

FRAGGED

FRAGGED EMPIRE



Introduction

Overview

Fragged Empire was developed over 3 years ago and during this time we have learned a lot about the potential for this rule system. Especially after the creation of 3 new settings: Fragged Seas, Fragged Kingdom and Fragged Aeternum.

This PDF pulls together a number of our new rules and ideas from these new Fragged setting books and adapted them to the science fiction setting of Fragged Empire.

This PDF is a living document that will be updated over time, with the hope that it will form the foundation of not only a new Fragged Empire book, the Exploration Archive, version 2.0 of the Fragged Empire Core Rule Book and the possible development of a Fragged Organised Play system.

The Core Rule Book can be purchased from our website:
www.fraggedempire.com

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Races

Tolatl

See Fragged Kingdom pg: 47 for a full write up on the Tolatl within the context of that fantasy setting.

The small Tolatl were created to be sentient tools and servants for the Archons, with specific breeds of Tolatl being bred for specific roles. Their bodies also have a built-in failsafe that prevents them from being biologically altered by non-Archons, through self-destruction.

Half-Bloods

Most sentient races are able to breed with each other, though their non-Nephilim offspring are naturally sterile (a system implemented by the Archons to prevent uncontrolled genetic changes).

Offspring of Nephilim Emissaries should select the Nephilim race and not the Half-Blood race.

Tolatl, Palantor and Zhou are unable to naturally breed with other species.

Race	Requirements	Benefits	Disadvantages
Tolatl		You're Tiny! +1 Culture, Planetoids, and Operations. When an Attack misses you: you may immediately make a free Move -1. Your tail counts as an extra limb that can use Small items. Your tail counts as a Weight 0 Toolbox of your choice (this choice may be changed through Surgery). Gain Language: Tolatl.	-2 max Strength. -1 max Movement. -4 Equipment Slots. -2 to all Surgery rolls on you.
Half-Blood		Gain a Language. Gain +1 to 2 different Skills. Gain 2 of the following: Corporation: +1 Maximum Resources and Influence, -1 max Strength. Kaltoran: Reduce all Limited Vision and Low Light penalties by 1 Step. Legion: +5 Endurance, +1 Defence vs Impair, -1 max Movement. Nephilim: +2 End Dmg (all Weapons), -2 Conversation. Remnant: +1 Attribute Point, all Healing rolls that include you suffer -1 (Stacks). Twil: +1 Armour vs Energy, -1 Stealth, You may not take Implant Traits, -1 max Strength.	You're NOT a super special snowflake! You may not breed (unless you're part Nephilim). Complication: Prejudice from some NPCs. -1 Fate.

Traits	Requirements	Benefits	Disadvantages
Jumpy (Movement)	Tolatl	If you do not move during your Turn you may move 1 Space at the end of any characters Action, up to your Movement Attribute +2 before your next Turn.	
Tail Morph (Bio Tech)	Tolatl	+1 Medicine. Your tail counts as a Workshop for a single non-Medicine Professional Skill of your choice.	You faint (Physical or Resolve Skill Roll of 14 to resist) if someone grabs your tail.
Tamper-Proof (Physical)	Tolatl	+1 Awareness, Survival and Stealth. You're immune to most common viruses, poisons (including alcohol), negative bacteria, etc... You have +1 Armour vs Weapons with the Bio Tech Keyword and/or the Chemical Weapon Type (does not Stack).	-2 to all Extended Care rolls on you.
Overshadowed (Tactical)	Tolatl Min Int 3	You gain Light Front Cover when you're adjacent to a non-Tiny ally with Endurance. You gain Heavy Cover when you're adjacent to a Big ally with Endurance.	You have -2 Defence when you're not adjacent to an ally.
Mixed Blood (Level)	Half-Blood	If you are Level 20, you spend 1 Secret Knowledge to immediately gain the Legend Level Trait. You may select Traits with a Racial Requirement that matches either of your Half-Bloods.	
Prime-Blood (Level)	Half-Blood	If you are Level 20, you spend 1 Secret Knowledge to immediately gain the Legend Level Trait. You gain a second Race option that matches one of your Half-Bloods. This Race grants you no bonuses to Skills and you may not select Traits that have non-Half-Blood racial Requirements.	

Outposts

Overview

See Fragged Kingdom pg: 69 for a full write up on the Outpost rules within the context of that fantasy setting.

Exploring, taming and settling new locations is a common theme within Fragged Empire. An Outpost refers to settlement and/facility that the PCs hold significant sway over and are responsible for, this may be because they own the Outpost, or because they have befriended the local inhabitants.

Outposts may be small towns, a district in a large city, space-station, mining outpost, etc...

Influence Cost

Outposts cost Influence, much like Spacecraft. All Influence may be spent twice: once on a Spacecraft and once on an Outpost.

Thomas and his 4 fellow PCs have 4 Influence each. They each spend their Influence to acquire a Spacecraft and a Outpost, each costing 20 Influence.

Cargo Space

Outposts have twice the amount of Cargo Space than their Fragged Kingdom Outpost counterparts, as Cargo Space is used to install Workshops (just like Spacecraft) and all Trade Goods not stored in a Cargo Space will be quickly lost.

Commission

Commission Rolls work like Levy Rolls from Fragged Kingdom, with some changes to your options.

Attribute Maximums

Unlike their Fragged Kingdom Outpost counterparts, Outpost Attribute Maximum Totals usually equal 12, not 16, as the Develop Commission does not decrease an Attribute Maximum when it increases one.

Traits

You may have up to 1 Trait per Attribute: Farms, Mines, Industry, Prosperity, Security and Order, Most Traits have a Production Trade Good cost.

Buildings

Structures built and owned by the PCs. Buildings have a Trade Good cost, required time to build, and most should require a Workshop.

Workshops count as Buildings.

Production Trade Goods

Production Trade Boxes are a type of Trade Good that are gained through an Outpost and are primarily used to add-to to improve Outposts.

- » 16 Production Trade Goods can be sold with a Spare Time Roll of 16t to gain 1 Current Resource.
- » Production Trade Goods may not be acquired with a standard Trade Good Spare Time Roll. They must be generated through your Outpost.
- » **Food**
4 Food Trade Boxes may be exchanged for +1 Current Influence.
- » **Organisms**
2 Organisms may be exchanged for 1 Food or a Flesh Rejuvenator.
- » **Ore**
- » **Energy**
2 Energy may be exchanged for 1 free Commission Roll.
- » **Machinery**
Represents both organic and inorganic machinery.
- » **Tech**
2 Tech may be exchanged for 1 Food, Ore or Machinery.

Repair Rolls

Sometimes an Outpost may become damaged from Mass Combat (pg: 12) or from other in-game events. In these cases, Repairs may be made to restore an Outpost's Attributes.

There are no in-combat methods to Repair Outposts.

Alter, 12t

Spend 2 Food.

Retro a single Outpost Trait or Attribute.

Quick-Fix, 14t

Spend 2 Ore or Machinery.

Repair 1 point of Damage to an Attribute or Repair a Building.

Restore, 16t

Spend 4 Ore & Machinery.

Requires a Workshop.

Repair 2 points of Damage to all Attributes and Repair a Building.

Creating a Outpost

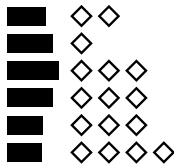
Best done alongside your GM and fellow players.

