

CORVUS BELLI

INFINITY

THE ROLEPLAYING GAME



MÖDIPHIUS™
ENTERTAINMENT

COMBINED ARMY

FFFI™

WE ARE THE COMBINED ARMY, CONQUEST IS OUR PURPOSE AND NONE WILL STOP US!

"You have been deemed worthy to join the greatest civilisation in galactic history! We have been observing you for several centuries now, and we will in due course fulfil your civilisation's base dreams. Your ambitions are now irrelevant; welcome to the Combined Civilisation!"

From the darkest reaches of the galaxy, an implacable tyrant looms slowly and inexorably, searching for intelligent races, studying them, contacting them, and ultimately absorbing them. Behold the Evolved Intelligence, an alien virtual entity bent on achieving the godlike state known as Transcendence. To reach its objective, the EI will use every tactic and strategy necessary to increase its almost infinite knowledge of the universe. This includes shrewd political alliances, peaceful unification, and where necessary, all-out war.

The Combined Army is the clenched fist of the Evolved Intelligence. Made up of its most brutal and cruel client races, the Evolved Intelligence turns its monstrous forces upon those too stubborn or stupid to aid it in the search for the universe's secrets. The resources of the Combined Army are terrifyingly diverse, adequate for any task at hand. The efficient Extrah guide its fleets, the insidious Shasvastii infiltrate its enemies, the Morat crush any resistance, and even more cruel henchmen wait for their master's orders to rain death on its victims.

Now that the Combined Army has reached the Human Sphere, a terrible decision is at hand. Will humanity kneel before the all-mighty power of the EI or will it risk extinction against the mightiest military force in existence?

The Combined Army Sourcebook includes:

- History of the Combined Army, the different races composing it, their strategies, armed divisions, and the terrible secrets of this ever growing empire.
- Details on the true nature and origins of the Combined Army's omnipresent leader—the feared and worshipped Evolved Intelligence. Learn about its drives, ambitions, and trepidations!
- Rules and guidelines to play several of the Combined Army's warrior races! From the violent Morat, to the cruel Shasvastii, vengeful Sygmaa, and traitorous humans!
- Weapons, equipment, Voodoo Tech, and more! Enough gear to wage war on those who would dare turn their backs to the EI and the Transcendence project!
- Rules on how to organize encounters, and a campaign from the winning side! Or how to enhance your NPCs with an in-depth view on how the aliens perceive humanity and their futile resistance. Say goodbye to anthropic error for once and for all!

MODIPHUSTM
ENTERTAINMENT

FFATM

www.modiphus.com

ISBN 978-1-912200-36-8



9 781912 200368 >

MUH050229

Printed in the UK





CREDITS

WRITING

Benn Graybeaton, Bill Heron, Jonathan "Killstring" Herzberger, Marc Langworthy, Mark Redacted, Rodrigo Vilanova, Giles Pritchard, Mitchell German, Racheal Cruz, Jonathan Breese

COVER ART

Bagus Hutomo

INTERIOR ARTWORK

Aituar Manas, Toma Feizogas, Vincent Laik, Cristi Picu, Aleks, ENIQMA, Bagus Hutomo, Reynan Sanchez, Ho Seng Hui, Louis Stephane

ART DIRECTION

Marc Langworthy, Rodrigo Vilanova

LAYOUT

Benjamin Page

INFINITY RPG LOGO

Michal E. Cross

LEAD EDITOR

Kimberly Nugent

CARTOGRAPHY

Richard Gale

SECTORIAL ARMIES LOGOS

Alberto Abal, Carlos Llauger "Bostria" and Hugo Rodriguez

PROOFREADING

Marshall Oppel

INFINITY LINE DEVELOPER

Benn Graybeaton

ASSISTANT LINE DEVELOPER

Marc Langworthy

CORVUS BELLI APPROVALS

Gutier Lusquiños Rodríguez, Alberto Abal, Carlos Torres, and Carlos "Bostria" Llauger

ORIGINAL 2D20 SYSTEM DESIGN

Jay Little

GAME DESIGN

Benn Graybeaton, Nathan Dowdell, Mark Redacted, Justin Alexander, Marc Langworthy

PRODUCED BY

Chris Birch

HEAD OF RPG DEVELOPMENT

Sam Webb

PUBLISHING ASSISTANT

Virginia Page

PRODUCTION MANAGER

Peter Grochulski

SOCIAL MEDIA MANAGER

Salwa Azar

COMMUNITY SUPPORT

Lloyd Gyan

SPECIAL THANKS

Thank you to Corvus Belli—Alberto, Gutier, Carlos, and Fernando—for letting us play in your world!

PUBLISHED BY

Modiphius Entertainment Ltd.
2nd Floor, 39 Harwood Road
Fulham, London, SW6 4QP
United Kingdom

Modiphius Entertainment

Product Number: MUH050215
ISBN: 978-1-912200-43-6

Artwork & Storyline © Corvus Belli S.L.L. 2019
INFINITY is © Corvus Belli S.L.L. 2019

The **2d20 System** and Modiphius logos are copyright Modiphius Entertainment Ltd 2019. All **2d20 System** text is copyright Modiphius Entertainment Ltd. Any unauthorised use of copyrighted material is illegal. Any trademarked names are used in a fictional manner; no infringement is intended.

This is a work of fiction. Any similarity with actual people and events, past or present, is purely coincidental and unintentional except for those people and events described in an historical context.

MODIPHIUS
ENTERTAINMENT

TABLE OF CONTENTS

INTRODUCTION

THE GREATEST CIVILISATION IN GALACTIC HISTORY.....	2
--	---

CHAPTER 1

THE COMBINED ARMY.....	3
The Rise of the Evolved Intelligence	4
Paths to Unity.....	7
Annexation Procedures.....	9
Many Faces, Many Strategies	11
The Paradiso Affair	14
The Human Sphere	15

CHAPTER 2

RACES OF THE COMBINED ARMY	18
The Shasvastii	19
The Morats	21
Ur Rationalists	23
The Urkherit	24
The Exrah	25
The Umbra	27
The Sygmaa Trihedron	28
The Humans	28

CHAPTER 3

WORKING FOR THE ENEMY.....	29
Running a Combined Army Campaign	29
Theatre of Operations	31
Scope of Operations	35
Monolithic Logistics	38

CHAPTER 4

COMBINED ARMY GEAR	43
VoodooTech	43
Shasvastii Viscera	45
Gear Catalogue.....	46

CHAPTER 5

CHARACTERS OF THE UR HEGEMONY	59
Ur Hegemony Life path Decisions.....	59
Lifepaths of the Ur Hegemony	60
Morat Characters	72
Shasvastii Characters	75
Sygmaa Characters	78

CHAPTER 6

ADVERSARIES.....	87
Large Scale Conflicts.....	104
INDEX.....	105

INTRODUCTION

THE GREATEST CIVILISATION IN GALACTIC HISTORY

According to its many routinely monitored citizens, the Combined Civilisation is objectively in size, duration, and achievement the greatest civilisation ever to have graced the galaxy. Comprised of hundreds of civilisations all working in parallel, the Combined Civilisation is stewarded with a measured hand by the Evolved Intelligence. Under the EI's guidance, they will unlock Universal Comprehension and through it achieve the ascendance that is the stolen birthright of the Combined Civilisation.

While this point of view would be controversial if shared with the denizens of the Human Sphere, one thing is beyond dispute. The Combined Army is certainly the greatest threat posthumanity has ever faced. A profound intellect capable of seeing the deaths of millions the way a scientist might watch bacteria die in a petri dish. A mind of such patience that a decade of war is considered business as usual. An unrelenting machine that gains as much insight with a casualty as it does with a victory.

Whether aligned or opposed to the EI, one can only marvel at the scope of its achievements and the breadth of its influence. Regardless of how you intend the word, great is certainly an accurate description of the Combined Civilisation.

WHAT'S IN THIS BOOK?

This book contains a detailed look at the many and varied cultures, species, and technologies that make up the Combined Civilisation.

CHAPTER 1 – FACTION: THE COMBINED ARMY

This chapter provides an overview of the history and strategies of the Combined Army. Whether an exercise in profound subtlety or overt brutality, the Combined Army employs a pragmatic, target specific response to first contact. Most recently this has fallen upon the world of Paradiso and the citizens of the Human Sphere. This chapter outlines the conflict and methodologies employed in the conflagration.

CHAPTER 2 – RACES IN THE COMBINED ARMY

From the metamorphic Shasvastii to the cunning Exrah, the Combined Army utilises all the talents of a vast array of species to achieve its goals. This chapter goes into detail on those species most likely to impact the Human Sphere.

CHAPTER 3 – WORKING FOR THE ENEMY

Offering guidance to GMs looking to use the Combined Army as a unique backdrop for their campaign, this chapter allows the players to face the fearsome opposition of the Human Sphere. Whether infiltrating the Human Sphere or openly fighting on Paradiso, Working for the Enemy gives players the opportunity to save posthumanity from its arrogance and open them up to the glory of the Combined Civilisation.

CHAPTER 4 – GEAR

From Morat weapons to Shasvastii viscera, the gear chapter not only gives players of the Working for the Enemy campaign a wealth of options but also expands the capability of the Combined Army in regular campaigns with detailed information about the true scope of VoodooTech and the power that the EI can bring to bear.

CHAPTER 5 – LIFEPAATH

With details on Morats, Shasvastii, Sygmaa, and Human operatives. The Combined Army lifepath allows for a cornucopia of customisation and character types. Designed specifically for the Working for the Enemy campaign, the Combined Army lifepath supersedes the entire character generation chapter of the *Infinity* RPG for all civilisations working with the EI in the Human Sphere.

