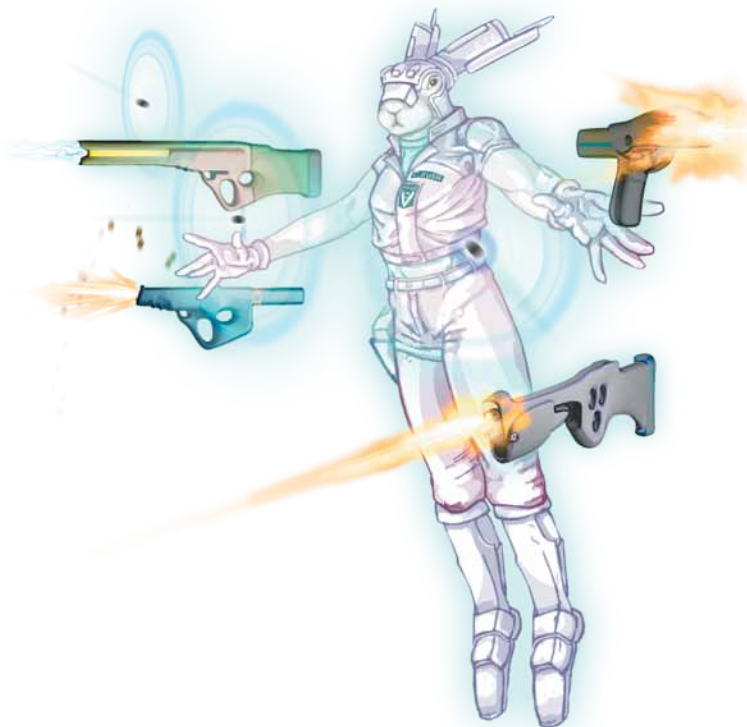
+1 Alert talent

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**SUPER SPEED**

Once per game session the character can double their normal movement allowance.

VANGUARD RPG © Tim Westhaven and Rook Westhaven



Detective Calvin Rush of Esper Special Tactics Division; a.k.a. the 616

## DIGGING DEEPER

Hopper, was perhaps, the most powerful esper ever to have existed on Ashen. He managed to stop the combined armies of the reptyle theocrats from chasing the hoppolites across the deserts and jungles of Arika. Under Hopper's protection and leadership, the hoppolites reached the lands now known as Herth. This story, considered mythology by most, is the underpinning truth of the hoppolite culture. The teachings of Hopper made the Hoppolite culture into one of the foremost in the world. The hoppolites favour intellect and awareness, both spiritual and physical above all else, and believe (wrongly) that the more esper ability a person achieves the more enlightened they are spiritually.

There is a hidden agenda to their cultural focus on the growth of the individual. Groups among the hoppolites seek the reincarnated Hopper, who they believe will return to lead them in a cultural and spiritual renaissance.

## BOUNDER

### DESCRIPTION

Once per game session the hoppolite can perform a near, impossible feat of acrobatic skill. This works the same way as the flourish talent although the act must involve a leap or jump.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## FRIENDFACE

### DESCRIPTION

Once per game session the hoppolite can appear naturally friendly and nonthreatening, doubling any FRIEND DP.

FRIEND  
x2

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## SERENITY

### DESCRIPTION

The hoppolite will gain twice the amount of **POWER** points back during combat when using the stay frosty task.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## TWITCHCRAFT

### DESCRIPTION

Whenever the hoppolite is in a dangerous situation and threatened by a surprise attack they can make a **LUCK** roll vs DC5. If successful they are not surprised but still lose initiative to the surprising party.

They also gain a permanent +1 defence.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

# MAUSERS

"UNITED IN STRENGTH"



**Homeland:** Oris, Neece, Untas, Bethe, Ontaeg, Island of Icelden

Mausers are the most populous of all sentient species on Ashen, and this trend is carried over across the majority of Confederation space. This is due, in part, to the mausers' propensity for breeding, but also their ability to adapt to change and inclination to seek out new experiences.

If there is one word that describes mausers it is adaptable and this trait has allowed them to integrate into all other societies on Ashen and throughout known space. This has always been their way, surviving in the shadows of the other species; varmint, pretador and reptyle alike.

There are still millions of mausers within the pretador lands and the jungles of Arika, but they are a subjected people. In their homelands in the north, however, they have their own countries, their own rule and their own way of doing things. For many mausers, a life of adventure and new experiences is a benefit to all their kind; that in their youth they travel to learn and gather knowledge and skills that they then give to the mauser nations once they are older and looking to settle down. In some of the mauser cultures this journey is a time-honoured tradition of pilgrimage for the betterment of their community at large.

Many famous explorers have been mausers, but there are also renowned mauser scientists and doctors.



Rocker Nesium playing at the Grey Room on Tillion and via the spectrum

Their lack of stature and physical bulk makes mausers ill suited to front-line combat roles, but their more stealthy talents make them perfect for duties as scouts, spies, saboteurs and even assassins (there are plenty of mausers in the Confederation armed forces).

Of all the species, the mausers are perhaps the most culturally, politically, philosophically and vocationally diverse. While the many nations of the mausers all differ, they have a keen understanding of survival through solidarity and the Mauser United Nations acts as a unifying body throughout space.

## MAUSERS

"UNITED IN STRENGTH"

---

**SPECIES MODIFIERS**

ATT  
-1  
melee

DAM  
-1  
melee

+1 Agile talent

---

**SNEAKPEAK**

Once per game session the character can go completely unnoticed for a single round.

---

**SQUISHY**

The character will take half damage from any crushing or falling damage.

---

VANGUARD RPG © Tim Westhaven and Rook Westhaven

CHARACTER



Ms Angelica Rothsforque, CEO of Byos-Rise industries. She is standing in front of the Byos-Rise C9-Executive Limousine

## DIGGING DEEPER

Mausers know that they are for many just prey, they have been on the menu of the predators and reptiles for as long as anyone remembers, and mauser colonies and communities who don't diversify the species mix become prime targets for predator and reptile attack.

This shared threat has given them a strong collective identity that surpasses any difference in cultural or political viewpoint and, when pressed into a situation of survival, the mauser can surprise even the most stalwart badgerian with their courage and resourcefulness.

Most mausers are happy to take on the role of sidekick to a more imposing individual, but they also know their own value and see their species role, in the progress of all the other species, as a universal bonding agent, a common thread that can be pulled on to influence all the other species into following a single direction.

## CRAWL SPACE

### DESCRIPTION

Once per session the mauser can find somewhere to hide (even in a seemingly impossible location) that will be undetectable. The crawl space is only large enough to hide the mauser and finding the crawl space will take one task, as will entering or leaving.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## HAMSTRING

### DESCRIPTION

Once per gaming session while in close combat with an opponent larger than themselves (all except other mausers or molen) the mauser can score an automatic crit success with a single successful attack. This will add to any other crit successes the character may score in the same attack.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## TEAMING

### DESCRIPTION

If the character is leading a group of mausers in a team effort benefits will be doubled. Only a team effort involving only mausers is affected by this talent.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## TRICKY

### DESCRIPTION

Once per game session the mauser can ignore all damage from a single attack at the cost of one task during the same round.

VANGUARD RPG © Tim Westhaven and Rook Westhaven



# MOLEN

"KNOWLEDGE ABOVE ALL"



**Homeland:** Rushkah



Lt. Talis Chomsky, 5th Sapper Division, CMC

Molen see themselves as the intellectual giants of the Confederation. From birth, they are raised in a strict regime of tests that are designed to find a molen's natural talents, after which they are educated and assigned a job to suit the results. While some question this strict upbringing, it has been the same for a thousand years.

However, as the molen have spread across the known galaxy their cultural ties have weakened and those who grow up outside Rushkah are often free of the 'imperative conditioning' as the testing is known. While the other varmint species (even the meritocratic hoppolites) see imperative conditioning as fanatical, the benefits for the molen society are clear.

Molen are indisputable leaders in technical fields: engineering, design, manufacturing, medicine, physics, cybernetics and orgtech and in the making of artificial and synthetic intelligence. This intimate association with technology has made the molen society one that values constant change in regard to technological advantage. The molen are the most cybernetically and organically altered species on Ashen. Many receive braincases from puberty and then a full cyberbrain upon attaining adulthood – and the more softskill slots the better; is the common opinion among molen.

Their small stature is often compensated for by the use of exoskeletons, mechs and puppets. There has been a recent trend among some of the more

extreme molen *modders* (a term given to someone obsessed with cybernetic enhancement) to get a full-body chassis of the kind a badgerian or hoppolite would commonly order. Despite towering over their kindred, modders are accepted as innovators and adventurers: pushing boundaries and removing the last drawbacks of the flesh through technology.

Molen are found throughout the known galaxy, most serving in a technical capacity or as administrators, merchants or pilots. It has been noted that the molen have a natural affinity for warp navigation and a molen warp esper can often name their price for a warp navigator's contract.

## MOLEN

"KNOWLEDGE ABOVE ALL"

---

SPECIES MODIFIERS

SMARTS

+1

ATT

-1

melee

MOV.

-1

---

SMART COOKIE

Once per game session the character can replace any DP with their Smarts. Normal modifiers to the specific DP apply.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

CHARACTER

Prof Alexis Quent celebrates discovering a new species of spaceworm dubbed 'Quentarian Lumia'.

This infant specimen is expected to grow up to 120m in length and weigh over 70 tonnes.



## DIGGING DEEPER

Molen society is egalitarian and all molen are expected to work hard to the betterment of their society as a whole.

Personal gain or fame is not frowned upon, as long as the individual does not lose sight of the tenet that they succeed on the shoulders of those who have come before.

Family is still very important to a molen but most molen are raised by many members of the community, not just their family. Children are looked upon as a gift to all and are well treated (at least in the eyes of molen society) as long as they follow the cultural norms and work hard to learn all they can to discover their innate talents. Those that do not can find themselves ostracised.

The strictures of their society are balanced by a propensity for wild parties and wild fun and most molen have a love of comedy of all sorts.

## BRAINIAC



### DESCRIPTION

Once per game session the molen can take on the role of any vocation that uses **SMARTS** as its primary attribute (doctor, engineer, hacker, scientist).

When doing so they will gain the bonus to carrying out a task associated with that vocation as well as the vocation's unique talent.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## CHAOS THEORY



### DESCRIPTION

Once per game session the molen can roll a number of dice equal to their **SMARTS** attribute before they undertake an action. From the dice rolled the molen can choose one and use it as part of the task DP. Failing to take a dice means that the molen has not undertaken the task and the character is still free to roll properly. The use of this talent must be done immediately before the possibility for the normal check.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## DARK PATH



### DESCRIPTION

The molen has a particular affinity for warp fissure navigation. The character can pilot a ship through a warp fissure even without the warper esperence ability. If the character has the warper ability all powers will cost -1 **POWER** point (minimum 1).

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## INVENTOR



### DESCRIPTION

The character gains a **BUF** on any check to invent or build with the use of salvage or power crystals.



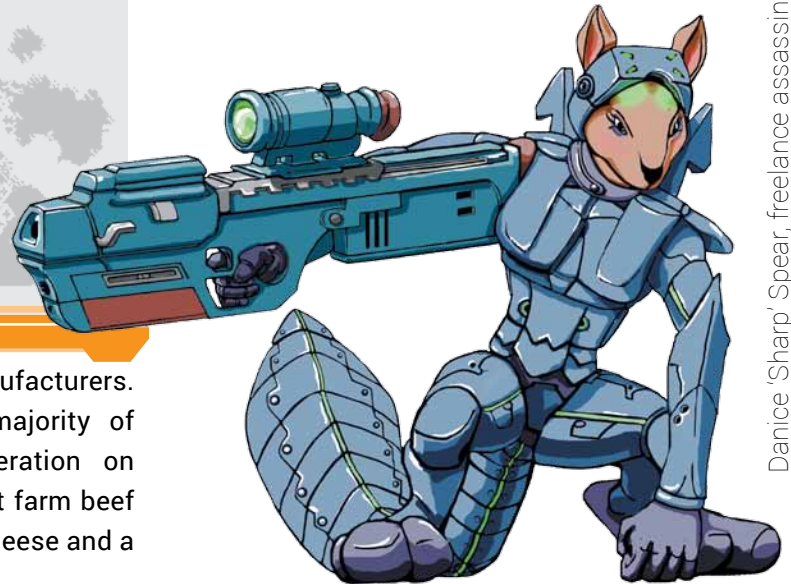
VANGUARD RPG © Tim Westhaven and Rook Westhaven

# NUTWERKS

"AS ONE"



**Homeland:** Tirrel



Danice 'Sharp' Spear, freelance assassin

Nutwerks are mainly farmers and manufacturers. Their nation of Tirrel provides the majority of agricultural produce for the Confederation on Ashen. The nutwerks are vegetarian, but farm beef for the Confederation, as well as milk, cheese and a variety of grains and fruits.

Nutwerk society is founded on the family, immediate and extended. They live in large tree houses, generally choosing a great oak tree, and within the boughs of this heart-tree a family group build their homes. In past ages the tree houses were a defence against predators and others that hunted the nutwerk, but now they are traditional. Although many have been built featuring contemporary design elements and technology, they still have a rustic charm that appeals to the nutwerks. In constructing their homes, the nutwerks take great care to not damage the tree: building with a founding lattice that shifts and expands from the inside to the outer boundaries, to accommodate the tree as it continues to grow.

Not known for their fighting prowess, their talent for science or their espers, nutwerks are underrated by the badgerians, hoppolites and molen; however, the mausers know better than to underestimate them. Many nutwerks play up to this image of the immature cousin and don't mind that they are the most underestimated of the varmint species. Their light frame makes them ill-suited to hand-to-hand combat, but their swift reaction times, ability to move over treacherous ground with ease and

resilience to falling damage, make them prime candidates for scouting roles and many who leave their family freeholds join the space rangers.

Despite not being a highly technological society, the nutwerks own and maintain one of the greatest corporations in the Confederation: Kaltec Industries, that provides employment for thousands of nutwerks in technical, design and manufacturing jobs. Kaltec Industries is a cause for pride among the nutwerks and it is no coincidence that the space rangers corps favours Kaltec industries for much of its munitions and equipment.

## NUTWERKS

"AS ONE"

---

SPECIES MODIFIERS

DAM

-1

melee

Init.

+1

MOD

+1

leap

½ all falling damage

---

CATCH ME IF YOU CAN

Once per game session the character will be able to outrun or outmanoeuvre a pursuer, for as long as they continue the chase, until the situation changes.

VANGUARD RPG © Tim Westhaven and Rook Westhaven



Magnus Starfire,  
captain of the  
merchant vessel  
*Volfram Phenix*  
and ex-Falling  
Suns ODS  
commando

## DIGGING DEEPER

Nutwerks are a very light hearted and carefree species who enjoy the company of friends and family above all. They hold great revels where families from heart-trees all around an area will come together around a giant bonfire and dance, eat and drink throughout the night to music played on traditional instruments.

While casual in their following of any code of conduct, they have a spiritual tradition that comes close to a religion. It is based on the understanding of the lifeforce of a planet such as Ashen, that in itself supports life of other beings.

When they hold their revels they celebrate the lives they lead and the life they are afforded by the planet. They tend to the planet's needs and are strong advocates for environmental protection. This can bring them into conflict with the molen who have no such qualms with regard to mining, altering the planet's geography or resource gathering.

## BRAVERY



### DESCRIPTION

Once per game session the nutwerk can overcome any stress check. Alternatively, in a dangerous situation, the character can do something that most would see as insane in an attempt to gain an advantage. This act works like the flourish talent. If it involves a leap or jump then the character should be able to jump, leap or dive three times as far as normal.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## POKE



### DESCRIPTION

The nutwerk is an expert at irritating their opponent and once per game session can invoke an opponent to completely lose their cool resulting in the opponent charging the nutwerk directly to engage in close combat.

The attacker will suffer ½ DP to attack for a number of rounds equal to the nutwerk's ENEMY rating.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## GRASS SNAKE



### DESCRIPTION

The nutwerk is an expert at ambushing others and once per game session while attacking from a position of surprise can double their attack DP.



VANGUARD RPG © Tim Westhaven and Rook Westhaven

## TRACKER



### DESCRIPTION

Nutwerks are well known as expert wilderness trackers. If attempting to track through a non-urban environment the character gains a +4BUF to their SENSES DP.



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# VULPINE

“PLAY TO WIN”



**Homeland:** Untas, Brettan, Neece, Ontaeg

Despite having the potential to be violent towards varmint, the vulpine – more than any other pretador – can be found in varmint society. Their ability to ingratiate themselves has allowed them to interact with varmint on a delicate basis and vulpine can be found working in the military, diplomatic and business communities of the Confederation.

Never trusted completely, they expect to be kept under constant scrutiny, but the freedoms of moving amid Confederation space brings their own rewards.

The vulpine of Ashen originated in the northern hemisphere and so were not directly linked to the species of the pretador lands.

Their original homelands of Brettan were conquered by the badgerians and few were left alive in the region, most fleeing north to Neece. Over the centuries, the vulpine of Brettan and the badgerians have come to a grudging familiarity largely due to the vulpine’s ability to not only befriend their natural enemies but also as they have shown little loyalty to their pretador cousins.


The vulpine do not possess a strong cultural or social identity, instead adopting and adapting to whichever power structure surrounds them at the time and working within it for their own protection and gain. While such mercenary behaviour has earned them the mistrust of varmint and pretador alike, they constantly prove themselves to be skilled manipulators and survivalists.



Chess Redfurd, Unit 9 Confederation military intelligence

Found throughout Ashen and the known galaxy, vulpine are often given the role of devil’s advocate in many disputes, but also are favoured as ambassadors and negotiators, despite their reputation as mercenary scoundrels. Their abilities to win over even the most mistrustful opponent means they can always find a willing (or desperate) patron who requires their skills of persuasion.

Favouring cunning over brute force, they are typically intelligence officers or forward scouts when employed in military or security forces.



## VULPINE

“PLAY TO WIN”

---

**SPECIES MODIFIERS**

SENSES

+1

INIT.

+1

+1 Streetwise talent

---

**ILL-WILL**

Vulpine suffer 1SAP FRIEND with varmint but 1BUF ENEMY when trying to intimidate.

---

**CUNNING GRACE**

Equal to the character’s FRIEND attribute , per session, they can ignore the effects of ill-will.

VANGUARD RPG © Tim Westhaven and Rook Westhaven



CONFRACTEE



Marien Klaurnic  
noted mercenary  
MAUL pilot



## DIGGING DEEPER

Despite their cunning and manipulative natures, vulpine often display a deep sense of loyal, to a cause or group of individuals.

The lack of a vulpine culture or central identity has made them flexible in their social approach to other species; even more so than mausers.

Vulpine who work within the Confederation usually stick to eating poultry and fish as sources of protein and are overt in their eating habits in an attempt to appear harmless.

While there are plenty of vulpine in the service of the League of Fangs and other predator and reptile organisations, there are rumours of a secret organisation open only to vulpine called the Golden Tower. Vulpine are selected to join by high ranking members and are sworn to secrecy, punishable by death to those who would break their oath. Reason enough that the purpose and practices of the Golden Tower, if it exists, remain a mystery.

## COPYCAT



### DESCRIPTION

Once per game session the character can double a single DP provided they have just observed someone attempting the same check (whether successful or not).



VANGUARD RPG © Tim Westhaven and Rook Westhaven

## BLT RESPONSE



### DESCRIPTION

Once per game session the vulpine can replace the attribute of any DP with that of their SENSES attribute.



VANGUARD RPG © Tim Westhaven and Rook Westhaven

## TRUST ME



### DESCRIPTION

The vulpine has the natural mentalism esper ability of beguile, regardless of whether the character has the esper talent or not.

The ability is used as normal and as many times as desired during a game session. If the character also has the mentalism school as an esper ability then beguile will cost 1 less PD (minimum 1) to execute.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## TAIL TUCK



### DESCRIPTION

When surprised the natural instinct of the vulpine is to hide or flee. During the game, if the vulpine is surprised, their instinct kicks in and they may make a free movement task. If they reach cover they can attempt to hide (FRIEND DP), If successful the would-be opponent has lost sight of the vulpine or failed to see them during the surprise task.

The vulpine still suffers the initiative penalties of being surprised, regardless of this talent's success.

VANGUARD RPG © Tim Westhaven and Rook Westhaven


## VOCATIONS

There are 16 vocations, each with their own modifier, talent and loadout (gear).


Following each vocation card is a short description of the vocation's role and skills. At the top of the card is the name of the vocation followed by the attribute that best represents the vocation for the purposes of related tasks. Whenever a character carries out a task that is related to their vocation's description they can BUF the DP pool of the associated attribute. For example, a soldier gains a 1BUF to their enemy attribute for purposes of combat.

The character's rating in this attribute is also their starting D.

Throughout the game, if the character finds themselves without armour, weapons or equipment, they can always regain the minimum loadout from their vocation at no cost. This can only be done to replace lost or stolen gear for use by the character and the character cannot give the gear away and have it replaced in this way. They must also be in a location where getting equipment is possible (space port, base, market).



### ARTIST



**LOADOUT**

**Armour:** Duraplex  
**Field/Shield:** Stasis  
**Weapons:** Nanoblade, Taser  
**Gear :** Nanobreeder (holomiters, Morphittes)  
**Droids:** 2D0  
**ODIN Apps:** Polycittes (2), Amplifier, Carbon molefier (2)  
**Cytech:** Eyes (vid), Ears (audrec), Oral (mimic)

**MODIFIERS**

+1 Artiste talent


---

**INSPIRE**


Once per game session the character can use art to inspire emotion. Anyone coming into contact with the art created (viewing, smelling, hearing, seeing) must roll a **SENSES** DP against a DC equal to the artist's **SENSES** attribute. Failure allows the artist to BUF or SAP the target's next DP.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

Covers all artistic endeavours, including drawing, painting, singing, acting, film making, acrobatics or playing a musical instrument.



### ATHLETE



**LOADOUT**

**Armour:** Resilicloth, Scout trim  
**Field/Shield:** Stasis  
**Weapons:** Nanoblade, TRAS light  
**Gear:** Nanobreeder (Low-light), Rebreather  
**ODIN Apps:** Polycittes (4), medical diagnostics  
**Cytech:** Fiber-Camiko Psychexcite


**MODIFIERS**

+1 Olympiad talent

---


**COMPETITIVE**

When engaged in a public competition (not including combat), the character gains a +1MOD to their DP. However, the character suffers a -1MOD if they attempt to pretend they are not capable of achieving something.




VANGUARD RPG © Tim Westhaven and Rook Westhaven

Professional athlete from any sporting background; including athletics, gymnastics, sports, swimming, etc.



### CROOK



**LOADOUT**

**Armour:** Resilicloth, Scout trim  
**Field/Shield:** Stasis  
**Weapons:** Nanoblade, TRAS light  
**Gear:** Nanobreeder (Low-light, toxin scrubbers), Rebreather, Nanocuffs  
**Vehicle:** P-9 Vulcor  
**Droids:** 2D0  
**ODIN Apps:** Polycittes (4), Carbon molefier (2), Passkey(Criminal) 2  
**Cytech:** Neural interface, Ears (Electronic sniffer), Finger micro-pocket

**MODIFIERS**

+1 Shadowthread talent


---

**PERFECT CRIME**


Once per game session when carrying out an illegal or illicit act, the character can leave no trace that can be linked back to them – even if the act fails.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

This vocation spans the gamut of criminal activity, from petty larceny and confidence tricksters to organised criminals, assassins, thugs and thieves.



### DETECTIVE



**LOADOUT**

**Armour:** Patrol dress  
**Field/Shield:** Arc-harness  
**Weapons:** Nanoblade, Stu33-e, Gravity tagger  
**Gear:** Nanobreeder (Low-light, toxin scrubbers), Rebreather, Nanocuffs  
**Vehicle:** 350-ZR  
**ODIN Apps:** Polycittes (4), Carbon molefier (2), Passkey(Gov.)2, Amplifier, EMP (1)  
**Cytech:** Neural interface, Optics (target selector, vid-rec)

**MODIFIERS**

+1 Streetwise talent

---

**ELEMENTARY**

Once per game session when attempting to solve a problem, puzzle or dilemma, the character can double either their **SMARTS** or **SENSES** DP to attempt to resolve the problem.

The GM determines whether the problem requires smarts or senses.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

Includes law-enforcement as well as private investigators, corporate espionage, security and military police.


## DOCTOR

LOADOUT      SMARTS

**Armour:** Resilicloth, EPA suit  
**Field/Shield:** Aegis  
**Weapons:** Nanoblade  
**Gear:** Nanobreeder (Black goo, toxin scrubbers, menidat), Rebreather,  
**Vehicle:** BR-C45  
**Droids:** 2D0  
**ODIN Apps:** Polycittes (8), Carbon molefier (2), Passkey(Scientific)2, EP analyser, Medical diagnostics, Nanobreeder (toxic scrubber)  
**Cytech:** Brainshell, Softskill (soldier 1), Optics (IR), Audio (Comlink), Biometer

**MODIFIERS**  
+1 Healer talent

**SPOT ON**  
Once per game session when attempting to heal a target, the character can double their SMARTS DP as they instantly understand the nature of the target's injuries and how to best treat them.



VANGUARD RPG © Tim Westhaven and Rook Westhaven

Medical knowledge from first aid level to neurosurgery.

## HACKER

LOADOUT      SMARTS

**Armour:** Scout trim  
**Field/Shield:** Stasis  
**Weapons:** Nanoblade, Taser  
**Gear:** Austram cap, IC4U  
**ODIN Apps:** Polycittes (2), Carbon molefier (4), Passkey(Scientific) 2, EP analyser, Engineer diagnostics  
**Chromacore:** 3  
**Cytech:** Cyberbrain (+1), Softskill (Soldier, Athlete), Spinal replacement (+1 initiative)

**MODIFIERS**  
+1 Neuromancer talent

**EYE SPY**  
Every time the character is about to hack into a node that has reactive defences there is a chance the character gets a premonition that they have overlooked something potentially dangerous. The chance is equal to SENSES DC2.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

Hackers have the ability to break into computer nodes and take control.

## ENGINEER

LOADOUT      SMARTS

**Armour:** Resilicloth, EPA suit  
**Field/Shield:** Warp  
**Weapons:** Nanoblade, Taser  
**Gear:** Nanobreeder (Black goo, Chroma-intrusion), Rebreather  
**Droids:** T01L  
**ODIN Apps:** Polycittes (1), Carbon molefier (4), Passkey(Government)1, EMP discharger (4), Engineering diagnostics

**MODIFIERS**  
+1 Machina

**SPANNERWORKS**  
Once per game session the character can cause a complex machine to stop working after one round of having access to it. The damage can be fixed after a number of rounds equal to the character's SMARTS attribute by another engineer.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

Engineers build and design all sorts of vehicles, droids, buildings, weapons, armour and equipment.


## LABOURER

LOADOUT      TOUGH

**Armour:** Resilicloth, JS9-V  
**Field/Shield:** Stasis  
**Weapons:** Nanoblade, Tag-hammer  
**Gear:** Nanobreeder (Binding, toxin scrubbers), Rebreather, LS Kit  
**ODIN Apps:** Polycittes (3), Carbon molefier (4), EP analyser, Engineer diagnostics, EMP discharger (2)  
**Cytech:** Brainshell, Softskill (Engineer 1), Molomer attenuated muscles, Pain inhibitor

**MODIFIERS**  
+1 Hard-boiled talent

**SALT OF THE EARTH**  
Once per game session the character can BUF either TOUGH or FRIEND DP for 1 round. They also gain double load capacity and ignore the -1 health monitor penalty; this does not stack with other types of health penalty reduction, such as unstoppable talent or cytech.



VANGUARD RPG © Tim Westhaven and Rook Westhaven

Labourers work in all areas of the known universe, from the cities to the deep reaches of open space, risking life and limb in the commerce of progress.


## ESPER

LOADOUT      SENSES

**Armour:** Scout trim  
**Field/Shield:** Conduction  
**Weapons:** Nanoblade, K7 carbine  
**Gear:** Rebreather, Nanobreeder (Dermal armour)  
**ODIN Apps:** Polycittes (3), Passkey(Scientific) 1, EMP discharger (1), Medical diagnostics

**MODIFIERS**  
+1 Mentalist talent  
+1 Esper talent

**SURGE**  
Once per game session when using an esper ability, the character can double the amount of POWER placed into the ability.



VANGUARD RPG © Tim Westhaven and Rook Westhaven

Esperence practitioners have trained to use the power of their mind and will to alter reality, whether it is slowing time or manipulation of molecular composition.


## MERCHANT

LOADOUT      FRIEND

**Armour:** Duraplex, Scout trim  
**Field/Shield:** Aegis  
**Weapons:** Nanoblade, TRAS light  
**Gear:** Nanobreeder (Chroma-intrusion, Toxin scrubbers), LS Kit Rebreather  
**Droids:** 2D0  
**ODIN Apps:** Polycittes (2), Carbon molefier (2), Passkey(Black 2, Private 2)  
**Cytech:** Brainshell (EM shielding 2), Softskill (soldier 1, pilot 1, athlete 1), Audio (Comlink), Spinal replacement (+1 Initiative)

**MODIFIERS**  
+1 Fiscal

**SILVER TONGUE**  
Once per game session the character can double the DP of a FRIEND check when speaking to someone.



VANGUARD RPG © Tim Westhaven and Rook Westhaven

Merchants are the lifeblood of commerce throughout Confederation space, from the smallest artisan to the head of planet spanning conglomerations.

## PILOT

LOADOUT      ACTION

<p><b>Armour:</b> Aeronal-8 flight suit  <b>Weapons:</b> Nanoblade, M6 pistol  <b>Gear:</b> LS mask,  <b>Vehicle:</b> Vehicle Asset +2  <b>ODIN Apps:</b> Polycittes (3), Passkey(Military 1)  <b>Cytech:</b> Brainshell, Softskill (Athlete), Precision nerves (Agile talent), Gyroscopic pneumodix</p>	<p><b>MODIFIERS</b>                  +1 Vehicle talent</p> <p><b>MAVERICK</b> </p> <p>The character is a naturally gifted, but unorthodox and unpredictable, pilot. This grants the character a +1MOD to any DP concerning piloting a vehicle, but any crit failure to the vehicle they pilot is automatically doubled.</p>
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VANGUARD RPG © Tim Westhaven and Rook Westhaven

Pilots form the lines of communication, commerce and exploration throughout the universe.