Attributes and Traits may be affected by your environment.



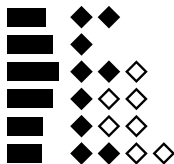
Find and Secure a Location

Choose a location carefully in the world for you to found your Outpost. You may need to clear out monsters, or explore the area first.



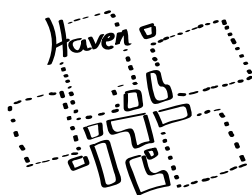
GM Defines your Outpost's Attribute Maximums and Available Traits

The GM defines your Outpost's Attribute maximums based on your environment (see pg: 7). The average total Attribute maximum is 12.



Spend your Influence

Spend Influence on Attributes (see pg: 6 for costs). Spend Influence on Traits. Each Trait costs 2 Influence and may require Trade Goods or a specific environment (ie: a waterway).



Name and Draw a Map of your Outpost

Be sure to mark key locations of interest.

Cost

PCs may pool their Influence to acquire an Outpost. And all PCs may be spend their Influence twice (see the previous page).

- » The Influence cost of each Attribute is equal to its value plus all previous values, ie: 3 Farms would cost 6 (3+2+1) Influence.

Attribute Value:	1	2	3	4	5	6	7	8
Influence Cost:	1	3	6	10	15	21	28	36

- » Traits cost 2 Influence.

Population

Works like a Spacecraft's Build. All Outposts must select a Population.

Attributes

Represent the developed potential of your Outpost.

- » Attribute maximums: are determined by the GM based on the Outpost's location, see pg: 7. (usually totally 12).
- » Your first three Attributes (Farms, Mines and Industry) produce Trade Goods at the start of each game Session.

Farms (Far)

The amount of organic material being produced at your Outpost.

- » Produces Food Trade Goods = Farms x2.
- » Produces Organisms Trade Goods = Farms -2.

Mines (Min)

The amount of minerals and power being produced at your Outpost.

- » Produces Ore Trade Goods = Mines x2.
- » Produces Energy Trade Goods = Mines -2.

Industry (Ind)

The amount of organic and inorganic machinery being built at your Outpost.

- » Produces Machinery Trade Goods = Industry x2.
- » Produces Tech Trade Goods = Industry -2.

Prosperity (Pro)

The wealth and well-being of the people living in your Outpost.

Security (Sec)

The safety of your Outpost. ie: guards, towers, secure roads, etc...

Order (Ord)

The efficiency of your Outpost.

Calculated Stats

These calculated stats are derived from your six Attributes.

Cargo Space = Pro x2

The amount of secure storage space at your Outpost.

Wealth = Pro + Ord

The taxable population living at your Outpost.

Workforce = Sec + Ord

The number of trained workers willing to work for you.

Soldiers = Pro + Sec

The quantity of trained soldiers at your Outpost.

Mass Combat Dice, pg: 12

The number of Combat Dice this Outpost contributes to Mass Combat when it is being directly attacked.

- » Recruit Combat Dice = Workforce +2.
- » Advanced Combat Dice = Soldiers.
- » Armoured Combat Dice = Soldiers -3.

Commission Roll

See pg: 12 for full Mass Combat Dice rules.

You may demand or request produce or assistance from the people living within your Outpost.

- » Requires a Spare Time Roll of: (16 - Workforce)t.
- » May be performed once a week per PC, per Outpost.
- » You must be able to contact your Outpost.
- » You may only Commission from a Outpost which you have contributed Influence to.

Trade Goods

- » Tax: May be successfully performed once per Session per Outpost.
Gain Valuable Trade Boxes = Wealth -2.
- » Work: Farms, Mines or Industry produces Trade Goods again.
- » Deploy:
 - Force: Costs 1 Food.
Gain 2d6 Recruit and Skilled Mass Combat Dice.
 - Armada: Costs 2 Food & Machinery.
Gain 4d6 Recruit and Skilled Mass Combat Dice.
 - Spec Op: Costs 2 Energy, Machinery & Tech.
Gain 2d6 Elite Mass Combat Dice.

Tasks

- » Develop: Cost 1 of each Type of Production Trade Good.
Increase any Outpost Attribute Maximum by 1.
- » Transport: Move 8 Trade Goods from this Outpost or move 4 Trade Goods to this Outpost.

GM's Guide: Outpost Attributes

As the GM, you set the Attribute maximums of a newly established Outpost. There are many things to consider when deciding what these maximums should be, but it is important that you make the PCs' chosen location feel meaningful.

- » Each maximum can be as high as an 10, or as low as 1.
- » All maximums added together should equal 12, but can be as low as 8 if the land is particularly harsh or inhospitable or as high as 16 if the area is especially well-suited.

Ask yourself the following questions when considering each Attribute's maximum.

- » **Farms:** How arable is the environment?
- » **Mines:** How much ore is in the immediate area, and how difficult is it to reach? Is there a nearby source of energy?
- » **Industry:** Is the area suitable to the use of heavy machinery and the construction of large factories?
- » **Prosperity:** Are there friendly Outposts in the area? Is this Outpost located on a trade route?
- » **Security:** How easy is this place to defend? How close is the Outpost to other Outposts that might lend military assistance?
- » **Order:** How compelling is this place to live? Would life here be easy?

Keep in mind that PCs can develop their Outpost, increasing any Attribute maximum. But to do this they will require at least one of each kind of Production Trade Good.

Outposts far from other settlements (and especially large cities) should have higher Farm and Mines maximums, while places closer to other settlements should have more Security and Order.

Many Traits require specific geographical features (and GM permission). Some of these valuable locations may have non-ideal reduced Attribute maximums. In some cases, you may allow the PCs to unlock the potential to pick a Trait via in-game actions (such as clearing a dangerous ruin of hostile creatures).

Outposts set in space should have 0 Farms maximum and a low Order maximum. But possibly a higher Prosperity maximum due to ease of spacecraft access.

Example Outpost Maximums

Jungle Outpost (Total: 13)

» Farms	4	» Prosperity	2
» Mines	1	» Security	2
» Industry	1	» Order	3

May Gain the Following Traits:

- » Exotic Foods.
- » Hunt & Gather.
- » Farms.
- » Access to unexplored locations.

Mineral Rich Asteroid Mining Complex (Total: 13)

» Farms	0	» Prosperity	2
» Mines	5	» Security	2
» Industry	3	» Order	1

May Gain the Following Trait:

- » Natural Defence.

Moonbase on a Trade Route (Total: 12)

» Farms	1	» Prosperity	4
» Mines	1	» Security	2
» Industry	3	» Order	1

Gas Giant Orbital Spacestation (Total: 11)

» Farms	0	» Prosperity	3
» Mines	3	» Security	2
» Industry	2	» Order	1

Hidden Deadspace Spacestation (Total: 9)

» Farms	0	» Prosperity	1
» Mines	0	» Security	5
» Industry	2	» Order	1

- » This Outpost is difficult to locate.

May Gain the Following Trait:

- » Natural Defence.

Occupied Kaltoran City Ruins (Total: 13)

» Farms	1	» Prosperity	2
» Mines	3	» Security	2
» Industry	2	» Order	3

- » This Outpost gains 20 Ore and 3 Tech.

May Gain the Following Traits:

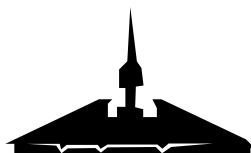
- » Ancient Labs
- » Access to unexplored locations.