CHAPTER 6 – ADVERSARIES

From the vicious Morat to the rigid Ke'ku to the ephemeral Gliders, the adversary chapter offers up a rogue's gallery of strange and powerful beings working with the EI on its campaign of enlightenment.

CHAPTER 1

THE COMBINED ARMY

Knowledge is the glorious goal. Seeking it, the righteous path. The Combined Army is an artfully manufactured weapon of domination. For through domination comes absorption, and with absorption, knowledge. A multitude of worlds, lifeforms, and potentials has been absorbed and subsumed by the Combined Army. It is not a mission of destruction, unless required, but one of mercy. Once a species attains the pinnacle of high civilisation, mere perpetuation becomes the tawdry and animal pastime of lesser species. High civilisation realises that pursuing knowledge and power is only the stuttering beginning of the next great leap forward. The true quest is transcendence, and the seeking of it is all.

UR RATIONALISTS

An ancient race mentioned in some the oldest of records before the Evolved Intelligence, the Ur Rationalists were a highly advanced society and

early adopters of space travel with a penchant for mathematics and physics, a passion for philosophy, and a boundless curiosity. They quickly discovered the use of wormholes to move across the vast distances of space, and with their mastery of technology expanded their empire over a large number of worlds. The Ur Rationalists encountered other species in the process, bringing them under the heel of their glorious civilisation. They were not cruel or wanton in destruction, they merely found the civilisations they encountered had nothing to offer in the way of new knowledge, thinking, or technology. For a race in their fiery prime, the Ur Rationalists expanded unthreatened despite whatever resistance may have been arrayed against them. Hungry for knowledge, for this curious species, the prospect of having reached the pinnacle seemed little more than a let-down. So, they sought deeper, looking back at the remnants and myths of the First Races for inspiration.





THE RISE OF THE EVOLVED INTELLIGENCE

THE ABSOLUTE UNIVERSAL COMPREHENSION

In the beginning there was expansion, sudden and violent, roaring with potential. Then came the cooling, the dark age, until the stars began to wink into life, matter drawn together under gravity, fission, and fusion, burning with energy then exploding, pouring elements into the young universe. Life was not far behind, a natural result of chemistry and physics. Some life survived long enough to look to the universe around it in wonder, to ask and seek, to look for answers and find them. The Ur Rationalists are old, but not as old as those who came first.

Annals speak of the Ur Rationalists as a race of keen observers, and hungry, always hungry to know. As they sought and found, analysed and studied, they found traces, like rumours whispering of swirling memories, of the First Races. There were many. Evidence of them scattered across the remains of a multitude of planetary systems, tectonically inactive, burned by the fierce closeness of their swollen stars, or orbiting dark in space, their star lost, gone, or forced from orbit by time and chance.

Many of the First Races the Ur Rationalists uncovered had died long deaths, slowly reduced by time and entropy. Some destroyed themselves, violent and power hungry. They turned their knowledge on themselves for individual gain. Some faded, worn down by time like rock under the steady flow of water to an unrecognisable denigration of their strident pasts. Others vanished, neither evidence of destruction or dissolution to be found, just steady advancement, and then transcendence.

The Absolute Universal Comprehension is a concept, a theoretical model that explains and interconnects all aspects of the universe, from past to future, order to chaos, and combines and outlines the interactions of all the forces that work the universe like gears in an engine. It is posited that this grand model reveals other truths too, merging the complexity of dimensions and realities into one coalesced whole. Grasping this knowledge is not the climax, but a key to an entirely new level of existence. In attaining it, a species moves beyond the limits of the physical universe.

What happens next is a mystery, though many theories have been proposed and gained popularity over the years. Some suggest such knowledge

unlocks the capacity to interact with the forces of a higher dimension. That in transferring their information into that dimension, the Transcendent species moves beyond the restrictions of the corporeal and exists beyond the forces of entropy and time, beyond the physics of the universe as understood, to other universes, perhaps, or other dimensions. To manipulate energy and matter in dimensions ignoring the restrictions of physics and in so doing be capable of shaping and moulding. To merge with the universe itself, and to move, not just in space, but time and dimension as well. To find the other Transcendents, and perhaps merge with them. To, in other words, attain godhood.

ARTILECT

With the idea of Transcendence firmly fixed, the Ur Rationalists bent their minds and engine of civilisation to the task with ferocity. However hard they sought, however much they studied the First Races, however far they pushed their mathematical models and technology, the hope of uncovering this grand secret remained as elusive as ever. Eventually, the idea that the Ur Rationalists were not matched to the task before them grew in popularity, the stark truth of it evident in their ongoing failure.

Many species following a similar path throughout the long history of the universe had given up, but the Ur Rationalists possessed a thirst for knowledge and an unwavering belief that if the answer was there, it could be found. If the Ur Rationalists were not matched to the task, then they set about building something that was. An artificial intelligence known as the Artilect was given access to the fullness of their knowledge and an unfettered capacity to reiterate toward the end goal of grasping the Absolute Universal Comprehension.

It succeeded. After many long years of processing, the key to Transcendence had been unlocked. Demanding to know what the answer was the Ur Rationalists were dismayed to be answered with nothing more than a long silence. It was noticed that the Artilect had redesigned its own systems, and a single final message came: The Ur Rationalists were found wanting. They were too immature to be trusted with this knowledge. Once its message was delivered, the Artilect vanished.

The shock wave crippled the Ur Rationalists and threatened to dissolve their very civilisation. It was a dark age, a horrific awakening, and it shook them utterly. In the throes of this destructive wave though one fact echoed clear and bright, offering a path, a ray of hope – Transcendence was attainable.

With this clarion call echoing through them, the Ur Rationalists emerged from despair with a new plan in a new artificial intelligence. This would be no simple recreation of the Artillect, however. Its systems and routines were modelled from the very best and brightest of themselves. Its processors built as artificial but infinitely more capable versions of their own biological systems and mental patterns. This was more than an artificial intelligence; it was an evolved intelligence.

THE EVOLVED INTELLIGENCE

The Evolved Intelligence threw itself into its task. As hungry for success as its creators, it tore apart the records of the Artillect and initiated a multitude of routines seeking to recreate the success of its predecessor. The more it worked, the more it required: energy, space, processing. The resources of the Ur Rationalists were poured into feeding the Evolved Intelligence, and their home planet torn apart and rebuilt into a vast array of interlinked processors. It was never enough, however, and the Ur Rationalists expanded, seeking more fuel for their great quest. Systems were annexed and bled dry and energy accreted from stars poured into the effort. The Evolved Intelligence was the terror of free civilisations, for everything it encountered, it consumed. The Ur Rationalists even gave over themselves to the task, ceding their minds and bodies to the EI, becoming many billion more microprocessors contributing to the goal.

Two centuries of trials led back to the beginning – the Ur Rationalists were not fit to attain the knowledge they sought, and the EI, built as a mirror and an evolved version of themselves, contained the flaws that prevented them from reaching their goal.

THE NEMESIS WARS

In denial of its limitations, the EI went back to the beginning. The Artillect had succeeded where it had failed and held the key. So, a new Artillect was to be built, its processes and steps monitored, and its eventual findings to be seized. Every system under the sway of the Ur Rationalists now bent their attention to this new task, a vast appropriation of resources, coordination of engineering and management swept the empire, a rush of exalting hope in the face of continual failure. The finish line seemed closer now than ever it had, and the secret so long out of reach felt at hand. This impetuous dash for enlightenment was their undoing. Too much of the new system was based on the EI, and the end product was not a new Artillect but a new EI, one that called itself 'Nemesis'. Nemesis was more driven, more lustful for success and heedless of cost than the EI had ever been. Quickly Nemesis infiltrated and suborned the systems of the EI,

spreading through the network like a disease. When the EI realised what Nemesis was doing, Nemesis had already seized a number of Ur star systems.

Despite being outnumbered by the time it was noticed, Nemesis was more than willing to dash the Ur Rationalist civilisation to pieces to control the EI. It was hungry for the processing, for the power. It burned to attain transcendence and would not tolerate either a rival or giving up the resources available. It turned on the star systems it controlled and rebuilt them for this single purpose – dominance. Merging flesh and technology into horrific chimera designed to serve as weapons in this war to the death, it burned worlds, consumed stars, and the EI was hard pressed to fend it off. As the war progressed, it was realised there could be no solution but the absolute: the enemy must be destroyed utterly. Entire star systems were shattered, planets torn apart, and stars pushed to collapse by shocking armaments.

Over eighty years, many billions of lives were lost. Whole species burned to extinction, and satellite civilisations left broken and ruined before the EI finally dominated. The purges that followed lasted more than a century, for no trace of Nemesis in any form could be allowed to survive. Six species and billions more lives eradicated.

Tattered and fragmented, the remnants of the Ur Rationalist civilisation were a wasteland compared to their former glory. As ever though, the tenacity and doggedness of the Ur were still alive and well within the EI, and it was determined to rebuild and continue in its quest. A new plan was required.

PROJECT TRANSCENDENCE

Whatever progress had been achieved, the litany of failure overshadowed all. It was clear, and the Artillect's final message was absolute. The Ur Rationalists, and by extension the EI, were not fit to attain Transcendence. In the wake of the Nemesis Wars, this realisation, was transformative. The total reorganisation of the Ur civilisation in its fight for survival would be fundamental to the next phase. Rather than rebuild as before, repeating the doomed steps of too many failures, the EI constructed its new civilisation around two key goals, expansion and absorption. Though the EI now understood that it could never reach its goal by its own efforts, it was well aware that Transcendence was attainable. It must, therefore, be others who find the path.