## SUIT

LOADOUT      FRIEND

<p><b>Armour:</b> Resilicloth+eweave+kgel  <b>Field/Shield:</b> Stasis  <b>Weapons:</b> Nanoblade, Cobalt light  <b>Gear:</b> Nanobreeder (Chroma-intrusion), Rebreather, LS mask  <b>Vehicle:</b> BR-C45  <b>Droids:</b> 2D0  <b>ODIN Apps:</b> Polycittes (2), Passkey(Private 2, Black 3, Government 2)  <b>Cytech:</b> Brainshell, Softskill (Crook 2), Optics (Vid-rec), Audio (Com-link)</p>	<p><b>MODIFIERS</b>                  +1 Suit talent</p> <p><b>PULLING STRINGS</b> </p> <p>Once per game session the character can try to bypass red tape; accessing a passkey point, getting through an official embargo, acquiring a free starship ticket, etc. In attempting to gain a success, the character doubles their <b>FRIEND</b> DP.</p>
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VANGUARD RPG © Tim Westhaven and Rook Westhaven

Suits fill in the gaps between all the other vocations. They are the politicians, administrators and executives.

## SCIENTIST

LOADOUT      SMARTS

<p><b>Armour:</b> Resilicloth, EP suit  <b>Field/Shield:</b> Warp  <b>Weapons:</b> Nanoblade  <b>Gear:</b> Nanobreeder (Black goo, toxin scrubbers, menidat), Rebreather  <b>Droids:</b> 2D0  <b>ODIN Apps:</b> Polycittes (2), Carbon molefier (2), Passkey(Scientific) 2, EP analyser, Xeno diagnostics, EMP discharger (2)  <b>Cytech:</b> Brainshell(1), Softskill (xenoscout 1), Audio (Com-link), Medicorp CT respiratory system, Biometer</p>	<p><b>MODIFIERS</b>                  +1 Well read talent</p> <p><b>JABBERWOCK</b> </p> <p>Once per game session the character can add their <b>SMARTS</b> DP to a <b>FRIEND</b> DP to talk meaningless gibberish that sounds impressive. If successful, the target believes the character knows what they are talking about and will defer to their authority on the matter.</p>
--	--

VANGUARD RPG © Tim Westhaven and Rook Westhaven

Scientists delve into the deepest mysteries of the universe, making discoveries in physics, materials, medicines, weapons and technologies.

## TEACHER

LOADOUT      FRIEND

<p><b>Armour:</b> Resilicloth  <b>Field/Shield:</b> Stasis  <b>Weapons:</b> Nanoblade, Taser  <b>Gear:</b> Nanobreeder (holomiters)  <b>Droids:</b> 2D0  <b>ODIN Apps:</b> Polycittes (1), Carbon molefier (2), Sound amplifier  <b>Cytech:</b> Neural interface, Optics (Vid-rec), Audio (Audrec)</p>	<p><b>MODIFIERS</b>                  +1 Pretender talent</p> <p><b>SCHOOLED</b> </p> <p>Once per game session when helping with a team effort, the character can add their <b>FRIEND</b> attribute to the task DP instead of the usual BUF.</p>
--	---

VANGUARD RPG © Tim Westhaven and Rook Westhaven

A teacher could be an executive trainer, a military instructor or a school teacher.

## SOLDIER

LOADOUT      ENEMY

<p><b>Armour:</b> G12  <b>Field/Shield:</b> ARC harness  <b>Weapons:</b> Nanoblade, K88 or M8 rifle, 3xVPC grenades  <b>Gear:</b> Nanobreeder (Low-light/Infra-red), Rebreather, survival kit  <b>ODIN Apps:</b> Polycittes (6), Passkey(Military) 2, EP analyser, Medical diagnostics  <b>Cytech:</b> Brainshell, Softskill (Hacker), Pain inhibitor</p>	<p><b>MODIFIERS</b>                  +1 Warrior calm talent</p> <p><b>LINE OF FIRE</b></p> <p>Once per game session the character can jump into the line of fire to protect a target within 3 paces. All attack DP are directed at the character instead of the intended target. This is a free task within a round.</p>
---	--

VANGUARD RPG © Tim Westhaven and Rook Westhaven

Soldiers are an ever-needed aspect of life in the known universe, whether they work for the Confederation, reptiles, pretadors or independent corporations.

## XENOSCOUT

LOADOUT      ACTION

<p><b>Armour:</b> Patrol dress, EP suit  <b>Field/Shield:</b> Stasis field  <b>Weapons:</b> Nanoblade, K7 carbine, M6 pistol  <b>Gear:</b> Nanobreeder (Toxin scrubbers), Rebreather, Quadocular visor, survival kit  <b>Vehicle:</b> P-9 Vulcor  <b>ODIN Apps:</b> Polycittes (3), Carbon molefier (4), Passkey(Scientific) 2, EP analyser, Xeno diagnostics  <b>Cytech:</b> Brainshell, Softskill (Soldier, Hacker), Optics (Target selector), Audio (HI/LOW)</p>	<p><b>MODIFIERS</b>                  +1 Alert talent</p> <p><b>LIGHT FOOT</b> </p> <p>Once per game session and when moving in a non-urban environment, the character ignores all encumbrance and doubles their <b>MOVEMENT</b>.</p>
---	--


VANGUARD RPG © Tim Westhaven and Rook Westhaven

Xenoscouts are the new explorers of the era. Willing to go anywhere, especially if they are the first to be there, they are experts in alien ecologies, biology and environmental survival.

## TALENTS

Each character can choose 3+LUCK worth of talent points. Some talents can have multiple points associated with them that allow for increased use, these are noted by dots that the player fills in at the top of the talent card.

Those talents with a maximum rating of 1 can only be taken during character creation. All variable rating talents can be taken during the game and raised with XP (pg126).


AGILE


**DESCRIPTION**


The character is as nimble as a cat, able to go limp to ignore damage and nearly always land on their feet after a stumble.

The character gains a BUF for any action involving agility, nimbleness or reflexes; including moving quietly and defence during combat. The character also halves any falling or crushing damage.

All talent benefits are lost if they are encumbered (more gear cards than their tough).




VANGUARD RPG © Tim Westhaven and Rook Westhaven


ARTISTE


**DESCRIPTION**

The character is naturally gifted in all aspects of art, granting them a +1MOD to any artistic endeavour equal to the rating of the talent.





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ALERT



**DESCRIPTION**

The character is naturally alert at all times; granting them a BUF per talent rating on any checks to notice impending danger, or something out of the ordinary.

This also grants a +1MOD to the character's initiative (regardless of talent rating).

VANGUARD RPG © Tim Westhaven and Rook Westhaven


AURACLAST


**DESCRIPTION**


*The Esper talent is required prior to gaining Auraclast.*

The character is a prodigy of esper ability. This talent allows the character to take an additional esper school to those gained normally.

Their power is also increased by 1.




VANGUARD RPG © Tim Westhaven and Rook Westhaven


AMBIDEXTROUS


**DESCRIPTION**

This talent allows for the use of both hands with equal efficiency. Two weapons can be used without penalty and when piloting a vehicle or any other activity where two hands are required (juggling) the character gains a BUF. This talent remains if the character has a cytech replacement.



VANGUARD RPG © Tim Westhaven and Rook Westhaven

BFF


**DESCRIPTION**

The character's best friend is someone of importance: famous or in a position of power and influence.

The friend will go out of their way to help the character (including risking their life), but only if the end justifies the means and any negative consequences to the best friend are equal to the rewards for the character.


VANGUARD RPG © Tim Westhaven and Rook Westhaven

## BOMB-MAKER

👍

**DESCRIPTION**

The character has a knack for manufacturing, delivering and disarming explosive devices. Any use of explosives by the character gains a +1MOD.



VANGUARD RPG © Tim Westhaven and Rook Westhaven

## FLOURISH

👍

**DESCRIPTION**

A number of times per game session equal to the talent rating, the character can carry out an amazing feat, such as a death-defying leap, disarming an opponent, carrying out a feint attack, driving a car on two wheels through an alley or executing a near-impossible dance move. This act succeeds unless it is completely beyond the realm of possibility.

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## ESPER

👍

**DESCRIPTION**

This talent is required for a character to use esper abilities. Each rating in this talent adds 1 point to the character's POWER attribute. It is also the highest rating PD ability the character can perform.

For every rating in SENSES, a character can have access to an esper school or increase their study of a school.

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VANGUARD RPG © Tim Westhaven and Rook Westhaven


## BITS

👍

**DESCRIPTION**

**GHOST IN THE SYSTEM**

This talent grants the character a 1BUF when hacking. They also have a +1 CLOAK ARRAY upgrade while in the spectrum.




VANGUARD RPG © Tim Westhaven and Rook Westhaven

## FIRST BLOOD

👍

**DESCRIPTION**

The character is a practiced hunter who, when attacking with the element of surprise, gains a BUF to ATT and to the consecutive rounds initiative, equal to the talent rating.



VANGUARD RPG © Tim Westhaven and Rook Westhaven

## GIANT

👍

**DESCRIPTION**

The character is large, tall and broad. This grants a +1 TUGH and doubles load allowance. All costs for clothing and armour are increased by +1D

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## FISCAL

👍

**DESCRIPTION**

Each rating in fiscal increases the character's D; representing the character's improved financial savvy.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## GOOD ALLY

👍


**DESCRIPTION**

The character knows someone who can be relied on for access to information, training or resources. The ally trusts the character to treat them fairly and with respect, in return watching the character's back and always looking to help the character out.

Each rating in this talent can be used as a BUF by the ally when performing a task on the character's behalf. The total amount of BUF can only be used per session.

VANGUARD RPG © Tim Westhaven and Rook Westhaven


### GOOD LOOKING

**DESCRIPTION** 

For every rating in good looking, a character can BUF any attempt to socially influence another person. The first time this is attempted must be face to face; if the first attempt is successful consecutive attempts can be remote (speech or text).

VANGUARD RPG © Tim Westhaven and Rook Westhaven


### HEALER

**DESCRIPTION** 

The character has a gift for medicine and healing. They gain a +1MOD to any DP involving medicine or first aid.

VANGUARD RPG © Tim Westhaven and Rook Westhaven


### GUINS & AMMO

**DESCRIPTION** 

The character has a natural appreciation of modern firearms (including energy weapons) and gains a +1MOD when dealing with them, including attacking during combat (but not to weapon damage).

VANGUARD RPG © Tim Westhaven and Rook Westhaven


### HOBNOB

**DESCRIPTION** 

The character is used to dealing with an elite, social stratum. When dealing with public figures or those in authority the character gains +1MOD to FRIEND DP.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### HAND TO EYE

**DESCRIPTION** 

The character has amazing hand/eye coordination, granting them a BUF per rating to any DP where hand/eye coordination is a factor, such as when using missile or thrown weapons, some sports or art (painting, drawing or sculpture).

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### INNER CLOCK

**DESCRIPTION**

The character has an unwavering knack for keeping time and knowing what the time is (relative to planetary conditions) within a second or two, even if they have recently been unconscious. The character can accurately tell how much time has elapsed since an event they were aware of, within a two-minute margin of error.

VANGUARD RPG © Tim Westhaven and Rook Westhaven


### HARD-BOILED

**DESCRIPTION**

The character is thick skinned and inured to pain. The character gains a permanent +1 SOAK and can ignore all health monitor penalties for a number of rounds equal to their TOUGH attribute; this can be done a number of times per game session equal to the talent rating.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### IRON WILL

**DESCRIPTION** 

The character gains a +1MOD for stress defence.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### JAMMY

**DESCRIPTION**

The character is naturally lucky. The rating in this talent forms a pool of points that can be used each game session by the character as LUCK powercittes. These points do not go towards session XP if not used.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### LOGICAL

**DESCRIPTION**

The character is logically minded and any activity where logic could improve the outcome gains a +1MOD.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### KEEN HEARING

**DESCRIPTION**

The character has astonishing hearing, giving them a BUF equal to the talent rating where hearing is involved. Also, the character only suffers half the normal penalty for being blind or in complete darkness if there is audible sound in the surrounding environment.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### LOW-DENSITY

**DESCRIPTION**

When suffering damage from ZOG conditions (vacuum, pg71), the character only suffers 1DAM x round exposed.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### LEADER

**DESCRIPTION**

The character inspires confidence and has a natural tendency to lead. When attempting to gain authority, the character has a BUF per rating to FRIEND.

A number of times, equal to the rating in this talent, per game session, the character can roll a LUCK check. If successful, they can remove a single ♥ suffered to themselves or an ally within hearing and line of sight, through motivational leadership.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### LOYAL

**DESCRIPTION**

The character is devoted to their friends and any task where the immediate protection or safety of a friend or ally is involved gains a +1MOD.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### LIGHT-TOUCH

**DESCRIPTION**

The character is extremely dextrous, gaining a BUF per rating to any act involving the use of their fingers (or toes), such as pick-pocketing, lock picking, swiping theft, sleight-of-hand, playing the piano or guitar, tickling, etc.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### MACHINA

**DESCRIPTION**

The character has a natural affinity for technology. When dealing with understanding or manipulating technology (not including the spectrum), the character gains a BUF per rating in this talent.

This can be used when developing new power-ups with power crystals.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## MENTALIST

**DESCRIPTION**

The character has a natural ability to read the motives and emotions of others as well as see underlying patterns in the actions of others. This grants a +1MOD to investigating another's actions and interrogating or attempting to coerce someone.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## NEUROMANCIER

**DESCRIPTION**

The character has a brain that was made to travel through the spectrum, naturally accepting and interpreting the information of the spectrum without resistance. The character gains +1 CHROMACORE if they have a cyberbrain and a +1MOD to hacking from inside the spectrum. This also applies when a chroma intrusion nanobreeder is used.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## MONEY TALKS

**DESCRIPTION**

The character is a natural merchant, capable of selling sand to desert dwellers. This talent grants the character a +1MOD to any FRIEND DP where financial negotiations are taking place. In addition, the character can purchase any starting equipment as an asset at -1D rank lower than it is priced (minimum 1).

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## OLYMPIAD

**DESCRIPTION**

The character is an all-round athlete; gaining a +1MOD to any athletic action such as jumping, running, swimming, weight-lifting, throwing, etc. They also gain a +1 to MOVEMENT.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## NASTY

**DESCRIPTION**

The character has a talent for intimidation, subtle or overt. When attempting to gain an advantage socially through intimidation, the character can add a BUF per rating in this talent.

In combat, the character can use a task to intimidate: the character rolls a DP ENEMY+talent rating, if this exceeds an opponent's ENEMY rating the opponent suffers the difference to any tasks dealing with the character for the remainder of the combat (including attacking and defending).

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## PRETENDER

**DESCRIPTION**

The character has a talent for adapting under pressure. For every rating in this talent, a number of times per session, the character can act as if they had chosen a different vocation, gaining the attribute BUF, but not the talents or loadout of the chosen vocation. This talent can also be used to fool others into believing the character has knowledge and skills that they don't, with the rating adding a BUF to any FRIEND DP to do so against a target's SMARTS attribute as DC.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## NATURAL WPN

**DESCRIPTION**

The character has a knack for fighting in close combat. With natural weapon, close combat attacks gain a BUF per rating.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## PRODIGY

**DESCRIPTION**

The character is a natural in their chosen vocation. All benefits of the character's vocation are doubled (including starting D). Vocation talents that can only be used once per session can be used twice etc. This talent can only be purchased during character creation.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### RADIANT

**DESCRIPTION**

The character possesses a particularly strong aura, increasing the character's **POWER** rating by an amount equal to this talent's rating.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### SILVER TONGUE

**DESCRIPTION**

The character is particularly skilled at influencing people through language, whether spoken or written. The rating in this talent can **BUF** the character's **FRIEND** rating where it is used in speech or composed language to influence another.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### SHADOW

**DESCRIPTION**

The character is naturally stealthy; any attempt to hide, move quietly, evade pursuit or act in an inconspicuous manner gains a **BUF** per talent rating.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### SPACE

**DESCRIPTION**

The character is at peace in the void of space, gaining a +1**MOD** to any activity carried out in space and **ZOG**. They can survive without oxygen in **ZOG** for a number of additional minutes equal to their luck rating and ignore any stress checks directly related to being in space.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### SHADOW LINE

**DESCRIPTION**

The character has access to an illegal source of information. This source is typically accessed remotely (either using dead drops or encrypted transmissions). The shadow thread can sometimes provide an illicit understanding of current affairs or can be contacted to provide specific information. In this instance, the rating in the talent can **BUF** the character's **FRIEND** DP for knowing pertinent information.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### SPIRITUAL

**DESCRIPTION**

The character has either a traditional/organised or individual, spiritual tradition, granting them a sense of place, purpose and resolve. The character gains +1 **POWER** and once per game session a **BUF**, equal to their current **POWER** rating, to any roll of their choice.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### SHARP EYES

**DESCRIPTION**

The character has astonishing vision, giving them a +1**MOD** where sight or ranged combat is involved. This talent applies even if the character only has one eye.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### STREETWISE

**DESCRIPTION**

The character is attuned to the social currents of urban environments; granting them a **BUF** per rating to any DP when dealing with urban locales.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## SUIT

👍

**DESCRIPTION**

The character has an innate appreciation and understanding of bureaucracy, granting the character a +1 MOD to any FRIEND DP when dealing with bureaucrats, business or government departments.

MOD FRIEND

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## UNWAVERING

👍

**DESCRIPTION**

The character has nerves of steel. The character's STRESS DEFENCE gains a BUF equal to the rating of this talent.

BUF

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## TACTICIAN

👍

**DESCRIPTION**

The character is a natural tactician, both in military and social terms. In any situation where pre-planning grants the character an advantage, a +1MOD is applied. They also gain a +1MOD during negotiations and similar situations requiring a strategic approach.

MOD

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## VEHICLE

👍

**DESCRIPTION**

The character owns a vehicle. The rating in this talent determines the ₤ value of the vehicle available to the character. When purchased during character creation, the rating in this talent is added to the character's starting ₤ to determine the value of the vehicle. During the game, the character is always able to maintain the vehicle under normal circumstances (including fuel). Although when damaged the vehicle requires repair, as long as parts of the vehicle are recovered the character can have the vehicle rebuilt (given enough time) without additional cost (as it is assumed the normal maintenance costs are used for repairs instead).

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## THUG

👍

**DESCRIPTION**

The character can increase their close combat damage by an amount equal to the talent rating up to a maximum of the character's TOUGH rating.

DAM TOUGH

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## WELL-READ

👍

**DESCRIPTION**

This talent allows a 1BUF to a single task. This can be done a number of times per game session equal to the talent rating, but the BUFs cannot be combined for a single DP.

BUF

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## UNSTOPPABLE

👍

**DESCRIPTION**

The character is highly resilient to damage and pain ignoring a number of health monitor penalty levels (but not the damage itself) equal to the rating of this talent, starting at -1 and increasing to -5. At rating 6♥ the character can remain conscious, for a number of rounds equal to their TOUGH attribute, but is not immune to death.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## WARRIOR CALM

👍

**DESCRIPTION**

The character is a seasoned fighter who has the ability to think clearly in the heat of battle. This talent doubles the advantages of stay frosty. In addition, the character can ignore all ♥ penalties for a number of rounds equal to their TOUGH rating, once per session.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## ASSETS

Each character has a number of asset points (similar to talent points), equal to the character's vocation related attribute (e.g. ENEMY for soldier). These points can be grouped into a single asset or spread across a number of different assets.

CONTACTS

**DESCRIPTION**

The character knows someone who will give them information, training or assistance. The contacts rating is also their primary attribute. So a Doctor 4 contact has a 4 **SMARTS**. A character can have multiple contacts at different ratings.

RATING	DESCRIPTION
□□□□□□	_____
□□□□□□	_____
□□□□□□	_____
□□□□□□	_____
□□□□□□	_____
□□□□□□	_____
□□□□□□	_____

VANGUARD RPG © Tim Westhaven and Rook Westhaven

DIGS

**DESCRIPTION**

This is the character's private residence. The rating in this asset indicates the quality of the fixtures, furnishings and security. A rating 1 dig is most likely an Occube, a one-person unit that has a bed, shower/toilet, storage for basic clothes and personal items and a food dispenser (usually hooked up to a communal replicator unit). The lock is a simple magnetic seal that can be hacked by anyone with rudimentary knowledge. A rating of 3 indicates a decent one-person apartment with good fixtures, furniture and amenities, while 6 is palatial and multi-room including guest accommodation, vehicle storage, a dedicated replicator unit and latest technological fixtures.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

EQUIPMENT

**DESCRIPTION**

The character has acquired a piece of equipment (including weapon or armour) that far exceeds their normal resources. The maximum value available is equal to the 2x asset rating, added to the character's starting  $\mathcal{D}$ . Equipment assets could include a armour, cytech, droid, weapon or gear.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

INVESTMENT

**DESCRIPTION**

The character has an investment that grants them additional resources (typically in the form of  $\mathcal{D}$ ). An amount of  $\mathcal{D}$  equal to this asset rating can be drawn on to add to a transaction, a number of times per game session, equal to the character's **FRIEND** attribute.

Multiples of the available amount can be used in a single transaction so long as the total does not exceed the allowed amount (**FRIEND** x investment). Using the investment in this way lowers the rating of the investment permanently by 1.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

PASS

**DESCRIPTION**

The character has a privilege pass, commonly known as a passkey. The rating of the pass is equal to the asset.

□□□□□□ Academic	□□□□□□ Military
□□□□□□ Black (secret)	□□□□□□ Private
□□□□□□ Government	□□□□□□ Scientific

There are 6 ratings, with 1 being minimal and 6 being top secret with deadly security measures. Multiple passkeys can be owned and are stored either on a solid state device or on an individual's ODIN.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

VEHICLE

**DESCRIPTION**

The character owns or has a stake in a vehicle. This could be anything from a taxi to a MAUL or starship.

The value of the vehicle is equal to 2x asset rating added to the character's  $\mathcal{D}$  at the beginning of the game.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## Increasing assets

Assets are used to represent legacy items and investments the character has obtained prior to the start of play.

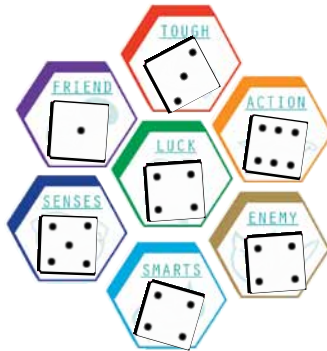
Most assets can only be increased through play, or through purchasing the items with  $\mathcal{D}$ . But the GM may allow a character to increase the value of an asset due to story development or expenditure of XP (pg126).

## Example character creation – Athea

This is the process of creating the character of Athea Pickleseed, a mauser crook, following the six step process outlined at the beginning of this chapter (pg21).

### Step 1 Rolling attributes

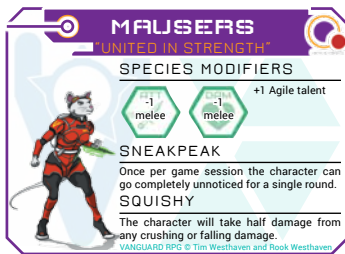
First we roll Athea's seven attributes using 7 dice: 6,5,4,4,4,3,1. The results are assigned to Athea's seven main attributes:



We can immediately see that Athea is quick, agile and energetic (ACTION 6), rates above average in all her other attributes, particularly SENSES (5), but is poor in her people skills; her ability to like and be liked by others (FRIEND 1).

### Step 2 Choose a species

We already know that we want Athea to be a mauser so we take the mauser species card and update Athea's character sheet to reflect her species traits. From the

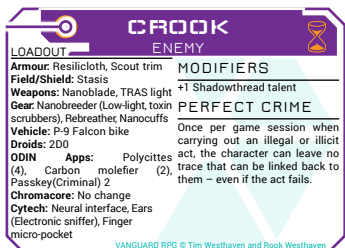


card we can see that Athea is penalised -1 to both her melee ATT and DAM ratings, but receives the Agile talent at rating 1. As well as the mauser talents of sneakpeak and squishy.

Athea has no talents yet to improve her melee ATT so it is marked at -1. Her melee DAM is worked out as half her tough rating (3) rounded up ( $3/2=2$ ) and then modified for her mauser penalty (-1) to give a 1 total.

### Step 3 Choose a vocation

We also know that we want Athea to be a crook so we take that vocation card and note down the details on



her character sheet. Granting her the shadowthread and perfect crime talents and all loadout listed.

We get copies of all the loadout gear she has.

### Step 4 Choose talents

Now we choose those talents we want Athea to have. As each character starts with 3 talent points plus their LUCK rating, Athea has 7 points to spend. Aside from being a crook, we want Athea to have had some training as an esper and so we give her the esper talent and choose a number of other talents that reflect her past, her personality and her motivations in life. The seven points are distributed: Esper (3), Shadow (2), Alert (1), Auraclast (1).

We mark down any immediate effects these talents have on Athea, such as the +1MOD to INITIATIVE due to Alert and the +4POWER rating from Esper and Auraclast.

### Step 5 Choose assets

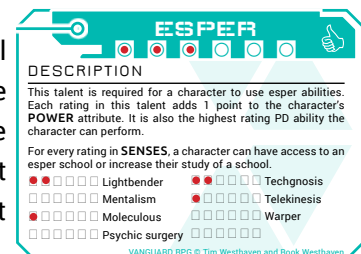
We now choose Athea's assets. As asset points are based on the character's vocation-related attribute, in Athea's case, this is ENEMY for crook, so she has 4 asset points to spend.

Athea comes from a wealthy background, but her family lost everything and now she steals for revenge, spending most of her loot. So for Athea's assets we spend all 4 points on equipment. This means she could purchase a piece of equipment equal to [2x asset rating + vocation attribute (ENEMY 4)] = 12D! But it is better to split the asset points over a number of items.

### Step 6 Finalise details

Now we look at what all the previous steps have bought Athea and ensure that we have all relevant cards and details filled out on her character sheet.

As Athea is an esper (3 esper talent + Auraclast) we need to choose those schools of ability she has studied. With SENSES 5 and the auraclast talent she has 6 points to spend on esper schools; we decide on: Lightbender (2), Techgnosis (2), Moleculous (1) and Telekinesis (1).



NAME:

LOAD TOUGH MOV Soak

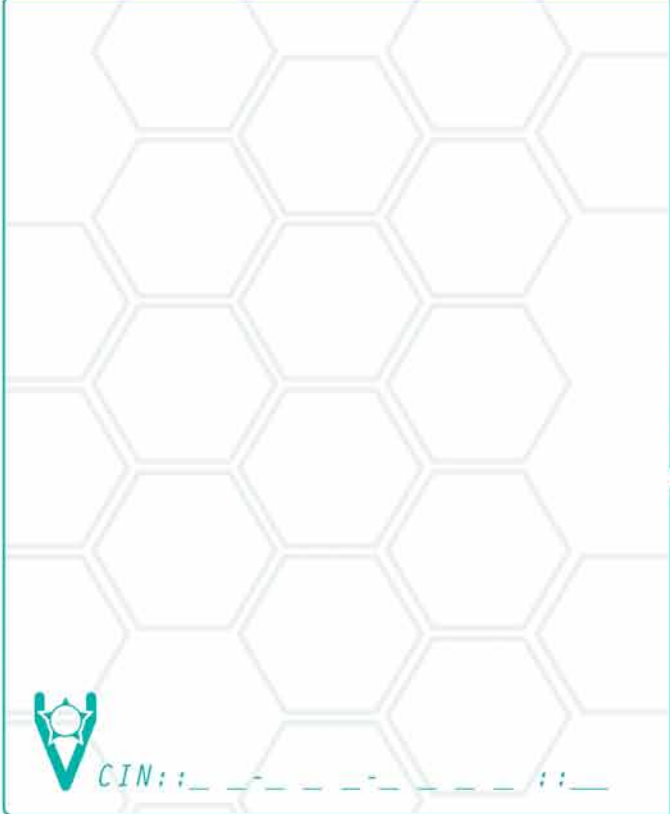
FRIEND LUCK ACTION

SENSES ENEMY

Power Stress Core Init. MELEE ATT LS

DAM

Heart icons: -1, -2, -3, -4, -5, KO



SPECIES:

VOCATION:



CIN: : - - - - - : :

NOTES:

WEAPONS/ ARMOUR/ GEAR/

**NANOBREEDER** SCRUBBER TOXIC

NANITE REGENERATION FACTORY

BINDING OPTICAL CAMOUFLAGE

BLACK-GOO NEUROLASTY

CHROMA-INTRUSION MORPHITTES

DERMAL-ARMOUR MENIDAT

HOLO-MITTERS LYTHUME

INFRA RED LOW LIGHT

**ODIN** OPTICAL DATA INTERFACE NODE

XP

EMP DISCHARGER POLYCYTTES DIAGNOSTICS BEACON AMPLIFIER

CARBON MOLEFIER ANALYSER

STRESS

## ASSETS AND DY [Đ]

The Confederation has its own currency, represented by the symbol Đ, called DY (pronounced dye). This is the general representation of a character's resources.

### Starting Đ

Most characters in VANGUARD have a role within society that pays. This is how they support themselves, afford their equipment and continue living. Their Đ rating, or resources, reflects this, with the attribute associated with the character's vocation taken as the character's starting Đ: for soldiers, the associated attribute is ENEMY, for xenoscouts it is ACTION etc. DY can be used to purchase equipment before the start of play or kept for in-game use.

### Possessions of opportunity

During the game, if a character has access to common goods (usually their own equipment) and the player wants the character to have an item that isn't listed on the character sheet, they can refer to the current Đ rating. If the item has a Đ value less than this number, the GM can agree to the character having it at the time. Weapons, armour, vehicles, droids, etc are things that are purchased with care and attention; therefore, they cannot be possessions of opportunity.