New City District (Total: 11)

» Farms	1	» Prosperity	2
» Mines	0	» Security	3
» Industry	2	» Order	3

Outpost Population (May Select up to 1 per Attribute)

Population	Requirements	Benefits	Disadvantages
Corporation		+1 max, Industry, Prosperity or Order. You produce +1 Energy per session.	Deploy Commissions costs you +1 Valuable Trade Box. You produce -2 Food per session.
Kaltoran		+1 max, Farms and Mines. You produce +1 Food, Ore and Machinery (minimum of 1) per session. Deploy Commissions costs you -1 of each Production Trade Good Type.	-1 max, Prosperity and Order. Mass Combat Dice from Deploy Commission gain random Mass Combat Types (normally you choose). 1 = Long Distance, 2 = Support, 3 = Fast, 4 = Tactical, 5 = Armoured, 6 = Advanced.
Nephilim		+2 max Security. +1 Soldiers. Organisms may be used in place of, and functions like, all other Production Trade Goods.	-1 max Prosperity.
Twl-Far		Your Outpost can relocate when you perform a Transport Commission: when you do, you may Retro any amount of your Attribute Points (to reflect your new environment).	Your starting Attribute maximum total equals 10 (normally around 12) and is not based on your environment. Deploy Commissions costs you +1 Energy. -1 Soldiers
Mixed	X Secret Kn	You gain the Benefits and Disadvantages of X other non-Zhou or Palantor Populations. You may select Traits that require these Populations.	-X max Security & Order.
Legion		+2 Soldiers. Deploy Commissions do not require you to make a Commission Spare Time Roll.	(This Outpost is underpowered). This costs +5 Influence if it is located in a non-cold environment. +10 if in a hot environment. You produce -2 Food, Ore and Machinery per session.
Remnant		+2 max Order. +1 Workforce and Soldiers.	This Outpost is underpowered.
Palantor	Secret Kn	+1 max Industry and Order if your Outpost is located in Space. Tech may be used in place of, and functions like, all other Production Trade Goods. This Outpost may function in most hostile environments.	(This Outpost is underpowered). -2 max Farms.
Zhou	Secret Kn	+4 Soldiers. This Outpost may function in most non-heat based hostile environments.	(This Outpost is underpowered). Develop Commissions costs you +1 of each Production Trade Good Type. At the end of each session your Farms Attribute takes 1 point of Damage if forces from this Outpost did not fight in a Mass Combat.



Outpost Attribute Traits (May Select up to 1 per Attribute)

Farms	Trade Good Cost & Requirements	Benefits	Disadvantages
Balance	All of your current Attributes equal the same number. Zhou.	Your Outpost does not suffer 1 point of Farms Attribute Damage at the end of each session if it did not fight in a Mass Combat. +2 max Order.	-2 Soldiers.
Bio-Labs	3 Tech.	Your Outpost produces +1 Organisms (+2 if your Population is Nephilim).	-1 max Prosperity if your Population is Nephilim.
Exotic Foods	3 Organisms, 4 Tech. Access to exotic food or 8 Organisms.	When you Commission Tax you gain 1 Valuable Trade Good. +2 max Prosperity and Order.	
Farms	4 Food, 3 Machinery. Access to fertile land.	When you Commission Work on your Farms you gain additional Food equal to your Farms x2.	Your Outpost produces -2 Food.
Freighter Port	10 Ore, 2 Machinery.	When you Commission Transport you may transfer double the amount of Trade Goods (normally 8 or 4) and, if your environment has no atmosphere (ie: space) you also gain 1 Trade Box.	
Hunt & Gather	4 Food, 2 Food/Machinery. Access to fertile environment. Not Corporation.	Your Outpost produces +2 Food. This Outpost gains +2 Ambush Mass Combat Dice when directly attacked.	
Hydroponics	2 Ore, 2 Machinery.	Your Outpost produces +2 Food.	
Solar Panels	3 Ore, 3 Machinery, 2 Tech.	Your Outpost produces +2 Energy.	Your Outpost produces -4 Food.
Urban Sprawl	12 Ore, 3 Machinery, 3 Energy. Min Farms 3.	+2 Workforce. +2 max Prosperity.	Your Outpost produces -2 Food.

Mines	Trade Good Cost & Requirements	Benefits	Disadvantages
Ancient Labs	4 Energy, 2 Tech. Access to Archon or X'ion labs.	When you Commission Work on your Mines roll a d6: on a roll of 2+ you gain 1 Tech and on a roll of 4+ you also gain 1 Organism.	This location may become dangerous. Your Outpost Produces -2 Ore.
Aquaponics	1 Ore, 4 Machinery.	+1 max Farms (+2 if you have access to large amounts of water). Your Outpost produces +2 Food if your Population is Kaltoran.	
Deep Mines	1 Ore, 3 Machinery.	Your Outpost produces +2 Ore.	
Explorers	4 Food. Access to unexplored locations.	Strong Hit: Explore (Commission, Success) Gain 1d2 Valuable Trade Boxes. This Outpost gains +1 Ambush Mass Combat Dice when directly attacked.	Your Outpost produces -2 Ore.
Large Reactor	6 Machinery, 1 Tech	Your Outpost produces +1 Energy.	
Natural Defence	8 Ore, 4 Machinery. Access to a naturally defensible location.	This Outpost gains +1 Advanced Mass Combat Dice when directly attacked. This Outpost gains +2 Armoured Mass Combat Dice when directly attacked.	
Rare Materials	4 Machinery/Tech. Access to rare materials or 8 Tech.	When you Commission Work on your Mines you gain 1 Valuable or 1 Tech Trade Box.	Your Outpost produces -2 Ore.
Scavengers	4 Food. Kaltoran	Strong Hit: Found Stuff (Commission, Success) Gain 1 Trade Box of any kind.	Your Outpost produces -1 Organisms, Energy and Tech (to a minimum of 1).
Strip Mines	8 Machinery.	When you Commission Work on your Mines you gain additional Ore equal to your Mines x2.	-1 max Farms (this Disadvantage is never lost, even if you Retro this Trait).

Industry	Trade Good Cost & Requirements	Benefits	Disadvantages
Arms Production	10 Ore, 10 Machinery.	If a Mass Combat starts within 1 week travel distance of this Outpost it gains +2 Skilled Mass Combat Dice. +1 max Prosperity (+2 if your Population is Corporation). +1 max Security (+2 if your Population is Legion).	Your Outpost produces -2 Ore. If your Population is Corp: ALL enemy Mass Combats within 1 months travel of this Outpost gain +1 Skilled Mass Combat Dice.
Draz Production	1 Machinery, 1 Organisms, 1 Tech. Corporation or 10 Valuable.	Your Outpost produces 1d3-1 Valuable Trade Box per session.	-1 max Farms and Order (this Disadvantage is never lost, even if you Retro this Trait).
Factories	2 Ore, 2 Machinery.	Your Outpost produces +2 Machinery.	
Star Port	10 Ore, 10 Machinery, 4 Tech.	When you Commission Transport you gain 1 of any kind of Production Trade Box (2 if your environment has no atmosphere (ie: space)).	
Synth-Steel	8 Machinery, 6 Energy, 4 Tech Corporation or 10 Valuable..	Your Outpost produces +10 Ore. Your Outpost produces +4 Machinery. +1 max Prosperity.	Your Outpost produces -2 Energy.