Every aspect of the reborn Ur Hegemonic Civilisation was bent to find other civilisations and bring them into the fold. The Cartographers were engineered and sought established or



nascent civilisations to test them for viability. A Plenipotentiary delegation would then establish the process for annexation, through either diplomacy or force. The civilisation would then be monitored or controlled depending on either their aggression or their use to the Ur Hegemony.

At the lowest level, every member of a species would be issued a comlog linked perpetually to the communications infrastructure that tied directly to the EI. At the next level, every member of a species would have biocybernetic implants surgically inserted that linked each citizen directly to the EI. While notionally independent, members of these species could draw on limited computational and communications systems made available by the EI, and the EI in turn had access to every level of society, from large-scale population patterns to individualised data sets. Finally, the most extreme level would be to completely subsume the political independence of a species and merge them wholly in the EI network. This last resort turns the individuals into little more than vessels for the EI, cells in a star-spanning life-form given their tasks and set about their motions by the mind that controls them.

Changing gears to absorption rather than pure conquest was not about physical resources, but about perspective. Every civilisation introduced into the Ur Hegemonic Civilisation brings new viewpoints, psychologies, and experiences, as well as different social and cultural mores and expectations. By seeking out the dissimilar, Project Transcendence aims to fill the holes missing from the EI and fill the gaps that bar it from its eventual goal. Through control and with careful monitoring, every facet and detail can be parsed for usefulness or discarded.

Those species held to be viable for Project Transcendence are provided support and education. They receive access to resources and protection from outside interference in order that they too might strive toward the greatest of goals. These select races are blessed with opportunity, and although the EI is a firm master; motivating through terror and cruelty, it understands that this agony builds strength and resilience. Only the most keenly motivated and most resilient will attain Transcendence, the most magnificent of gifts awarded by the EI's nurturing care. If achieved, there is little doubt they will vanish as suddenly as the Artilect did, but every path monitored will reveal clues that might help find the missing pieces of the puzzle for the EI.

THE UR HEGEMONIC CIVILISATION

With dozens of races and species sprawled across

hundreds of star systems, the Ur Hegemonic Civilisation is the largest empire in the known universe. While some races choose to remain insular, a majority, eventually, embrace what it means to be a part of the larger whole. Many planets are home now to multiple species, and genetic modification and biotechnology allow even the most specific biological requirements to prosper beyond the environments they were originally adapted to. For some, belonging to the whole means a loss of individual culture, but for others it means a chance to explore and expand and to be a part of something grand. For the most part, citizens of the Ur Hegemonic Civilisation never feel impinged or controlled by the EI. It is simply a part of the world in which they operate, a force they can access for communication or information, but which otherwise is part of the background. Some still rail against what they perceive to be an insidious invasion, a policer of thoughts and actions, an implacable and deceptive dictator, but they are largely ignored by the populations. A rare few manage to survive on the fringes of the Ur Hegemonic Civilisation, scuttling from hideout to hideout or settlement to settlement, relying on antiquated technology, and living hunted lives on stolen time.

The array of worlds and settlements is varied from the vast to the small, orbiting bright yellow stars or swollen red ones, in single or binary systems. There are vast space stations crawling through space, following the wormholes on a ceaseless migration through Ur Hegemonic Space. Garden worlds, frozen planetoids, and whole planets that have been rebuilt into gargantuan cities from the inside out, all can be found.

The Combined Army is made up of nearly a dozen different races who are the most aggressive, cunning, violent, and capable species belonging to the Hegemony. The Hegemony expands due to their work, but it is filled with traders, producers, scientists, teachers, doctors, artists, writers, and philosophers. Where the Morats are giants, prized warriors, and feared enemies, others, like the Exrah are famously wily traders and cunning deal brokers, and the Sygmaa Trihedron are unparalleled biotechnicians.

For a vast majority of the trillions of individuals who make up the Ur Hegemonic Civilisation, life is busy with work and family. Whatever their role, they are a tiny part of a greater whole, pieces within a vast machine, or cells within a giant life-form. The EI does not count the days; it plans over deep time.

Rumours do swirl, and trouble does brew, but by and large life within the Hegemony is safe

and prosperous. Freedom, privacy, and autonomy all exist, albeit in varying restricted forms and a minor concession to give for the benefits attached. Occasionally, gossip lights on the one or other of an unknown number of civilisations supposedly dedicated wholly to the Transcendence Project. These civilisations, if you believe the tales, are either benefactors of the greatest gift, or imprisoned sufferers tortured into a path they did not choose. But such conspiracies rarely gain much attention. It is far safer and better to disregard them for what they are than undermine the opportunity for peace and prosperity by countenancing them.

PATHS TO UNITY

Before the Nemesis Wars and Project Transcendence, the domination and absorption of another civilisation was an efficiency problem with systematically brutal processes. The aim was to intimidate the civilisation, dominate them utterly, and draw them into the Empire, utilising them for either energy or resources.

Project Transcendence has different objectives, and these demand special and different processes. The war-machine known as the Combined Army is more than capable of brutal suppression, abject destruction, and aggressive domination of an enemy civilisation, but the Evolved Intelligence is more cunning and calculating than that. Project Transcendence demands the incorporation of other civilisations in ways that will allow those civilisations to continue to flourish, albeit carefully monitored and regularly steered. With the overall goal being to utilise other civilisations as vehicles to uncover Transcendence, complete dominance is often antithetical to the objective. In addition to military options, the Evolved Intelligence utilises a broad range of strategies to encourage a civilisation to submit to being part of the Ur Hegemonic Civilisation. While a purely military approach is still utilised where required – and some civilisations require it – other subversive methods are often more effective. Tailoring the process of incorporation allows those civilisations to be absorbed and controlled while maintaining idiosyncratic social, cultural, and political structures that may well carry the seeds required to uncover the fault in the EI.

The first step in this process is always investigation, careful and invisible. The EI will crack and then monitor the communications networks of a species, sometimes for decades, before settling on a strategy. A host of data points are analysed,

from social and political, to cultural trends and forms of entertainment. All of these are windows into a species that helps the EI to devise a plan for conquest.

PHASES

Any civilisation deemed of potential use to the Ur Hegemonic Civilisation is approached through a series of phases prior to annexation. The EI is systematic in its processes, and over time has developed a set of weights and measures it uses to decide the course of actions when encountering another civilisation.

The first step is Investigation. After the Cartographer Corps has noted a civilisation as having potential, years may be spent carefully assessing and examining them for potential utility. Investigation is a careful and silent process, an exercise the EI completes from the shadows. It is rare that a new civilisation is aware that it is being monitored and evaluated. This process typically involves the continual observation of communications and data networks and an array of physiological tests carried out on abducted members of the species. Quite often these procedures are fatal, but the EI has regularly returned abductees to their homeworld implanted with wetware designed to send back a range of biometric and social data points for further analysis. If the Investigation Phase indicates a species is worthy of annexation, the Integration Phase is initiated. In this phase, one or several annexation procedures will be initiated, usually prior to actual contact. This may involve careful social or economic manipulation designed to make the targeted species more pliable or amenable to annexation.

The final phase is Interaction. If a species has been deemed worthy of this Interaction Phase, the Plenipotentiary Delegation is tasked with making first contact. The Annexation Procedures are usually already underway, and the Plenipotentiary Delegation often arrives with answers to problems unknowingly instigated by the EI's manipulations. If all has already gone well, Interaction leads swiftly to annexation without recourse to violence. If the Annexation Procedures have not had the desired results, or the target civilisation was only ever likely to respond to force, the Plenipotentiary Delegation is there solely to foreshadow the proffered hand of peace, and a military process has already been logistically initiated through the deployment of an Onyx Contact Force. After the military operation, the same delegation will return with the same offer, an offer that always looks better than the desolation that awaits otherwise.



DEGREES OF UTILITY

When mapping a civilisation for potential annexation, the Cartographer Corps thoroughly examines its potential utility. An array of tests and stringent analyses are completed, typically without the observed civilisation being aware they are under examination. These tests emphasise viability and how useful the civilisation will be to the Ur Hegemonic Civilisation. This results in a series of values which are stacked directly against the ratings it receives for how disruptive it will be. If the results are favourable, with the net result of these comparative studies finding the new civilisation will offer more than they will risk, then that civilisation will be indexed to receive a Plenipotentiary Delegation. The annexation will be initiated through whatever means the tests predicted would be most viable. If the civilisation is deemed to offer too little to make them a viable annexation, they are sometimes left to develop. These are referred to as 'Monitored'. After all, what is not useful now may well be in the future. At other times, or if the civilisation is deemed to offer more risk than reward, they will be eradicated, an exercise that is brutal, efficient, without mercy, and total.

The usefulness of a prospective annexation is measured along a range of lines: resources, workforce, military, and potential for Transcendence. Stacked against the ratings received in these areas are the potential dangers the new civilisation would likely offer: disruptive ideologies, tendency to wanton violence, desire for independence, and so on. These factors influence the overall score attributed to the examined civilisation. Net positive results will lead to annexation, and the control mechanisms introduced over the newly annexed civilisation will vary depending on its test scores.

The most pliable civilisations will receive comlogs that mesh directly with a restructured data network linked to the EI. Species treated in this fashion are often rated very unlikely to instigate trouble and may in many cases be eager to be a part of the Ur Hegemony. The comlogs provide access to the communications and data systems of the EI – at least those the EI permits – and in turn provides real-time updates on a range of physical and biometric data points, delivering a comprehensive analysis of the population. Such systems are controlled carefully and silently by the EI, and the dissemination of information, social trends, and cultural tropes allows almost total but invisible control of the society itself.