### Purchasing gear

When attempting to purchase an item the character wants, the player rolls Đ as DP with the DC equal to the purchase cost Đ of the item. If the character succeeds in the roll, the item has been found at a price the character can afford. If the character fails the roll, but their Đ rating is higher than the usual purchase price of the item, they can purchase it, but lose 1 from their current Đ rating.

### Selling gear

If the character attempts to sell an item they roll FRIEND against the DC of their current Đ rating. For every success above their current Đ rating, but below

or equal to the rating of the item when purchased new, the character can increase their current Đ by 1. So, a character with FRIEND 4 and a current resource rating of Đ3 is selling an object of Đ5 value. They roll their friend DP and achieve 3 successes against DC3. That means that there is a difference of 2 (5-3) and so their current resource is increased by 2 to Đ5.

Any successes above the value of the item are ignored unless a crit is scored, in which case the character gains +1 additional Đ rating. Failure to score enough successes to increase the character's Đ means that the amount made on the sale was not enough to increase the character's overall net worth.

## EQUIPMENT DESCRIPTION

The following section describes individual items that can be purchased by the characters. Not all items are always available and the GM can decide if an item is available at a given location.

### ODIN

#### Optical data interface node

These small disks (less than 1cm diameter and 1mm thick) can be activated and deactivated by touch or neural command (for characters with a cyberbrain, brainshell or neural interface). Implanted under the skin, the device generates a holographic user interface, which typically floats above the user's forearm or in front of their neck. The device can be accessed remotely (allowing remote authorised use by a third party) and can be programmed with a range of applications connected to peripherals.





ODIN APPLICATIONS	Ⓓ	DESCRIPTION
Carbon molefier	3	nanite pack creates basic tools in users hand: nanoblade, screwdriver, lockpick, small saw, wire cutter, spoon, etc.
Distress beacon	1	Linked to life support or manual activation
Chemical analyser	2	Analyse particles on swab stick, airborne or spectral analysis
Polycittes ejector	3	Can purchase multiple times, used on self or others (1 packet)
EP monitor	1	Identifies local radiation, airborne toxins, sampled substance
Sound amplifier	1	Amplify sound up to +200%Db, omni or focused direction
'Shock' EMP discharge	5	6Dam EMP shockwave 2m radius, ODIN offline for 4 rounds
Engineer diagnostic	2	+1DP regarding engineering
Medical diagnostic	2	+1DP regarding first aid or medical checks
Xeno analyser	3	+1DP regarding investigating alien biology, technology or environments
Passkey	-	Privilege pass linked to ODIN implant
LOKI bracelet	4	Bracelet used to disrupt ODIN processes, nanite key; illegal to use without just cause or legal permission
DNA mask	10	Masks the wearer's DNA; illegal within the Confederation

ODINs are a standard tool for most within the VANGUARD galaxy and only the very poor or technically deficient societies do not have ODINs.

ODINs have the capability to wirelessly broadcast and receive data and are the main form of hacker tech for those without a cyberbrain. They contain similar apps to a mobile phone/tablet computer and function in similar ways.

Nanobreeders, polycittes, EM pulse bursts and communications are all controlled through a character's ODIN. It also manages upgrades for hacking and can be used as a portable diagnostics scanner for engineering, medical and xenostudies, if these applications have been loaded (granting a 1BUF to associated tasks). Some have a distress beacon that activates if the owner's ♥ drop to KO; upon activation an available polycitte packet, linked to the ODIN, will act as medicittes, healing 1♥.

### EM pulse discharger

When activated, one charge is consumed. This causes an EM pulse within a six-pace radius of the character,

delivering a shockwave of 6EM DAM. There is a 1-in-6 chance an electrical device is damaged and won't work again until repaired. This excludes complex objects, which suffer the EM damage as normal. The charge can be compared against any spectrum node's defence barrier (pg74) that has its physical housing within the blast radius. If the shockwave bypasses the node's defence barrier it can damage the node's CHROMACORE. Any device affected by the shockwave requires rebooting or reactivating, this includes the user's own ODIN, which remains offline for 4 rounds after the discharge.

### Carbon molefier

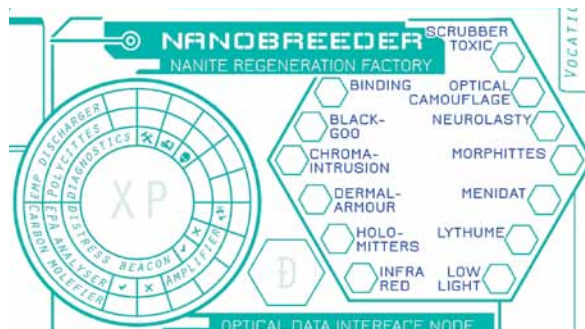
Using pre-packaged sachets of carbon nanites, the ODIN can instruct the nanites to create a range of pre-programmed tools: blades, screwdrivers, lock picks, pliers, tweezers, wrenches, chisels, hammers, etc. Any simple metal tool can be made. Length is restricted to about 20cm (8in), but the strength of the nanites is near to that of diamond. The tool is typically bonded to the user's bone, but can be released, and remains protruding from the user's wrist until dissolved by ODIN command.

## Diagnostics

These applications come in three main categories: engineering, medical and xenostudies. Scanning requires close proximity to the target. Engineering covers all mechanical, electrical and physical applications; medical diagnoses injuries; and xenostudies scans biological/mineral and other substances, giving chemical composition and structure as well as predicted weather patterns and other environmental data based on local readings.

## ODIN lock

Those citizens who are suspected of, or convicted of, major crimes will have their ODIN locked out of the spectrum. This does not prevent local access.



## NANOBREEDER

A nanobreeder is a factory for nanites, molecule-sized robots that are programmed to carry out a particular task. These devices are about the same size and shape as an ODIN, but their functions are much more limited. When activated, either manually (by touch) or remotely (via ODIN, neural interface, brainshell or cyberbrain), the nanites generated by the breeder and distributed to the area of need, activate for their intended purpose.

While active, the nanites function for one hour in game time. There is a 10-hour wait for the nanobreeder to replenish itself before it can be used again.

NANOBREEDER	Ð	DESCRIPTION
Binding	6	+1 TOUGH
Black-goo	3	Acidic melee attack, +2ATT, 2DAM
Chroma intrusion	5	Link with spectrum via local hub. SMARTS attribute acts as CHROMACORE.
Dermal armour	4	+2BUF SOAK
Holomitters	2	Holographic facial disguise, +1DP FRIEND
IR vision	4	Can see in infrared
Low-light vision	4	Half penalties of darkness or low-light environments
Lythume	6	+1 ACTION
Menidat	6	+1 SMARTS
Morphittes	3	Physical morph disguise, +3DP FRIEND
Neurolasty	5	+1 POWER
Optical camouflage	8	Become invisible (GMs discretion can include limited equipment)
Toxic scrubbers	3	Remove toxins and +2DP vs. EP/toxin



## POLYCITTE MANIPULATION

Polycittes are biomechanical nanites, commonly used as medicittes or repids, that heal damage to organic and inorganic objects at a molecular level. However, they can be reprogrammed for a number of other tasks. This is not something that can be done over and over to the polycittes, but each pack of polycittes can be 'corrupted'. This does take some knowledge of bio-tech and programming and so a SMARTS roll must be made against the DC assigned to the desired result. Programming a packet of nanites takes D6 tasks; this time can be reduced for each success rolled over the required DC.

**Nerve shot (DC 3):** The polycittes act as an electrostatic shock that can awaken an unconscious target.

**Patient focused (DC4):** medicittes tailored to the patient and double in effectiveness; +2♥ per use.

**Corrosive (DC5):** The polycittes have a corrosive effect on a touched target adding +3DAM melee.

**Toxic (DC6):** The polycittes have been programmed to be toxic to the target and deal +1DAM per round on a successful close combat attack until the target passes a TOUGH DP versus DC5.

## PERSONAL EFFECTS

Nearly all Confederation citizens can go to the communal replicator and request a blanket or basic clothing. However, while replication technology has removed much of the day-to-day worry about gaining material possessions, there is still a desire to own things that are unique, beautiful, rare or special to the user. The following are sample gear cards of available goods. They are marked with an icon to give an indication of the general purpose of the items on the card.



Utility/Tools



Weapons/Armour



Cytech/Hacking



Mobility



Drone/Autonomous

## BYOS-RISE

CT-7 SKIRMISHER



□ CT-7 (D5)

Composite carapace over a duraplex suit, fully enclosed protection up to EP4 and a built in LS2. While not ZOG proof, the CT-7 has the added bonus of EM2 shielding, which makes it popular amongst hackers. The helmet has a built-in high strength torchlight.

Soak  
2

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Sabine Anatov  
Confederation military hacker

## PLC TECHNIC

ADVANCED PRECISION



□ Taser (D2) ⊕

This fires a mesh of

ATT  
2

DAM  
1

RoF  
1

Mag  
3

conductive fibres at a target which are then electrofied. It will work on organic and inorganic targets equally. Targets will suffer a DC6+Damage stress test against their power, for organics; or SOAK +EM shielding for inorganics.

\*Once a target is hit, no attack roll is required to continue damage the following round, unless the target makes use of a task to remove the mesh first.

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## KALTEC IND.

INDUSTRY AT THE EDGE



### □ Kaltec Rangers armour (D3)

Standard armour for Space Rangers Corp. ZOG, EP4.



### □ Kaltec e-carbine (D3) ⚡⚡



The e-carbine is the SRC's energy weapon for combat operations.

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## TACHIO OPTICS

LOOK CLOSER



### □ Gora farseer scope (D7)

The Tachio Gora farseer is the most advanced weapon scope available, +2MOD when targeting at long range.



### □ Vim goggles (D2)

Visual representation of spectrum nodes giving BUF to hacking.



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Tam 'TK' Kyumi. Xenoscout, Confederation Space Ranger Corps (SRC)



Captain Ashley Belleaux, 3rd assault battalion, Confederation marine corps (CMC)

## STYRAX IND.

ENGINEERING AT THE SHARP END



### □ Stu33-e 'stubby' pistol (D4) ⚡



### □ G10 Belt rifle (D5) ⚡⚡



### □ G10 support kit (D6)

Designed to turn the G10 into a heavy field support gun. +1ATT, +4ROF, X2 Mag. +⚡ Must be stationary when fired.

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## STYRAX IND.

ENGINEERING AT THE SHARP END



### □ G12 armour (D4)

EP4, ZOG and LS6 with helmet and Ld.-1.



### □ G120 'Leader' armour (D6)

EP6, ZOG and LS8 with helmet and Ld.-1.



### □ G+ Assault pack (D6)

Acts as a MMU in ZOG and doubles ammunition capacity.



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## BEZ BALLISTICS

THE SOUND OF FURY



□ **KPAW29 (Đ4)** ⚡⚡

Standard issue to confederate spec. ops.



□ **APG 20mm defensive grenade (Đ3)** ⚡

x2 DAM in confined spaces, 3m AoE.



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## CARLVIN TECH

LIGHTEN YOUR LOAD



□ **Carlvin assault vest (Đ3)**

Anti-ballistic vest

with eweave. 3BUF Soak, Ld. -1.

□ **Carlvin webbing (Đ1)**

gear pouches, Ld. -2.

□ **Carlvin holster (Đ2)**

Quick-pull holster. Free task to draw or holster weapon. Works with single-handed weapons.



VANGUARD RPG © Tim Westhaven and Rook Westhaven



Bragg Edienne  
Badgerian Infiltrator and Confederation special forces soldier

## SANDISA BOOTS

WALKING ALL WORLDS



□ **Sandisa combat boots (Đ3)**

Reactive soles. +1MOD athletics and jumping, +1 MOVEMENT.

Sandisa combat boots are compatible with most armour, including vacuum suits.



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## LIGHT ARMOUR

DON'T CRAMP YOUR STYLE



□ **Scout trim (Đ1)**

Polymer clip-on plates. Can be worn over EP suit. or armour weave cloth.

□ **Patrol dress (Đ2)**

Reinforced light armour. Can be worn over EP suit.



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## MEDICORP CT

OVERCOME ADVERSITY



□ □ □ **Pain inhibitor (Đ3, Đ4, Đ5)**

A neural blocker added to a brainshell or cyberbrain that will negate a single health monitor penalty. Maximum 3.

□ **Cytech circulatory system (Đ5)**

Immune to injected toxins. Wounds auto-stabilise.

□ **Cytech digestive system (Đ4)**

Can live of most organic matter. Immune to ingested toxins.

□ **Cytech respiratory system (Đ4)**

Immune to inhaled toxins. Can survive 10 hours without air.

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## CEREBASCENT

FASTER, SHARPER, SMARTER



□ **Brainshell (Đ3)**

Protective shell around the brain with neural interface, control ports and 1 skillset bay.

□ **Cyberbrain (Đ7)**

Complete brain replacement with upgradable CHROMACORE rating: ■ ■ □ □ □ □ (minimum 2).

□ **Neural interface (Đ3)**

Allows mental control of ODIN and peripherals via cables.

□ **Skillset bay upgrade (Đ3)**

Max bay number. Brainshell (3), Cyberbrain (8).

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## ARMOUR WEAVE

CLOTHES THAT RESIST



- E-weave (D1)** Can stack once to armour <4♥.
- Kgel (D2)** Can stack once to armour <4♥.
- Resilicloth (D3)** Ballistic/slash resistant
- Duraplex (D4)** Hybrid synth tech-cloth.



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## HURIN-OPTICS

THE FUTURE OF VISION



- Target selector (D5)** (worn as a softskill) Grants +1MOD on ranged attack.
- Vision enhancement (D3)** Maximum number of 2 options unless cyberbrain, in which case unlimited.
  - Telescopic (x50)
  - Infrared (thermal)
  - Low-light (intensifier)
  - Ultra-violet
  - Mirrored
  - ROV/HUD (overlay display)
  - Anti-flash
  - Vid-Rec (video recorder)
  - Cat's eye (luminous beam up to 50m)

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## Microred optics

Microred is a new technology that sends out waves of 'greasy' radioactive particles that slow down as they pass through matter. Using specially designed optics the resulting energy interference is recorded visually. The radioactive particles are not intense enough to do any harm given their short half-life.

While the burst of particles only travels a short distance (10m, 9ft), using microred readers allows for effective vision through solid objects. The resulting images do not display non-physical detail.

## Personal defence fields

The arc harness and defence fields listed below act like protective bubbles around the user. Only the stasis field is on all the time, creating a thick layer of increased atmosphere around the user (it won't work in non-atmospheric conditions). The other fields react to stimuli (normally an attack) and are then dormant. As multiple fields would interfere with each other, only the conduction field can be used in conjunction with another field. Aegis fields are DNA coded to prevent theft.

## LIFE SUPPORT

FOR THE ENDURANCE OF LIFE



- LSMask (D2)** LS2 with oxygen tank, for use in zero oxygen environments.
- Rebreather (D2)** LS4 for use in low-oxygen environments.
- Medicitte injector (D3)** specialist polycitte injector with 3 packets of medicittes.

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## ARC TECH

PURE ENERGY PROTECTION

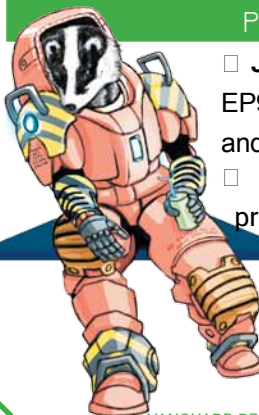


- Arc harness (D2)** When targeted with ballistic or missile weapons the wearer rolls a D6, with a 6 indicating the attack has been deflected. Only attacks that hit need to be rolled for.
- Arc Shield (D2)** Shield acts as harness above

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## ENVIRONMENTAL

PROTECTION



- JS9-V 'Turtle' (D5)** LS6, EP9, MMU for use in space and ZOG environments.
- EP suit (D2)** Environment protective suit for use in toxic environments. EP4.
- Survival kit (D4)** Terran and Xeno kits: shelter, rations, LS and planetary distress beacon.



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## DEFENCE FIELDS

PROTECTIVE ENERGY FIELDS



- Aegis (D8)** high reactive displacement.
- Conduction (D4)** esper power enhanced.
- Stasis (D3)** molecular density field.
- Warp (D4)** warp displacement field.

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Jacque Gustav, head of TRAS external security

### TRAS IND.

BREAK WITH TRADITION



□ **EXF-1 Assault (Đ8)**  
EP6, LS8, ZOG MMU, +2Mov,  
2BUF Jump in gravity.



□ **ODIN visor (Đ3)**  
Provides ODIN HUD display and acts as an optical interface, allowing optical manipulation of the wearer's ODIN (requires a task to perform).



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### TRAS IND.

BREAK WITH TRADITION



□ **TR-4 Light (Đ6)** ⊕ ⊕



Fitted with an ammunition sink (factory), the TR-4 can be programmed to generate 4 different types of ammunition: AP, incendiary, broadhead and concussion. Can be fitted with a backpack (Mag. +100 [+1Ld.]), a forehead grip (+1 recoil) and suppressor (+1 FRIEND to avoid detection).

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### TRAS IND.

BREAK WITH TRADITION



□ **T-z08 grenade (Đ5)** ⊕

These fist-sized incendiary grenades are devastating to organics, unleashing a compressed gel that sticks to most surfaces, creating a chemical reaction that burns even underwater and vacuum. If hit an organic, flammable, target must roll a LUCK (+1MOD per round) check or continue to burn taking 1♥ that can't be soaked.



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### NANOCET PL

STRENGTH UNSEEN



□ **Nanocuffs (Đ3)**

These bands of nanites can be wrapped around the wrists or ankles of a prisoner as restraints. Only a TOUGH crit success will allow the cuffs to be broken against a DC5. Will be coded to a passkey or ODIN identity code to unlock.

□ **Nanoseal (Đ3)**

Same technology as the nanocuffs, these portable patches can be used to seal a door or hatch.

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### BOR-BIONICS

BUILD A BETTER YOU



□ **Molemar Attenuated Muscles (Đ8)**

Grants +1MOD to any tough based DP, -1 Load.



□ **Spindle-weave armoured skin (Đ)**

Grants a BUF to SOAK and EP checks.



□ **Starwalker (Đ8)**

Requires replacement respiratory and circulatory system. Internal LS6 and vacuum protection.

□ **Sub-dermal Smuggler's pouch (Đ2)**

Grants a 2BUF to conceal up to 1Ld object.



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### FIBER-CAMIKO

GET THE NERVE



□ **Precision nerves (Đ5)**

Grants +1 Agile talent.

□ **Spinal replacement (Đ3)**

Grants a BUF to INITIATIVE.

□ **Psychexcite (Đ8)**

Increases nerve response and muscle torc, granting a +1MOD to any ACTION based DP.

□ **E-sink (Đ6)**

Grants a 2BUF against EM damage.



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## AMMUNITION

When a character fires their weapon, they expend ammunition; round by round until the amount tallied against the weapon's Mag. total is reached, then the weapon needs reloading (1 task to complete). An alternative is to ignore the use of ammunition until a crit failure is rolled at which point the weapon has run out of ammunition and needs reloading.

### Cost

The cost of replacement ammunition for a full magazine is ½ cost of the weapon.

## Specialist ammunition

The attack and damage ratings of the weapons as shown on the cards are considered to be for standard ammunition. Technology has allowed for a number of specialist munitions to be developed that the characters may make use of with the GM's permission.

**Broadhead:** +1♥. Cost ₤: +1

**Concussion:** will damage the target as normal, but is non-lethal (KO only). The target must also pass a stress test with a DC equal to the attack roll or lose a task either within the same or consecutive round

**Cryotip:** laced with a chemically enhanced dry-ice head, cryotip ammunition explodes after impact spreading freezing matter over/inside the target. -1ATT, +2♥ to organics. Cost ₤: x2.5

**Disruptive:** the tips of the ammunition have a particle of antimater held in a force field. Upon impact, the field ruptures and the antimater particle pushes through the target, usually becoming unstable and dissipating in the process. Disruptive ammunition will ½ the target's armour SOAK. Cost ₤: x3 (extremely rare DC6 to find available).

**Greasy:** similar to depleted uranium rounds, this ammunition lowers the target's SOAK by 2SAP. Cost ₤: x2.

**Incendiary:** causes the target to catch on fire. When hit with incendiary rounds the target must roll: D6+TOUGH+armour, if the result is below the damage caused in the attack the target has caught on fire and suffers the difference in fire damage. The target will continue to take fire damage at a -TOUGH modifier to the suffered damage each round there after until they put the fire out or the damage falls below 0. Cost ₤: x2.

**Streamed:** this ammunition is fitted with a microburst transmitter, receiver and remote activated aerofoils that can alter the trajectory of the missile fractionally during flight. When used on the same target after a successful attack in a consecutive round, a +2ATT (non-cumulative) is gained. Cost ₤: x3.



## Encumbrance

A character can carry a number of gear cards, regardless of the number of objects on the card, up to their TOUGH rating. Any more than this and they begin to suffer a penalty of 1 per card, marked in their load hex, on their character sheet. Any load value acts as a SAP to all physical (TOUGH, ACTION and ENEMY) DP. Some gear lowers load, allowing for more to be carried.

Cytech and 1 piece of armour while worn does not affect load. Multiple items of the same gear should be considered as being a separate card.





Corvin 'Breaker' Greyclaw'  
Pilot

### TACHIO MATER

LOOK FAR



☐ **AT-9 Pilot suit (D7)**

Built in EP4, LS4, micro-shute, helmet. Inductive neural interface.



☐ **Vim helmet (D3)**

LI, RI, Sonar, UV, Microred visual feedback. LS and ZOG compliant. \*+3 SOAK if attack to head.



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### SARC MUNITIONS

PROTECT YOUR FUTURE



☐ **Grimmclaus submachine pistol (D3)** ⚡  
Favoured by pilots and ship-board security.



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### POLYFRAY INC.

BE EVERYONE



☐ **Skillset chip (D5)**

Benefits of a vocation (except loadout) when used in a skillset bay, all vocations, except esper are available.

- ☐ Artist    ☐ Athlete    ☐ Crook    ☐ Detective
- ☐ Doctor    ☐ Engineer    ☐ Hacker    ☐ Laborer
- ☐ Merchant    ☐ Pilot    ☐ Scientist    ☐ Soldier
- ☐ Suit    ☐ Teacher    ☐ Xenoscout

☐ **Chromadub (D7)**

A duplicate copy of a cyberbrain should anything happen to your current cyberbrain. New brain, new body!

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### TOTAL-CYBER

CYBER-HEAD REPLACEMENT



**Cybernetic head (D6)**

Head replacement requires cyberbrain.

Armoured: ☐ EMP shielding: ☐

Cybernetic head can support unlimited number of cyber eye and ear adaptations.

A cyberhead can support one additional option from the following list.

- ☐ Weapon mount                      ☐ Smuggler's pouch
- ☐ Austram cap                      ☐ Detachable (spectrum link)\*

\* Detachable option allows for control between head and body while spectrum link can be maintained.

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### AURALEX CORP

HEARING IS BELIEVING



☐ **Gyroscopic pneumodix (D5)** (as a softskill)

Grants 1MOD on tasks in ZOG.



☐ **Audio enhancement (D3)**

Maximum number of 2 options without cyberbrain; cyberbrain can have unlimited options.

- ☐ Clairaudience (x50dcb)    ☐ Aud-Rec (audio recorder)
- ☐ HI/LOW (intensifier)    ☐ Sub-space frequency
- ☐ Dampener (4BUF vs sound)    ☐ Com-link (silent)
- ☐ Phonic detector    ☐ Electronic sniffer
- ☐ Bat's ears (sonar collision detector up to 200m)

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### TOTAL-CYBER

CYBERNETIC REPLACEMENTS



L: ☐ R: ☐ **Arm replacement (D5)**

Each arm will increase SOAK +1, while there is a non-cumulative melee +1DAM.



Armoured: ☐ EMP shielding: ☐ Quickswitch: ☐

L: ☐ R: ☐ **Leg replacement (D5)**

Each leg will increase SOAK +1, and +1 MOVEMENT



Armoured: ☐ EMP shielding: ☐ Quickswitch: ☐

☐ **Torso replacement (D6)**

Torso replacement will add +2SOAK



Armoured: ☐ EMP shielding: ☐ Quickswitch: ☐

VANGUARD RPG © Tim Westhaven and Rook Westhaven

# REMMINGTON

RESPONSIBLE WETWARE



☐ Retractable claws (D2)

ATT 1	DAM 1
----------	----------

☐ Retractable blades (D3)

ATT 2	DAM 2
----------	----------

☐ Weapon mount (D4)

Can support up to a rating 3ATT weapon.

☐ Internal ammunition magazine (D~weapon cost)

Contains up to 2 magazine of ammunition for the installed weapon.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## Cytech

### Encumbrance

Cytech does not add to a character's load unless otherwise stated.

### Upgrades

Some cytech (particularly limbs and torso) have upgrades available. These upgrades have the following effects.

- **Armoured** this upgrade will double the SOAK of the cytech (if listed) or add +1 SOAK.
- **EMP shielding** makes this cytech immune to all but the most powerful (6+, GM's discretion) electro-magnetic damage. Any cytech within the part protected by the shielding is equally immune.
- **Quitckswitch** these limbs can be removed safely with 1 task and replaced with another cyberlimb. This allows for different upgraded limbs to be used.

In order to accept them, the torso must also be upgraded to quickswitch.



Trenthen Cross,  
hoppolite esper  
detective



# ESPROTEC

KEEP YOUR SECRETS



☐ **Austram cap (D6)** grants a 3BUF to defend against esperence effects.

BUF 3
----------

☐ **Gadin Riprib suit (D7)** An esper pushes power into the suit to increase defence field. The suit can be ZOG and EP safe with a helmet.

BUF 2+P
------------



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# KELVIT LASERS

ADVANCED PRECISION



☐ **K66 laser pistol (D2)** ⊕

ATT 2	DAM 3	RoF 1	Mag. 12
----------	----------	----------	------------

☐ **K7 laser carbine (D2)** ⊕ ⊕

ATT 2	DAM 2	RoF 3	Mag. 16
----------	----------	----------	------------

☐ **K88 laser rifle (D3)** ⊕ ⊕ ⊕

ATT 2	DAM 3	RoF 2	Mag. 12
----------	----------	----------	------------

☐ **KLR laser targeter (D3)**

+1 ranged ATT. Available in a range of cool colours!

ATT +1
-----------

VANGUARD RPG © Tim Westhaven and Rook Westhaven

# SUBUTO

TRUST SUPREME



☐ **Viper power sword (D6)** POWER can increase damage after a successful attack

ATT 3	DAM 2+P
----------	------------


☐ **Gravity tagger (D6)** ⊕ This drum magazine weapon fires small balls of high-density magnetic gloop that respond to a planets gravitational and magnetic field increasing in weight once applied. Each successful hit on a target will reduce their INITIATIVE DP next round.









ATT 5	DAM !
----------	----------

RoF 1	Mag. 8
----------	-----------

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## KIVANDA ARMS

CLOSE QUARTER PROTECTION 

- Force lance (€3)**  
- Nanoblade (€2)**  
- 'The accountant' Tag-hammer (€5)**  
Gravity mace, -3DAM in ZOG  
- Laser cutlass (€4)**  
High pressure molten plasma field  

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## SENTARII-SOFT


UNCOMPROMISING QUALITY 











Software upgrades for CHROMACORE.  
Each upgrade can be rated 1-6 with a relative cost increase.  
(€3, €4, €5, €6, €7, €8)

- Defence barrier**
- Decoy/Decrypt**
- Attack array**
- Encrypt/Process**
- Analyse/Probe**
- Cloak array**

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## ARC TECH


PURE ENERGY EDGE 

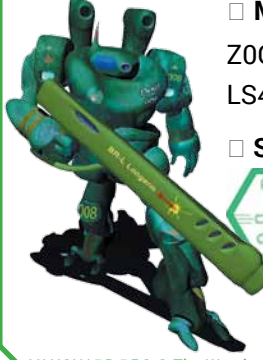
- Arc whip (€3)**  
- Arc bow (€2)**    
- Arc thrower (€6)**  
+ +    








If attacking the same target in a consecutive round gain a +1ATT for each round up to 6ATT.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## BYRON TECH

STAND PAW TO CLAW 




- Mk.II Powered Armour Suit (€6)**  
ZOG, EP4,     
LS4, 2HP MELEE MELEE
- STA-2 rocket pods (€5)** + + + +    

Fire laser-guided rockets with shaped charge warhead.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## PROTHION


CLOUD OF LIFE 

- Biometer (€5)**

This advanced medical apparatus monitors a patient and distributes unique nanites depending on the patient's needs. When activated, even if the patient has been dead for a number of minutes, the nanites will restore all functions to a stable level and keep the patient in an induced coma. Any character dead for less than 10 rounds will be healed +1♥ per round till fully healed, but will not regain consciousness for a full hour.


VANGUARD RPG © Tim Westhaven and Rook Westhaven

## LEER LENSES

CLARITY THUS 


- Quadoculars (€5)**














This specialist optic device takes readings in IR, UV, gamma radiation and sonar and correlates all the feedback into a visual representation for the user; overlaying the visible spectrum. Used mainly by specialists seeking to identify hidden threats in alien environments they have proven useful in law-enforcement and military circles as they can identify optically camouflaged targets. No penalty for darkness or optical noise (fog etc.)



VANGUARD RPG © Tim Westhaven and Rook Westhaven


## MFL-COM





BATTLE PROVEN 

- M6 pistol (€2)**    
- M7 carbine (€3)**    
- M8 rifle (€3)**    
- Mag extender (€3)**  
Doubles the Mag. size for any M class weapon 

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## CHEMEL

DANGEROUS SCIENCE 

- Quill gun (€2)**    

Fires a chemical injector that will dispense drug upon damage, such as:

- Nite-nite (€2)** target must pass stress check at DC4 or fall unconscious for 2D6-TOUGH rounds.
- Screamer (€4)** target must pass stress check at DC5 or be overcome by nightmarish hallucinations for 2D6-TOUGH rounds. While suffering, the target can only run away from danger or hide.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## AERONAL

NEVER COME DOWN



### □ Aeronal-8 Flight Suit (D6)

ZOG, EP4, LS4, 1BUF Stress Defence.