Prosperity	Trade Good Cost & Requirements	Benefits	Disadvantages
Commercial Zones	8 Ore, 1 Energy, 2 Valuable. Min Prosperity 3.	When you Commission Work you gain 1 Valuable Trade Good. +1 Wealth.	
Drug Labs	3 Organisms, 3 Tech.	Your Outpost produces +1 Organisms. 2 Organisms may be exchanged for a free Stim Spare Time Roll.	
Educated	1 Energy, 2 Tech, 1 Valuable. Min Prosperity 3.	Strong Hit: Learn Something (Commission, Success) Gain a Research Unit. -1 Workforce.	
Industry Zones	4 Ore, 4 Machinery, 1 Energy/Tech. Min Prosperity 3.	Reduce all Ore and Machinery costs by 2 (to a minimum of 1). +1 Workforce.	
Inventive	1 Secret Knowledge.	You may select a second Trait for a different Outpost Attribute.	
Tourist Port	10 Ore, 4 Machinery, 2 Valuable. Min Prosperity, Security and Order 3.	+1 Wealth (+2 if your environment has an atmosphere (ie: land)). All Outposts within 1 week travel distance of this Outpost gain +2 Wealth (Stacks to +4).	All Outposts within 1 week travel distance of this Outpost gain -1 max Security (Stacks to -2).
Trade Port	10 Ore, 10 Machinery, 2 Energy. Min Prosperity and Order 3 OR Twi.	+1 Workforce (+2 if your environment has no atmosphere (ie: space)). All Outposts within 1 week travel distance of this Outpost gain +2 Workforce (Stacks to +4).	

Security	Trade Good Cost & Requirements	Benefits	Disadvantages
Cloaked	10 Machinery, 12 Energy, 4 Tech. Palantor or 10 Tech. Min Security 3.	Your Outpost is invisible to the outside. When directly attacked all Mass Combat Dice from this Outpost gain the Ambush Type.	Your Outpost produces -2 Energy.
Elite Force	4 Machinery, 4 Tech.	+2 Soldiers.	
Mercenary Force	4 Food, 1 Energy, 1 Valuable. Min Prosperity 3 or Corporation.	Valuable Trade Goods may be used in the place of any other Trade Good for Deploy Commission Rolls. +1 Soldiers.	-1 Wealth.
Military Port	18 Ore, 8 Machinery, 2 Energy, 2 Tech. Min Security 3.	All Mass Combats within 1 weeks travel gain +2 Fast Mass Combat Dice. (+3 if your environment has no atmosphere (ie: space)). All Outposts within 1 week travel distance of this Outpost gain +2 Soldiers (Stacks to +4) and +1 max Security (Stacks to +2).	
Mystical	3 Organisms/Energy/Tech. GM Permission.	Strong Hit: Sanctify (Commission, Success) Regain all of your spent Fate points. This Outpost gains +2 Support Mass Combat Dice when directly attacked.	
Missile Silos	2 Ore, 8 Machinery, 3 Energy, 1 Tech.	You may launch missiles attacks over very long distances. All Mass Combats within 2 days travel gain +4 Long Distant Mass Combat Dice. (+6 if your environment has no atmosphere (ie: space)).	

Order	Trade Good Cost & Requirements	Benefits	Disadvantages
Affluent	8 Ore, 8 Machinery, 2 Energy, 6 Tech. Min Prosperity, Security and Order 6.	This Outpost is a major city and will shape the economy and politics of the entire system: All character who have contributed Influence to this Outpost gain +4 maximum Resources and Influence.	This Outpost will attract unwanted attention.
Beautiful	4 Valuable. 1 Secret Knowledge.	This Outpost and all of its Buildings look beautiful. +2 max Prosperity and Order.	
Democracy	Min Security and Order 3.	The people of this Outpost are loyal. +1 max, all Attributes.	The people of this Outpost like to complain. -2 Soldiers.
Long Range Comm	8 Machinery, 1 Energy, 3 Tech. Min Order 3.	This Outpost, and all Outposts that can communicate with it, may communicate to other Outposts over a very long range. +1 max Order.	This Outpost may attract unwanted attention.
Planned	Min Order 3.	A single character may make 1 Free Commission Roll for this Outpost per session. This roll may be made even if you are not currently able to contact the Outpost. But it may still cost Trade Goods and time.	
Vigorous	Remnant or Nephilim	Any character who has contributed Influence to this Outpost may make up to 2 Commission rolls per week (normally one per week).	
Well Governed	Min Prosperity, Security and Order 4. 1 Secret Knowledge.	+1 Wealth, Workforce and Soldiers. All Outposts within 1 week travel distance of this Outpost gain +1 Wealth, Workforce and Soldiers (Stacks to +3).	

Example Buildings

The Buildings listed here are just examples intended to inspire GMs and PCs. GMs should feel free to create new entries.

Mass Combat Dice from Buildings may ONLY be used when your Building is directly involved in a fight, not just the Outpost in general (ie: a houses Private Guards may only be used when it is being directly attacked).

General Examples	Description	Cost	Time	Acquire
Standard	+4 Cargo Space.	6 Ore, 2 Machinery	1 Week	12t
Large	+10 Cargo Space.	10 Ore, 2 Machinery	1 Month	14t
Huge	+20 Cargo Space.	14 Ore, 4 Machinery, 2 Energy	2 M	16t
High-Tech, Standard	+6 Cargo Space, has other GM defined features.	6 Ore, 2 Machinery, 1 Energy, 2 Tech	1 Month	14t
High-Tech, Large	+14 Cargo Space, has other GM defined features.	10 Ore, 2 Machinery, 2 Energy, 4 Tech	2 M	16t
High-Tech, Huge	+40 Cargo Space, has other GM defined features.	14 Ore, 4 Machinery, 6 Energy, 8 Tech	4 M	18t
Grand Decoration		2 Organisms, Ore, Energy or Tech	3 W	14t
Speed Up		+2 Valuable	-1 M	12t
Extra Space	+2 Cargo Space (Stacks), extra living space.	4 Ore, 1 Machinery	+1 W	10t

Vocation	Description	Cost	Time	Acquire
Private Business, Specialty	Counts as a Dedicated Workshop, Tax Commission grants you +1 Valuable Trade Box (Stacks up to +3).	4 Ore/Machinery, 2 Organisms/Energy/Tech, 2 Trade Boxes, 2 Valuable, 4 Cargo Space	2 W	14t
Private Business, Bulk	Counts as a Dedicated Workshop, Tax Commission grants you +1 Trade Box (Stacks up to +3).	6 Ore/Machinery, 6 Organisms/Energy/Tech, 1 Valuable, 20 Cargo Space	3 W	10t
Business Network	Once per session you may exchange 1 Trade Box for 1 Valuable Trade Box.	1 Valuable, 4 Cargo Space	1 Month	3x 12t
Private Business, Tourist	One PC gains +1 Maximum Influence (Stacks up to +2).	2 Ore/Machinery, 4 Energy/Tech, 1 Valuable, 10 Cargo Space	3 W	12t

Security	Description	Cost	Time	Acquire
Private Guards	Gain +1 Skilled Mass Combat Dice.	2 Food, 2 Machinery, 1 Valuable	2 W	12t
Elite Guards	Gain +1 Elite Mass Combat Dice.	2 Energy, 3 Tech, 2 Valuable	1 Month	16t

Example Siege Equipment

The Siege Equipment entries listed here are just examples intended to inspire GMs and PCs. GMs should feel free to create new entries.