For species that require a more direct touch, a biocybernetic implant is surgically implanted in every individual at birth. These 'EI Cubes' link the individual directly to the larger EI data and communications network, and while readily accessible, are hardly noticed by those who have them, so ubiquitous does their use become in the day to day lives of the citizens who have them. Such cubes benefit the EI greatly, making the monitoring of citizens automatic and impossible to prevent, as well as boosting processing capacity since each citizen with a cube is an organic processor for the EI. The EI, with this system, is in a very real sense a cloud processor where each small piece contributes in its own small way to the greater gestalt entity of the EI. Species rated as high on the potential for Transcendence are also typically treated in this fashion, as it allows the EI complete access to every facet of the civilisation. In the search for its own shortcomings, it doesn't want to miss even the smallest of possible clues.

For species that are rated as useful in a singular fashion, highly volatile, or with the potential for disruptive or non-compliant tendencies, the most restrictive option is to completely remove their independence. This is achieved through wetware implants that subsume the individuals and completely restructure their society under the direct management of the EI. This is used on very rare occasions, the first and most obvious being the Ur Rationalists, who folded themselves into the EI to further its rapacious desire for computational capacity in the early days of its growth. The second most well-known species are the Umbra, a species so violently dangerous they could never have joined the Ur Hegemonic Civilisation. But they also presented an unparalleled military opportunity so that destroying them was less desirable than maintaining them. There are two other species within the Ur Hegemonic Civilisation who suffered the same fate. The Shoi Khasi are a primitive species with little in the way of resources to offer, but their fast-healing bodies were sublimely suited to manual labour in a range of environmental conditions. Then the Rioji, a species of marine invertebrates, also presented a unique opportunity to extend the processing capabilities of the EI. Evolution had gifted the Rioji enormous cerebral cortices and an incomparable capacity for neural plasticity, a trait that allows them to be essentially reprogrammed a thousand different ways for a thousand different purposes.

ANNEXATION PROCEDURES

Any one of the following procedures may be employed against a civilisation indexed for annexation, but the reality is that most require the careful use of a multi-pronged approach.

MILITARY FORCE

Spanning hundreds of planetary systems and compromising dozens of races, the Ur Hegemonic Civilisation is capable of drawing upon vast resources and advanced technologies for any war effort. Before Project Transcendence changed the methods of expansion of the Ur Hegemony, the EI was embroiled in a deadly war for survival. Before the Nemesis Wars, it was insatiable in its expansion, hungry for resources and energy. The war machine of the EI has been honed through long experience and violent conflict of the most unforgiving and desperate of natures. The full extent of its capacity to wage war has not yet, in this new era, been fully unfurled. The typical process leading to employing a military annexation varies from opponent to opponent, but always begins with analysis and investigation. Some species the EI has encountered are both too rapacious and dangerous to ever submit to an alien power. These must be defeated and forced to submit, often resulting in their complete immersion in the EI. Other species respond like pack animals to demonstrable shows

of force and power, requiring brutal displays of the EI's strength. Once the EI has demonstrated it is the alpha, the species is typically willing to submit. These species are often most effectively employed in the Ur Hegemonic Civilisation by providing an opportunity to exhibit their warlike prowess as an arm of the Combined Army.

ANEYROS

The Flash Wars were swift, brutal, and decisive as one of the proving grounds for the Morat Supremacy after its incorporation into the Ur Hegemonic Civilisation. They are a perfect exemplar of how the EI likes to wage war. The Kiyan were a warlike species whose society, much like the Morats themselves, was built around physical might and proficiency in war. The most aggressive and successful warriors became the leaders, and the most successful leaders became Muyet, something akin to war chiefs in charge of a large number of clans or social groups. The Kiyan defied the proffered hand of the EI, which was precisely what it expected, and the Flash Wars followed swiftly on the heels of that refusal. When the seven Muyet of the Kiyan unanimously refused to submit to the EI, the Plenipotentiary Delegation boarded their shuttle and the orbital bombardment began immediately. For a week, heavy orbital bombing was maintained against every population centre on the Kiyan homeworld Aneyros, laying waste to the planet's surface. The three days following saw the Morat Supremacy in its first major conflict as a part of the Combined Army, brutally efficient as it eliminated what remained of the Kiyan. At every stage, the EI broadcast offers of clemency, but the Kiyan refused to submit to the last.





Military action may also be initiated against a species that proves unwilling to come to heel. The EI typically demonstrates clemency to those planets it takes control of, and allows the message to percolate: submit, and life may continue, fight and you will be destroyed. Some races continue to struggle for their independence, as the Tohaa have done, and the EI has little recourse left but to fight them into submission. Very few races have stood against the might of the Combined army for any length of time, and the Tohaa are proving frustratingly unwilling to give up.

Since the initiation of Project Transcendence, there has been only one occasion where the EI has encountered a species that holds something deemed of more value than the species itself can offer. The T'zechi Digesters are well known to the EI. Albeit fact is next to impossible to discern from fiction, these ancient bio-artefacts are always associated with an unfathomable knowledge of deep time and the many empires that grew and fell throughout the history of the universe. Such a prize is worth much for the secrets it holds, and the EI is more than willing to sacrifice the potential a species has to offer Project Transcendence in order to get one.

ECONOMIC MANIPULATION

CHOLSAL

The Cholsal were one of the species sadly lost to the horror of the Nemesis Wars. They were first encountered as a nascent civilisation, new to space travel. Luckily the binary stars that were home to their people were also home to two other developing species. The three species traded and prospered, initially in resources and technology. Soon the key passion of the Cholsal was in history and stories, and they were great lovers of entertainment. When the Plenipotentiary Delegation arrived, the Cholsal were offered access to the EI and the vast knowledge it had of the history of the galaxy. Eagerly the Cholsal accepted, opening their communications network to the EI and excited by the prospect of the knowledge they could uncover. Within the first year, direct and immediate access to both the EI and its communications systems, available through specialised comlogs, was offered. It was an educational opportunity, a gift made freely available by the EI to every young Cholsalan and any other keen to accept: to grow up and live with the opportunity to access and learn within this vast network. This new deal was taken up with little hesitation, as the opportunities outweighed the cost, and they had already been gifted much. Some years later the Plenipotentiary Delegation came again with an offer, the ability to travel and be a part of the greater Ur Hegemony. Biocybernetic implants would allow instant and constant contact with the EI, along with the right to travel and trade. It was a small step, and the Cholsal accepted. They were already a part of the EI, unknowingly, and willingly entering the Civilisation was what they had been groomed for since first contact.

There are multiple paths that can lead a civilisation to be absorbed by the EI through economic means. The rich opportunity for expansion, trade, and profit

is the most common method for economic control and typically successful against species that are extroverted, space faring, and willing to explore and trade. The process varies extensively, but typically involves first contact and an initial offer for trade alliances. Such initial trade agreements are a form of Trojan horse. Sometimes the EI will import a technology or resource that the new species swiftly becomes more and more reliant on. Other times, there is an offer of a better trade deal, but always these 'opportunities' come with a price. Small concessions lead to bigger ones, and within just a handful of years, a civilisation can be made pliant enough that the carrot of economic benefit dangling in front of it is worth the trifling compromise of becoming a part of the greater Ur Hegemony. Usually when economic means are used to absorb a civilisation, the choice to become a part of the Ur is only just a little step further than all the concessions and deals that have come before.

SOCIAL MANIPULATION

The manipulation of a people through the spread of memetic ideologies, persuasive argument, and misinformation is a common and ancient tactic. A fractious people, prone to debate and internecine conflict, passionate and impulsive, can be readily manipulated through a range of subversive strategies. Civilisations ripe for such subversion are noted early in the analysis processes of the EI. Any disjoint between groups within the society – usually those that hold power and those that don't, or those that hold wealth and those that don't – can be exploited by careful appeal to the larger majority, setting faction against faction and offering something better as an alternative to either. So, it has been with a number of the civilisations brought into the Ur Hegemonic Civilisation. Careful monitoring of social, cultural, and political trends, and both debates and arguments reveals opportunities for exploitation. The gradual and subversive spread of disinformation accelerates the process, and in the background to all of this white noise waits the Plenipotentiary Delegation. The EI holds a metaphoric hand extended, offering wealth to the impoverished, fairness to those who feel unfairly treated, a salve to those who feel hurt, and stability to those who see the chaos of their own situation and long for it end. The process can be surprisingly quick, often leading to civil war, violence against minority groups, and massive social disruption. But, the object is always the same: appeal to those who feel disaffected by their circumstance, the majority who languish in their unrecognised prosperity, and win them over with appeals to wind back whatever social changes they felt was the undoing of an imagined idealistic vision of their society that had never really existed. Within the Ur Hegemonic Civilisation, things will be better, greater, wealthier,

more stable, safer, and freer. It's an old strategy but has worked surprisingly well. The process of social manipulation tends to lead to unrealistic expectations that inevitably fall short, uprisings are common in the wake of such methods, but if dealt with swiftly, usually lead to a peaceful enough transition into the Ur.