The Aeronal-8 has a built-in gas propulsion system allowing for moderate MMU space manoeuvres. The propellant can be expended in gravity to give a BUF to a single leap or jump, after which it must be refilled.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## COBALT CLP

DARK BEAUTY



### □ Black death grenade (D7) ⊕

Bio-nanite caustic, melts organics.



Once hit, the nanites melt the target, causing 6DAM for 2D6 rounds which can be soaked as normal.

### □ Cobalt light (D4)

⊕ ⊕



This light machine pistol is a favourite among security details for its dependable rate of fire and damage.

VANGUARD RPG © Tim Westhaven and Rook Westhaven



Drexter Sash, mauser pilot 79th Logistics



Lt. Talis Chomsky, 5th Sapper Division, CMC

## SALIENT TECH

HARD AS THE WORK YOU DO



### □ MRD Helmet (D6)

Microred optics, 20m radius. 10rnds use then 10rnds recharge.



### □ Chain-cutter (D4)

Diamond-toothed chainsaw or chain-sword, takes 1 task to activate, will ½ target's armour for SOAK. May not hide while active (too noisy).



VANGUARD RPG © Tim Westhaven and Rook Westhaven

## CALIBRE AI

WORKING FOR YOU



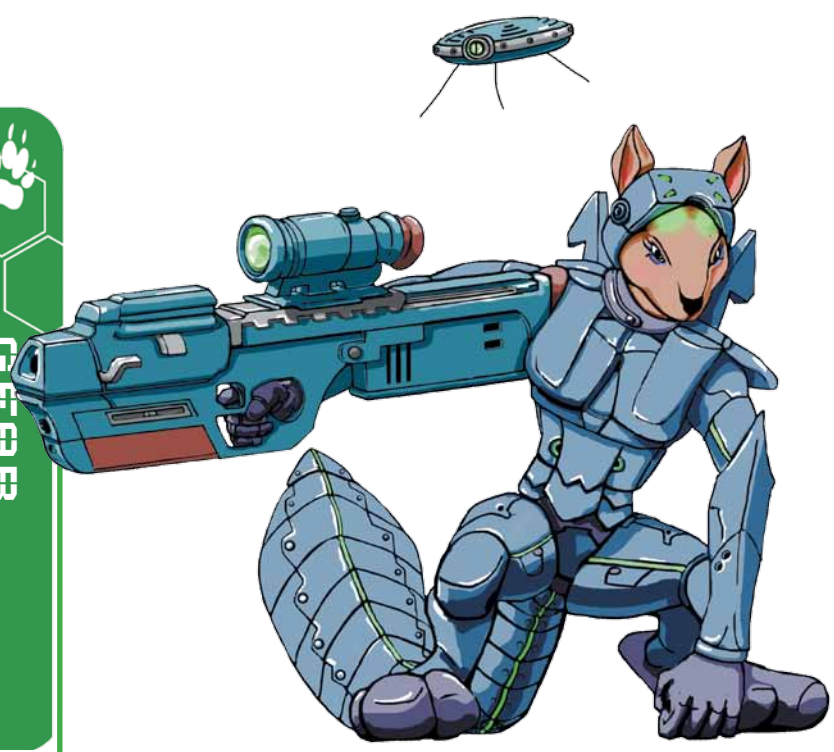
### □ Clacker drones (D3 per 3)

These small fist-sized drones are deployed in a swarm (usually 3–6) for each drone in a swarm ATT and DAM is increased by +1. The drones can be fitted with explosive charges (+1D) doubling DAM.



\*SOAK due to small size and agility each drone has 1 level in the swarm (3).


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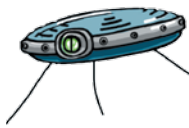


Danice 'Sharp' Spear, freelance assassin

## DARISA INT.

WORKING FOR YOU





□ **Seeker (D6)**

These flyers are fitted with a number of optical devices and laser targeters. The optical information is fed back to the user to their ODIN, cyberbrain or a heads-up display. Seekers are often used to target laser-guided weapons, regardless of direct LoS. Seekers have +2EM shielding.

Mov  
5

RFL  
2


Soak  
1


RFL  
2

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## SUBJTO

TRUST SUPREME





□ **Eliminator armour (D7)**

The armour is 'grown' to the user, keyed to their DNA and optimised for their body. marketed with the slogan 'my second skin is eliminator' EP6, Z0G, LS4, +2 initiative. Bio-keyed non-transferable).


Soak  
6

Init.  
+2


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## SUBJTO

TRUST SUPREME



□ **Gaisai recoilless rifle (D7)** ⚔️⚔️⚔️\*



Firing stabilised, vector adjustable, sabot rounds; the target can be 'painted' with a laser targeter, requiring no LoS. The shot can 'chase' the target up to 5km, providing laser painter remains on target. The rifle has a laser targeter and scope (+1ATT, +1⚔️). The laser painter can be used to target for another Gaisai.

ATT  
6

DAM  
4


RoF  
1


Meg.  
30

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## INTELOPCOM

FUTURE VISION





□ **IC4U (D2)**

These fist-sized, eyeball-like drones, hover up to 3m (9ft). Near silent, they are excellent spy-bots. Transmitting optical and audio information back to the user via the spectrum they also act as a proxy for the user's ODIN allowing proximity hacking. They can be fitted with a laser targeter for +1D.

Mov  
3

RFL  
2

Soak  
1

RFL  
2


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## Drones

Drones are non-intelligent, user-operated, remote devices that allow for remote information gathering and manipulation of data nodes.

Larger drones have hardpoints with weapon mounts, but most are small and easily damaged.

A drone must be controlled by an operator, but can be given a pre-determined 'flight-path', target or destination. Instructing a drone costs the user a task.

Drones, like droids, have structure levels  that act as the drone's health. Any EMP damage will destroy a drone. Drones can be hacked at their control source (user).

They are not complex enough to have attributes and rarely do more than move and monitor. Those drones that are fitted with weapons must either attack via the user's control or can be given a target and then left to attack the target automatically.

Drones do not add to load when operated.

# GAMING: HOW TO PLAY

## GAME TERMS

VANGUARD uses six-sided dice (D6).

### DICE POOLS [DP]



DP is a group of dice. The number of which are listed as nDP, where 'n' is the number of dice rolled at once.

### MODIFIER



Within the game, modifiers affect the value of the rolled dice result, usually increasing it or decreasing it by 1. If a 3 is rolled by a character that has a 1MOD then the roll is increased to 4, this is applied to each die in a DP.

### BUF



A BUF increases the number of dice in a DP. A 4DP with a 1BUF is increased to 5DP.

### SAP



A SAP reduces the number of dice in a DP. A 4DP with a 1SAP applied is reduced to 3DP. This can reduce a DP to 0, meaning success is not currently possible for that task.

## What you'll need

A character sheet per player

Copies of the game cards for the player's characters

Pencils, erasers and 10 or more D6

## TASK RESULTS

A 6 is always a success  
a 1 is always a fail.

## Task resolution

When involved in a task that could change the course of the story, a difficulty check (DC) is made to see if a character's actions succeed. When the GM determines a DC is required, the dice pool of the task is normally based on character attribute that best represents the

nature of the task. This DP is rolled against the DC; as determined by the GM. Where no DC is listed a 6 is needed. When rolled, a natural 6 is always a success and a natural 1 is always a fail, regardless of MODs.

Consider a character looking to gain information from a reluctant source: perhaps the character has a high ENEMY score, so they opt for intimidation and threats; perhaps they have a high FRIEND score and attempt to seduce or charm the informant; then again, perhaps they use SMARTS to trick the informant into giving them the information. All these are viable options in attempting to succeed at the same task. The GM will usually suggest the most obvious attribute to base the DP on; however, the player is free to suggest an alternative attribute, giving an explanation of how their character is using the attribute to achieve the task result.

## Determining success

$$\begin{matrix} \text{Successful} \\ \text{DC} \end{matrix} = \begin{matrix} \text{Min. roll} \\ \& \\ \text{\# of min.} \\ \text{rolls} \end{matrix}$$

In determining success, a number of rolled results must equal or exceed the required DC of the task being attempted. This means that if a task is DC3 then to succeed at least 3 dice in a DP need a result of 3 or more.

## Understanding DC

In determining what rating is required for a DC, refer to the following table

DIFFICULTY	DC	SUCCESS
Easy	1	Fang and claw
Standard	2	Paws down
Complex	3	Paws to spare
Difficult	4	Roarsome
Extreme	5+	Jaw dropping



So, jumping over a shoebox might be easy, needing a DC1, that means at least 1 die from the DP needs to equal 2 or above, as naturally rolled 1s are always a fail. Meanwhile, climbing a cliff might be difficult, needing 4 successes of 4+ from the DP.

## Opposed DC

Opposed DC is where the DC is determined by a result, usually from another character or NPC. In opposed DC, the opponent with the highest success wins.



## EXAMPLE OF PLAY

Samantha Coppertail is attempting to break down a door that has become damaged and stuck in a fire.

The GM tells Samantha's player that the task uses the TOUGH attribute and has a DC3 to succeed; as although it is not a standard task (DC2), the doors are not very strong, so it is not a difficult one (DC4).

Samantha's TOUGH attribute is 3, but because of her cyber-arm she has a +1MOD to TOUGH-related tasks.

Samantha's player rolls 3 dice: 2, 3 and 5.

Because of her +1MOD these become: 3, 4 and 6.

As the DC to succeed was 3 and she achieved 3 results of 3 or more she manages to force the door open.

Had she not been fitted with a cyber-arm then she would only have achieved 2 successes (3, 5). In this case, the GM could count the two successes and allow Samantha to try again for her next task with any successes adding to a total and with only one more success needed in order to bring the door down. This method of cumulative successes allows for tasks that can be achieved given enough time.

## POWERCITTES

Powercittes are tokens that are colour coded to the seven main character attributes. At the start of the game, each character takes a random powercittle; these are placed in the middle of the table. Any player can use these powercittes in one of 3 ways, after that they are removed from play.



A powercittle can act as a MOD to a DP using the same coloured attribute as that of the powercittle. So, a red powercittle can increase the rolls of a DP associated with the TOUGH attribute.



A powercittle can be spent to BUF any DP, regardless of colour association.



A powercittle can be spent in order to reroll a single dice of a DP, regardless of colour association.

## Luck powercittes

A number of green powercittes equal to the character's LUCK can be taken at the start of a session and placed in front of the player. These can be used during play to reroll a single dice or an entire DP. After this the powercittle is removed and the character's current LUCK rating is reduced by 1 for the remainder of the session.

## Too rad to roll

If a character's DP is 3x the required DC, the GM can say the task is accomplished without a roll. This cannot be done in combat or opposed rolls and can never result in a crit.

## Luck check

At times during the game (such as when a character is attempting to regain consciousness) the character needs to make a LUCK check.



## TEAM EFFORT



Sometimes, success requires help. For non-combat tasks, a character can accept help from a number of other characters up to their FRIEND rating who are alongside the character attempting the task. This acts as a BUF to the character's DP for the given task.

Characters can also donate powercittes or experience points (XP) to other characters for immediate rerolls or BUF.





When the character makes a LUCK check they roll using the character's current LUCK rating +2.



A successful LUCK check requires two natural 6s (MODs do not apply but the roll can be BUFed under certain circumstances). LUCK checks are not affected by health monitor penalties, but if the character has been using their LUCK rating as powercittes then their current LUCK rating is lowered (see LUCK powercittes above) reducing the available DP.

## CRITs

Crit, short for critical, is a term used in RPGs to describe an extreme result – either good, as a critical success; or bad, as a critical failure.

A crit success allows the character to do something amazing, similar to the flourish talent (pg40); crit rolls also have special results in combat (pg69).

A crit failure has an opposite effect, leaving the character vulnerable, in danger or wounded.

In VANGUARD, there are two ways that crits can be determined. The GM can decide to use one or both methods.

### The rule of 3

If the character achieves a result on a task that is 3 more or less than the required DC, the GM can rule a crit has occurred.

### Crit die

A player decides when they want their character to attempt a crit. Crit rolls are only allowed on DC3+ or on opposed rolls. When the player wants to crit they roll an additional, different coloured die, alongside their DP; known as the *crit die*. If a crit die rolls a 6 on a successful DP roll then the character has rolled a crit success. A crit die result of 1 on an unsuccessful DP roll indicates a crit failure. The crit die is unaffected by MODs.

Some GMs make all combat rolls require a crit die, to represent the increased risks during combat.





# COMBAT

## Initiative and tasks

In combat, everyone involved has one task: an action they can perform. Before carrying out this task they roll an initiative DP, equal to their ACTION rating and any modifiers from talents or gear.



+ modifiers =



Once initiative has been rolled, any results of 6 give an additional task that can be used this round. Some characters can have a MOD to initiative that can increase a rolled result to 6 or more; this counts towards additional tasks for the character. Health monitor penalties SAP initiative yet, as long as a character's health remains above 6♥ [KO], a minimum of 1 task is allowed.

Those with the most tasks go first, followed by the next highest in order until every combatant has accomplished a task, then the initiative passes along the same order until all available tasks have been completed. Where two or more combatants have the same number of tasks, the highest ACTION rating or initiative MOD goes first. Alternatively, the GM can move around the group in seating order or have players, in order of initiative, complete all tasks at once.

### Overwatch

Overwatch allows for a character to 'hold' their task in order to respond to a developing situation. When doing this the character can give a description of what sort of circumstances will trigger their task, such as, "I'm going to wait till I see the pirate cross the end of the corridor and then fire." If this situation occurs, the character immediately gets to carry out their held task out of initiative sequence. If not, they lose the held task, but any additional tasks can be taken after all other combatants have finished acting; effectively becoming last in the initiative order. Any task can become an overwatch task during a combat. A character can exit overwatch at any point, losing the held task and moving to last in the initiative order with any remaining tasks.

## Round

The time it takes for all characters and their opponents to complete all allowed tasks is called a round. Although a round can take time to play through, it usually represents only a few seconds to half a minute of time within the game.

## Task phase

When carrying out a task, a combatant can do one of the following things:

- Movement
- Stay frosty / Targeting
- Attacking
- Use a talent, an action or esperence ability

## Movement



The combatant's movement score (MOV) based on their ACTION attribute is compared to the DC table (pg63) to determine what sort of movement can be achieved in a task.

A MOV rating of 1 allows for an easy movement, such as a jump to the side or running a few metres. A MOV rating of 2–3 allows for much faster and further movement, as well as perhaps a combination of movement such as running and jumping; crawling and then jumping up; or opening a door, stepping through and closing it behind you.

The following table shows what rating is required to carry out a movement task. The GM can add a number of points to the rating for difficult ground or conditions (slippery floor +3).

EXAMPLE MOVEMENT TYPE	RATING
Walk/jump/crawl/stand	1
Run/charge/rout	3
Move over obstacle	6

Ratings higher than a character's movement can be achieved over a number of tasks.

Example: if a combatant's **MOV** rating is 3, it takes two tasks to get over an obstacle requiring 6 **MOV**.

## MOVEMENT ALTERNATIVE

If you're used to a more defined movement rule (using grid squares, hexes or exact measurements), common for most miniatures-based games, the VANGUARD movement system can be adapted to suit this style of play. Simply adapt your scale of base movement to suit the movement rating of a character. So, if 1 square costs 1 movement point, in your preferred movement option, then the same can apply to VANGUARD. When it comes to allowing for movement over obstacles you can use the ratings provided on the example movement table above (or use your own) that are simply subtracted from the total movement allowance.

With running/charging and routing, movement allowance can be tripled (eg a character with 3 movement rating running for an entire task could run 9 squares).

### Example

Samantha Coppertail has a movement rating of 4. Using a scale of 1 movement square costs 1 movement point, she could walk 4 squares in one round. Alternatively, the distance for running and jumping having been pre-determined by the GM or the group, she could run (costing 3 points) and then jump (costing 1 point).

## Stay frosty / Targeting

**Stay frosty** is a special task within combat to achieve some time to think. When this task is performed, the combatant gains a +1MOD to their next task.

**Targeting** is focusing on a particular target, allowing for a +1MOD to be applied to a consecutive attack

task. A number of tasks can be used to target, up to the combatant's **ENEMY** rating, cumulatively adding to the MOD.

So, a combatant with a 2 **ENEMY** could spend 2 tasks targeting an opponent before attacking, this grants them a +2MOD to their attack in order to score a successful hit.

## Attacking

When in combat, an attack DP is equal to the attacker's **ENEMY** attribute + the **ATT** value of the weapon with the target DC equal to the opponent's defence.

$$\text{ATTACK} = \text{ENEMY} + \text{ATT}$$

vs defence DC:

$$\text{ACTION} + \text{modifiers}$$

A target's defence is a combination of their **ACTION** attribute with any increase owing to talents or cover and concealment (see below) added to the total DC required by the attacker for a successful hit.

As usual, a rolled 6 is always a success, a rolled 1 is always a fail.

### Close combat attacks (CC)

CC attacks are within physical reach or the reach of a hand-held weapon.

Unarmed CC attacks have an **ATT** equal to the combatant's **MELEE** **ATT**.



### Charging

If an attacker moves toward a target and immediately attacks with their next task in the same round, it is assumed that they charged the target (minimum 3 **MOV**). The added momentum of the charge will grant a +1DAM to a melee weapon being used to attack.

### Ranged attacks

Ranged attacks include things thrown, shot or fired.



# AUTOMATIC FIRE




When using a weapon with a rate of fire greater than 1, those weapons can BUF the attack DP by an amount up to the RoF.

Attack DP from a RoF attack can be spread across multiple targets, up to the value of the RoF, with additional targets no further than three paces from the previous target.

# ATTACK CRITS

If a **crit success** is scored on an attack it can have the following effects.

- A crit allows you to hit a specific area of your target; this could bypass armour, hit their weapon hand, hit their leg or eye or a piece of equipment. The GM determines the outcome of hitting a specific area on a target.
- A crit can double a weapon's DAM rating. 
- A crit can stun an opponent, making them lose their next task (this round or next).

If a **crit failure** is scored on an attack it can have the following effects. The GM determines the outcome of a crit failure based on the circumstances.

- Combatant accidentally injures themselves with the weapon causing 1♥(✖) of automatic damage and no SOAK.
- Combatant fumbles, dropping the weapon or tripping (lose 1 task, this round or next).
- Combatant hits an alternative target (enemy or ally) within three paces of original target.
- Weapon used in the attack malfunctions, is either temporarily (jammed) or, permanently broken and needs repair or replacement.

## Range

Range is considered in general terms and there are no exact measurements for the range of weapons.

The GM has final say on what the range is between a combatant and a target. There are five range categories. Those above CC are described in a number of target symbols from 1-4; 1=Short (⊕), 4=Extreme (⊕⊕⊕⊕). These are also shown on the weapon's description to show its effective range.

RANGE	DIST.	DESCRIPTION
CC	1m (3ft)	Within arms reach (3 paces)
Short ⊕	<20m (60ft)	Accurate throwing range
Medium ⊕ ⊕	<200m (600ft)	Accurate firing range
Long ⊕ ⊕ ⊕	<2km (1.2miles)	Visible range
Extreme ⊕ ⊕ ⊕ ⊕	>2km (1.2miles)	Beyond visible range

### Close range

Shooting a weapon at 1 range category lower than the effective range of the weapon gains a 1BUF to ATT.

### Overreach

Shooting a weapon at 1 range category above the effective range of the weapon suffers 1SAP to ATT.

An attack at 2 range categories higher than the effective range of a weapon causes a -2MOD to ATT in addition to the 1SAP. A weapon is ineffective when fired beyond 2 range categories above its effective range.

## Cover and concealment

Cover and concealment are assessed as light, medium or heavy and each rating increases the level of DC to a target's defence.

LEVEL	DC	EXAMPLES
Light	+1	foliage, low wall, wood, furniture, light rain
Medium	+2	thick fog, smoke, night-time, wall, vehicle
Heavy	+3	darkness, armour plating, reinforced wall

## Use a talent, or ability

A task can be a non-combat activity during combat, such as: hacking a computer node (pg73), talking, using a talent or using an esperence ability (pg78).



### EXAMPLE OF PLAY

A tanarii Xolt shoots Samantha with a warp bolt ejector rolling 5 hits and damage. Samantha has a SOAK of 4. She also has a conduction energy field and spends a point of POWER to increase her SOAK to 5. Samantha's resulting SOAK DP rolls are; 3, 4, 5, 2, 1. The warp bolt ejector has a DAM rating of 3, any of Samantha's rolls of 3+ remove damage from the attack. The 3, 4 and 5 lower the damage from 5 to 2. These two points of damage are marked on Samantha's health monitor. Until she is healed, Samantha will suffer 2SAP to all her DP (except SOAK and LUCK).

## HEALTH AND DAMAGE

### Incurred damage

The character can incur damage either during combat or by accident. If from an attack, the number of successes above the character's defence is the damage suffered. However, before the character takes the damage they can attempt to SOAK the damage.

### Damage soak

The character has a SOAK DP equal to:



The DC is equal to the weapon DAM rating, with 1 success reducing 1 point of damage inflicted. If it is an unarmed attack the attacker's MELEE DAM is the DC. Any points remaining after SOAK are scored against the target's health monitor.

### Health monitor



The health monitor has six levels: five of health (♥), each with a SAP penalty (from -1 to -5); the sixth level, is unconscious (KO) or near death.



When a level is reached the associated SAP penalty is applied to all DP except SOAK and LUCK rolls.

When six ♥ are used up, a target (if organic) is unconscious and dying. Inorganics (such as droids and cyborgs) are damaged beyond their ability to work, but can still be repaired.

At the beginning of each new round characters that are unconscious, can attempt a LUCK check. Successes are cumulative and only 2 successes are required before consciousness is regained.

## INTEGRITY DAMAGE

Vehicles, droids, starships and cyborgs have complex, interrelated systems; as such, their attributes can suffer integrity damage. When an attacker scores a crit success against a complex object, they can choose to do integrity damage. A powercette is drawn at random by the object's pilot or the GM. The resulting colour-associated attribute is reduced by 1, immediately lowering any of the object's functions related to that attribute.

### Electromagnetic damage

Any electromagnetic (EM) damage to a complex object is considered integrity damage. When EM damage occurs only 1 attribute is affected per attack, but more than 1 point of damage can occur to the affected attribute in a single attack.

If TOUGH is selected for EM damage (as above) the EM has been dissipated and no damage occurs.

If they succeed, they regain consciousness at -5. If someone reaches the unconscious character, they can attempt first aid. Any successes count towards the total to regain consciousness. Death only occurs if there is no one to provide first aid; for example, if the character is separated from their friends (there are no friends within the immediate area) or all their friends are also unconscious.

These rules are designed to make it almost impossible for a character to die in a group. The GM can rule that once KO is reached, a character has a number of rounds equal to their TOUGH rating, after that they are dead.

## Weapon damage

A weapon has a rating that represents its ability to inflict damage and penetrate armour (represented as DAM). This acts as a DC to a target's SOAK DP. Weapon damage DC only gives the required roll value – the amount of successful results required to negate damage is based on the number of successes scored when the target is hit.

## Unarmed damage

An unarmed CC attack has a base damage equal to the attacker's TOUGH/2 (round up); so a TOUGH of 1 or 2 equals 1DAM, 3 or 4: 2DAM and 5 or 6 equals 3DAM. This is noted in the character's MELEE DAM on their character sheet.

## Special damage

Some damage (such as that inflicted by esper abilities) uses different forms of energy or can come from natural sources (falling, lava, lightning, avalanche). When a different form of damage occurs, the GM decides on damage and effect. The following are some examples of special damage.

### Falling damage

+1 DAM per 3 metres (10ft) fallen

### Crushing damage

[1 DAM + Falling damage] x per 'person' of weight \*

### Acid / Fire / Cold

DAM per round exposed – any EP SOAK

### Suffocation

1DAM x round exposed; no armour SOAK

### Pressure / Vacuum (space)\*\*

3 DAM x round exposed

\* *If being crushed by an opponent falling damage is ignored and weight becomes TOUGH rating of attacker.*

\*\* *When exposed to space or extreme pressure, suffocation damage also occurs unless life support (LS) is available.*

## Healing and repairing

Healing organics or repairing inorganics uses the same base DP, SMARTS.



### Healing

Each character can make one attempt to heal, either themselves or another being, per day. If the wounded individual is attempting to heal themselves, they must rest (meaning only light physical activity) and roll using their TOUGH, or they can attempt to apply medical knowledge to themselves, using their SMARTS at -1MOD. If administering treatment to someone else, the individual rolls using their SMARTS.



The DC required to succeed is equal to the negative of the victim's health monitor. So, a character on -5♥ requires 5 successes against DC5 in order to heal to -4♥. Successes are cumulative to allow healing over a number of days.

## Repairing

Repairing objects can be done anywhere, as long as the object being repaired is not moving and the character attempting to repair the object has access to the necessary tools and supplies.

The DC for success depends on whether the damage being repaired is structural (health monitor, ✖) or integrity.

Structural damage has a base repair DC equal to the negative of the health monitor. 1 point of structural damage takes a number of hours to repair equal to the health monitor penalty. So, structural damage at -4✖ requires 4 hours to repair to -3✖.

Integrity damage has a base repair DC6. 1 point of integrity damage takes 1 day to repair. The check is made at the end of the repair time, failure means the attempt needs to be made after additional repair time.

## Medicittes and repids



Both are forms of polycittes, microscopic bio-cybernetic robots that can be programmed to repair flesh or complex objects. A polycitte packet can be activated as medicittes to heal 1♥ of health.

Alternatively, the polycitte packet can be activated as repids, healing 1✖ of structure damage (droids and cyborgs) or 1 point of integrity damage.

Polycittes are commonly stored as part of a character's ODIN or found pre-programmed in injectors. Raw polycittes can be programmed to become a range of alternate versions as described on pg52. Multiple packets of polycittes, acting as medicittes or repids, can be activated as a single task via an ODIN or other delivery system, having an immediate cumulative effect.



## EXAMPLE OF PLAY

Samantha Coppertail (hoppolite esper) is making her way through a spaceship corridor when confronted with a tanarii alchta (pg122). They both see each other, so there is no surprise, and both roll initiative. Samantha has 3+1MOD to initiative and rolls (2, 3, 6) with her MOD these increase to (3, 4, 7) so she gains 1 additional task. The tanarii rolls (3, 5, 6) and so gains 1 additional task as well.

As both have two tasks and equal ACTION scores Sam goes first because she has a +1MOD. Taking her first task, firing her K88 laser rifle at the alien. Her attack DP is equal to 5 (enemy 1 +2 ATT + 2RoF) and she rolls (1, 2, 4, 4, 5). The tanarii's defence is 3 so Sam scores 3 hits (3+). The tanarii has a SOAK of 6 and the K88 has a 3DAM. This means that the tanarii only needs to roll 3+ on 3 of its SOAK dice to negate Sam's 3 hits. It rolls (1, 1, 1, 2, 4, 5) with only the 4 and 5 negating the damage it takes 1 health level of damage now suffering a 1SAP.

The initiative moves to the tanarii who charges Sam, using it's first task to move into close combat.

Sam now gets her second task. Fearing the tanarii's multiple attacks, she decides to push it back using her esper ability of airbolt. Sam has 6 POWER and airbolt only costs 1PD to execute. She also has the surge talent from the esper vocation meaning she can double the power for an ability 1 per session. She places 3 power into the ability, which is doubled to 6. The tanarii has a TOUGH of 3 so is blasted 3 metres back –to where it was before it moved. It also has to make a check against being knocked down by the blast equal to the damage of the blast (6). Using its action at 1SAP for damage it rolls (2, 6) even with the 6 it is not enough and it falls backwards to the ground.

The tanarii must use its remaining task to stand up and then it is initiative again with the tanarii at a 1SAP health monitor penalty.

## HACKING

Hacking is using one computer to infiltrate and access another; this could be to take over the target computer in order to issue new instructions or simply to steal data stored in the computer. In VANGUARD, most computers are referred to as chromacore and (data)nodes. A chromacore can be thought of as a highly advanced central processing unit with self-administering capabilities, in other words artificial intelligence.

Most hacking in VANGUARD is done across the galaxy-wide network called the spectrum. However, some data nodes and chromacores stand alone to prevent remote hacking. Standalone chromacores can only be hacked when the hacker (or an intermediary) is within physical proximity

Hacking usually occurs through an interpreting device (such as a chromacore, cyberbrain or ODIN), allowing the hacker to interpret the enveloping data of the spectrum in terms they can understand and manipulate. Some hackers have the esperence ability of techgnosis, allowing them to mentally control data nodes and chromacore as if they were an extension of their very brain.

In VANGUARD, hacking is kept simple, with each task rolled against a DC. To hack a character uses their SMARTS and chromacore (if they have one).



The DC required to achieve a hacker or node's aim is determined by the target's CHROMACORE plus any suitable upgrade (also known as a chromafile).



## NODE SELECTION

Imagine being involved in a space battle involving multiple ships, thousands of soldiers, droids, fighter craft, drones and more; nearly every one of these participants has one or more active data nodes accessing and transmitting to the spectrum. For a hacker trying to pinpoint a target amid all that confusion it can be a tricky task – especially as there is no requirement for spatial relationship between real-world interaction and the spectrum. Some optic devices allow for easy recognition of data nodes, but without these a hacker must confirm a node's identity to ensure they are going to hack the correct target. This takes a successful SMARTS check against a DC determined by the GM. Such a search takes a task until the hacker is successful. Physical proximity can overcome this problem. If the hacker can get within a few paces of a chromacore or data node then they can easily identify it (requiring no task) via their ODIN or other hacking device.

## Data nodes

Data nodes control the computing processes of most electronic and technical equipment. Nodes are joined together into networks, with each node having responsibility over an area of the network. Most data nodes are built around a chromacore, allowing the node to interact with the spectrum and self administer.

Most complex machines, gear and technology have 1 or more nodes.