If the PCs have gathered a large force, they may have them freely move any reasonable amount of Production Trade Goods for the purposes of constructing Fortification and Siege equipment. There is no need for them to make a Transport Commission Roll. GMs are encouraged to not bog things down with unnecessary logistics.

Fortifications	Description	Cost	Time	Acquire
Wall	Reduce the number of your Mass Combat Dice removed during your first round by 1 (Stacks).	10 Ore, 2 Machinery	1 Day	8t
Advanced Defence	Reduce the number of your Mass Combat Dice removed during each round by 1 (Stacks upto 3), Specific Counter Mass Combat Dice are immune to this effect.	10 Ore/Machinery, 20 Energy/Tech	1 Month	2x 16t
Emplacements	Gain +2 Tactical Mass Combat Dice.	8 Ore, 2 Machinery	1 Week	12t
Artillery/Missiles	Gain +4 Long Distance Mass Combat Dice.	4 Ore, 4 Machinery, 2 Energy, 2 Tech	1 Month	14t
Traps	Description	Cost	Time	Acquire
Basic Traps	Gain +3 Ambush Mass Combat Dice that may only be used once.	2 Machinery/Energy/Tech	1 Day	8t
Advanced Trap	Gain +4 Advanced Ambush Mass Combat Dice that may only be used once.	2 Energy, 4 Tech	1 Day	16t

Mass Combat

Overview

Mass Combat

When PCs become involved in a large battle involving hundreds of combatants (ie: sieges, or against monsters so massive it takes an army to defeat) they should use the Mass Combat rules.

Building an Army

If the PCs have an Outpost, they also have a small army at their disposal. During Mass Combat battles the size and nature of the force at the command of the PCs often depends on how many forces they have Deployed, and if their Outpost is under direct attack.

GMs should also feel free to increase or decrease the size and nature of the PCs army based on their in-game actions.

Mass Combat

Uses the standard Theatre of the Mind Combat rules except that both PCs and the GM use additional dice to reflect the involvement of additional combatants. These may represent large numbers of soldiers, emplacements, special skills and circumstantial advantages.

Combat Dice Pool

At the start of a Mass Combat, the GM places a large pool of Combat Dice in front of themselves and in front of the PCs. These represent the number of combatants on each side of the coming conflict. Some Combat Dice Types have unique rules (see adjacent page).

Number of Dice – PCs

The number of Mass Combat Dice that the PCs have Deployed from their Outpost.

Number of Dice – GM

The GM may choose to have any number of Combat Dice. 50% more Combat Dice than the PCs is recommended for a loosely balanced encounter.

Making a Combat Skill Roll

When a PC makes a Combat Skill Roll they may roll any number of Combat Dice from their pool (please note: PCs do not add their Skill bonus to their roll: see adjacent column). This represents what combatants are involved in the fight.

After the PC decides how many combatants they're contributing to the fight, they must describe their approach and choose a skill (as with the standard Theatre of the Mind Combat rules). The GM then gives out any Description bonuses or penalties and selects a number

of dice from their pool to oppose the PC. In this the GM should be guided by common sense, eg: if a PC says they're assaulting a specific section of a complex then the GM should only use Combat Dice Types that match the combatants defending that section of the complex.

The highest total dice roll gains a Success.

May not be used by other PCs

The Combat Dice contributed by a PC may not be used by any other PC until all PCs have made a Combat Skill Roll for this round. This rule does not apply to the GM, but the GM should be careful to only apply Combat Dice against the PCs if it makes sense (ie: if a regiment of soldiers is busy fighting another PC they can only fight a different PC if that PC attacks them as well).

Skill Bonuses

Usually when a player uses a skill in a Theatre of the Mind Combat they add their Skill bonus, or penalty, to their roll. In Mass Combat the players instead receive a Combat Dice bonus or penalty for using a Skill they're Trained or Untrained in.

- » Trained/Description Bonus: +1d6 (gain a free Standard die).
- » Untrained/Description Penalty: -1d6 (do not roll one of your non-Recruit contributed dice).

Strong Hit: Mass Damage

Both the PCs and the GM have access to this Strong Hit Option.

Requirements:

- » Does not Req Success.
- » Mass Combat.

Result:

The GM removes 1 of the Combat Die that your opponent contributed to this Combat Skill Roll from this combat (Stacks). This does not change who won this Combat Skill Roll.

Failed Combat Skill Roll

If a PC fails a Combat Skill Roll the GM may decide to cause 2 points of Attribute Damage to a PC AND 1 point of non-random (do not roll 1d6) damage to a Outpost Attribute.

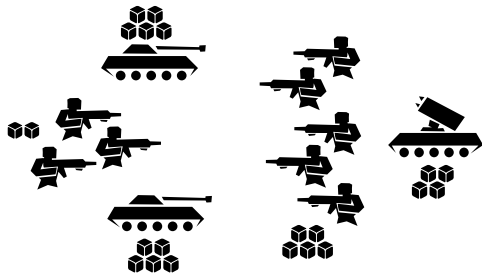
Ending a Mass Combat

Most Mass Combats should end after the PCs have achieved a single victory per PC (not 2 per player) or once the GM or PCs have no more Combat Dice.

Mass Combat

Works like the Theatre of the Mind Combat Rules

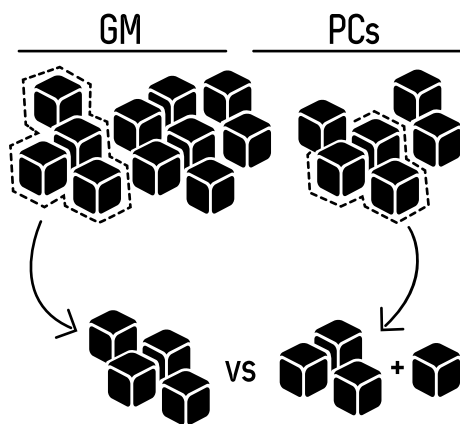
See Core Rule Book pg: ##



GM Sets the Scene and Defines the Involved Forces

The GM describes the situation to the players, pointing out anything important (eg: nearby terrain, etc...), and sets the mood.

The GM may also wish to place the Mass Combat Dice into piles, showing what forces are near each other.



Each PC Takes Turn Rolling

Players must describe their approach, and the GM defines the most appropriate Skill and gives out any Description bonus or penalty.

Players must then declare what forces (Mass Combat Dice) they will be bringing into Combat from their pool. They may not use any Mass Combat Dice that have already been used this round.

GM Defines the Opposing Forces

The GM selects Mass Combat Dice from their dice pool.

The GM may use Combat Dice that have already been used during this round if appropriate.



Compare Results

Highest dice total equals a Success.

If a PC fails a Combat Skill Roll the GM may decide to cause 2 points of Attribute Damage to a PC AND 1 point of non-random (do not roll 1d6) damage to a Outpost Attribute.

Strong Hits may remove other Combat Dice from the Combat, using the Mass Damage Strong Hit Option.



GM Says when Combat Ends

This may be when the players achieve 1 Successes per player, or possibly when one side has no remaining forces.