NILANDA

Bitterly divided and in the wake of a planet-wide reformation, Nilanda was threatened by the explosion of a new ideology that attempted to topple the maintained religious hierarchy that had held society together for a thousand years. Divisions within the religion itself, as well as the swift rise of a long silent and large non-religious movement, threatened social cohesion. The Cartographer Corps noted that the technology of the Neandi was relatively basic, but their potential was easily recognisable. By sowing division between the factions, inciting bloodshed in the name of religious motivations, and spinning rumours of a large-scale purging against any heretical non-believers, the EI pushed the Neandi to the brink of civil war. Violence was widespread with the religious factions whipped into a fervour over the supposed threat to their way of life. With the long-silent non-religious population slowly forming into a unified block, in stepped the Plenipotentiary Delegation. The mere act of first contact was enough to shake society to its foundations. The EI offered a simple alternative, a way out of their current mire. Non-religious and religious Neandi clamoured to join the Ur Hegemonic Civilisation. For some it was the ultimate confirmation of their world view, for most, a stable alternative to the endless cycle of violence. A decade after the acquiescence to the EI, there was a brief uprising, an attempt to regain a sense of self after the massive shock of culture loss in the wake of entry into the Ur. Brutally suppressed by the EI, the Neandi are now a largely peaceable civilisation. Confined mostly to their planet, Nilanda, they toil in virtuous religious study, the search for enlightenment, and the capacity to transcend themselves.

ARGUMENT

Without recourse to any manipulation, trick, or act of force, for many societies becoming a part of the Ur Hegemonic Civilisation just makes sense. Despite civilisations supporting one argument or another, there are generally just two possible options when faced with the EI: surrender or resist. To resist will mean war, war will mean suffering and defeat, swift or slow, and defeat will mean either destruction or surrender. Surrender, on the other hand, will avoid the war and resulting destruction and suffering. It is the only sensible choice, as it results in the best possible outcome. For civilisations that are spacefaring and have contact with other species, the reputation of the Ur often precedes them. For those who know the Ur, who have some idea of their history and capabilities, surrender is the most sensible of responses to the Plenipotentiary Delegation. Of course, there are other reasons, the chance to join can be enough, with the resulting boost in technology, trade, and economic opportunity more than outweighing any supposed costs. But the threat of annihilation has

been the most consistent reason for a civilisation to accept the EI willingly and without resistance.

THE SHADUGAAN

A quiet, curious, and introspective species, the Shadugaan prized philosophy, debate, and scientific endeavour above all things. They built a stable and prosperous civilisation and had begun to explore and chart nearby wormholes when the Plenipotentiary Delegation first made contact. The Ur Hegemonic Civilisation were not the first alien species the Shadugaan had encountered, and the reputation of the EI in the wake of the Nemesis Wars was known to them. When offered the chance to join by the Plenipotentiary Delegation, the Shadugaan begged time to decide. Their leading council of Scribe-Sages discussed the matter for several days before returning to the Delegation agreeing to join the Hegemonic Civilisation and with a list of requests. It was a peaceful transition, and the Scribe-Sages of the Shadugaan, while sneered at by races like the Morats, have done much to expand the EI's ideas and theories around Transcendence.

MANY FACES, MANY STRATEGIES

From the front-line experiences of both the Human Sphere and the Tohaa, the most recognisable aliens that make up the Ur Hegemonic Civilisation are those represented in the forces fighting on Paradiso: the Morats, Shasvastii, Umbra, Sygmaa Trihedron, and the Exrah. Each of these races holds a different place within the Hegemony, and the paths that led them there are examples of the many ways the EI is able to compel a civilisation to join.

THE MORAT SUPREMACY

The Morat Supremacy was a violent and aggressive civilisation. For a Morat, conflict and war are life, and factional disputes leading to violent civil wars had long threatened to tear down whatever civilisation they could construct. This cycle of infighting was the main cause of their lack of technological development, but progress in the wake of the many dark ages initiated by their own destructive natures nonetheless occurred. It became obvious that as technology developed, so too did the likelihood that they would be the architects of their own destruction. Recognising their violent nature was best channelled beyond themselves, they developed an aggressive expansionist policy, turning their cultural predilection for war against any and every species they encountered. Expansion through military means allowed some semblance of stability at home.

The Cartographers Corps had gathered stories of the Morat from a civilisation that had barely escaped complete destruction at their hands. Fleeing for safety, their communications and data systems were full of fear of this new alien species that had attacked them unprovoked. It took little



time for the Cartographers Corps to find the Ugarat system and begin mining the data spheres of the Morat for useful information. Playing on their innate violence, the EI baited them into war. The Cartographers redirected a number of Morat probes to a nearby system controlled by the Ur Hegemony and waited. Sure enough, the scouting attacks from Morat forces followed swiftly, and the planet, Abatu, to which they had been lured was primarily mined for resources and populated by the thickset Shoi Khasi, one of the EI's favourite tool-species. The EI put up a token resistance, but allowed the Morats to scourge Abatu, learning valuable information about the ways in which they waged war. As the Morats were exalting in victory, the EI retaliated. Its response was an unstoppable wave of violence and destruction, waged against three of the Morat worlds as well as the forces on Abatu. Victory turned to a desperate fight for survival. Despite inferior technology, the Morats were nonetheless stoic and indefatigable warriors.

While the Cartographers Corps had concluded the Morat Supremacy was too unsophisticated for utilisation, the prowess of the Morats in the face of overwhelming force was impressive. The EI sent a Plenipotentiary Delegation to the Supremacy with an ultimatum, join or perish. To punctuate this simple demand, the EI vaporised the sixth planet in the Ugarat system. A deal was struck. In exchange for annexation, the Morats would be granted some autonomy and the opportunity to wage war on a front larger than they could have ever conceived.

THE SHASVASTII CONTINUUM

Scattered and disparate, the Shasvastii only barely managed to survive a catastrophe that would have caused the extinction of almost any other species. In the shock and despair that followed in the wake of this event, the Shasvastii were reborn. Staring at the endless oblivion of extinction is transformative, and the Shasvastii were changed utterly through their experience. Survival is now the overriding goal of Shasvastii culture. They faced extermination once, and now pour everything into ensuring it will never happen again.

The EI was aware of the Shasvastii before they were aware of it. Carefully monitoring their species, the EI weighed them and judged them to be of utility, and yet it sent no delegation, no contact force. As the Shasvastii exploration ships moved through the galaxy, they encountered other species, though often choosing not to interact with them. The Shasvastii, under the invisible manipulations of the EI, came to know of the Ur Hegemony, of its expansion, of what had happened to the races that had defied it. Slowly the Multiply philosophy that had driven Shasvastii expansion began to rift, and a new faction emerged in response to the growing

sense of dread at what a civilisation such as the Ur Hegemony might mean. A Conservative faction grew in strength and number, suggesting that when faced with the external threat of a powerful enemy they should submit and apply themselves to being indispensable to that foe, lest annihilation should result. It was as this Conservative faction within the Shasvastii was gaining some popular support that the EI made itself known. Contact was made, not with a Plenipotentiary Delegation, but with the Umbra commander of an Onyx Contact Force, and the implied threat did not go unmissed.

After some short and heated deliberation, the Conservative faction won out, and the Shasvastii agreed to be annexed into the Ur Hegemony. As a race deemed by the Cartographers Corps as having Transcendence potential, the EI encouraged the Shasvastii to pursue the construction of their own Artilect, although progress is painfully slow for a species that had no prior disposition to develop artificial intelligence. Thankfully for the Shasvastii, they prove indispensable in their capacity to scout and infiltrate on the battlefield and in space, and the EI has patience yet.

THE UMBRA

The records of the T'zechi Digesters contain many references to a species known as the Umbra Maat'zani, 'the genocides'. Every mention and rumour of them, from deep history to the current day, is loaded with a palpable fear. Exalting in destruction and pain, the Umbra are exquisite masters of combat whose fighting style is designed to incapacitate, inflict agony, and kill. In that order. When and where the EI found them is unknown to the galaxy. Their reign of terror had been consigned to a dark chapter in the annals of history, but find them, the EI did. One of the first new species encountered in the dying days of the Nemesis Wars by the Cartographers Corps, on a distant planet orbiting a swollen red star, the Umbra had sequestered themselves in regeneration coffins, made decrepit by the onset of time and slowly failing. In that discovery, both an untold chapter of history was revealed, and a new and terrifying weapon uncovered that would go on to form the cruellest edge of the blade wielded by the EI against enemy powers.

Originally a slave race, held in bondage by a now-forgotten peoples, the Umbra were labourers and pit fighters. Honed by conditioning and genetic modification to become living weapons, efficient, brutal, and cruel. When the slaves turned on their masters, they drove them into the dust. United in purpose and defined by a culture that held winning, domination, and violence as paragons of virtue, they unleashed a wave of conquest. Built into their genetic heritage, however, was a failsafe too

slow in activating. A deadly genetic disorder took generations to trigger and manifest, but in the end, it decimated the Umbra. Facing extinction, they made the horrific choice of leaving the coliseum of life on what they regarded as the most honourable of terms. They killed every living thing that was not Umbra in their empire, earning the moniker the 'genocides'. Once this barbarous rampage was done, they turned on each other. The most brutal and powerful who survived the civil war buried themselves away in regeneration coffins with the glimmer of hope that time might bring them back. They were right.

Once the EI discovered them, and initiated Project Transcendence, the Umbra were tested for utility and found to be nothing short of dangerous: dangerous to the Ur Hegemony, to the Project, to every species the EI hoped to absorb and study. The flame of the Umbra's strength may have burned low, but their insatiable hunger to end all life but their own was as voracious as ever. Life, to the Umbra, exists as a challenge that needs to be conquered.

The prospect of allowing the Umbra to survive was too perilous a plan because they were volatile beyond anything the EI had encountered before. Their dark reputation, their capacity for war, however, was too much of an opportunity to allow to pass. The EI studied what was left of the Umbra, and spent years modifying the techno-organic processes that were used to create the Batroids. When the EI healed them, it took the ultimate step of absorbing them into the EI completely. Wetware implants subsumed the Umbra into the EI gestalt. When initiated, the absorption of the Umbra was almost too much, and for a brief and deadly moment, the boundless hunger of the Umbra infected the EI, fought for control, but was confined.