## UPGRADES

A hacker can purchase upgraded programs that enhance their CHROMACORE and give them added versatility. There are six upgrades, each with a



rating from 1 to 6. The rating of an upgrade BUFs a hacker's DP when hacking in a situation related to the upgrade.



### Defence barrier

Defence barriers act as a shield against hacking. While most are merely a security door, some are reactive, setting off an alarm or attack array if you try to get past them.



### Decrypt/Decoy

This program allows you to decrypt encrypted files (and they're all encrypted these days) and send out a decoy instruction; to confuse a node into thinking you are going somewhere else or doing something else.



### Attack array

Sooner or later you'll have to break through a defence barrier or break down a CHROMACORE – if your defence barrier is your body armour, your attack array is your gun.



### Encrypt/Process

This program tells you how well your files are encrypted and how fast you can process information.



### Analyse/Probe

Before you go jumping into a node or attempting to break down a barrier you might want to look and see if it's worth the effort. The analyse/probe program gives you a general idea of a node's purpose as well as assess the node for possible defences and traps.



### Cloak array

So what if there is a trap in that node? You've broken down the defence barrier, but now you can't get in there without

setting off a trap? That's what cloak array is for – it attempts to avoid other hackers or nodes detecting you. So sit quiet and decrypt away or analyse data passing between the node – just don't use your attack array; there's no hiding when you do that.

## Upgrades and nodes

Not only hackers get to use upgrades, nodes can have them as well, reinforcing their ability to fend off hackers, speed up their processing speed or ability to encrypt their files against theft.

Upgrades in a node add to the CHROMACORE of the node to give a base DC against which a hacker must succeed. The example node below shows a CHROMACORE and surrounding upgrade ratings.



## Going coreless

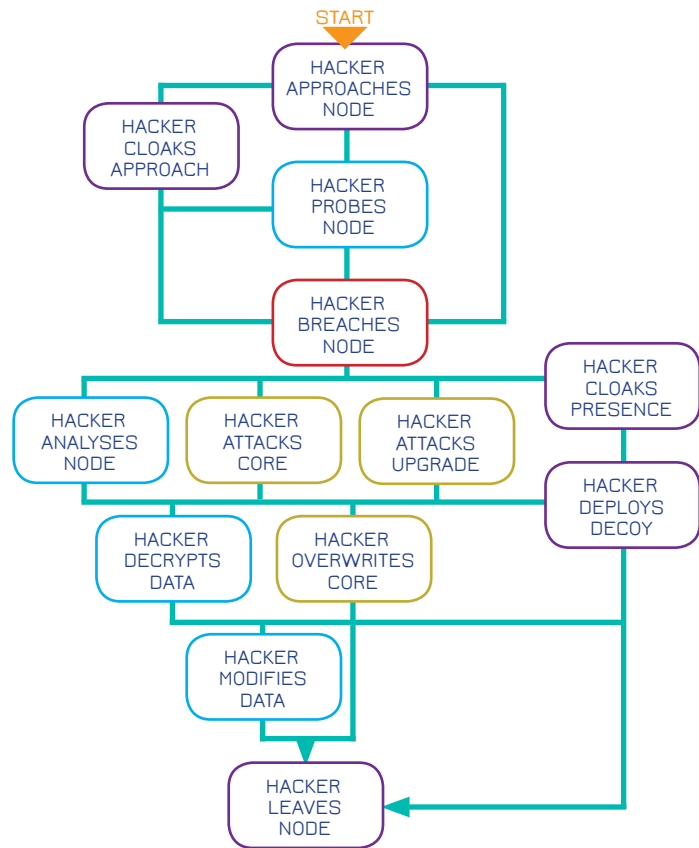
Not everyone has a CHROMACORE when they go hacking. Most people do all their computer and data interfacing through their ODIN and ODINs normally don't require the sort of processing power a CHROMACORE provides. Chromacores provide durability through adaptability: the core can assess, act and react. Without a CHROMACORE a device can be called simple – only capable of following its programming.

When hacking without a CHROMACORE (usually through an ODIN) any breach of the hacker's defence

barrier or any successful attack on the hacking node causes the node to get dumped (disconnected) from the spectrum or, if it is currently inside another node, ejected out of the node it has infiltrated and into the open spectrum. In the case of an ODIN, if an attack against an ODIN without an associated CHROMACORE is successful, the ODIN is programmed to shut down and reboot (this usually only takes a round in game time). This also halts any node activity it is running or any other ODIN-controlled actions, such as life support, communications, heads up display, etc (for the remainder of the round in which the attack occurred). Rebooting is automatic and does not require manual activation.

A successful attack against a node (including an ODIN) from within the node damages the CHROMACORE or an upgrade. However, if the purpose of the attack is to gather data and the node has no decoy, attack array or alarm systems, then there is no point in destroying the upgrades (except to upset the owner when they find out later).

ODINs without a core can be hacked, but cannot be overwritten. An attack against a coreless ODIN results in it shutting down and rebooting without damage.



## Hacking as tasks

### EXAMPLE:

Once a target node has been identified, hacking follows a typical flow of activity, depending on how the hacker wishes to proceed (see above).

### Hacking as a task

Hacking can be carried out as a task during combat. Initiative remains the same, including the number of tasks achieved. Initiative for a data node is equal to: CHROMACORE + PROCESS



If a hacker is not going to carry out any activity other than hacking they can use SMARTS instead of ACTION as their initiative DP.

### Approaching the node

When a hacker approaches hacking a node they have a few ways to proceed. Depending on what the hacker hopes to achieve, they can destroy the node, overwrite the node's core (and take control of it) or retrieve/alter/destroy data contained in the node.

## DENIAL OF SERVICE ATTACK

As attacking an ODIN causes it to shut down and reboot, a common tactic used against ODINs is to launch ongoing attacks in order to prevent spectrum access or other ODIN functions (such as activating polycittes, controlling droids, activating nanobreeders or running diagnostics). Such attacks can isolate an individual by preventing outside communication, life-support control or the ability to self-heal using polycittes.

Most nodes are reactive by design, meaning that until a hacker interacts with a node it ignores them. Once outside the node, the hacker has three choices: cloak their presence before attempting to probe or breach; probe the node; or go straight on the attack and attempt to breach the node.

### Cloaking

**DC:** CHROMACORE + ANALYSE upgrade

**Success:** The node is unaware of the hacker's presence and ignores the hacker while cloaked. Any attack by the hacker against a defence barrier results in a new cloak roll to see if the cloak is maintained.

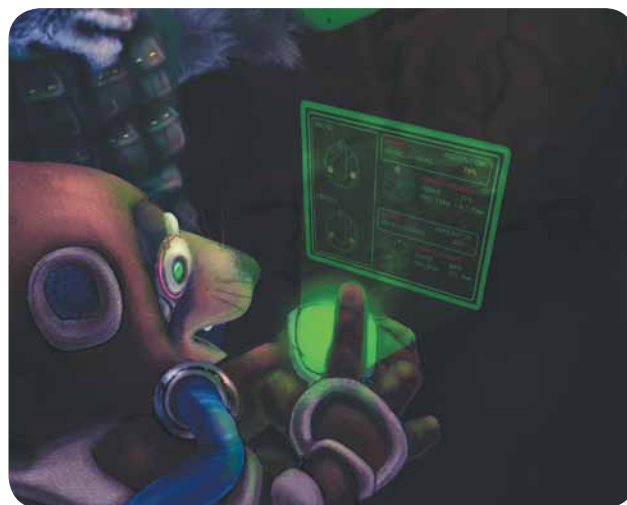
**Failure:** No immediate effect.

### Probe

**DC:** CHROMACORE + DEFENCE BARRIER upgrade

**Success:** The hacker is aware of the node's ratings in core and upgrades and can identify any reactive barriers or data traps.

**Failure:** The node is aware that a hostile hacker is attempting to identify the node. The node is alert to future attempts, resulting in a +2DC to the node's defence barrier for the next 10 hours.



### Breach node

**DC:** CHROMACORE + DEFENCE BARRIER upgrade

**Success:** The hacker has gained entry to the node. Once behind the defence barrier, the node can no longer use it to defend itself.

**Failure:** The node is aware that a hostile hacker is attempting to access the node. The node is alert to future attempts, resulting in a +2DC to the defence barrier for the next 10 hours.

### Enter the spectrum

The spectrum is a galaxy-wide network held together by data nodes acting as transmitters and conduits for spectrum traffic (including ODINs); unless they've been set to standalone mode. This means that hacks can take place from anywhere across the galaxy. Time lags can occur with these distances, but this doesn't deter criminals who are willing to go slow and be patient. However, critical hacks require close proximity to ensure that the hacker can respond instantly to any change in circumstance or within the node they are accessing.

Most users interact with the spectrum via their ODIN, allowing them to browse, select and respond to data in a visual and audible format. Hackers, on the other

hand, normally interact with the spectrum in a more immediate manner – immersing themselves in a virtual environment that can appear as an endless sky of floating data nodes and data traffic ribbons, displaying alterations to a node's state or current activity. Messages broadcast from nodes scroll across their surfaces as they float in this virtual universe in the form of cubes, tesseract, polyhedrons and spheres. Within this immaterial multiverse, hackers can take on mythological and fantastical forms; 'the fang', 'red blaze', 'fleet demon', 'axxymodial'; the names of hackers who reach a certain celebrity among their own kind glitter in the spectrum from one end of the galaxy to the other.

## Analyse node

**DC:** CHROMACORE + ENCRYPT upgrade

**Success:** The hacker can identify what the node is used for and what data are stored within the node – although they still can't access the information.

**Failure:** No effect.

## Attack core

**DC:** CHROMACORE + DECOY upgrade

**Success:** This process is carried out as combat (see below), with success lowering the node's core rating by 1. If the core is reduced to 0, the hacker has taken control of the node and is free to access data without restriction.

## Attack upgrade

**DC:** CHROMACORE + DECOY upgrade

**Success:** This process is carried out as combat, with success lowering the targeted node's upgrade program by 1. An upgrade that is reduced to 0 is destroyed.

**Failure:** No effect.

## Deploy decoy

**DC:** CHROMACORE + ANALYSE upgrade

**Success:** The hacker can attempt to disguise what they are doing by creating a decoy. The decoy distracts the node, leaving the hacker free to carry out another task. A successful attack against a decoy removes it.

**Failure:** The node immediately identifies the nature of the decoy, thereby removing cloak status from the hacker and making the hacker vulnerable to attack.

## Decrypt

**DC:** CHROMACORE + ENCRYPT upgrade

**Success:** Unless the hacker has unrestricted access to the node (either through authorisation or by overwriting the node's core), they must decrypt any data within the node before being able to understand it; this includes all forms of data as well as anything the node controls.

**Failure:** The hacker cannot understand the data or use/modify it.

## Modify data

**DC:** CHROMACORE + ENCRYPT upgrade

**Success:** The hacker has successfully modified data within the node. This could be as simple as altering the content of an email or changing a duty roster, to corrupting a security droid's control program or giving it new operating orders.

**Failure:** The hacker hasn't managed to get the new data to save and must keep working at it.

## In two places at once

What if you want to climb up that ladder while hacking into a cyborg's cyberbrain?

When switching between a physical or esper task to a hacker task, you suffer a -1MOD to the task roll. This is cumulative, each time you switch the type of task you are performing and the penalty applies to all tasks until the end of the round.

Combat is considered a physical task.

### EXAMPLE:

In hacking, you score one success on initiative giving you two actions; you decide to probe a node of a security turret to determine the strength of its defence barrier. At the same time, you're being shot at and you want to shoot back.

As you've already done one task in hacking, you've only one task left in combat. You're distracted, so you suffer a -1MOD to the attack.

# ESPERENCE

## RESHAPING REALITY

In the universe of VANGUARD, esperence is the ability to influence the world around them through the power of thought. It's like all those cool abilities your favourite superheroes use – flying, x-ray vision, invisibility and so much more – but not everyone can do everything and not everyone is good at esperence, but esper abilities can be studied and improved.

A character must have the esper talent in order to develop their esper abilities.

### You can do magic

What makes an esper? It isn't intelligence and it isn't a strong body. Those who have the most esper ability are those that are aware of themselves, their feelings and the world around them. In terms of your character's attributes, we're talking **SENSES**.

Your character's **SENSES** rating is their starting **POWER** points. **POWER** points are an expression of mental and emotional energy, as well as control. Using your mind to control the world around you can be hard work, so the more **POWER** you have the more you can do.

Esperence **POWER** can be increased the same way as any other attribute using XP (pg126).

### Esper abilities as task

Using an esper ability only takes concentration and **POWER**, it is something that can be done while you are walking, running, jumping or some other simple physical act, but anything more complicated suffers while you are busy focusing on creating an esperence effect.

In combat, an esper can use esperence as a task. When switching between an esper task and a physical or hacker task, a -1MOD is applied to the task. This is cumulative, every time you switch the type of task you are performing and the penalty applies to all tasks until the end of the round. However, the penalty doesn't apply if the non-esperence action is taken before the use of an esperence ability.

In the extremes of combat the mind can work of its own accord and as the esper abilities of a person are part of their mental and emotional makeup they can often work better under stress. During combat, if an esper uses the stay frosty task instead of gaining a MOD to their next task, they can regain 1 point of lost **POWER**.

## CYBERBRAINS

Cyberbrains are artificial reconstructions that are impervious to esper influence as brainshells hold the original brain they remain susceptible.

Therefore, a character with a cyberbrain cannot use esper powers. The only exemption to this is if an esper possessed the techgnosis ability prior to gaining a cyberbrain. Techgnosis is the only ability that will continue to work after a cyberbrain replacement. The rating of techgnosis cannot be increased beyond the rating it was at the time of replacement.

## How abilities work

Each ability listed under the descriptions below has the following things:

### **POWER drain (PD)**

This is the minimum amount of **POWER** points that must be spent to activate the ability. Additional **POWER** points can be spent to increase aspects of the ability, such as duration, size, damage, etc.

Many abilities have tiered results, costing more **POWER** as the results increase in strength. The tier **POWER** cost is also the minimum esper talent rating required by the esper in order to use the higher tier ability.

### **Details**

Any information listed here relates to the ability's external effects or means of countering the ability.

Where a number of changes (size, range, strength) to an ability can be made, the esper must state how any added **POWER** is to be distributed.



## EXAMPLE:

An esper with Moleculous creates an air aura cloak. The esper has a **POWER** rating of 3. The ability costs 1 **POWER** to activate, but only lasts a single round. The esper uses additional **POWER** to increase the duration of the ability by +1 rounds and another point to increase the **SOAK** rating of the cloak from 1 to 2.

## Austrum block

**PD:** 1+

### Details

Many espers develop an ability to prevent their own thoughts and emotions from being read by others. This is called an austrum block.

Any rating in **POWER** provides an equivalent rating in an austrum block. This requires concentration, just as any other esper ability, and when activated the esper uses a number of **PD**. Each **PD** spent provides an equivalent number of rounds of protection.

With an austrum block in place, the strength of the block acts as a **MOD** to ignore the effects or damage from an esper ability targeted at the esper. In most cases, an ability requires **POWER** in excess of the austrum block in order to penetrate the block.

## Esper abilities

There are 7 esper abilities taught at the austrum collegium in the hoppolite city of Elebrue.

### Lightbender

The ability to move, alter and adjust light across both visible and invisible spectra.

### Mentalism

Superior abilities of sight, speech, hearing, touch, smell, taste and premonition, as well as the ability to influence the thoughts and emotions of others.

### Moleculous

A talent for altering the physical composition of matter, including being able to alter one's own body.

### Psychic surgery

The ability to heal physical and some mental trauma.

### Techgnosis

An innate understanding of technology; an ability to use, interface with and understand technology of all sorts.

### Telekinesis

The ability to move and manipulate objects.

### Warper

The ability to manipulate space, time and gravity.

## Choosing abilities

An esper can choose 1 esper school per rating in their **SENSES**. So an esper with 3 **SENSES** could know 3 schools. Alternatively, they can choose the same school more than once. This increases the available tier of abilities that the esper can access in that school beyond their talent rating. These abilities also cost less to execute, equal to the additional rating, but will always cost a minimum of 1.

An esper that takes a school twice gains access to second-tier abilities and all abilities cost -1**PD**.

## Remote focus

Some esper abilities work at a distance or even without the presence of the target, but the esper still requires a link to their target, known as a focus.

A focus can be looking at a picture of the target or watching the target through a security camera; or it can be a piece of the target's clothing, a treasured item or some hair or blood.

While most abilities rely on touch or line of sight (**LoS**), the use of a focus can mean that an ability can be used across a limitless distance.

## Ability duration

Most abilities state a duration of effect, where the description does not state duration it is considered to last as long as the task affected by the ability or a single round per power point expended upon the ability. So a rating 3 ability can last 3 rounds unless otherwise stated.

# LIGHTBENDER

The ability to move, alter and adjust light across both visible and invisible rays.

**GHOST**  
LIGHTBENDER

PD:2

**Details**

The esper distorts the light rays around their body, effectively making them invisible in the visible spectrum. The esper still shows up on x-ray and microwave interference (such as microred sensors). The effect lasts one round, with additional rounds being paid for with **POWER**.

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**LIGHT SPEED**  
LIGHTBENDER

PD:5

**Details**

For a split second (a task) the esper's body and gear is converted into light and moved up to 10m x **POWER** rating in a straight line, as far as light could travel without encountering an impassable obstacle. For each additional **POWER** point expended, an additional 10m can be added to the range.

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**LIGHT SINK**  
LIGHTBENDER

PD:1

**Details**

An AoE equal to a person will suck in all light leaving a black void that blocks LoS. The size of the void may be increased by 1m<sup>3</sup> for each **POWER** point spent. The duration of the void is 1 round which may be increased by 1 round for additional **POWER** spent. Placing over a target effectively blinds them.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

**RAYSTEALER**  
LIGHTBENDER

PD:1

**Details**

The esper can see beyond the visible light spectrum. Viewing through infrared, x-ray, gamma ray, ultraviolet and even microwaves. Detailed observation may not be possible and range is short (under 50m). Duration is 5 rounds per **POWER** point expended.

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**LIGHT CLOAK**  
LIGHTBENDER

PD:1

**Details**

Dazzling bright light flares from the esper to blind and disorient anyone who looks at them. The cloak acts as a flash grenade for purposes of effect and area. The damage of the ability can be augmented with additional power.

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**RETRIBUTION**  
LIGHTBENDER

PD: (N/A) (N/A) 5

**Details**

The esper burns with microwave radiation (becoming immune to energy damage) for a number of rounds equal to their **TOUGH**. This effect has a 5m AoE and causes 5+**POWER** DAM as both EM and physical damage. The effect can be extended by 1 round with the esper taking a level of health damage per additional round.

VANGUARD RPG © Tim Westhaven and Rook Westhaven



## MENTALISM

Superior abilities of sight, speech, hearing, touch, smell, taste and premonition and the ability to influence the thoughts, actions and emotions of others.

Most mentalism abilities requires touch, line of sight (LoS) or the use of a focus (pg78) to affect a target.



**AMNESIA**  
MENTALISM

PD: 1 (3)

**Details**

The esper touches a target to make them forget whatever happens over the course of a number of rounds equal to 1 + POWER expended, any esper defence the target has will lower the duration by an equal amount.

At PD:3 the esper can cause the target to lose a specific memory for up to an hour.

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**ASTRAL WALK**  
MENTALISM

PD:5

**Details**

The esper can move their spirit through a sub-space dimension, leaving their body behind. Seeing and hearing everything around them, but unable to interact physically and becoming immune to physical damage, suffocation, poison, etc. Any harm to their body ends the ability.

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**BEGUILE**  
MENTALISM

PD:1

**Details**

The esper can force another person to believe what they are saying is fact. When the esper uses this ability on the target, they must have LoS or focus to the target. They then have 1 + POWER added minus any esper defence the target has. Any remainder is then taken as a BUF to the esper's FRIEND DP.

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**CHAOS SEER**  
MENTALISM

PD:5

**Details**

Whenever this ability is used, the esper is allowed to make a number of DP rerolls up to a maximum equal to their senses rating and no longer than 5 rounds in time.

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**CLAIRAUDIENCE**  
MENTALISM

PD: 1 (3)

**Details**

This ability allows the esper to hear sounds being made at a distance beyond their normal ability to hear. up to LoS as if they were standing next to the noise.

At PD:3 this ability can work to hear sounds made in the past up to a day in time, with a rough idea of what time (or day) they wish to listen to.

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**CLAIRVOYANCE**  
MENTALISM

PD: 1 (3)

**Details**

Working like clairaudience but, with vision instead of sound, the esper is able to look at a location, person or object as if standing in/next to it.

At PD:3 this ability can work to see into the past up to a day in time, watching in real-time, so they need to choose a particular time to view.

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**COMPEL**  
MENTALISM

PD:3

**Details**

The esper can through touch instil in a target an urgent need to fulfil a communicated instruction.

The esper has 1 + POWER added against any esper defence, with the remainder becoming the DC against which the target must succeed with a stress defence check or fulfil the esper's command.

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**EMOTE**  
MENTALISM

PD:1 (3) (5)

**Details**

Forces an emotion on a target through touch, at 1 + POWER added minus esper defence with the remainder becoming a BUF for affected tasks.

At PD3 the target can be within LoS.

At PD5 additional targets within LoS up to the esper's FRIEND rating can be affected.

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**EMPATHY**  
MENTALISM

PD:1 (3)

**Details**

Allows the esper to read the emotions of a subject, either person, animal or alien (if emotions are present) within LoS. 1 + POWER added minus target's esper defence results in a BUF to the esper's SENSES check to identify the target's emotions.

At PD3 the esper radiates an emotion of choice.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

**TELEPATHY**  
MENTALISM

PD:1 (3) (5)

**Details**

Allows the esper to read the thoughts of a target, or send a thought, within three paces (approximately 2m). Each additional point of power increases this amount by an additional three paces.

At PD3 the target can be within LoS, and PD5 the target can be anywhere if the esper has a focus.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

**STRESS DEFENCE**

Stress defence is an advanced rule used to reflect characters experiencing the effects of negative emotions; it's a measure of a character's ability to shrug off anxiety, fear and panic. It is also the character's sense of control in dealing with the emotional triggers. A stress defence check can be triggered by any traumatic, shocking or even confusing event.

When a stress defence check is called for the character's DP is equal to their current POWER rating.

The DC is determined by the cause of the effect or the GM's decision.

Failure can lead to a variety of results, as noted in an esper ability description or at the GM's choice.

The following are examples of what could occur to a character who fails a STRESS DEFENCE check.

**Confusion:** Character loses their next task and suffers a -1MOD to all tasks until they perform a stay frosty task.

**Fight or flight:** The character's natural instincts have kicked in and they must either stay and fight (until KO) or flee.

**Panic:** The character has panicked. INITIATIVE and all tasks suffer a -2MOD till they can safely rest.

A critical failure on a stress defence check could lead to permanent power loss and eventually insanity.

## MOLECULOUS

A talent for altering the physical composition of matter through molecular manipulation, whether through weakening or strengthening bonds, exciting electrons, forming a molecular lattice or other forms of atomic and molecular manipulation, including being able to alter one's own body in a polymorphic nature.

### AIR CLOAK

MOLECULOUS

PD: 1 (3)

**Details**

Creates a stiff shell of air around the esper. The shell acts as additional armour, the rating adding to SOAK. Air and slow objects can pass through the cloak. At PD:3 rating it can also be used to contain anything inside the area of effect (such as gas or an explosion). Any damage to the field (inside or out) is modified by the strength of the field.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### EARTH CLOAK

MOLECULOUS

PD: 1 (3)

**Details**

This draws up the ground around the esper in a bubble of rock and earth, acting as an instant immobile shield against incoming attacks with 3 SOAK.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### FIRE CLOAK

MOLECULOUS

PD: 1 (3)

**Details**

Creates a cylinder of fire around the esper that will cause fire damage to anything that it touches. The amount of damage is equal to 1 + POWER added. Any target touching the cloak or CC attacking the esper will take DAM = power. The fire cloak cannot be damaged by normal attacks, but can be eliminated through the use of quench ability.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### WATER CLOAK

MOLECULOUS

PD: 1 (3)

**Details**

Creates a semi-transparent bubble of water around the esper. There must either be a body of water in LoS or moisture in the atmosphere for this ability to work. The POWER rating of the water cloak will not SOAK damage but will alter the ATT of an attack against the esper as a negative MOD.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### Elemental Aura cloak

The aura cloak creates a bubble around the esper of the chosen element; the bubble is just big enough to encase the esper.

The area of the shell is contains the esper, but can be increased by 1 person for each point in POWER used. The additional people must be standing within arm's reach of the esper. If the ability is used at PD3 the cloak can be placed up to LoS on another target or location of choice. The dimensions of the cloak in this form remain around 1 person in area.

Cloaks last 1 round +1 round per POWER point added.

### Elemental bolt/blast

The esper forms a high-speed bolt of air/earth/fire or water aimed at a single target. The esper must still roll to hit as if firing a weapon. The ATT of the bolt is equal to the esper's ENEMY rating. Depending on the element used, there are different effects and damage. There must be a form of the element present in the area around the esper. At PD3 the esper is able to create an instantaneous blast of an element away from them in a circle that dissipates after a few metres (2m or 6ft).



**AIR/WATER BOLT**  
MOLECULOUS

PD: 1 (3)

**Details**

No damage is incurred, but a successful attack pushes the target back an equal number of metres equal to the damage minus the target's TOUGH.

The target will need to overcome a DC equal to the damage using ACTION in order not to trip over.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

**FIRE BLAST**  
MOLECULOUS

PD: 1 (3)

**Details**

Target takes fire damage, with a crit success setting the target on fire. Targets on fire take automatic damage for a number of rounds equal to the power of the ability or until extinguished.

DAM rating is equal to the POWER expended.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

**EARTH BOLT**  
MOLECULOUS

PD: 1 (3)

**Details**

Rock chunks are flung at the target with DAM equal to the POWER expended by the esper.

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**INFLAMMABLE**  
MOLECULOUS

PD: 1

**Details**

The esper becomes resistant to fire, heat and energy damage (such as lasers or plasma weapons). Damage caused by these effects is reduced 1♥ + POWER prior to SOAK. The effect lasts one round +1 per additional POWER expended.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

**JELLY**  
MOLECULOUS

PD: 1

**Details**

The esper can touch and disrupt an object's molecular composition to make it as soft as jelly.

The area of effect is only small, up to 30cm<sup>3</sup>. but for each additional point of POWER the area increases by an additional 30cm<sup>3</sup>.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

**MELT**  
MOLECULOUS

PD: 1 (3)

**Details**

While touching a target object the esper can excite its molecular state to such a point that it melts. The object suffers damage equal to 1 + POWER.

At PD:3 the esper can melt an object within LoS.

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**QUENCH**  
MOLECULOUS

PD: 1

**Details**

This ability enables the esper to extinguish all fire within an area up to 3m<sup>3</sup>. This effect is instantaneous and lasts one round, after which if there is reason for fire to return to the area it will.

For each additional point of POWER used +1m<sup>3</sup> can be added to the area of effect.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

**VACUUM**  
MOLECULOUS

PD: 1

**Details**

This ability pulls all atmosphere outside the AoE similar to that of the Aura cloak PD:3 and can be increased in a similar manner.

Those without life-support equipment enabled will start taking damage according to the suffocation rules (pg 71).

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## ○ PSYCHIC SURGERY

This ability allows the esper to heal a target of physical or mental trauma.

### ○ ADRENAL SHIFT

PSYCHIC SURGERY

PD: 2 per rating

#### Details

Grants a +1 ACTION attribute that lasts 2 rounds. For every rating in ACTION above the esper's TOUGH rating, the esper suffers a ♥ health meter level.

Alternatively, the esper can lower their ACTION rating which will increase their stress defence.



VANGUARD RPG © Tim Westhaven and Rook Westhaven

### ○ CRITICAL AID

PSYCHIC SURGERY

PD: 3 (5)

#### Details

The esper touches a target and removes a single ♥ level from the target.

At PD5 the ability can be used within LoS.

VANGUARD RPG © Tim Westhaven and Rook Westhaven



### ○ NERVE SINK

PSYCHIC SURGERY

PD: 3

#### Details

A successful CC attack stops all nerve activity in the body part touched. The target receives a stress defence check against the DC equal to the POWER of the ability. Failure means the body part ceases to function; if the head is targeted they fall unconscious, arms become useless, legs halves movement and torso paralyzes the target.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### ○ PAIN SINK

PSYCHIC SURGERY

PD: 1 (3) (5) (7)

#### Details

The esper numbs a target's pain receptors, ignoring the penalties for wounds. Each tier paid for in POWER will negate an equivalent health monitor penalty rating from -1 to -4 and all negatives below the rating. The effects last a number of rounds equal to the target's TOUGH rating.


Can be used on the esper.

VANGUARD RPG © Tim Westhaven and Rook Westhaven




ESPERIENCE



**PHERAPY** PSYCHIC SURGERY 


**PD: 2 (3)**

**Details** 

Uses pheromones to modify perceptions of the esper's emotional state. Gain a MOD to either FRIEND or ENEMY for 5 rounds with social interactions.

At second tier, the esper may touch a target and alter their FRIEND or ENEMY rating for the given duration.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

**REVIVE** PSYCHIC SURGERY 


**PD: 1 (3) (5)**

**Details**


The esper can instantly bring a target within arm's reach out of KO, making them conscious, but not healed.

At PD:3 the target can be within LoS of the esper. At PD:5 a target may be revived at any distance as long as the esper has a focus to the target.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

**STEADY HEART** PSYCHIC SURGERY 


**PD: 1 (3) (5)**

**Details** 


The esper can steady the nerves of another within arm's reach. This gives the target a BUF to stress defence equal to the esper's FRIEND rating.

At PD3 the effect can be extended to a target within LoS. At PD5 the effect influences all those within a distance less than the esper's SENSES rating in metres.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

**THICK SKIN** PSYCHIC SURGERY 


**PD: 4 (6)**

**Details** 

Grants the esper increased damage SOAK by 2 for 2 + POWER rounds.

At tier 2, this can affect targets within LoS.