After combat has ended, the GM should do a final narration.

Combat Dice Types

Here are some examples of Combat Dice Types that the GM might use. GMs should feel free to create new Types. We recommend using different coloured dice for each Type that you are using.

PCs and GMs should treat these rules VERY lightly and always do what makes sense and be flexible (ie: you may be able to take out emplacement crew and turn them on your enemies).

The below 3 Combat Dice Types are gained through the Deploy Commission Spare Time Rolls from your Outpost.

» **Recruit:**

If a Recruit Combat Die rolls a "1", remove that Combat Die from this combat.

» **Skilled:**

Gain 1 additional non-Elite Mass Combat Dice Type.

» **Elite:**

Gain 2 different additional non-Elite Mass Combat Dice Type.

» **Advanced:**

Any roll of a "5 or a 6" on an Advanced Combat Die counts as a Strong Hit.

» **Ambush:**

Ambush Combat Dice gain 1 free Strong Hit during the first round of Mass Combat that they are used. This may only happen upto twice per roll.

» **Armoured:**

Reduce the number of your Armoured Mass Combat Dice that would be removed each round by 1.

You may not participate in the first two or three (GM's discretion) rounds of Mass Combat (as you take some time to move into position).

» **Counter:**

You must specify the exact nature of each Counter Mass Combat Die (ie: anti-air).

These Counter Mass Combat Dice are immune to a specific style of opponent (ie: immune to spaceships, tanks, light infantry, etc...). GM Discretion is given.

» **Fast:**

After every fourth Mass Combat round all Fast Mass Combat Dice may join in on a bonus Mass Combat Round.

» **Long Distance:**

This combatant is able to contribute to the fight from a safe distance. It may only be removed from the combat with the GM's permission (ie: it is engaged at close range or is attacked by another Long Distance Combat Die).

» **Standard:**

Standard rules.

» **Support:**

Strong Hit: **Mass Damage** from Leader Combat Dice may also bring back a Recruit Combat Die that was removed due to it rolling a "1".

» **Tactical:**

Able to contribute to two Combat Skill Rolls per round.

May represent a tactically advantages position.

Optional Rule: Dice Piles

For tactical flavour, the GM may divide their Combat Dice pools into separate piles while describing the scene, and allow players to 'attack' certain piles. This restricts the GM, but may give the players interesting tactical decisions and a clearer sense of the scene.

Non-Combat Travel

Daily Travel Distance – Land

This is the amount of distance that can be travelled by a group in one day by land. GMs are encouraged to alter this amount based on environmental effects and player actions.

- » Your Daily Travel Distance should rarely be reduced below 25%.

Plot out your Journey Beforehand

Before a character or group departs on a journey they should plot their path. This can be done without a map (but a map will help). This will not only help a GM to plan future game sessions, but it also reflects the value of good planning.

- » If you don't plot your journey: -50% Daily Travel Distance.

Optional Rules: Realistic Travel

- » Maximum Travel Distance equals 5 (not 10) days per free Equipment Slot.
- » A group's Supplies are not automatically refilled when they visit a location of plentiful Food and Water (ie: a town); PCs must make 1 Spare Time Roll of 1d20 (to represent hunting/gathering or purchasing Supplies) to refill 10 spare Equipment Slots.

Supplies, and Maximum Travel Distance

Characters may travel for 10 days between locations of plentiful food and water (eg: town or natural bounty) for each empty Equipment Slot that they have, as it is assumed these Slots are filled with Supplies. Companions are assumed to be carrying their own Supplies.

Characters are able to share Supplies with each other.

Starvation

Per 2 full days you're without Supplies.

- » Each PC takes 1 Damage (no Armour) to a random (1d3) Attribute.

Example Alterations

Environments and in-game actions may alter your Daily Travel Distance and Maximum Travel Distance at your GM's discretion.

Regular Hunting and Gathering

- » -50% Daily Travel Distance for 4 days and allow PCs to make a Spare Time Roll (GM sets difficulty) to regain Supplies.

Scarce Hunting, Gathering and/or Water

- » -25% Daily Travel Distance.

Sickness and/or Many Wounded

- » -25% Daily Travel Distance.

Large Group by Land and without a Road

- » -25% Daily Travel Distance.

Push Forward

- » +200% Daily Travel Distance for the first day.
- » -50% Daily Travel Distance for future days.
- » Supplies consumed 6 days faster.

Vehicle

- » +50% to +400% Daily Travel Distance (Stacks).

Road or along a Waterway (ie: River or Coast)

- » +0% to +50% Daily Travel Distance.

Dense Foliage, Mountains, Deserts, Etc...

- » -25% to -50% Daily Travel Distance (Stacks).

Drive Complications

Overview

These optional Complications may help you to define your character's core motives.

Drive Complications are designed to be a reward for proactive roleplaying, not compensation for additional difficulties.

The example Complications listed here are intended to inspire GMs and PCs. GMs should feel free to create new Complications.

GMs are encouraged to slightly alter the rewards given by these complications. Easily-completed tasks should grant no rewards and difficult rewards should grant more.

- » You may only take one Drive Complication.
- » Your Drive Complication choice may be kept secret from the other PCs.
- » Drive Complications do not automatically grant you Fate points when they inhibit you.

Example Drive Complications

Adoration

You seek the adoration and approval of others, always wanting to be the centre of attention.

Performance artists, gang leaders, heroes and the like may have this Drive. Adventurers with this Drive will often seek public approval for destroying monsters and other threats to society. They may also seek political influence and they like to show off their powers.

- » If you lose the respect of a group, or a powerful individual: you suffer 1 point of Attribute Damage (no Armour) to 2 random (2d3+3) Attributes.
- » If you impress a group or a powerful individual you: gain a Fate point.
- » If you gain the respect of a group or a powerful individual who once disliked you: gain a Spare Time Point.

Caring

You genuinely care for the well-being of others.

Healers, parents, philanthropist and the like may have this Drive. Adventurers with this Drive are keenly aware of the suffering caused by monsters, criminals and the powerful.

- » If you fail to protect another person: you suffer 1 point of Attribute Damage (no Armour) to 2 random (2d3+3) Attributes.
- » If you successfully protect or significantly improve the life of someone else: gain a Fate point.
- » If you successfully save the life of a person for no personal physical gain: you gain a Spare Time point.



Cause

You have a purpose and a belief that consumes your life.

Prophets, cultists, revolutionaries and the like may have this Drive. Adventurers with this Drive are often dedicated to a particular religious message or an ideal.

- » If you're prevented from furthering your cause: you suffer 1 point of Attribute Damage (no Armour) to a random (1d3+3) Attribute.
- » If you further your cause: gain a Fate point.
- » If you convince another person to further your cause against their own self-interests: gain a Spare Time Point.

Collector

You like to collect rare objects of a particular type.

Archaeologists, gallery owners, wealthy collectors and the like may have this Drive. Adventurers with this Drive may collect trophies from great kills, ancient heroic artefacts or arcane books.

- » If you lose, fail to obtain, or witness the destruction of, a rare object that you desire: you suffer 1 point of Attribute Damage (no Armour) to 2 random (2d3+3) Attributes.
- » If you discover information about, or the location of, a rare object that you desire: gain a Fate point.
- » If you acquire a rare object that you have been seeking for some time: gain a Spare Time Point.

Competition

You thrive on overcoming trials, and especially involving other people.