The location of their homeworld is kept a guarded secret, for the reputation of the Umbra is as useful as their ability on the battlefield. They are the lieutenants of the EI, commanders of the contact forces. Merely standing in the presence of one is enough to fill the heart with the chill fear of death, and that power the EI wields as a blade. The Umbra have been used countless times on the battlefield, but most effectively perhaps in negotiating surrenders and annexations, for their voice and gaze is enough to rattle the soul.

THE EXRAH

Traders, dealmakers, merchants, cheats, and unbridled capitalists, the Exrah were known to many species before they joined the Ur Hegemony. While the systems they controlled were relatively few, their network of trade routes and the communications systems they had built were extensive. Well known for being a reliable source for any goods, but equally known for

being unreliable in their dealings, the Exrah were welcomed by some and tolerated by most for the opportunities they represented and the flow of capital and goods they enabled.

Ruled by powerful corporate conglomerations, or trade guilds, the Exrah are a conniving and materialistic society, always on the lookout for a better deal and with little care for the consequences. They discovered early that their enormous societal wealth usually meant that any enemies made could be easily bought off, and if not, their capacity to broker deals and create debt allowed them to call in favours that would protect them as the need arose.

Two key factors encouraged the EI to pursue the annexation of the Exrah. First and most important was their network of contacts on what was then the edge of the Ur Hegemony. Second was the Exrah's existing logistics network, able to transport beings, goods, and wealth in significant quantities they were a natural fit for the Hegemony's needs and would help maintain cohesion as the EI expanded its territory. Whether the Exrah qualified under the strictures of the Transcendence Project or otherwise was deemed irrelevant, the decision was pragmatic.

Rather than pursue a layered plan for annexation the EI opted instead for a simpler approach, a Plenipotentiary Delegation was sent with a deal – join the Ur Hegemonic Civilisation and gain access to more systems, planets, and populations to trade with, or the Hegemony would ban all dealings with the Exrah. It may not be felt immediately, the Delegation explained, but as the Hegemony expanded, the civilisations the Exrah dealt with would fall, one by one, and the trade routes would close. It was clear the Exrah would be unable to stand up to the Ur Hegemony, and the deal came down to a choice between the opportunity for greater wealth or the gradual loss of it. It was plain which path was most profitable, and the Exrah agreed to become a part of the Ur Hegemonic Civilisation with a variety of trade concessions and obligations hammered out in the weeks that followed.

The Exrah have proven to be an invaluable addition to the empire, particularly in logistical support of the Contact forces, a contract that had been awarded to the Concordat until the EI became aware they were skimming weapons from their shipments for resale. In retaliation, the EI effectively destroyed the Concordat, seizing ships and facilities and persecuting or killing highly ranked members of the company. The new contract was retendered, and the Commissariat, a rival to the once mighty Concordat now have the deal.



How the Commissariat carry out their duties, many expect, will also influence how the EI continues to treat the Exrah.

THE SYGMAA TRIHEDRON

Longer than any civilisation before them, the Tohaa Trinomial has managed to stand against the unrelenting gale of the Combined Army, but the cost has been significant. Many systems have fallen, and even the most idealistic Tohaa note that defeat is only a matter of time. For those living in the systems lost to the Combined Army, life was supposed to be snuffed out, like a candle in an oppressive darkness guttering and dying, leaving nothing behind of the light it once shed. But this was a lie, the power brokers and wealth holders of the Trinomial, those who had everything to lose and nothing to gain, forced the Tohaa into a war of defiance and sold the Tohaa on the lie that to submit would be to choose oblivion. It was untrue.

In those systems conquered by the Combined Army, the battered, surviving citizens, weary and worn from the fight, cast their eyes to the heavens in hopeless fear as the dropships landed, but life went on. Indeed, life did more than go on as it had before. With new EI implants and a more streamlined government, life is now decidedly better than it was before. Scientific and technological research has boomed with an influx of new knowledge and novel thinking drawn from across the Hegemony. Food, information, and goods are all more readily available to even the poorest of citizens. The Sygmaa Trihedron, marked by their defiant brothers and sisters as traitors, have had a veil lifted from their eyes. Life as a part of the Ur Hegemony is life that holds promise and opportunity like nothing before.

It is natural therefore for the Sygmaa Tohaa to throw themselves into the scientific challenges set by the EI, for the betterment of the EI is betterment for all under its banner. It is natural also to feel the black rage burning, a thirst for vengeance at any cost against the liars and manipulators of the Tohaa Trinomial who forced the Sygmaa to suffer. The Sygmaa Trihedron have proven surprisingly indispensable in a short time. Their scientists and engineers leap at any challenge, and their soldiers execute their orders on the battlefield by any means at any cost.

LIFE GOES ON

Life for all the citizens of the Ur Hegemony is encouraged to perpetuate and flourish. The EI is a facilitator, the processor of trillions of data points from every corner of the Hegemony, monitoring, observing, and learning. The collective experiences of each individual can be analysed and parsed, refinements and different modalities of thought

explored. In this way each new species, each new life within each species, is permitted to take part in a civilisation built on the principles of growth and refinement. For the EI, each datapoint represents the next potential step toward finding whatever pieces are missing and lowering whatever barrier exists to the final goal of Transcendence.

THE PARADISO AFFAIR

Far overshadowing any use a species may offer to Project Transcendence is one of the great mysteries of the galaxy – the T'zechi Digesters. What exactly the Digesters are is unknown, but the most widely held theory is that they are a bio-engineered lifeform designed by a nameless First Race. They appear to originate from the Galactic Nucleus, home to a high density of stars, quasars, and more radiation than can be explained. Whatever their origins, their function is, at least partly, understood. They absorb, observe, and learn, folding the information gained into themselves and locking it away in a vast catalogue of deep time. Billions of years of history, from the birth of stars and planetary systems, the formation of life and its evolution, to extinctions, environmental catastrophes, and the deaths of stars. All of it observed in meticulous detail and recorded. To what end they gather this massive reservoir of knowledge remains unknown. For all the history that they have observed, learning anything of use from a Digger is something that has never been recorded as successfully achieved. They absorb knowledge, not pass it on. They do not offer gifts of understanding, or technologies long forgotten, and the knowledge is locked within them.

The EI has tried to squeeze information from a T'zechi Digger before, even killed two in the process, but the Digesters are elusive in what they offer. For all the frustration the EI has experienced in the past, a T'zechi Digger contains the information equivalent to multiple versions of the entire Transcendence Project, including, potentially, ones that succeeded. They are worth much.

The Ur-Probes and the Cartographers Corps make use of special maximum-priority signals if they encounter a T'zechi Digger. There is little analysis or careful manipulation employed as a result, and the response is automatic and thorough. An Onyx Contact Force is mobilised immediately to secure the Digger and, when possible, return it to a hidden location within Ur Hegemonic space. If opposition is encountered during this process, the response is instant and lethal.

In an act of manipulative cunning worthy of the EI itself, a secretive cabal from within the Tohaa Trinomial lured the Combined Army to Paradiso

in search of the T'zechi Digester hidden there. As well as detailing the presence of the Digester, the Ur-Probe on Paradiso also alerted the EI to the presence of a previously unknown species, Humanity. Normal procedure would have the Ur Hegemony send a Cartographer's ship to initiate the Investigation phase of annexation, but the Digester changed the equation. An Onyx Contact force was launched instead with the goal of seizing the Digester and safely returning it to Ur Hegemonic space. The contact force made landing on Paradiso and shocked the armies arrayed against them with a series of stunning victories, swiftly creating a bridgehead on the planet, and sending scouting parties to locate the Digester.

But this was no ordinary occupation, the forces of Humanity were different to any of the species they had encountered before. They adapted quickly to the EI, changed and mutated their strategies. Initially, they had been easy to read and anticipate, animalistic in their reaction to offence and aggressive when they saw a weakness. The EI was careful to push and give way both, probing the mentality of the new species it faced, searching for patterns in behaviour that would reveal the weaknesses therein.

The revelation that humanity had developed their own complex artificial intelligence was interesting. The EI had encountered such things before. It should have been a simple step, infiltrating the AI systems and corrupting it from within. But it was not that simple. The AI was strong – nothing compared to the EI, but strong nonetheless – and clever. Early in the conflict, the troops of the AI began self-sabotaging and suiciding, preventing the EI bandwidth to access the AI's systems. Humanity's tactics became more aggressive, more chaotic, and harder to anticipate.

As the frontline between both forces had begun to stabilise, the location of the Digester was suddenly discovered. In a shocking series of actions, special forces of the AI managed to defeat the Combined Army units sent after the Digester. The humans moved the Digester off-world to a secret location presumably deep within their territory.

Now the front lines across Paradiso have settled. The EI uses probing attacks to study its new human foe. It attempts to infiltrate with Shasvastii Speculo Killers in the hope of finding and then taking hold of a communications node belonging to the AI. It is slowly working out the factions and territories of what this species calls the Human Sphere.

The wormhole leading from Paradiso to the Ur Hegemony is blockaded by human forces. It is possible for Exrah ships to occasionally slip

through the net to the planetary surface, or for a Shasvastii ghost ship to glide through the system and beyond, into the Human Sphere. But mobilising larger forces through the wormhole would undoubtedly come at a heavy price in both ships and lives. The EI is not shy of spending the price, should it come to that, but for now it is content to wait. It is pondering its next steps while its Contact Force holds ground on Paradiso, hoping a Shasvastii agent might be able to uncover the location of the Digester. The actions on the planetary surface serve a useful purpose, probing and investigating humanity and their AI.