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**WARRIOR GENE** PSYCHIC SURGERY 

**PD: 6**

**Details**

This ability doubles the esper's TOUGH, ACTION and ENEMY ratings and removes all health modifier penalties. This effect lasts for 6+POWER rounds. At the end of the duration the esper must pass a stress defence DC8 or immediately fall unconscious. All health penalties apply to this DC.

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# TECHGNOSIS

An innate understanding of technology; an ability to use, interface with and understand technology of all sorts.

## INTERFACE TECHGNOSIS

PD: 2

### Details

The esper can interact with a node of a device, up to arm's reach, using their **SMARTS** attribute as a **CHROMACORE**. The duration of the ability is 1 + **POWER** in rounds.

If attacked within the spectrum by an attack array the esper will take physical damage with **SENSES** to soak.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## INSURGENGE TECHGNOSIS

PD: 3

### Details

This ability is a step up from interface where the node assumes the esper is part of its programming.

The range and duration requirements are the same as for interface.

When using insurgence the esper is at +5 **FRIEND** (Cloak array) to remain hidden from the node.

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## SABOTAGE TECHGNOSIS

PD: 1 (3)

### Details

This ability allows the esper to disrupt the correct working of a piece of equipment with electrical circuits or complex machine parts within arm's reach. The equipment ceases to function for a number of rounds equal to 1 + **POWER** added.

PD3 will extend the ability to short range.

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## SPECTRE TECHGNOSIS

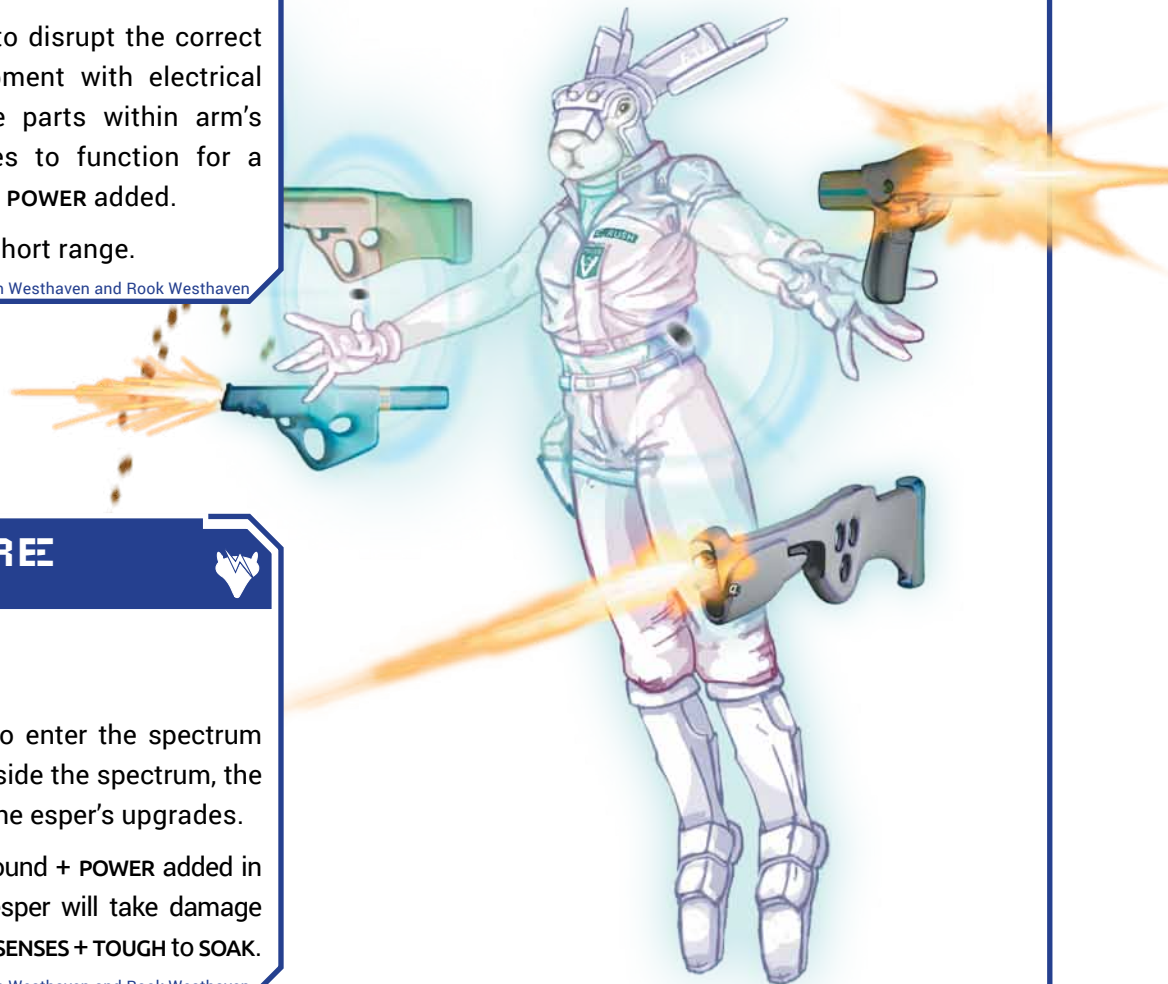
PD: 5

### Details

This ability allows the esper to enter the spectrum as if through an **ODIN**. Once inside the spectrum, the esper's statistics will work as the esper's upgrades.

The duration of the ability is 1 round + **POWER** added in rounds. As with interface, the esper will take damage from an attack array, but can use **SENSES + TOUGH** to **SOAK**.

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ESPERIENCE

# TELEKINESIS

The ability to move and manipulate objects.

ESPERENCE

## LEVITATE

TELEKINESIS

**PD: 1**

**Details**

Levitate allows the esper to move an object, within arm's reach, up to the size of a person or Ld. x POWER for 1+POWER in rounds. +1POWER will increase the range to short, +2 to medium. The object only levitates up, unless additional impetus causes it to move otherwise. Tough will act as Ld. to lift a person.

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## PHANTOM HAND

TELEKINESIS

**PD: 3 (5)**

**Details**

Acts as manipulate, but with dextrous control, allowing for typing, moving of dials/switches, writing, etc. Strength can be increased similar to manipulate and will act as DAM to any attack (such as a choke) with a successful attack required.

PD5 is within LoS.

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## MANIPULATE

TELEKINESIS

**PD: 2 (5)**

**Details**

An object at arm's reach can be manipulated as if by hand, including pulling, pushing, twisting, turning, etc. The strength of manipulation is equal to 1 + additional POWER.

At PD5 the object can be within LoS.

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## MOVE OBJECT

TELEKINESIS

**PD: 2**

**Details**

Same as levitate, but the object can be moved at a movement rate of 1 in any direction where it is unobstructed.

If levitate is applied to the same object then the movement increases to 3 + added POWER and can be thrown as an attack with DAM = MOV +Ld.

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# WARPER

Focuses on the manipulation of space and dimensions as well as the manipulation of time and phase zones.

## WEEVIL

WARPER

**PD: 4**

**Details**

The esper disappears into a pocket of space and time. The pocket lasts 1 hour + **POWER**, after which the esper reappears, in the same location. While in the pocket they are unaware of what is going on in the real world. For PD:+2 an additional person can be pulled into the pocket.

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## KEYFRAME

WARPER

**PD: 3+2PD/round**

**Details**

This ability allows the esper to move forward in time by a number of rounds, effectively seeing into the future. If they wish, they can then return to the previous time when they used the ability and reenter the timestream. For everyone else, time has not changed; for the esper, time has doubled back on itself.

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## PHASE SHIFT

WARPER

**PD: (N/A) (N/A) 5**

**Details**

The esper is able to move back in time 1 task that was performed within 3 paces of the esper. With additional power expenditure, the number of tasks performed increases by 1.

The GM has final say on how far back in time the esper can go and also who is affected by the results. There is no tier 1 or 2 for this ability.

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## STASIS

WARPER

**PD: 3**

**Details**

This ability is similar to weevil. The esper isolates themselves from their previous time-stream, effectively removing themselves from reality for a set period of time. The amount of time is set upon execution of the ability and may be from 1 to 10 rounds.

The esper cannot be affected or affect real-world events during this time.

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## TELEPORT

WARPER

**PD: 5 (7) (9)**

**Details**

Range of the teleport is short (100m x **POWER**), but can be increased to medium (PD+2) and then again to LoS (PD+3). At PD7 the esper can teleport within a planet and PD9 interplanetary with a focus.

Additional people (up to esper's **FRIEND** rating) can be pulled along with physical touch at +2PD per person.

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## TIME CLOAK

WARPER

**PD: 1 (3)**

**Details**

Creates a field of temporal warp around the esper, slowing down any incoming attacks, with a +1 **SOAK**. Duration is 1 round + **POWER**. The cloak can cover an additional person at +2PD.

If the ability is used at PD:3 the cloak can be placed up to LoS on another target or location of choice.

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**TIMESTEP**  
 WARP  
 WARP  
 WARP

PD: 3 (5)

**Details**

This ability can be used out of initiative sequence, but costs the esper 1 task from this round or the next. The esper increases their perception of time to a point where milliseconds become seconds. At PD3 the esper gains +3 DEFENCE for the current round. At PD5 the esper can dodge a single attack and move up to three paces away.

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**WARP DART**  
 WARP  
 WARP  
 WARP

PD: 3

**Details**

The esper can throw a dart of raw warp energy up to short range (⊕). The esper must roll to hit as normal.

With additional POWER the attack can be increased to medium range (⊕⊕).

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**Warp gate complications**

Each round the gate remains open a D6 is rolled. On a 1 something has occurred and another D6 is rolled, the table below lists the results.

ROLL	RESULT
1	Gate closes immediately
2	Gate doubles in size, teleporting everything in the vicinity to the new location
3	Destination changes (GM's choice)
4	Crossed dimensional visitor (GM's choice)*
5	Gate begins to grow uncontrollably. Roll D6 per round; closes on a 6
6	Dimensional anomaly: something completely unexplained and unexpected occurs, at GM's choice: cross-dimensional fusion, black hole created, etc.

Moving through the gate is instantaneous and, assuming nothing goes wrong, there are no side effects.

**\*Cross-dimensional visitor**

This is a great event, where the GM can introduce a completely new and unexpected alien encounter. It could be anything from your imagination.

Perhaps mirror opposites of the characters appear, they look the same, but their personalities are completely opposite to those of the player characters. A monster, the likes of Great Cthulhu or a dragon might appear. Or there could be a crossover from your favourite science fiction setting.

**WARP GATE**  
 WARP  
 WARP  
 WARP

PD: (N/A) (N/A) (N/A) 10

**Details**

The esper creates a wormhole through which anyone can pass from one location to another. The range of the gate is limited only by the focus required. The gate begins at the size of a person and remain open for one round. Size and duration can be increased by 1 person and 1 round per additional POWER point expended. Tier 4 only.

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# ⦿ DROIDS

## ⦿ TO HELP OR HINDER

Droids are everywhere in the VANGUARD universe, acting as personal assistants, hazardous labour, pilots, doctors, security guards, soldiers and emergency rescue agents. Many of these droids remain largely unseen as they are off in deep space carrying out difficult or hazardous tasks; typically in their hundreds while looked after by an overseer (usually an engineer or xenoscout). Such groups of droids can be found in mining outfits, construction sites, military depots and other such places.

In the cities and colonies of the Confederation, droids are often seen in the company of citizens or carrying out solitary tasks, most are simple personal assistant droids (2Do or M8 models), but it is also common to see the T01-L labour droids and the larger ORG1S 'ogre' labour droids.

### To protect and serve

The droids of VANGUARD follow science fiction's laws of robotics. Droids of the Confederation have been indelibly imprinted with these laws; droids from other civilisations may or may not have similar programming.

#### **The laws of robotics are as follows:**

1. A droid must recognise themselves as an artificial being.
2. A droid must not injure a citizen, intentionally or through inaction.
3. A droid must obey orders given to it by a citizen, except where this would conflict with the previous laws.
4. A droid must protect its own existence, except where this would conflict with the previous laws.
5. A droid cannot carry out a task that would cause immediate and identifiable damage to the Confederation, a Confederation citizen or Confederation interests.

6. A droid must hold all forms of life as precious and can only act to cause harm to a lifeform with express permission from a citizen of the Confederation and where such a directive does not conflict with the previous laws. The droid must immediately log a report of the incident to the Synthetic Intelligence Registry (SIR).
7. A droid cannot attempt to modify/alter/build itself or another droid without a directive from a citizen.

The 6th law, known within the Confederation as 'the law of indifference' was created to protect alien life that had yet to be met by the Confederation, but allow military droids to function under direct orders, specifically in the conflicts between the Confederation and the pretador and reptyle nations on Ashen.

### On the front lines

The Confederation, making use of the 6th law, use droids in all conflict zones and on the front lines of the outer reaches of space to defend Confederation territory. However, even military and paramilitary droids are bound to obey the laws of robotics and any citizen of the Confederation (with an active ODIN) can immediately be identified by a droid and so come under the protection of the 6 laws.

Non-citizens can be targeted by Confederation droids with a direct order from an overseer (typically a Confederation military specialist). As all such orders are logged with the SIR, any illegal act is held to be the responsibility of the overseer who issued the directive to the droid. This hasn't stopped droids taking part in atrocities, but they have been rare given the extent of droid use throughout the Confederation territories. Most such incidents occur outside spectrum range (meaning the incident does not get immediately logged with the SIR) and the droid is then destroyed, removing the evidence before it can be reported.



## BUILDING A BETTER DROID

There are plenty of droids available off the production line, but some citizens prefer a tailored droid to suit their specific needs, whether this is as a housekeeper with specialist medical knowledge or a labour assist droid with skills in piloting and added engineering tools.

### Modifying a pre-build

Anyone with the engineer vocation can purchase a readily available droid and modify it as follows:

- Chromacore and chromafiles can be purchased and modified as normal cytech.
- Skillset softskills can be purchased as per normal cytech. A droid can have a number of softskills loaded at one time up to the droids Analyse/Probe chromafile rating.
- Any ODIN apps or additional dispensaries (polycittes, carbon molefier packs, EMP discharges, etc).
- Any equipment/weapon taking up a HP can be removed and replaced with an equivalent HP rating item.

## DROID TALENTS


Each droid has 3 + LUCK, points to spend on talents. At a cost of 1 talent rating per point.

ARMOUR
1 2 3 4 5 6
7 8 9 10 11 12

**DESCRIPTION**

The droid has been fitted with armoured coating. Each rating in this talent adds to the droids overall soak.

This armoured coating will not **SOAK** EM damage.



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BRAIN BOOST
1 2 3 4 5 6
7 8 9 10 11 12

**DESCRIPTION**

The droid has been fitted with a more advanced brain. For each rating in this talent, the droid's brain advances to the next level of brain: a utility intelligence increases to an artificial one, an artificial to a synthetic intelligence.

In addition, the droid's **CHROMACORE** is increased by 1 and a single upgrade can be increased by 1.

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CLOAK SKIN
1 2 3 4 5 6
7 8 9 10 11 12

**DESCRIPTION**

The droid has been fitted with optical camouflage similar to that of a nanobreeder.


The cloak can be activated a number of times per day equal to the rating of the talent. The cloak lasts for 1hr once activated.

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CARGO LOADER
1 2 3 4 5 6
7 8 9 10 11 12

**DESCRIPTION**

The droid is fitted with additional hydraulics and load-bearing framework to enable it to carry more weight than normal. For each rating in this talent, the droid can lift an additional load in encumbrance.



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DROVER
1 2 3 4 5 6
7 8 9 10 11 12

**DESCRIPTION**

This droid has been programmed to act as a group leader for a unit of other droids. For each rating in this talent, an additional drone or droid can be instructed to carry out an additional task during a round. This effectively adds tasks to the droid being given the instructions.

The drones or droids must be within spectrum range and able to receive spectrum messages.

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## UTILITY, ARTIFICIAL AND SYNTHETIC INTELLIGENCE

ITEM	D	DESCRIPTION
Utility intelligence	3	All except 1 attribute and associated skillset capped at 3
Artificial intelligence	6	Typical AI, all attributes and skillsets capped at 6
Synthetic intelligence	10	All attributes and skillsets capped at 10
Protheinal injection	3	Monthly protein injection for synthetic intelligence

### BASE UNIT COST

2Do unit	3	Personal assistant droid
ORG1S	5	Heavy labour droid
Hexabot	6	Multipurpose tactical droid
M8e	7	Advanced artificial intelligence unit
T01-L	4	Multipurpose labour droid

## ARTIFICIAL VS SYNTHETIC

Artificial intelligence is a set of program functions that are written in such a way as to imitate intelligence, but the droid is only as intelligent as its programming allows.


Synthetic intelligence is grown, learns and functions in a similar manner to the brain. Part biological, part technological they make use of nanites, amino-acid kernels, proteins and liquid-crystal solutions. They require regular maintenance and sustenance in the form of protein injections in order to maintain working functionality. Failure to 'eat' in this way can cause the synthetic brain to go into a state of torpor, that can last years, but can be revived at a later date with a protein injection.

Synthetic intelligence can think for itself and develop what most people would think of as a personality. Importantly, droids with synthetic intelligence manufactured within the Confederation are still bound by the laws of robotics, but the mutable nature of their brains has led to cases of the laws becoming creatively reinterpreted by the droid.

### ENERGY SHIELD

DESCRIPTION

The droid has a built-in aegis displacement field at a strength equal to the rating of the talent.



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## EXPANDING INTELLIGENCE

Synthetic intelligent droids are capable of learning far beyond the realm of the average person and they can eventually perfect many different aspects of themselves – even to the point of self-modification (with overseer consent) to become better than anything manufactured by the races of Ashen. When playing with synthetic intelligence, the GM may want to keep tabs on XP handed out to the players. For every 100xp granted to the players, a synthetic intelligence associated with the players can increase one of their attributes by 1.



DROIDS



## 0-STRUCTURE; THE BITTER END

A droid that reaches 0 points of health is considered damaged beyond functionality, but rather than have the droid blow up or shut down you can show it deteriorating. In this instance, any damage, no matter how minimal, causes a point of integrity damage.

Once a droid has reached 0 health points and 0 in all attributes it is scrap.

Some suggested effects of 0 attributes from integrity damage are:

**0 Tough:** the droid's chassis is compromised; it cannot carry any load or move over anything more than open ground.

**0 Action:** the droid has lost all motor functions and can no longer move.

**0 Enemy:** all weapons have ceased to function, have run out of ammunition or have been deactivated.

**0 Smarts:** the droid's control network has been damaged and unable to receive or send spectrum messages and cannot be controlled remotely.

**0 Senses:** the droid has lost external sensors and any benefits from sensory cytech are lost, including targeters, optics and audio enhancement.

**0 Friend:** the droid's programming has become corrupted and the conditions of the laws of robotics no longer apply. The droid now views any visible target as hostile, including allies.

**0 Luck:** the droid's energy field has short-circuited and gone critical, resulting in an explosion equal to a APG grenade (pg54).

**EM SHIELDING**

DESCRIPTION

The droid has a built in EM shielding that acts as SOAK for any EM damage at a strength equal to the rating of the talent.

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**JET PACK**

DESCRIPTION

The jump-jets built into the droid allow an additional jump action at a movement rating and number of times per day equal to the talent rating.

The jets also allow the droid movement in vacuum like a MMU.

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**HARDPOINT**

DESCRIPTION

The droid has a number of additional hardpoints (HP) added to the chassis equal to the rating in this talent. The rating in this talent can not exceed the droid's TOUGH attribute.

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**REPIDS**

DESCRIPTION

The droid has a number of repid packs equal to the rating of the talent.

Each pack of repids will heal 1 point of the droid's health meter or a point of integrity damage.

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### SMALL CHASSIS


**DESCRIPTION**

The droid is particularly small. For each point in this talent the droid becomes harder to detect, gaining a BUF to FRIEND DP to hide, as well as gaining a +MOD to their DEFENCE when attacked.

However, each point in this talent also reduces the load allowance of the droid as well as available HP.

At rating 3 or higher, the droid is too small to use normal equipment and weapons

*VANGUARD RPG © Tim Westhaven and Rook Westhaven*



### DEXTEROUS

**DESCRIPTION**

The droid is equipped with the equivalent of hands and finger digits that allow it to operate weapons and equipment which require dextrous manipulation.

*VANGUARD RPG © Tim Westhaven and Rook Westhaven*

### FAIL-SAFE

**DESCRIPTION**

As a means of protecting itself from catastrophic system failure or EM damage the droid has a fail-safe mechanism that consists of a reboot and secondary generator. If the droid is reduced to KO health through EM damage or shuts down due to integrity damage to its CHROMACORE or SMARTS attribute, it remains dormant for a period of D6 hours. After this time, the droid's SMARTS attribute and CHROMACORE are restored to full and any EM damage, suffered to the droids health meter removed.

*VANGUARD RPG © Tim Westhaven and Rook Westhaven*


### HC RELATIONS

**DESCRIPTION**

Fitted with a special personality modulator, the droid can give the appearance of empathic and emotional understanding and responses, making it much more appealing and approachable to most.

This is referred to as Higher-form to Cyborg relations. The result of this talent is that the droid gains a BUF, to the FRIEND attribute, equal to the talent's rating when dealing with intelligent and emotional beings.

*VANGUARD RPG © Tim Westhaven and Rook Westhaven*



### STORAGE UNIT

**DESCRIPTION**

Built into the droid's chassis is a storage unit. This unit can hold 1 load per rating in the talent.

The size of the storage unit may not exceed the droid's TOUGH rating.

The storage unit is secure and can be locked via an authorised ODIN. Any damage to the storage unit damages what is inside as well. The unit is considered to have a soak equal to the that of the droid and a health level equal to the talent rating.

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### GIANT CHASSIS


**DESCRIPTION**

The droid is particularly large. For each point in this talent the droid becomes easier to detect, suffering a SAP to FRIEND DP to hide, as well as gaining a -MOD to their DEFENCE when attacked.

Each point in this talent increases the load allowance of the droid as well as available HP.

At rating 3 or higher the droid is too large to use normal equipment or weapons

*VANGUARD RPG © Tim Westhaven and Rook Westhaven*




### TAC-COM

**DESCRIPTION**

A dedicated tactical computer has been interfaced with the droid's CHROMACORE. For each rating in this talent the droid's INITIATIVE, ATT and DEFENCE ratings will increase.

The BUF to ATT is applied to all hardpoint mounted weapons and melee.

*VANGUARD RPG © Tim Westhaven and Rook Westhaven*



### MULTIPEDED


**DESCRIPTION**

The droid has more than two legs, allowing it additional movement options.

For every 2 points in this talent the droid's movement rating increases by 1.

In addition, integrity damage to the droid that would result in the droid's action rating being lowered will not affect the droid until it has taken more action integrity damage than points in this talent.

*VANGUARD RPG © Tim Westhaven and Rook Westhaven*







TALENTS: Multiparted, Armour 1, Tac-com 2, Hardpoint 1

NAME: \_\_\_\_\_

CIN: : - - - - -

**BRAIN TYPE**  
 UTILITY ●  
 ARTIFICIAL ○  
 SYNTHETIC ○

3	TOUGH 3	3	Soak 4
FRIEND 0	3	ACTION 3	♥ -1 ☹️
SENSES 3	LUCK 2	3	♥ -2 ☹️
3	SMARTS 2	ENEMY 4	♥ -3 ☹️
2	2	4	♥ -4 ☹️
2	2	2	♥ -5 ☹️
2	DEFENCE BARRIER 2	2	♥ X!X!
0	LOPE 2	2	Resist
3	2	2	ATT 2
3	1	2	DAM 2
3	1	5	MELEE

INIT 5



MODEL #: Tarantula

TYPE: Hexabot

EMF DISCHARGER  
 POLYCLITTES  
 DIAGNOSTICS  
 DISTRESS BEACON  
 ANALYSER  
 CARBON MOLEFIER  
 AMPLIFIER

ODIN NOTES

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Hard points:

WPN: [Icons]

A/M	RoF	+
ATT	Mov.	+
DAM	♥	☒: ☐

WPN: [Icons]

A/M	RoF	+
ATT	Mov.	+
DAM	♥	☒: ☐

WPN: [Icons]

A/M	RoF	+
ATT	Mov.	+
DAM	♥	☒: ☐

WPN: [Icons]

A/M	RoF	+
ATT	Mov.	+
DAM	♥	☒: ☐

UPGRADES

- Spotlight
- Optics (Infrared and Ultraviolet)
- Seismic scanner






## ○ HARDPOINTS [HP]

HP are mountings on a droid or vehicle to which equipment, weapons or additional functions can be attached. The number of HP available on a droid is equal to its ENEMY attribute in addition to any talent bonuses.

A HP on a droid can support a standard weapon as listed under character gear (including heavy weapons).


## ○ CUSTOMISATIONS

In addition to talents, there are a number of mundane additions and technical upgrades that can be applied to the standard droid to make it even better. These customisations must be purchased separately and take up the number of HP indicated beside the product.




### SALIENT TECH


HARD AS THE WORK YOU DO



- Plasma torch (D3) (HP1)** ATT 2  
Plasma torch for cutting and welding metal.
  
- Torque driver (D4) (HP1)** ATT 4  
This high-powered hammer drill is used for building and demolition work.


VANGUARD RPG © Tim Westhaven and Rook Westhaven






### PLC TECHNIC


ADVANCED PRECISION



- Seismic scanner (D3) (HP1)**  
Gives a visual readout of motion in 360° up to 200m. Must be touching ground to be effective.
  
- Cargo loader (D [1.5 x rating]) (HP [rating])**  
Acts as the talent of the same name.


VANGUARD RPG © Tim Westhaven and Rook Westhaven






### KAIDU


YOUR FUTURE NOW



- G-Pulse field emitter (D5) (HP1)**  
Allows antigravity movement up to 3m (~9ft) vertically from normal gravity. Will not disrupt ground.


VANGUARD RPG © Tim Westhaven and Rook Westhaven






### TACHIO MATER

LOOK FAR



- Optics pod (D5) (HP1)**  
Contains a number of optical enhancements [LI, IR, UV, X-ray, Magnetic telemetry].
  
- Forward Observation pod (D5) (HP1)**  
x200 zoom scope, laser microphone, laser targeter.
  
- Spotlight (D2) (HP0)**  
Bright, directional light, up to 200m clear. Various colours available.

VANGUARD RPG © Tim Westhaven and Rook Westhaven



## ○ DROIDS AS HACKERS

Nearly all Confederation droids are fitted with a chromacore and supported by upgrade programs. They are also fitted with an ODIN, allowing for easy linking to the spectrum. This means that most Confederation droids can be accessed by, and have access to, the spectrum. Therefore, if it is part of their programming, they can interface with other data nodes and even hack nodes if ordered to do so.

Any droid of artificial or synthetic intelligence is capable of acting as a hacker. An artificial intelligence will not hack unless specifically ordered to; while a synthetic intelligence can read the situation and make a decision based on their understanding of their owner's needs or their operating instructions. For example, a M8e-T droid with an upgraded synthetic brain that has been placed to guard a vault of valuables can use its hacking ability to thwart any attempt to access the vault or hack its own node, back-hacking the attacker if possible.

# VEHICLES

## VEHICLE TASKS

Vehicles follow the same task-resolution process of characters. Any non-automated vehicle tasks (including piloting) require a task from both the pilot and the vehicle.

### Initiative

A vehicle's initiative is rolled just like a character's, but instead of using the pilot's action it uses the vehicle's action attribute for the initiative DP. If the pilot of the vehicle has an action rating higher than that of the vehicle the initiative DP receives a 1BUF; if lower it suffers a 1SAP.

The number of tasks achieved by the vehicle is used by the pilot and covers movement; use of automatic hardpoints; vehicle talents that require activation; and any other interaction with the exterior environment by the vehicle.

Passengers' initiative remains unchanged.

### Movement

The rules for vehicles remain the same as those for characters with regard to movement. The difference is a matter of scale. The distance across open ground a character on foot can cover (at a run) costing them 3 movement, may only cost a vehicle 1 to cover.

Movement is kept abstract to cut down on exact measurements. The GM determines how much movement is used up by a vehicle during a round.

### Passengers, in and out of vehicles

Passengers inside a vehicle can act during their round as if on solid ground, although precision tasks (such as shooting a target) may suffer SAP or -MODs, owing to vehicle movement.

Those outside the vehicle are subject to the movement of the vehicle, with the movement spent by a vehicle in a round subtracted from the passengers' movement for the current round. This includes exiting from the vehicle after it has moved.

## Combat

Vehicles in combat follow the same rules as characters in combat, but there are some differences relating to two aspects of vehicles: the pilot and the computer control system or node controlling much of the vehicle systems.

### Use of automatic hardpoints

Many vehicles are fitted with automatic weapons on hardpoints that can be controlled by the pilot (or gunner) without manually targeting and firing them. These weapons are typically set to target and destroy predetermined targets. It takes a task to set a hardpoint-mounted weapon to focus on a specific target, but once the target has been established the weapon continues to engage the target until it is set to a different target or can no longer function.

The task to allocate targets can be carried out by anyone with access to the vehicle's controls (including the pilot). When the vehicle attacks with an automatic HP weapon, the DP relies on the vehicle's ENEMY rating and the ATT of the weapon, just like a character. If the vehicle has an attack array upgrade chromafile that exceeds its enemy rating its attack receives 1BUF; if lower it suffers 1SAP.

### Use of manual hardpoints

Manual hardpoint-mounted weapons require immediate manual activation to use, weapons require a gunner to target and fire, the gunner expending tasks to do so. An attack from a manually operated hardpoint weapon uses the gunner's ENEMY rating rather than that of the vehicle, along with the weapon ATT rating as normal.

### Vehicle close combat

Vehicle CC works the same as character CC, with the pilot expending the vehicle's tasks in order to attack by either using the vehicle's own frame as a weapon (usually by colliding with a target) or making use of a CC attachment to a HP.

The vehicle equivalent of character melee ATT and DAM is collision, affecting the DAM of a physical attack. Collision is worked out in the same way

as a character's melee DAM modifier. This can be adjusted further by the speed of the vehicle adding or subtracting the DC modifier owing to speed listed on the table below. Unless a dedicated hardpoint CC mount is used, the attacking vehicle must also SOAK the damage, but at ½DAM rating.