Athletes, gladiators, businessmen and the like may have this Drive. Adventurers with this Drive may feel the need to prove themselves to their peers and continually push their skills to new heights.

- » If you fail a Roll by 6 or more: you suffer 1 point of Attribute Damage (no Armour) to a random (1d3+3) Attribute.
- » If you overcome an obstacle or challenge: gain a Fate point.
- » If you best a rival in a direct contest of skill without outside assistance: gain a Spare Time Point.

Discovery

You're driven to uncover secrets and break new intellectual ground.

Scientists, magicians, professors and the like may have this Drive. Adventurers with this Drive will often strive to uncover the universes innumerable secrets.

- » If you did not gain a Study point during your previous session: you suffer -1 to all Skill, Spare Time and Attack Rolls this session (does not Stack).
- » When you gain a Research Unit you also gain a Fate point.
- » If you discover a Secret Knowledge: gain a Spare Time Point.

Domination

You seek to exert control over others through force or intimidation. This may be through physical force, social pressure or other brazen forms of intimidation.

Street thugs, lords, headmasters and the like may have this Drive.

- » If you ever take 2 or more points of Attribute Damage from a single Attack: you become Suppressed.
- » If you successfully achieve your agenda through intimidation: gain a Fate point.
- » If you successfully intimidate a large group of people or an individual that is more powerful than you: gain a Spare Time Point.

Rule Keeper

You live by a set of rules. These may be strict religious texts, traditions or a personal moral code.

Priests, knights, old people and the like may have this Drive.

- » Gain the Moral Code Complication This Complication does not grant you Fate points.
- » If your code proves to be the correct course of action in spite of others objections: gain a Fate point.
- » You gain +1 to all Skill, Spare Time and Attack Rolls directly connected to your moral code.

Liberty

You seek freedom from a specific group, ideal or society that holds power over you.

Teenagers, insurrectionists, slaves and the like may have this Drive. Many adventurers have grown to resent Havenm, and many have entered into their new lives as a means to escape their past.

- » Gain the Rival/Enemy or Watched Complication. This Complication does not grant you Fate points.
- » If you make progress towards your freedom: gain a Fate point.
- » If you gain ultimate freedom from your oppressor: gain 2 Spare Time Points and you may choose a new Drive Complication.

Monument

You strive to create something bigger than yourself.

Inventors, guild founders, entrepreneurs and the like may have this Drive. Adventurers with this Drive might seek to found a new organisation facility, social movement against Mechnoids or establish a witch hunters' guild.

- » If you did not make any progress towards creating something of great importance and lasting value during your previous session: you suffer -1 to all Skill, Spare Time and Attack Rolls this session (does not Stack).
- » If you make significant progress towards creating something of great importance or lasting value: gain a Fate point.
- » If you create something of great importance or lasting value: gain a Spare Time Point.

Mysterious

You're a person who likes their secrets or you may derive satisfaction through confounding others.

Assassins, gurus, rangers and the like may have this Drive. Many adventurers have grown cautious and suspicious during their lives and have learned the benefits of fighting from the shadows and out of sight.

- » If a person sees through one of your deceptions, misdirections or attempts at stealth: you suffer 1 point of Attribute Damage (no Armour) to a random (1d3+3) Attribute.
- » If you achieve your goals through deception, misdirections or stealth: gain a Fate point.
- » If you secretly achieve a significant goal that benefits your group without them knowing about it: gain a Spare Time Point.

Needy

Through your own immaturity, innocence, weakness or naiveté, you have come to be greatly dependent on others.

Children, spoilt people, sick, and the like may have this Drive. Many adventurers begin their new lives in ignorance of the threats that they face. Many who do not rise to the challenge will find themselves forming co-dependant relationships with other, stronger, adventurers.

- » If you take the suffering of another person: you suffer 1 point of Attribute Damage (no Armour) to 2 random (2d3+3) Attributes.
- » If you convince another person to help you for no self-benefit: gain a Fate point.
- » If another person suffers so that you don't: gain a Spare Time Point.

Overlooked

Either through careful scheming or timidity, you prefer not to be the centre of attention. You may be easily seen, but most would not give you a second glance.

Thieves, urchins, criminal masterminds and the like may have this Drive. The shrewdest of adventurers go to great lengths to hide their abilities from their foes, and possibly even their immortal nature if it can be done.

- » When a group perceives you as powerful for the first time: you suffer 1 point of Attribute Damage (no Armour) to 2 random (2d3+3) Attributes.
- » If you're mistakenly perceived as insignificant by a group or powerful individual: gain a Fate point.
- » If you overpower a person who thought you were weak: gain a Spare Time Point.

Proselytiser

You wish to convert others to your cause.

Street preachers, fanatics, revolutionaries and the like may have this Drive. Adventurers with this Drive may be attempting to recruit people into their religious belief or political system.

- » If a person strongly rejects your cause: you suffer 1 point of Attribute Damage (no Armour) to a random (1d3+3) Attribute.
- » If you teach a willing listener about your cause: gain a Fate point.
- » If you convert a person to your cause despite risk to themselves: gain a Spare Time Point.

Puppet Master

You seek to secretly control other people's choices. Your actions may be self-serving, or you may believe that other people don't know what's best for them.

Con artists, salesmen, many leaders and the like may have this Drive.

- » If a person or group strongly resists your wishes: you suffer 1 point of Attribute Damage (no Armour) to 2 random (2d3+3) Attributes.
- » If you're able to guide another person's actions to further your goals despite risk to themselves: gain a Fate point.
- » If you're able to secretly guide a group or a powerful individual's actions to further your goals: gain a Spare Time Point.

Redemption

You wish to atone for past failings.

Penitent religious people, remorseful criminals and the like may have this Drive. Many adventurers chose their new life as a means to escape their past, or buy time to make amends for it.

- » Gain the Guilt Complication. This Complication does not grant you Fate points.
- » If you suffer harm while attempting to gain atonement for your guilt: gain a Fate point.
- » If you achieve redemption: gain 2 Spare Time Points and you may choose a new Drive Complication.

Retribution

You seek to harm a hated group, powerful individual or social system that has caused you harm.

Teenagers, insurrectionists, victims and the like may have this Drive. While many adventurers join their new life for noble reasons, some embrace immortality as means to exact a more full realised revenge.

- » If the focus of your retribution causes you significant trouble: you suffer 1 point of Attribute Damage (no Armour) to a random (1d3+3) Attribute.
- » If you cause harm to the focus of your retribution: gain a Fate point.
- » If you cause lasting harm to the focus of your retribution: gain a Spare Time Point.
- » If you achieve retribution: gain a Spare Time Point and you may choose a new Drive Complication.

Service

While you may aspire to command someday, for now you adhere to an established hierarchy and you see value (and possibly security) in furthering the goals of your chosen organisation.

Soldiers, common workers, monks and the like may have this Drive. Many adventurers see great value in their group and wish to see it function efficiently and effectively. Other adventurers prefer to follow charismatic leaders or their chosen social group, as they see more value in these direct relationships than the crumbling systems and buildings of the Order.

- » When the subject of your service suffers loss due to your actions or in-actions: you suffer 1 point of Attribute Damage (no Armour) to 2 random (2d3+3) Attributes.
- » If the subject of your service completes a goal due to your assistance: gain a Fate point.
- » If the subject of your service gains substantial power or influence due to your service: gain a Spare Time Point.