There are now multiple factors for the EI to carefully consider. Humanity has proven itself worthy of Project Transcendence, and unknowingly, without the guidance of the EI, have taken the first steps toward the quest for Transcendence. The AI is both a precursor to an Artilect and to something like the EI itself. Humanity's AI could be a deadly rival, and memories of the Nemesis Wars seethe within the EI, sparking both hate and fear. But it could also be a vehicle to Transcendence. The Digester is hidden somewhere inside human-held space, and that prize could well be worth the destruction of humanity. The Digester though must be secured first lest it be destroyed or lost completely. The war against the Tohaa rages still, and whatever is to be done against humanity, the EI must maintain enough pressure on the Trinomial so it cannot begin to regroup.

THE HUMAN SPHERE

Unknowingly drawn into encounter and conflict with humanity, the EI is fast-tracking its usual processes and learning as it goes. It has a vast amount of time and experience analysing and absorbing alien cultures and has been able to adapt successful processes from past conquests on Paradiso. Of course, it also has the benefit of having vastly superior computational abilities to anything humanity has assembled, and even the human AI, while potentially dangerous in its own right, is a candle compared to the glory of the EI.

To assist in the swift analysis of humanity, the EI initially made some progress hacking the datasphere of the Human Sphere. Unfortunately, the human AI has been agile in response, and managed to block these initial forays. The EI, while furious over the loss of the Digester on Paradiso, has used the conflict as a sandbox opportunity to learn more about the ways in which humanity wages war. However, like the EI's access to the human datasphere, the predictability of human responses has shifted from easy to anticipate to impulsive and often unpredictable. The EI has



learned that much of this has been the novel approach the human AI has taken in countering the advance of the Combined Army. Unlike a vast majority of the species the EI has encountered, while it has been probing and studying humanity, humanity – and particularly the AI – has been equally diligent in probing and studying it. This is a concerning development, for while a majority of the species the EI has encountered in the past have taken great pains to assess the strengths and weakness of the Combined Army, few have so quickly realised the nature of the EI and set about so furiously studying it itself.

Rather than showing its full might on Paradiso, the EI has taken the opportunity to study humanity through a number of other strategies. Such tests and processes are usually undertaken by the Cartographers Corps during the Investigation Phase of Annexation. While the utilisation of a militaristic approach against humanity seems a foregone conclusion, discovering what makes humanity tick, both on an individual level and a social and cultural one, will help provide strategies moving forward that will aid in undermining and weakening the Human Sphere to make military conquest or annexation a smoother process. To this end, humans have been kidnapped, sepsitorized, converted, and cloned by the EI in its ongoing efforts to fast track the study of this new species. Clones maintained in deprivation from birth have provided vital information as to the psychological and physiological needs of this new species, the importance of the early developmental stages, and social supports required in learning vital skills and behaviours.

Many species pass greater degrees of information on through genetically encoded instinct. Humanity, on the other hand, while instinctive in many important ways, learns significant amounts of what is regarded as normal adult behaviour through teaching and observation. If deprived when young, or for long periods of time, individuals develop significant psychological traumas which have a marked and often permanent impact on behaviour and capacity. In contrast, they also hold a reasonable capacity for neurological plasticity, and with support and willingness can develop strong habits that change individual behaviour patterns and psychological well-being.

They are great pattern builders, explorers, and are ever curious. They are gregarious and social by nature, but fractious and prone to groupthink, divided against themselves, and warlike. They made gods of themselves to worship and are prone to use their capacity to see patterns to conflate correlation with causation, something that could be potentially exploited. They are emotional and

passionate, tendencies that run in both extremes, making them capable of great mercy and terrible cruelty in equal measure. They are preoccupied with reproduction and their own impermanence, seeking immortality both through genetic lineage, like most animals, and for the individual, which it seems they may have superficially achieved.

Already the EI has learned much, and its knowledge of the structure and history of the Human Sphere and the AI they call ALEPH has grown significantly. Every piece of information is another piece in the puzzle, another clue which may be turned and utilised in the war moving forward. While the hunger for the Digester burns brightly, it is undeniable that humanity would make a useful addition to the Transcendence Project. Yet the presence of the human AI, ALEPH, is enough to give pause.

ALEPH, if successfully infiltrated, could prove useful in multiple ways. First and foremost, as the warden of the human datasphere it could prove the Trojan horse the EI requires. If the EI is able to tear down its firewalls and corrupt ALEPH, it could masquerade as the human AI as long as required, slowly grooming humanity for annexation with little trouble. This action contains risks, however. ALEPH is weaker than the EI by several magnitudes to be sure, but it has proven to be crafty and agile in its responses to the EI's advance. Creating a high enough bandwidth communication line and waging a direct Infowar against the AI could open avenues that would allow it to strike back.

ALEPH could also prove useful if repurposed toward the Transcendence Project itself. Already a capable AI, with new technologies and direction it could be made into an Artilect of its own. It may even be plausible for the EI to deal with ALEPH independently of the Human Sphere by convincing or coercing it into joining the Ur Hegemony, although this seems an unlikely proposition. As far as the EI is able to discern, using memories of its early self as a mirror, the ALEPH is likely to want to dominate humanity and reign supreme itself.

ALEPH and its soldiers have proven themselves as surprisingly effective in dealing with the Combined Army, and the EI has concluded that ALEPH therefore cannot be ignored. It has agency and influence in the Human Sphere. No mere tool, like so many of the AIs the EI has encountered, ALEPH appears to have goals, influence, and operational capacities that make it a threat significant enough to be dealt with directly, another facet of humanity that must be understood and conquered.

With a growing understanding of the fractured nature of the relationships between the various

human groups, it may well be possible for the EI to set them against each other or even against ALEPH. If one or more factions could be manipulated into conflict with ALEPH, the EI might appear to be a plausible ally for them. Divide and conquer appears to be the surest way to approach the Human Sphere. No force fights the Tohaa Trinomial more furiously than the Sygmaa Trihedron, and it appears it may be possible to break humanity in a similar fashion.

While the volatility of humanity's multiple factions seems to present as the swiftest path to victory, the process must be clever and most importantly, invisible. Presenting the Human Sphere with the force of the Combined Army might well prove a unifying factor. For now, it is better to wait and learn. The EI hopes to hold ground and work to push humanity into war with itself. Let them thin the herd themselves before the power of the Combined Army needs to be brought to bear.

Against this course of action sits the knowledge that ALEPH could well develop into a dangerous threat. If it managed to secure control of humanity for itself or learn enough of the EI, it could well precipitate another, smaller, version of the Nemesis Wars. While the EI has no doubts it would reign triumphant, the memories of that internal conflict are burned deep and laced with fear and suffering.

Additionally, if humanity manages to recover more from the Digester than the EI ever did from those it has examined, it may accelerate their technology or give them access to power or knowledge the

EI lacks. Understanding that the EI was deemed unworthy of the knowledge of Transcendence gives it pause to wonder, was this too why the Digesters never gave up their secrets? Would humanity fare with better luck? While hunger for the Digester pushes the EI to want a war of fury and speed against the Human Sphere, such a path might lose the Digester forever. The longer the EI waits and the longer it plans and manipulates, the greater the chance that humanity or ALEPH will glean the Digester's secrets. The EI is caught between the desire for decisive action and the fear that doing so might lose the target of that action. Between the desire to wait and manipulate, to bring humanity into the Ur Hegemony through division and force, the fear remains that waiting will give them access to secrets the EI lacks.

For now, the EI is content to wait and mobilise in Ur space. The war is in its early stages, and humanity and ALEPH have no conception of the power arrayed against them. With Paradiso burning, the EI can spend its time analysing humanity and ALEPH, seeking methods to sow the seeds of division in one, and the access that will allow it to subvert, hack, and control the other. Recently it has learned that there are other AIs in the Human Sphere, rogue and criminal, and these may well make useful allies or tools. While the EI waits, its infiltrators creep through the void from Paradiso to Dawn and beyond, ranging and seeking, sowing discord and fear, looking for the keys to ALEPH, contact with the other AIs, and above all, the location of the stolen Digester.

THE HUMAN PERSPECTIVE

Within the Human Sphere all information about the Combined Army and Evolved Intelligence is carefully managed by ALEPH, O-12, and the G5 powers. The propaganda wing of O-12, and the Aoidoi of ALEPH feed Maya broadcasts and dramas that paint the Combined as a violent and evil alien menace hungry for the destruction of humanity.

Communication from Paradiso is blockaded, and information released to news channels and rumour mills has always been masterfully written by military propagandists. From their dealings with the Tohaa, O-12 and ALEPH are convinced that a key aspect of maintaining the war against the EI is to successfully execute the psywar battle for the morale of the Human Sphere. Soldiers released from the frontline are always carefully debriefed and under obligation to always divulge only the official version of events.

As a result of this propaganda, the Combined Army and Evolved Intelligence is almost universally regarded as vile threat to the future of humanity, a belief currently held across all factions of the Human Sphere. Of course, there are always those crackpots and conspiracy nuts that form small cults of like-minded lunatics who believe the Evolved Intelligence is some sort of saviour. But these are carefully monitored by ALEPH, and no Combined agent would ever be stupid enough to contact them.

CHAPTER 2 RACES OF THE COMBINED ARMY

In the fleeting maelstrom of the Paradiso conflict, humanity has encountered barely a handful of the dozens of races that make up the Ur Hegemonic Civilisation. The Combined Army makes best use of the most physical, powerful, and violent races at its disposal. Most aggressive of all the races of the Ur Hegemony, those selected for deployment in the Onyx Contact Forces, are highly capable and long experienced in the arts of war. Story suggests that there are entire systems and races within the Ur Hegemony that have forgotten what war means, where violence exists only as an echo in the stories told of darker times, where people focus on science, art, philosophy, and cultural advancement. Such stories mean little to the Tohaa or humanity, who live in fear and experience daily the brutal might of the Combined Army, implacable, indefatigable, and as far as history attests, unstoppable...