### Targeting a moving vehicle

While it's easy enough to continue to use the vehicle's action rating as the DC required to hit the vehicle, this does not take into account the increased difficulty to hit a fast-moving target (such as a vulcor P-9) or the ease of hitting a larger target (like an AGATE troop carrier)

For more realism, here are two additional modifier tables you can use. The first increases the defence DC (the vehicle's action attribute) to hit the vehicle with speed

SPEED	DC	DESCRIPTION
Stationary	0	Not moving
Slow	+1	1 movement
Average	+2	2-3 movement
Fast	+3	4 movement
Extreme	+4	5+ movement

The second decreases the defence DC owing to the size of a vehicle, that can be thought of in terms of the total crew and passengers it can carry.

CREW	DC	EXAMPLE
1-2	-1	Bike
3-4	-2	Car, speedboat, helicopter
5-11	-3	Mini-bus, light aircraft, boat
12-35	-4	Large bus, jet, large helicopter
35-120	-5	Train, jumbo jet, cruise ship

## VEHICLE MINIATURES

If you use miniatures, in a similar way to that recommended for character movement (pg68), use the movement value of the vehicle and translate it to your preferred scale.

For vehicles you may want to increase the distance travelled by adding the DC modifier for speed (ignoring stationary) and multiplying by x4.

Vehicles that can carry more than 120 crew and passengers could go below -5DC, if the GM feels it appropriate.

### Evasive manoeuvres

Most pilots don't idly sit by while their vehicle is attacked and, if possible, will attempt to mitigate any damage by moving to avoid an incoming attack.

As such, if the pilot of a vehicle has an action rating greater than the action rating of the vehicle then the vehicle's defence receives 1BUF, if lower the vehicle suffers 1SAP to defence.

## VEHICLE DAMAGE

### Damage modifier



The damage to a vehicle is dealt with in a slightly different way to that of a character. A vehicle isn't alive, is generally larger (and can therefore sustain more damage) and is typically constructed to withstand a certain amount of incidental or accidental damage – making use of reinforced framework and damage limiting design. For these reasons, vehicles have an additional attribute known as a RESIST. This is not a MOD, rather it alters the damage of weapons targeting the vehicle, effectively lowering their DAM value before the vehicle has to SOAK. The vehicle's RESIST value can

be found beneath the vehicle's health monitor. A vehicle's RESIST value is equal to its TOUGH rating.


In some instances, the RESIST value may reduce the DAM value of the attacking weapon to 0 or less. In these cases the weapon is not powerful enough to damage the vehicle under normal circumstances (a CRIT is not a normal circumstance).

## Structure, integrity damage and EM

Vehicles are considered complex objects in VANGUARD and are therefore subject to structural damage, in a similar way to droids, rather than health damage. Just like droids, vehicles are subject to electromagnetic damage and the results of integrity damage owing to CRITs, EM damage and the loss of all structure levels on the health monitor.


## VEHICLE ATTRIBUTES

Each vehicle has seven attributes, with a rating between 1 and 10: 1 is average and 6 is superior. A vehicle must have at least 1 in each attribute, except luck, to begin with.




### Tough

A vehicle's TOUGH rating describes its structure, how durable and sturdy it is. It can also describe how much the vehicle is capable of hauling and a measure of its armour.



### Action

The ACTION attribute covers the vehicle's speed and manoeuvrability and may give an indication of support vessel launch bays.



### Enemy

A vehicle's ENEMY rating is an indication of the number of vehicle HP, options for smuggling and combat.

## SIZE AND LOAD

On page 103 we showed how the size of a vehicle can make it easier to be targeted. The size can also influence handling and other factors.

Taking the table below, we can establish a base size for a vehicle on its total crew capabilities. The base

CREW	SIZE
1-2	1
3-4	2
5-11	3
12-35	4
35-120	5

size cannot be lower than half the vehicle's tough rating.

### Initiative

The size of the vehicle can reduce initiative DP by an amount equal to half the vehicle's size (round down).

### Movement

The size of the vehicle can lower the available movement by an ever-decreasing amount per task spent moving. So, a size 3 vehicle with a movement of 5 may only move 2 units in its first task, 3 in its second, 4 in its third and finally 5 in its fifth.

### Collision

The size of a vehicle can offset or add to collision damage with another vehicle. The vehicle causing the collision subtracts the target vehicle's size from its own, with the result added to its collision DAM.

### Resist

The size value of a vehicle divided by 2 (round down) can be added to the vehicle's resist.

### Cargo

Cargo value for vehicles can be considered a factor of 10:1. So, 1Cargo. for a vehicle is equal to 10 Ld of a character, we call it cargo to differentiate the two. The rules for encumbrance also apply to vehicles, where cargo replaces load for encumbrance purposes.



## SMARTS Smarts

The **SMARTS** attribute gives an indication to the vehicle's computer systems, including any **CHROMACORE** or AI installed. It also describes vehicle systems to aid engineering, science and medicine.



## SENSES Senses

A vehicle's **SENSES** rating indicates the quality of external scanners and sensors, including the pilot's audio and optics.



## FRIEND Friend

The **FRIEND** rating of a vehicle indicates a level of life support available if the vehicle is fitted for hazardous environments or space. It also indicates crew facilities, stealth, comfort and appearance.



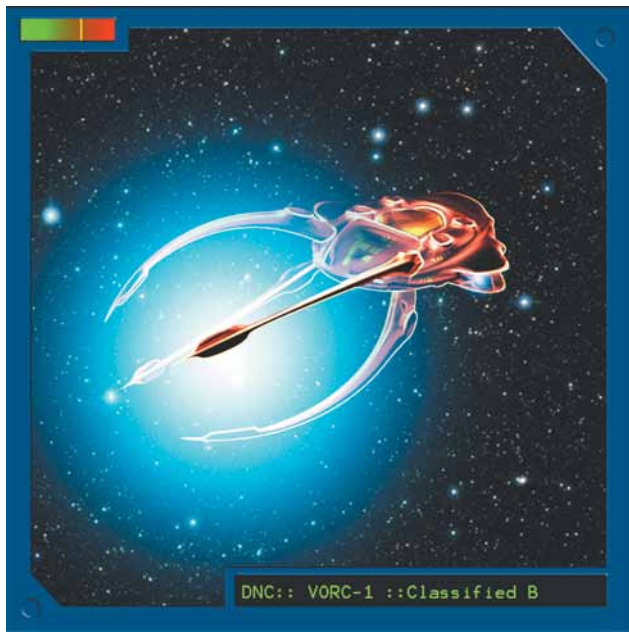
## LUCK Luck

**LUCK** can work the same way as a character's **LUCK**, providing a number of **LUCK** powercittes the vehicle can use during the game for rerolls.

## Vehicle's node

Most vehicles in **VANGUARD** have a computer to control the basic functions and running of the vehicle. The rules for the node are the same as any other and are covered under the hacking chapter (pg73).

A vehicle's **CHROMACORE** is equal to the **SMARTS** attribute. Each of the vehicle's upgrade programs begin at the same rating as its **SMARTS** attribute.



## VEHICLE TALENTS

Each vehicle can have 3 + **LUCK**, points to spend on talents. Each talent costs 1 point.

AIRLOCK

**DESCRIPTION**

**Prerequisite:** Life support talent

The vehicle is fitted with a secure airlock and can be hermetically sealed, relying on a life-support system (equal to the vehicle's **FRIEND** rating in hours). The airlock allows secure docking with most other space-fitted, hazardous environment or submersible airlocks.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

AI/SYSTEM

**DESCRIPTION**

The vehicle has a specially designed AI. This increases the vehicle's **CHROMACORE** by 1 and all upgrade chromafile programs by 1. The vehicle's brain type is listed as artificial.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### AMPHIBIOUS

**DESCRIPTION**

The vehicle is designed to travel both on land and water. Amphibious does not mean submersible and the vehicle is not airtight.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### CARGO LOADER

**DESCRIPTION**

The vehicle has a cargo loader that allows for negative atmosphere transfer of cargo. Most cargo loaders also involve a winch, lift or robotic arms to move the cargo on to the ship without the crew needing to leave the ship itself. May use auxiliary HP.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### ARMOUR PLATING

**DESCRIPTION**

The vehicle is protected with armour plating. This will increase the vehicle's **SOAK** rating. This talent may be taken multiple times increasing the overall **SOAK** value. May use auxiliary HP.

In addition, the vehicle's **RESIST** value is increased by an amount equal to the rating in this talent.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### CIS

**DESCRIPTION**

The vehicle is fitted with a Combat Information System. This allows for increased information in combat situations including firing solutions for HP, damage readouts, control of repids and increased tactical planning. The use of a CIS will increase vehicle **ATT** and **INITIATIVE** equal to the talent rating.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### BOOSTER

**DESCRIPTION**

The vehicle is fitted with a fuel-injection system that allows the vehicle an increased burst of speed. The vehicle's movement is increased equal to the talent rating. May use auxiliary HP.

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### DIAGNOSTICS

**DESCRIPTION**

A highly detailed diagnostics program has been loaded onto the vehicle, allowing for an increased level of detail, clarity and responses to vehicle handling and maintenance.

The rating of this talent can be added to any internal scan of the vehicle, repair check or pilot check when trying to determine information regarding the vehicle's status.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### CARGO BAY

**DESCRIPTION**

The vehicle has a cargo bay capable of storing cargo containers. The size of the bay is equal to the talent rating. This increases the total amount of load the vehicle can carry by a factor of +10 for every rating in this talent.

If using vehicle size rules, each rating in this talent increases the vehicle's size +1.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### DRONES

**DESCRIPTION**

The vehicle is fitted with a number of remote or pre-programmed drones. There are different types of drones available. For every rating in the vehicle's **FRIEND** attribute one type of drone can be chosen. Drones have the following statistics: Structure: 3, Size 1(0), Speed: 6

They move toward a pre-programmed target or via remote control. Their **CHROMACORE** is 1 and all upgrade chromafiles equal to that of their parent vehicle.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

## Drones

Vehicle drones come in three main types.

### Exploration

These drones amplify the signal of the vehicle's scanners and allow for increased telemetry, including geological and geographical area survey. The use of a drone doubles the vehicle's SENSES DP. These drones can also be used as remote LoS.

### Ghost

These drones project a signal identical to that of the parent vehicle and are used to confuse enemy vessels. As long as the drone remains unseen, its signal is indistinguishable from the original vessel.

### Payload

These drones are fitted with a military payload. Each drone has 1 hardpoint for mounting a standard platform weapon or piece of equipment. The hardpoint can be used to carry the equivalent of 10Ld.

E-SHIELD

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**DESCRIPTION**

The vehicle is fitted with an enhanced energy shield (usually a high-density stasis field). The shield grants an increased SOAK equal to the talent rating

Can use auxiliary HP.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

EXECUTIVE

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**DESCRIPTION**

The vehicle has been fitted with expensive accoutrements. The interior of the vehicle shouts prestige and the crew benefit from an additional BUF to stress defence, equal to the rating in the talent, while in the vehicle. Also, any social interaction carried out in the vehicle gains a similar BUF modifier to FRIEND DP, in favour of the crew.

Can use auxiliary HP.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

EJECTOR SEAT

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**DESCRIPTION**

The vehicle is fitted with ejector seats (1 per talent rating). If the vehicle is reduced to 0% structure all ejector seats activate. Once activated, the seats fire, launching the passengers a safe distance from the vehicle to avoid secondary damage. The seats are fitted with impact foam that forms a protective bubble and disintegrates upon safe landing. The seats are also fitted with buoyancy floats and microchutes. Passengers ejected lose all remaining tasks for the round the seats activated.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

HARPOINT

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**DESCRIPTION**

The vehicle has additional HP equal to the rating in this talent. These HP are considered manually operated. Manual HP can be operated by the pilot or crew as a task.

Additional HP will increase the vehicle's size +1.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

E-SCANNER

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**DESCRIPTION**

The vehicle is fitted with enhanced scanners, used to scan the region around the vehicle, usually up to 100km. It will identify all vehicles, obstacles, warp fissures and other anomalies; and will add BUF equal to the talent rating to any senses check.

Can use auxiliary HP.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

HEAT SHIELD

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**DESCRIPTION**

This talent is required to allow a vehicle to enter a planet's atmosphere. In addition, each rating in the talent will BUF any SOAK versus heat/plasma or energy damage.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### IT CAN TAKE IT

DESCRIPTION

The vehicle has a knack for working beyond its limits. When reduced to ~~4~~ structure the pilot can use this talent. When the vehicle is reduced to 0% structure after this talent has been activated, the vehicle can survive a further amount of damage equal to the talent rating, before being considered at 0 structure. Should the pilot cease piloting the vehicle or give control of the vehicle over to another pilot, the vehicle immediately breaks down.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### OPTICAL CAM

DESCRIPTION

The vehicle is fitted with optical camouflage, effectively masking the vehicle from sight, making it invisible to view, including thermal and ultraviolet. It will not conceal other signatures such as radiological signals. Once activated it lasts a number of rounds equal to the talent rating after which it needs to remain inactive for an equal number of rounds before being used again.

May use auxiliary HP.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### LIFE-SUPPORT

DESCRIPTION

The vehicle is capable of being hermetically sealed (essential for submersible or adverse atmospheric conditions, including space). Once sealed, it relies on a system of rebreathers to give continued life support to the vehicle's crew. The number of crew that can be supported is equal to:

Vehicle's **FRIEND** x talent x5.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### REPIIDS

DESCRIPTION

The vehicle is fitted with fast-acting repid nanites. Millions of microscopic robots act as a swarm to restore systems and hull integrity when damaged. When activated, the repids can heal ~~1~~ of damage or 1 point of integrity damage to an attribute. The rating in the talent is how many repid uses the vehicle has before replacements are needed, at a cost of 3D per replacement.

May use auxiliary HP.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### MED-DISPENSER

DESCRIPTION

The vehicle is fitted with crew medicitte dispensers, servicing a number of crew members equal to the vehicle's **FRIEND** attribute. The amount of medicittes the vehicle can dispense in total is equal to the vehicle's **FRIEND** x talent rating.

The dispenser works automatically to heal any damage to a serviced crew member currently at their station (seat).

May use auxiliary HP.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### RESERVE POWER

DESCRIPTION

For every rating in this talent a vehicle can temporarily overcome a point of integrity damage per round. The only attribute that cannot be temporarily repaired in this way is **TOUGH**. Only 1 point of integrity damage per attribute can be ignored at a time.

If an attribute is reduced to 0 then this talent cannot be applied to increase it back to 1.

May use auxiliary HP.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### MOBILE LAB

DESCRIPTION

The vehicle is fitted with a mobile laboratory. The rating of the lab is equal to the talent rating. A mobile lab allows for the lab rating to be added to any **SMARTS** check while using the lab.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### RESPONSIVE

DESCRIPTION

Every rating in this talent will add to a pilot's **ACTION** attribute for purposes of determining whether or not the pilot's **ACTION** is greater than that of the vehicle.

In addition, each rating in responsive allows for a number of crit die rerolls per game session relating to the piloting of the vehicle.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### SIGNATURE MOVE

**DESCRIPTION**

This talent works in the same way as the flourish character talent, only for vehicles. The vehicle, however, only has a single special manoeuvre that it can carry out. The details of the signature move are formalised with the GM. Those vehicles with tech sheets and signature moves have them written in notes.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### STEALTH DESIGN

**DESCRIPTION**

The vehicle has been specifically designed to cloak all its internal signals and to minimise its external signature. The stealth design of the vehicle increases the DC for opposed sensors to detect the vehicle equal to the talent rating. This only works for methods that don't include the natural sight of an observer.

May use auxiliary HP.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### SMUGGLER

**DESCRIPTION**

The vehicle has a number of concealed and anti-detection compartments for smuggling. For each rating in this talent 1Ld. of gear may be hidden on the vehicle. The DC to discover a hidden compartment is equal to the vehicle's FRIEND rating.

May use auxiliary HP.

If vehicle size rules are used then the additional Ld. for smuggling is translated into cargo (1 cargo = 10 Ld).

VANGUARD RPG © Tim Westhaven and Rook Westhaven

### TROOP CARRIER

**DESCRIPTION**

The vehicle is fitted to carry assault troops. For each rating in this talent a single crew member can leave the vehicle without the cost of a task and no loss of movement per round. This talent can be taken more than once to increase the number of troops deployed per round.

May use auxiliary HP.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

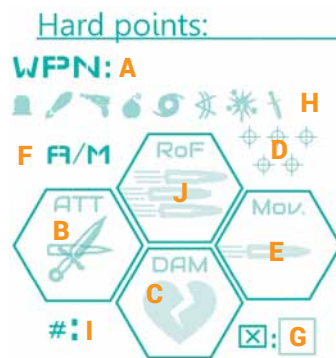
## COMPLETING DETAILS

### Weapons and hardpoints

The last main task for vehicle design is determining where to locate HP. HP not used for weapon mounts can be used for equipment.

#### Hardpoint weapon mount description

- A** The name of the weapon
- B** The weapon's attack bonus
- C** The weapon's damage rating
- D** The range of the weapon as per the combat rules (pg69) the fifth range is considered extreme. When used with the space combat rules\*, the values listed on the platform weapon table are for use with miniatures.
- E** If the vehicle is used in the space combat rules\*, this is the movement of a weapon's attack.



- F** HP are automated [A] or manual [M]. Automated HP are controlled by the ship's CHROMACORE or the crew. Manual HP require a crew member to be present to fire.
- G** Ticked if the weapon's magazine is empty.
- H** Indicate the type of weapon (see below).
- I** HP number. The number is then shown on the vehicle orientation template
- J** Weapon's RoF as per combat rules (pg67).

\* Space combat detailed in the expanded rule book

## Weapon type description

Weapon type icons from left to right:



ballistic (fires hard projectile), ordnance (missiles and rockets), energy (lasers, plasma and heat weapons), bomb (including mines), zone (affecting an area, such as EMP or gas), wave (pulse emitters, sprayed effects), countermeasures (sand, ice and anti-missile lasers, chaff and flares), collision (designed to be used in vehicle to vehicle collision).

## HARDPOINTS

Hardpoints are mountings where equipment, weapons or additional functions can be attached. The number of HP available to a vehicle is equal to its ENEMY attribute in addition to any talent bonuses.

A HP can support up to 6Ld. Platform weapons exceeding 6Ld require two or more HP, while those totalling 6 or less can be combined on the same HP.

### Auxiliary hardpoints

Talents that can use auxiliary HP can be purchased regardless of talent points remaining, providing there is an available HP. The cost is equal to that of the vehicle  $\text{D} + 1$  per talent rating. So to add the troop carrier talent at rating 1 to a Vulcor P-9 costs  $\text{D}4$  ( $\text{D}3 + 1$ ).

### Damaged hardpoints

Each point of integrity damage to a vehicle's enemy rating destroys a HP, making the turret (and weapons) on that HP inoperable.

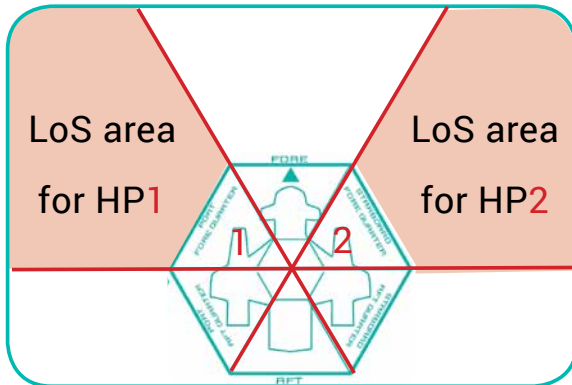
### Platform weapons

These are weapons that are too heavy to be carried by a single person. Ammunition for the weapon is considered as part of the HP and only runs out if the event of a crit failure.

PLATFORM WEAPON	D	🔫	♥	🎯	✖	📧	LD.	TECH	DESC.
Tsuba Starfire	8	8	20	24	¼	∞	10	🔫	Defence laser
SM-6 missile pods	4	5	6	6	1	6	5	🔫	Mov. 6
3S-5000	6	8	+6	24	½	∞	8	🔫	Beam laser
Harbinger 9000	7	6	14	24	1	20	10	🔫	Railgun
66W-PC 'Devil'	6	9	10	12	4	40	5	🔫	Particle cannon
Ram	3	2	mov.	-	1	N/A	4	🔫	Collision ram
M1-G 'midge'	3	12	8	8	1	12	4	🔫	Mov. 8
EM wave emitter	4	6	8*	6	¼	∞	4	🔫	*EM damage
JK-24 'Joker'	5	10	16	8	1	8	10	🔫	Mov. 8
N2 Naribaru	8	8	20	6	1	4	6	🔫	Mov.6, 8EM DAM
HR-K73	5	5	8	6	6	∞	4	🔫	Chaingun
14M3 'Zephyr'	6	6	8	10	14	14	6	🔫	Missile launcher
AM Strobe	5	5	NA	6	1	∞	2	🔫	Anti-missile
Sand caster	3	4	5	6	1	6	6	🔫	Sand caster
Flash and Chaff	3	5	NA	6	1	6	2	🔫	Anti-missile

## Hardpoint location

The vehicle orientation template on the tech sheet is used to mark the location of numbered HP and indicates arcs of fire.



The central bisected hex indicates top or bottom turret with 360° fire arc. All other fire arcs are indicated by the segment lines extended out from the centre of the vehicle. With any target in front of the segment edge within LoS of that fire arc.

At the GMs discretion a platform weapon could fire into an adjacent segment, outside its normal LoS, without the weapon ATT value added to the DP.

## CUSTOMISATION

In addition to talents, there are a number of mundane additions and technical customisations that can be applied to the standard vehicle to make it better or personalise it to the owner. These customisations must be purchased separately and take up a number of HP as indicated beside the item.

**CAL-MER INC.**

SAFETY FIRST

- Collision cage (D4) (HP0)**  
A simple collision cage fitted to the vehicle. Reduces collision DAM against the vehicle by 1.
- Impact foam dispenser system (D6) (HP1)**  
Upon collision resulting in the vehicle's structure reaching 6✖, high-impact foam fills the crew area protecting all crew members from damage. Seconds after impact, the foam disintegrates into powder. Crew gain +4 SOAK to ignore damage.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

**KAIJU**

YOUR FUTURE NOW

- G-Pulse field engine (D8) (HP1)**  
Allows anti-gravity movement up to 300m (~900ft) vertically from normal gravity. Will not disrupt ground.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

**MEDICORP CT**

OVERCOME ADVERSITY

- Medbed (D4) (HP1)**  
A portable medical gurney fitted with medical diagnostic equipment (as ODIN) and medicitte dispenser (capable of holding up to 10 packets).
- Mobile surgery (D8) (HP3)**  
The vehicle is fitted with a mobile triage and operating theatre. The theatre has 3 Medbeds, a medicitte dispenser (capable of holding up to 30 packets). Will double SMARTS DP for first aid.

VANGUARD RPG © Tim Westhaven and Rook Westhaven

BASE UNIT COST	D	Description
350-ZR	4	Commuter vehicle (amphibious)
AGATE carrier	9	Anti-gravity troop carrier
BR-C45	7	Commuter shuttle
Karominsk 89 MkI	5	All terrain hopper
Vulcor P-9	3	Light commuter skimmer
Warmonger	8	Military assault vehicle (amphibious)





## TACHIO MATER

LOOK FAR



### □ Optics pod (D5) (HP1)

Contains a number of optical enhancements [LI, IR, UV, X-ray, Magnetic telemetry.

### □ Forward Observation pod (D5) (HP1)

x200 zoom scope, laser microphone, laser targeter.

### □ Spotlight (D2) (HP0)

Bright, directional light, up to 200m clear. Various colours available.

VANGUARD RPG © Tim Westhaven and Rook Westhaven



## SALIENT TECH

HARD AS THE WORK YOU DO



### □ Winch and pulley (D3) (HP1)

With stationary drop mountings for stability, can pull up to 3x vehicle's TOUGH in cargo. Without mountings can pull up to 1.5x vehicle's TOUGH before vehicle is moved from position.

### □ Life balloon (D4) (HP1)

These inflatable spheres are used as emergency lifeboats for ocean and space. Airtight they have EP4 shielding and LS6 for up to 5 average persons.

VANGUARD RPG © Tim Westhaven and Rook Westhaven



## PLC TECHNIC

ADVANCED PRECISION



### □ Seismic scanner (D3) (HP1)

Gives an visual readout of motion in 360° up to 200m. Must be touching ground to be effective.

### □ Cargo loader (D [1.5 x rating]) (HP [rating])

Acts as the talent of the same name.

### □ Long range finder, laser targeter (D4) (1Ld.)

Direct LoS laser targeter (+2ATT) up to long range. Can act as laser painter for non-LoS fire.

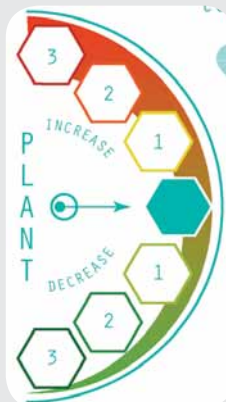
VANGUARD RPG © Tim Westhaven and Rook Westhaven



## VEHICLE TECH SHEETS

On the following pages are the tech sheets for a number of vehicles. These vehicles are common in the Confederation. Customised variants are also common and can easily be achieved by swapping talent ratings, HP mountings and customised modifications.

## VEHICLE PLANT



Vehicles that have a crew of 15+ require engines and generators far beyond that of an ordinary transport vehicle; in combination, these are referred to as plant. The plant dial (shown above) allows the crew to alter the power output of the vehicle's plant, increasing or decreasing it, as desired. A vehicle's plant output can be raised or lowered from 1 to 3 levels, each with a corresponding effect.

### Increasing plant output

Sometimes the crew can increase the power output of a vehicle's plant in order to compensate for lost efficiency from damage or to try to push the vehicle to its maximum potential. For each point of increase, one of the vehicle's main attributes is temporarily increased by 1. This can increase them beyond their base value or offset integrity damage. Increasing plant output (into the red) increases the vehicle's current stress level to the same degree. Doing this can be risky and have serious consequences.

### Lowering plant output

Lowering the output of a vehicle's plant can offset any current vehicle stress by an equal amount. For every point of reduced plant output, the vehicle reduces one of its attribute ratings. However, due to reduced energy readings, the vehicle is harder to detect on scanners. Any DC to detect the vehicle suffers an increase equal to the reduced plant output rating. So if the plant is reduced by 2 then the DC to detect the vehicle is increased 2.

NAME: \_\_\_\_\_

2 **TOUGH** 2

3 **ERIEAD** 2

1 **SENSES** 1

1 **SMARTS** 1

2 **Size**

0 **CLOAK ARRAY**

2 **ANALYSE PROBE**

2 **ENCRYPT PROCESS**

2 **SOAK**

-1  
-2  
-3  
-4  
-5  
X!X!

2 **Resist**

3 2 1  
INCREASE  
PLANT  
DECREASE  
1 2 3

**BRAIN TYPE**  
 UTILITY ○  
 ARTIFICIAL ○  
 SYNTHETIC ○

2 **DEFENCE BARRIER** 2

1 **Core**

2 **DECRYPT DECOY**

0 **ATTACK ARRAY**

1 **Replids**

CIN: - - - - -

MODEL #: P

TYPE: Motorite 350-ZR

STRESS MOD 2

Init. 2

Collision

ATT DAM

**F0BE**

POINT POINT

STABILISING POINT

ATT

Hard points:

**WPN:**

A/M RoF

ATT DAM Mov.

#: [X] [ ]

**WPN:**

A/M RoF

ATT DAM Mov.

#: [X] [ ]

**WPN:**

A/M RoF

ATT DAM Mov.

#: [X] [ ]

**WPN:**

A/M RoF

ATT DAM Mov.

#: [X] [ ]

**CUSTOMISATION/NOTES**

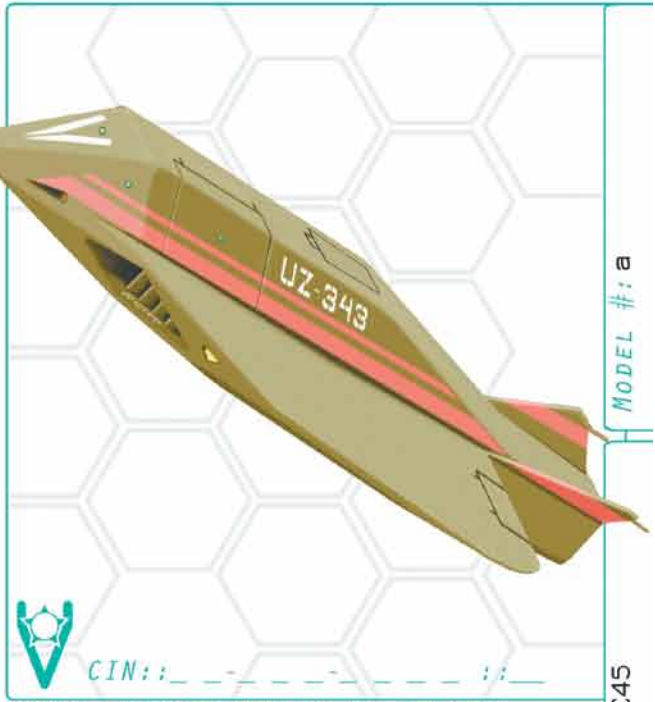
REPID breeder (as per talent rating 1)

The 350-ZR is a common commuter vehicle throughout Confederation territories. Seating 4 in comfort, the ZR can be used on ground and calm water. The Velor-Roak patented wheels provide good ground traction, improving the vehicle's handling considerably.



TALENTS: BOOSTER 1, EJECTOR SEAT 2, HEAT SHIELD 1, LIFE SUPPORT 1, IT CAN TAKE IT 1

NAME: \_\_\_\_\_



CIN: \_\_\_\_\_

MODEL #: a

TYPE: BR-C45

**CUSTOMISATION/NOTES**

REPID breeder (as per talent rating 1)

Optics pod

The BR-C45 was Byos-Rise's entry into the space aeronautics industry and proved a great success. While short on luxury, this efficient and reliable shuttle craft has become a common sight throughout Confederation territory and is much loved by maintenance crews for its solid engineering and ease of repair.