Tenacity

Once you set your mind to something, you rarely give it up. Things of value only come through great sacrifice and endurance.

Reformists, dedicated charity worker, old and active Tethered and the like may have this Drive. Nearly all adventurers understand the insurmountable odds of their impossible lives, but they push on: not towards final victory, but to win as many battles as they can.

- » If you ever give up or retreat further after suffering defeat: you suffer 1 point of Attribute Damage (no Armour) to 2 random (2d3+3) Attributes.
- » If you suffer harm while achieving your goals: gain a Fate point.
- » If you convince others to persist after a great defeat: gain a Spare Time Point.

Thrill Seeker

You thrive on adventure, novelty and the emotional high that comes through success. While many may perceive you as irresponsible, you know that you're simply aspiring to live life to its fullest.

Explorers, duellists, teenagers and the like may have this Drive.

- » If you embarrass yourself: you suffer 1 point of Attribute Damage (no Armour) to a random (1d3+3) Attribute.
- » If you put yourself at risk for little/no added benefit: gain a Fate point.
- » If you contribute to, and survive, a great battle without taking Endurance Damage: gain a Spare Time Point.

Optional Rule Tweaks

Rule Tweaks

The following are a collection of minor optional rules that are designed to improve the Fragged Empire game experience.

Attributes & Skill Rolls

Attributes do not contribute to Description Bonuses.

If you have a 4 or more in the correlating Attribute you gain +1 to the following Skills, and if you have 1 or less in that Attribute: you gain -1 to that Skill.

- | | |
|----------------------|---------------------|
| » Wealth (Foc) | » Mechanics (Int) |
| » Conversation (Foc) | » Electronics (Int) |
| » Leadership (Str) | » Programming (Int) |
| » Culture (Int) | » Bio Tech (Int) |
| » Physical (Mov) | » Medicine (Ref) |
| » Resolve (Foc) | » Psychology (Foc) |
| » Awareness (Per) | » Astronomy (Int) |
| » Survival (Per) | » Planetoids (Int) |

Drones & Companions

PCs may only have a maximum of 1 combat Drone and/or Companion.

If a Companion takes Attribute Damage and would die, GMs should feel free to say they are just badly wounded (and cannot contribute to the current Combat). This may be useful for saving the lives of important or favoured NPCs.

Locked On

Being Locked On gives you -2 to all stealth based Skill Rolls.

Surprise Round

All RoF 1 Attacks gain Strong Hit +1 during Surprise Rounds.

Only Reward Trade Goods

- » GMs should not give out Current Resources, only Trade Goods.
- » When acquiring a Trade Box through a Spare Time Roll, only 1 can be gained at a time (8t), not 4.
- » 4 non-Production Trade Goods can be sold with a Spare Time Roll of 12t for 1 Resource.

Money

Currency is always represented though Trade Boxes (not Spare Time Points), and counts as a Valuable Trade Box.

- » Valuable Trade Boxes require -2 Cargo Space, or 1 Slot per 4.
- » Most races have their own forms of currency.
- » Currency from multiple races may not be stacked into a single Cargo Space or Equipment Slot.
- » Corporation Credits are the most common form of currency.
- » Not all races will accept currency from all other races, ie: Kaltorans may not not accept Corporate Credits, legion may not accept Remnant Coins, etc...
- » 2 Valuable Trade Boxes may be sold (no roll required) to grant a +1 or +2 bonus to failed Skill Roll where money would help.
- » This may only Stack up to +4.



Stealth Rework (Survival)

The Survival Skill also covers your ability to hide yourself and other small objects from other people. This includes your ability to remain unseen, pick pockets, conceal a weapon, and perform sleight of hand. Survival also covers your knowledge of these things.

Standard Skill Roll

Stealth in *Fragged Empire: Hacked* works differently than how it does in the Core Rule Book (pg: 109), as it functions much more like a standard skill and is not an Attack Roll vs a target's Defence vs Stealth.

The GM simply sets the difficulty of the Skill Roll (eg: higher if there are lots of observant NPCs around, or lower if the PC is wearing black and attempting to hide at night).

During Combat

If a character wishes to become Stealthed (see below) during Personal Combat they need to make a Survival Skill Roll (usually through the Prepare Action) each Turn.

Outside of Combat

If a character wishes to hide outside of combat they must make a Survival Skill Roll when the GM asks them to.

Stealthed Effect (during Combat)

- » Lost if you end an Action outside of Cover, or become clearly seen (eg: moving into plain sight of another character as you move between cover).
- » Lost if you make a visible Attack.
- » Lost if a Stealth Skill Roll is not successfully made each Turn.
- » While Stealthed: you may not be seen or Attacked.

Example Psionic Use

- » Psionic characters can trick people into overlooking a weapon when searched.

Bonuses to Stealth

Traits and equipment that would grant a character a specific bonus to their Stealth Rolls may NEVER grant more than a +2 bonus.

Stealth Outside of Combat Example

Emily wishes to sneak into a well-guarded compound. The GM set the scene by describing the guards on duty, how the sun is setting and the large, but overgrown, wall that surrounds the compound.

Emily then describes her approach, waiting for the sun to set so that her dark outfit hides her presence, she then describes how she quickly darts from cover to cover as the guard's patrol.

The GM rewards her with a +2 Description bonus and gives her a further +1 for having a high Perception Attribute.

In total, this grants Emily a Stealth Roll of +4 (+1 for being Trained, +2 Description Bonus and +1 Attribute Bonus). The GM says she needs to roll a 14. She then rolls 3d6 for a total of 16, an easy success. The GM then describes how she has successfully snuck into the compound.

Stealth During Combat Example

During a combat, Emily spends her first Action during her Turn to kill an opponent with a grenade before moving behind some Cover. She then performs the Prep Action to Reload, drawing a new grenade, and make a Survival (Stealth) Skill Roll.

The GM says that attacking with a loud explosive makes things a little difficult (as it draws attention to her). But as no specific enemy character is paying attention to her (no enemy made an Attack Roll against her during their last Turn) she does have a chance to hide.

The GM says she needs to roll a 14 and gives her a -1 Description penalty. Emily rolls a total of 15. She succeeds at hiding and becomes Stealthed. No enemy may make an Attack Roll against her while she is Stealthed.

During her second Turn, she remains Stealthed as long as she does not make a visible Attack or end an Action outside of Cover. She must also pass a Stealth Skill Roll before the end of her Turn, or she will lose her Stealthed Effect.

For her next Turn, she dashes out of her Cover and into different Cover (being careful not to run in front of an unengaged enemy), and attempts another Stealth Roll. She passes her Survival (Stealth) Skill Roll with a roll of 16.

But during her enemies' Turn one of them moves behind her Cover on his way to engaging one of her friends. As Emily is now in plain sight, she loses her Stealthed Effect and may be Attacked by any enemy.

Acknowledgments

Created by

Wade Dyer (Design Ministries)

Artwork

Arky Fitzwater

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Design, Layout and Production:

Wade Dyer

www.designministries.com.au

www.fraggedempire.com

contact@fraggedempire.com

Do you Have Suggestions for this Booklet?

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www.reddit.com/r/FraggedEmpire/

This is a living document that will grow over time and I would love to hear your suggestions for new Traits and rule tweaks. I would also love to hear your balancing suggestions.