Used not only to ferry crew from ship to ship in outerspace it is also used planet side as a long-range orbital transition shuttle by private and corporate interests. Executive versions exist, but those who can afford it are more likely to trade up to the BR-C9.

**Model H** of the C45 is military and typically fitted with optical pod, laser painter, missile pods and energy shield. Assault versions (model HA) have airlock seal and troop carrier talents for breach and board operations against hostile ships in space.

**Hard points:**

<p>WPN: AM strobe</p> <p>ATT: 6, RoF: 1, DAM: NA, #: 1</p>	<p>WPN: Flares/Chaff</p> <p>ATT: 5, RoF: 1, DAM: NA, #: 2</p>
<p>WPN:</p> <p>ATT: 6, RoF: 1, DAM: NA, #: 1</p>	<p>WPN:</p> <p>ATT: 5, RoF: 1, DAM: NA, #: 2</p>
<p>WPN:</p> <p>ATT: 6, RoF: 1, DAM: NA, #: 1</p>	<p>WPN:</p> <p>ATT: 5, RoF: 1, DAM: NA, #: 2</p>





TALENTS: AMPHIBIOUS 1, ARMOUR PLATING 2, CIS 1, LIFE SUPPORT 1.

NAME:

6 TOUGH 4  
 FRIEND 6 ACTION  
 2 LUCK 4  
 SENSES 3 ENEMY  
 3 SMARTS 6  
 2 Size 3

BRAIN TYPE  
 UTILITY ○  
 ARTIFICIAL ○  
 SYNTHETIC ○

3 DEFENCE BARRIER 4  
 3 CLOAK ARRAY 2 CORE 3  
 3 ANALYSE PROBE 3 ATTACK ARRAY  
 3 ENCRYPT PROCESS 1 Repids

Soak 8  
 -1  
 -2  
 -3  
 -4  
 -5  
 x!x!

Resist 8

PLANT  
 INCREASE  
 DECREASE



MODEL #: B  
 TYPE: Velor-Roak Warmonger

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STRESS MOD 4  
 Init. 4  
 Collision  
 ATT DAM  
 FDBE  
 4 1 5  
 3  
 RPT

**CUSTOMISATION/NOTES**

REPID breeder (as per talent rating 1)  
 Long-range finder, laser targeter (+2ATT with 3S-5000).  
 The VR Warmonger-B added a crane arm to the main turret, allowing the warmonger to fire from a hull-down position over covering terrain. When in such a position the turret counts as a size 1 target for attacking purposes.  
 The warmonger is common in Confederation military units and well liked for its versatility, resilience to damage and low maintenance.  
 Fitted with life support and capable of amphibious travel, it has been deployed across the known galaxy and is often purchased by corporate security forces as a patrol and perimeter defence vehicle.  
 The warmonger's main armament is the 3S-5000 beam laser. Making use of the long-range laser targeter, the 3S-5000 tracks its target, doing increasing damage each attack; offset by its reduced rate of fire.

**Hard points:**

**WPN: 3S-5000**  
 A/M RoF 1/2 Mov. 11  
 DAM +6  
 #: 1+2

**WPN: 66W-PC 'Devil'**  
 A/M RoF 4 Mov. 10  
 DAM 10  
 #: 3

**WPN: AM strobe**  
 A/M RoF 1 Mov. 6  
 DAM NA  
 #: 4

**WPN: AM strobe**  
 A/M RoF 1 Mov. 6  
 DAM NA  
 #: 5

**WPN: HR-K73**  
 A/M RoF 6 Mov. 6  
 DAM 8  
 #: 4

**WPN: HR-K73**  
 A/M RoF 6 Mov. 6  
 DAM 8  
 #: 5

# ENCOUNTERS

## THERE'S SOMETHING OUT THERE

Whether it's meeting a salvage merchant to sell scrap or running into a band of slaver pirates, Vanguard's stories are populated by many more individuals than the players' characters. These other personalities, droids, creatures and aliens are referred to as non-player characters (NPCs).

The following pages will provide you with some examples. These, alongside the droids from the droid chapter, can be used as templates to build interesting encounters quickly.

Not every encounter the PCs have has to be thought out in too much detail. It all depends on how much time the players will spend in dealing with the encounter; are they facing off against a squad of nameless pirates or dining with the pirate captain?

### Special NPCs

Every good story has special characters the main characters meet – the seductive villain, the overbearing criminal boss, the hardened law officer, the burnt-out soldier – these and many more are what make memorable stories and giving life to them beyond just a template is important.

Special NPCs should have a back story, just like the PCs, and unique talents, weapons, armour, gear and vehicles to help make them memorable.

The best way to create a special encounter is to tailor it to your story. In these cases, you can fill in the NPC's attributes and work through character creation the way you would with a player character, increasing talent points, access to gear etc to indicate the character's level of experience, skill, wealth and influence.

Special NPCs should always have at least one outstanding attribute [6] and talent; this will provide focus and direction for your interactions with the PCs.

## Quick NPC creation

The quickest way to create NPCs on the go or in preparation for a game session is to use the playing cards. First gather all the cards and separate them into species, vocation, talents, assets, gear and abilities.

### Attributes

Before drawing any cards roll 7D6 and allocate the results to the NPC's attributes.

### Species and vocation

Randomly select a species playing card and a vocation playing card.

### Talents and gear

Draw a number of talent cards equal to the NPC's LUCK attribute and a number of gear cards equal to the NPC's vocation-related attribute. Talent ratings can be determined with a D6.

### Abilities

If you've drawn the esper talent card or have decided to make the NPC an esper then draw a number of ability cards randomly (make sure they're not separated into their schools) equal to the esper's SENSES attribute. These cards will determine the esper's known schools (the same school as the drawn ability). If more than one ability from the same school is drawn the esper has an additional rating in that school.

### Assets

For an NPC with assets, draw a number of cards from the assets pile equal to the NPC's FRIEND attribute, reinserting and shuffling the pile each time. Each time an asset is drawn the NPC has a rating in that asset.

## The bare bones

When you're creating NPCs on the fly don't make work for yourself – only define what you need to know to use the NPC. If all the players are going to do is talk to the NPC, roll the NPC's FRIEND and SMARTS attributes – they won't need weapons and armour if all they're doing is talking.



## EATER OF WORLDS

The tanarii appeared with no warning, suddenly in orbit above Ashen. It is surmised they came from warp space, an assumption backed up by their advanced warp technology.

The majority of eye witnesses say the tanarii are insectoid, but there have been enough dissenting reports to indicate a range of physical forms. Whether these are different developmental stages of the same species, related species or different species is yet to be determined.

What is known is that the most common sightings of tanarii describe hard-shelled beetles, with four eyes, mandibles, six main limbs and two proto-limbs connecting to the lower thorax. Often the upper thorax displays a pronounced growth, like a horn or horns.



### Alchta – tanarii soldier

The alchta is the most commonly encountered tanarii and appears to be their foot soldier. Standing approximately 1.9m tall when erect, the alchta favours bipedal or quadrupedal movement.

Protected with light armour that complements their natural chitinous shell, they have been found with a range of weaponry from warp energy blasters to mono-atomic-bladed melee weapons.

Their initial assault on Ashen saw the Confederation's capital Varmisk shattered as the tanarii vessel, the Ghu or 'world-shaker', rammed its spear-like hull deep into the ground at the very centre of the city. The size of a mountain, the Ghu devastated the inner city and the collision shockwave flattened many of the surviving buildings up to 50 kilometres (31 miles) away.

From within the hull of the giant vessel, thousands of VORC carriers and Arkoon fighters darted across the darkened sky, leaving glowing warp-energy wakes. Shortly after, survivors within the city came under attack by hundreds of thousands of alchta, xolts and tckt walkers. Meanwhile, above Ashen, the tanarii annihilated the Confederation home fleet and Fort Yavaros on the moon. The majority of satellites and orbital habitats were likewise

destroyed, eliminating the hope of help for those on the ground.

While a number of surviving Confederation military units and bases were able to scramble and mount a counter-attack, they were out-numbered and disorganised since the Confederation military headquarters was destroyed in the initial attack on Varmisk city. Soon, the responders were engaged in a desperate close-quarter war in the ruins of Varmisk.

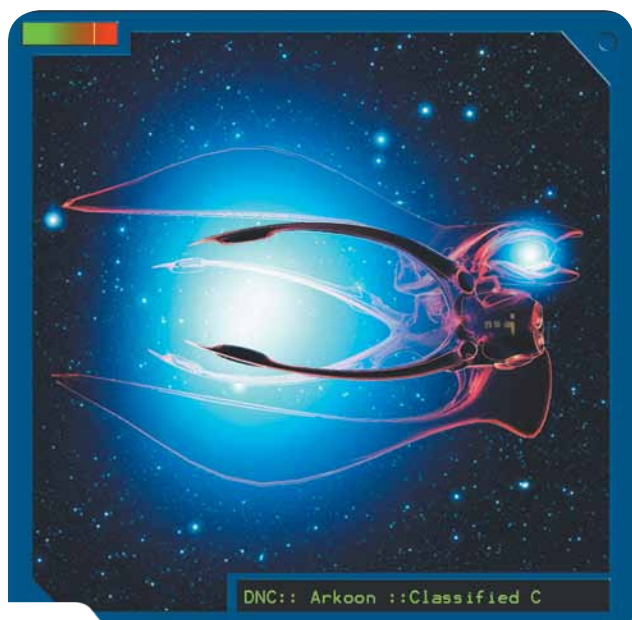
## Close encounter

There has only been limited contact with the tanarii in the form of esper telepathy on an emotional level, indicating a higher life form with sentient thought, higher cognitive functions and emotions. It is presumed they communicate by telepathy, although xenobiologists speculate that they may also use pheromones and vibrations, similar to insects of Ashen.

It is still unclear what they eat, although they are a carbon-based lifeform that requires oxygen and water. However, they do not appear to have circulatory or respiratory systems similar to any of those previously encountered. It is thought they see in the visible and UV spectrum.

## Alien menace

The tanarii are designed as the main threat to the galaxy the characters live in. In your game they could form an enemy force that must be overcome either through combat, cunning or even negotiation; or a combination of all these methods.



### Arkoon – tanarii fighter/interceptor

The arkoon appears to be a single-pilot, high-speed, fighter/interceptor craft.

As with all tanarii vehicles encountered so far, the arkoon seems to be powered by a warp displacement generator that doubles as the fighter's main armament. Secondary armament is

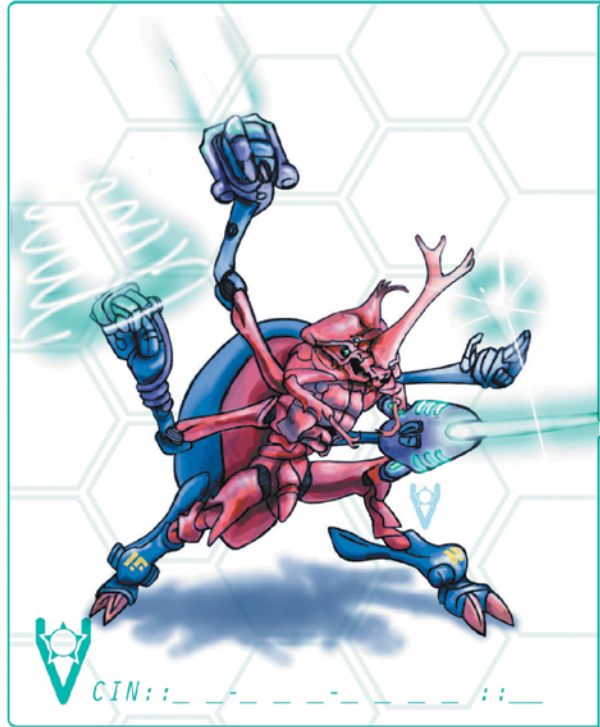
in the form of two warp bolt throwers capable of firing guided warp-bolt missiles.

While lightly armoured, the arkoon displays a standard tanarii warp field.

The arkoon is typically seen moving in squadrons of 3 or more vehicles.

NAME: Alchta (soldier)

3	TOUGH 3	3	Soak 6
FRIEND 1	3	ACTION 3	♥ -1
SENSES 3	LUCK 1	3	♥ -2
Power 6	3	ENEMY 3	♥ -3
Stress 3	SMARTS 3	3	♥ -4
Core	3	Init. 3	♥ -5
MELEE 2	ATT 3	Resist	♥ KO xx
DAM	LS		



SPECIES: TANARII

TYPE: XENIFORM

NOTES:

**Multidextrous talent:** If armed with more than one weapon, ENEMY DP for attack can be divided among visible targets and assigned to each weapon, adding the weapon's ATT rating for final attack DP. The tanarii have four dextrous limbs, allowing for up to four separate attacks.

**Alchta:** The alchta are the most commonly encountered tanarii lifeform. The main, frontline soldiers of the tanarii the alchta are lightly armoured and move in groups of 4-6 with speed and efficiency. For more information on the tanarii see expanded rule book.

**Tanarii:** These insectoid/crustacean alien lifeforms have begun an invasion of the known galaxy. Their first act of aggression turned Varmisk city into a battlefield. They have landed on other planets and have begun extensive mining operations looking for something.

ABILITIES/WEAPONS/ARMOUR/GEAR/

**Warp bolter**

These weapons fire concentrated warp energy in a blast that can burn through most matter.

**Delta-wave pulser**

Delta-wave damage reduces a target's tasks instead of ♥, POWER is used to SOAK damage. If damage >6 then KO.

**Sink grenade**

The use of these grenades creates a localised warp sink that crushes everything within the AoE together with terminal force.

**Warp ribbon emitter**

A hand-held warp generator that emits a thin band of concentrated warp energy in a broad ribbon. Used by the tanarii as both a cutting (CC) weapon and a defensive shield; used to parry incoming attacks the tanarii can add the ATT of the ribbon to their defence against a single attack per round, per ribbon emitter held. Some specialist assault alchta carry four ribbon generators to use in close combat.

**Alchta armour**

The standard armour issued to tanarii forces covers the extremities while leaving the central torso protected by the tanarii's own chitinous exoskeleton. The shell is also covered by a thin armour plate. It appears that helmets are only worn by special members (unit leaders, scouts, assault troops etc).

Soak 3
--------

WPN: Warp bolter

A/M	RoF 1	Mag. ∞
ATT 3	DAM 3	
FoE: 3		

WPN: Δ-wave pulser

A/M	RoF 3	Mag. 30
ATT 3	DAM 3	
FoE: 3		

WPN: 0-point grenade

A/M	RoF 1	Mag. 1
ATT 5	DAM 6	
FoE: 6		

WPN: Warp ribbon

A/M	RoF 1	Mag. 30
ATT 4	DAM 6	
FoE: 6		

WPN:

A/M	RoF	Mag.
ATT	DAM	
FoE:		

WPN:

A/M	RoF	Mag.
ATT	DAM	
FoE:		

NAME: Grok



SPECIES: GROK

TYPE: XENIFORM

**NOTES:**

**Adaptable talent:** They have a preternatural ability to adapt to almost any environment. Groks have a 6BUF to EP.

**Death-lunge:** If the grok reaches KO health with a target within 3 paces, the grok gains a free bite attack out of initiative sequence.

**Grok:** Groks were taken from their homeland as an oddity, but quickly became a scourge on the galaxy with their propensity for procreation. Their insatiable appetite and short temper found them favour among the predators who began using them as attack and guard animals.

**ABILITIES/WEAPONS/ARMOUR/GEAR/**

**Grok skin**

Grok skin is some of the most resilient and fast-healing skin known to exist. Capable of withstand damage from open flame and even acid. In addition, the grok's blood carries with it a high concentration of platelets that flood to the surface of any open wound, sealing the wound and preserving the skin's integrity. Attempts to replicate grok skin and blood have so far failed, the skin is sought after as a form of light armour and the blood is used by some predator packs to seal wounds.

**WPN: Bite**

**WPN: Claw**

**WPN:**

**WPN:**

**WPN:**

**WPN:**

NAME: Spaceworm [adult]

Stat block for Spaceworm [adult] showing various attributes in hexagonal icons:

- 6 (Strength)
- 6 TOUGH
- 6 (Action)
- 6 Soak
- 1 FRIEND
- 3 LUCK
- 6 (Action)
- 3 SENSES
- 6 ENEMY
- 3 Power
- 1 SMARTS
- 6 (Action)
- 3 Stress
- Core
- 6 (Action)
- 3 Resist
- MELEE
- 3 (Action)
- 6 (Action)
- 3 (Action)



SPECIES: WORM

TYPE: XENIFORM

NOTES:

**Size matters:** The above attributes are for a sizable (12m long) spaceworm, but they can be found ranging up to 400m (or larger). The GM should increase TOUGH or resist attributes upward or downward to represent a change in size.

**Crush:** The size of spaceworms makes them dangerous even if they are non-aggressive. Their mass alone can crush or kill the unwary. A worm can use its body to thump a target or entwine and constrict a target similar to a boa-constrictor. Crush weight should be equal to TOUGH+resist.

**Spaceworm:** Spaceworms come in a variety of shapes, sizes and physiological forms. Some are slug like and ooze acid, others are like millipedes and are non-aggressive, while others have lamprey like forms and are voracious. The GM should use their imagination in thinking up new worms.

ABILITIES/WEAPONS/ARMOUR/GEAR/

Maw

Some spaceworms have teeth or bone-like ridges they use to grind their food; combined with the size of the worm and their strength, a single bite from a spaceworm can take off a limb. The largest worms can even bite their way through a ship's hull (8DAM).

Acid

Some space worms exude, spit, spray or explode on death, expelling an acidic liquid. Exude is a CC attack, spit a ranged attack, spray and explode an AoE attack.

Claws, spines, plates

A few spaceworms encountered possess pseudolimbs with claws, spines or plates with which they can attack a target in CC. In some cases, they have quill-like spines that can be flicked at a target as a missile weapon. The RoF of such projectiles is left to the GM to determine.

Poison stinger, fangs, gas

Some spaceworms possess venomous stingers, bite or can release a poisonous cloud. Most such poisons are either paralysing in effect (DC6 vs TOUGH, paralysed for a number of rounds per result less than the DC) or anaphylactic, resulting in death (on a successful attack, DC6 or 5DAM, TOUGH SOAK only).

Pseudolimbs

A few spaceworms encountered have limbs extending from their central torso that can be swung in close combat. Each pseudolimb grants the spaceworm an additional task autonomous of the trunk.

WPN: Maw/bite

Weapon stat block for Maw/bite:

- A/M
- RoF: 1
- ATT: 4
- DAM: 5
- Mag: 8
- FoE: 5

WPN: Acid

Weapon stat block for Acid:

- A/M
- RoF: 1
- ATT: 4
- DAM: 3
- Mag: 3
- FoE: 6

WPN: Claws/spines

Weapon stat block for Claws/spines:

- A/M
- RoF: -
- ATT: 4
- DAM: 4
- Mag: 1
- FoE: 4

WPN: Stinger/fang

Weapon stat block for Stinger/fang:

- A/M
- RoF: 1
- ATT: 3
- DAM: NA
- Mag: -
- FoE: NA

WPN:

Empty weapon stat block:

- A/M
- RoF: -
- ATT: -
- DAM: -
- Mag: -
- FoE: -

WPN:

Empty weapon stat block:

- A/M
- RoF: -
- ATT: -
- DAM: -
- Mag: -
- FoE: -

**NAME:** Pretador space pirate/slaver

4	TOUGH 4	6	Soak 4
FRIEND 1	LUCK 1	ACTION 3	-1 -2 -3 -4 -5 KO
SENSES 2	SMARTS 2	ENEMY 4	Init. 4 MELEE 2 ATT 2 Resist -
Power 2 Stress	Core -	LS	



SPECIES: Various

TYPE: Pretador

**NOTES:**

**Die hard talent:** The natural savagery of the pretador species makes them not only eager to fight but eager to win. Once per session (per rating) the pretador can ignore all health penalties up to their ENEMY attribute rating while fighting an opponent until the end of the combat.

**Pretadors:** The pretadors consist of a number of species, mostly from the equatorial and southern hemisphere of Ashen; including the vulpine, ferreal, vermen, howlers and beorn. The pretador species are covered in more detail in the expanded rule book.

**Ill will:** Due to the long standing enmity between the varmint and pretador species all pretadors suffer 1SAP FRIEND with varmint but 1BUF ENEMY when trying to intimidate.

**ABILITIES/WEAPONS/ARMOUR/GEAR/**

**ODIN**

Not all pretadors are excluded from the Confederation and some vulpine, vermen and ferreal manage to gain access to Confederation citizenship. This provides them access to an ODIN. If they then turn to crime and are identified, their ODIN signal will be blocked to the spectrum; but until then they can use it like anyone else.

**Weapons, armour and gear**

Most pretador pirates and slavers will have gathered a collection of gear from Confederation victims or pillaged sites. Most of it is low-level gear (3D) accessible to the majority of Confederation citizens, including patrol dress and arc harness. The officers, overseers and captains of pretador crew should have one or two pieces of exceptional gear (5D) to indicate their elevated status. SOAK value shown does not include armour.

As space travellers, all space pirates or slavers have rebreathers as a minimum if not vacuum suits and LS kits.

The toughest and best fighters on the crew, are designated as breach and board gangs. These will be issued with ZOG armour or armour that can be worn over a vacuum suit; and carry the best weapons available.

**Espers**

It is not unheard of for pretadors to study at the esper collegium in Elebrue, training them to be proficient in the esper schools. It is also possible that they receive unorthodox training from elsewhere to allow them access to esper abilities.

**WPN: Combat blade**    **WPN: M6 pistol**

ATT 2	RoF -	DAM 2	Mag. ∞
FoE: 2			

ATT 4	RoF 1	DAM 3	Mag. 3
FoE: 6			

**WPN: APG 20mm gren.**    **WPN: Scattergun**

ATT 3	RoF 1	DAM 3*	Mag. 1
FoE: 3*			

ATT 3	RoF 1	DAM 4	Mag. 12
FoE: 4			

\*x2 in confined space

**WPN:**

ATT 2	RoF 1	DAM 2	Mag. 1
FoE: 2			

**WPN:**

ATT 2	RoF 1	DAM 2	Mag. 1
FoE: 2			

# EXPERIENCE

## EXPERIENCE POINTS

The player characters will have many adventures, and each will give them ideas on how to approach similar situations going forward. We represent this development of the character's skills and abilities through the awarding of experience points (XP).

### Gaining XP

There are a number of ways characters can gain XP. First there is the reward for succeeding or failing spectacularly – because both teach us something.

#### Crits

Whenever the character achieves a crit (success or failure) they gain a point of XP.

#### Powercittes

At the start of the session, a number of powercittes are placed in the middle of the table for the players to use. Any powercittes left over at the end of the game grant each player an equal number of XP. If there are 3 powercittes at the end of the game, each player's character (PC) gains 3XP.

#### Player donated

To recognise the benefits of PCs talking over their experiences, suggesting better methods of dealing with situations and building the confidence of their friends and allies, each PC is allowed to donate a number of their own XP to the other PCs at the end of the game session. The total donated cannot exceed the character's FRIEND rating and any donations are immediately removed from the donor's total.

#### GM granted

The GM should award individual players XP for:

- Good roleplay and characterisation
- Adding to the story experience (drama)
- Adding humour (appropriate)

## Spending XP

XP can be used to improve a number of the character's aspects: attributes, talents, assets etc. In order to spend XP, the character must have some time to reflect on their experiences. They can normally only attempt to advance during quiet times in the game or at the beginning or end of a game session.

The GM decides on one of two methods to allow the characters to advance.

### Automatic method

Automatic advancement means that the characters can spend an amount of XP to improve. The cost of improving depends on the aspect being raised.

The automatic method is recommended for young or new players as it assures their advancement without risk.

ASPECT	XP COST DESCRIPTION
Attributes	next rating x10*
Talents	next rating x5**
Assets	next rating x4***

\* Only the 7 main attributes can be raised. Attributes may go above 6 if the character has a species or talent bonus that increases an attribute. If this is the case the bonus does not apply to the total for maximum rating purposes.

\*\* New talents can be purchased, but only those that have more than 1 rating. For example, prodigy talent, cannot be purchased after character creation.

\*\*\* Only those assets that the character already has can be improved this way. Only the GM can award a character access to a new asset, typically this only happens after events in the story would give the character access to a new asset.

### Dice pool method

This method is much riskier as there is no guarantee of success; it is not recommended for use when playing with new or young players. It does, however,

give the added bonus of being able to improve much quicker (with luck) and also the possibility of lower XP cost when improving.

It works the same way as making a roll for any other DC: in this case, the DC is the desired rating and the DP is formed of XP.

The player decides the amount of dice to draw from their total XP pool. However, once they have decided, the amount cannot be modified or altered. If the attempt is unsuccessful and the character has enough XP for another attempt then they may do so.

As with the automatic method, only the seven main attributes can be improved.

Acquiring new talents in this way requires a DC6. Current talents that can be improved can be rolled for the same as an attribute.

Only assets the character already has can be increased. The desired rating forms the DC required the same as an attribute.

LUCK and XP cannot be used to MOD or BUF or reroll an XP roll.

#### EXAMPLE

A character wishes to raise their SMARTS from 3 to 4 – the required DC is 4. They currently have 11XP. They roll 7 dice from the possible 11 achieving the following results: 3, 4, 2, 5, 5, 2, 4.

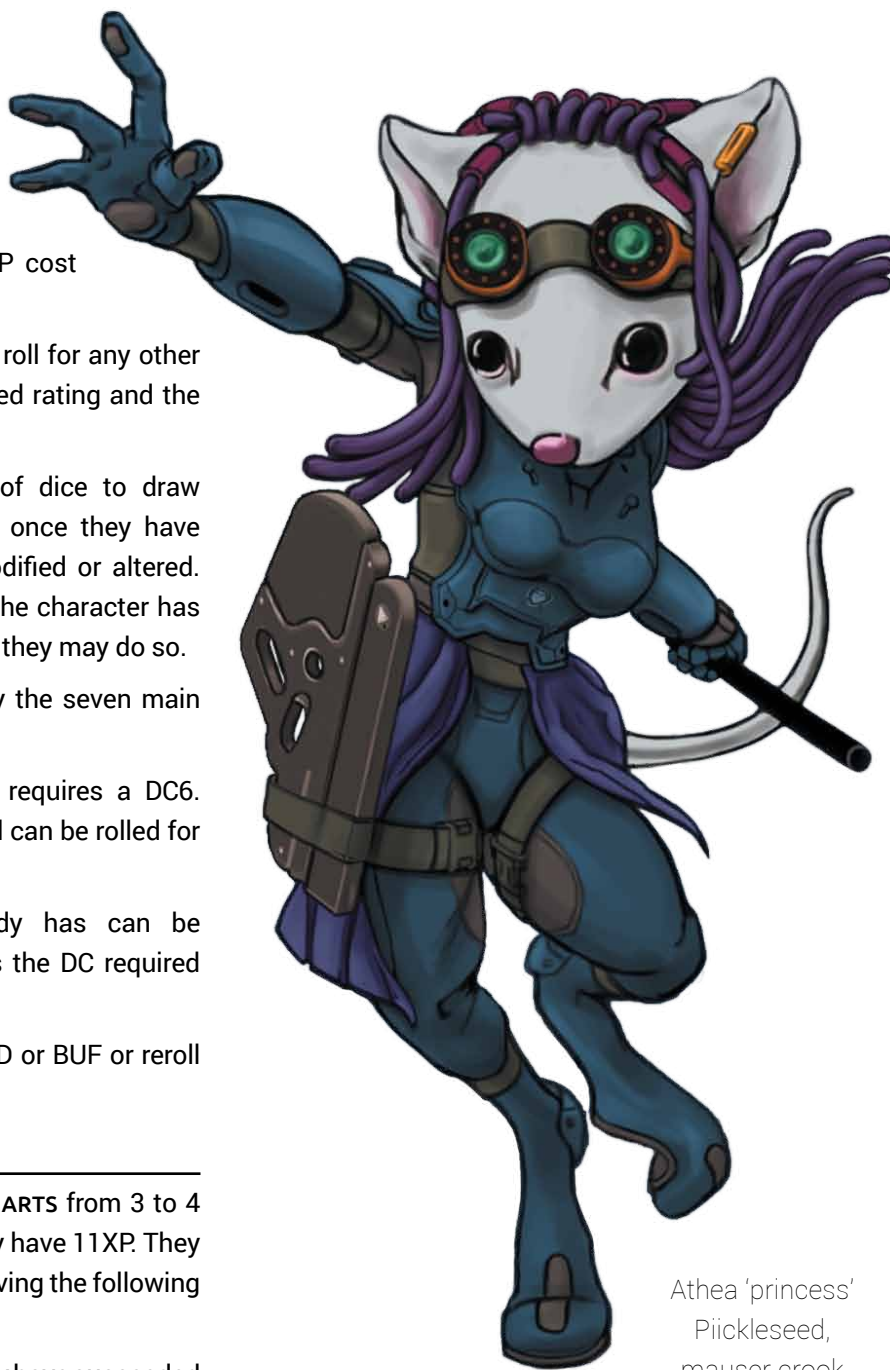
As they needed 4 successes at 4+ they have succeeded and their SMARTS attribute is raised to 4. They have 4XP remaining.

## Training

If the characters are able to find a tutor or teacher (teacher vocation) willing to train them they can gain the following benefit to XP advancement cost:

- -1 to automatic method cost multiplier
- +1MOD to DP method roll

The teacher must have at least 2 ratings higher than the character's current rating for the benefit to apply.



Athea 'princess'  
Piickleseed,  
mauser crook

The teacher may require payment (in £, or other means) before they'll teach the character.

## DP rerolls and BUF

XP can be spent at any time during play to BUF a roll. The total amount that can be spent on a single DP should not exceed the character's LUCK attribute. The same goes for spending XP to reroll dice. However, this can be done in addition to XP spent on BUF.



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