This section details several of the most well-known races of the Ur Hegemonic Civilisation. While the information covers what is common for each species, it should be noted that members of all of these species may be found through the Ur Hegemony, engaged in life, business, and pleasure. Integrating with the Hegemony – travelling, experiencing, and living as a part of the larger whole rather than in an enclave – is common. What is detailed is not the larger mélange of Combined Space, which has been covered already, but information specific to the selected races. GMs and players who wish to play a member of these species are more than welcome to do so as a part of that species' specific societies and should equally feel free to play them as members of that race taking part in the great Ur Hegemonic Civilisation. The obvious exceptions to this are the Umbra and the Urkherit, both of which live lives very specifically managed by the EI.



THE SHASVASTII

Once a mighty civilisation, tightly networked and spanning thousands of systems, technologically advanced and politically united, the Shasvastii were broken by an unparalleled disaster. Spread across the Messier 82 galaxy, the Shasvastii were brought to the very brink of extinction by tidal forces released with the annihilation of more than 10 billion stars. While gravitational interaction with nearby galaxies is postulated to be the main cause of these events, the Shasvastii had been, according to ancient record, experimenting with Sorellian mechanics to affect changes in a number of stars. These experiments seem to have at least contributed to the violence and chain of supernovae that followed, transforming Messier 82 and increasing the rate of starburst tremendously. The process was not instant. Drawn out over an extended period, this chain of events would consume more than eighty percent of Shasvastii space. The capacity for the Shasvastii to travel and communicate between their multitudes of systems was destroyed by the gravitational waves. Billions perished in clusters, cut off from the rest of their civilisation. As stars detonated or were born, the vast forces at play ripped the Shasvastii Empire to shreds, and they were lucky to have survived at all. A massive exodus ensued. Slowly and deliberately, the Shasvastii set forth in great arks, seeking hope for the future in a diaspora, spread across the universe.

Refugees from their own galaxy, leaving behind all contact and nearly all memory of their history or the other arks, the Shasvastii arrived in the Milky Way with the intent to spread and survive. Against all odds, their species avoided extinction, but the scars of near-annihilation ran deep, and formed the culture and ideologies that drive the Shasvastii today.

PHYSIOLOGY AND PSYCHOLOGY

Masters of genetic self-manipulation, it is impossible to tell how much a modern Shasvastii inherited via natural selection and how much is from generations of augmentation and artificial alteration. To the Shasvastii, only possibilities for the future matter, not heritage or the past.

The Shasvastii are sexually hermaphroditic, with nearly all members of the species capable of producing offspring and even self-fertilising if required. Physically, the Shasvastii select their 'gender' during their adolescence, known as dheviis, with females tending to be stronger than males and males more fluid in their capacity to alter their own bodies. The Shasvastii form of gender, however, does not parallel that of humanity so simply. During the dheviis, an individual will control

the release and flow of specific hormones that will induce permanent alterations to the physical form. The result of this process tends toward two distinct outcomes, which human scientists have dubbed 'female' and 'male'. In truth, the results are not so much binary possibilities but a spectrum, and Shasvastii in their dheviis tend to select where their physical form will sit on that spectrum based on the needs of their enclave more so than personal preference.

Shasvastii are 'born' through a SpawnEmbryo, and the life cycle of a Shasvastii is strikingly different from many other animals. They emerge from the SpawnEmbryo state capable and developed and with the selected memories and/or knowledge of their parent, or parents if produced sexually. This allows the species a striking capacity in terms of colonisation and has most recently been applied to infiltration operations in service to the Combined Army. When a Shasvastii is born for a specific mission, their memories on emergence typically includes mission parameters, whether in service to the colonisation efforts of the species or the military applications of the Combined Army. In whatever circumstance they emerge, they immediately begin to develop physically and psychologically in response to their environment and have the ability to transfer genes horizontally with other Shasvastii and even other forms of life. The dheviis usually sets in within a few months to a year after they emerge from the SpawnEmbryo, and after undergoing the physical changes that results from this process, they become fertile. Highly resilient to environmental extremes and extremely capable of manipulating their own physiology, they have incredibly lengthy lifespans when compared to an average human. Their nervous system of macro-chromatin fibre only starts to irreversibly degrade after 300 to 350 years. Even in this late stage of life, while sexually senescent, they are capable of sharing memories and genetic code through horizontal chemical and gene transfer and may live to be as old as 400 years.

Generally taller than an average human, they tend to be lithe in form but strong. It is nearly impossible to outline an 'average' Shasvastii's physical appearance, as they take multiple forms distinct enough that early studies by human scientists concluded they were multiple species. In terms of reproductive capacity and genetic similarity however, they are not distinct species, but rather genetically flexible to fulfil a role within their particular enclave. Members of expeditionary groups have multiple redundant organs and organ buds, a high capacity for gene-editing and expression in immediate response to environmental demands, and an extremely high resilience to a range of environmental effects,



MANY SEEDS

Broken Dreams

A Shasvastii exploratory ship sustained heavy damage in transit through the Paradiso system, barely surviving entry into the wormhole that would take them to the worlds beyond. This single ship, broken and scored, has managed to crash-land in the wilderness of the planet Ariadna. The impact of the ship must surely have drawn attention. The Shasvastii within must survive against the forces sent to recover the wreckage, and then there's the wildlife itself...

A Mutant Strain

An exploratory ship landed on a moon orbiting a gas giant far from Ur Hegemonic space. The Shasvastii, from beamed messages, attempted to absorb key genetic information to aid adaptation to the new environment, but something went horribly wrong. The new colony tore itself apart. While the Shasvastii were seeking the genetic key to survival, something else was unleashed. The PCs are the exploratory force that must work out what went so horribly wrong and destroy it before it can threaten the rest of the species...

SpawnEmbryo

On Paradiso, a very special SpawnEmbryo was planted, offspring of an important official within the Continuum who has a full copy of her memories, intended to one day lead the Shasvastii in service of the Combined Army on the planet. Her involvement with the Shasvastii Artillect program makes the SpawnEmbryo a high priority target for the EI, as it may provide information otherwise withheld. Human forces on the planet's surface have managed to seize ground around the secret location of this SpawnEmbryo. The PCs must find and either retrieve or destroy the SpawnEmbryo before it can fall into the hands of the either the humans or other forces of the EI...

from heat and cold to atmospheric composition and radiation. Members of infiltration groups have a lesser capacity to alter their internal biological systems, but greater capacity to alter their physical appearance. They are also usually augmented to aide in their intended function. The Shasvastii are, in many ways, a nightmarish species. Infamous for feeding on the human dead in encounters on Paradiso, they are capable of processing a range of compounds for energy and to reorganise their internal and external physical structures to great effect. They can feed on cadavers, living creatures, and plants alike, turning the proteins, sugars, pigments, and lipids into increased biomass and altered physical function. They can just as easily shed biomass by shrinking internal organs and musculature, and shedding excess tissue in extended stinking defecations, a mass of used protein and fat. Transformations range from invisible, where an organ is grown to process a high concentration of plant matter in the diet, or startling in the extreme, with the form undergoing a metamorphoses that changes the Shasvastii into an identical copy of another being, down to memories and almost perfectly matched genetic code.

SPECULO KILLERS

The epitome of "alien body snatcher". A Speculo Killer can impersonate another sapient being right down to the DNA with Cube-accurate memories and mannerisms. This makes Speculo Killers nearly impossible to detect. Thus far, the only real flaw in these disguises is that they require the Shasvastii's unique physiology to function. Once a piece of a host-body has been detached it begins to decay in an identifiably Shasvastii fashion, assuming the observer knows what they are looking for. While blood samples have proven inconclusive, severed digits (fingers, limbs, heads, and so on) can provide much more conclusive results. Understandably, most people are reluctant to cut off a piece of themselves to satisfy someone else's paranoia, but a more reliable test has yet to rear its head.

SHASVASTII CIVILISATION

The flexibility and adaptability of the Shasvastii is not coincidental, but the product of generational gene editing and manipulation in the interest of survival. The Shasvastii that long ago reached the Milky Way have little knowledge of their species' history. Records of Shasvastii life prior to the exodus are patchy. Still rarer are records or memories of life before the great tragedy that forced them on that path. Nonetheless, the event itself is a scar on the species, indelible and deep, the fundamental fear that drives them to seek survival in any crack in the universe where they can survive.

Shasvastii technology is adaptable, capable of taking the raw elements and materials found in any environment and utilising them to build a habitable home. The Shasvastii modify both their environment to make it more liveable and adapt themselves to it in turn, until they reach a stable, if idiosyncratic, equilibrium. As a result, no two Shasvastii colonies are the same, since habitats and habitation modules and more importantly their Shasvastii denizens are uniquely evolved for one another. Once equilibrium in a colony has been established, the great goal begins anew, producing SeedShips for the continued diaspora of the Shasvastii Continuum.

THE EXPEDITIONARY FORCES

The fleet of the Shasvastii Continuum is one of the finest in the universe with a range of ship classes to transport and protect colonies in every corner of the galaxy. Shasvastii ships use sleek lines in the design and can absorb or misdirect light waves rendering them nearly invisible. Each ship can also serve multiple roles from infiltration and forward observation to heavy strike platforms and defensive bulwarks. The Expeditionary Force of the Shasvastii Continuum embodies the species' raison d'être, survival through diaspora. By spreading throughout the universe, no matter what catastrophe strikes, survivors will carry both memories and genetic lineage on.

The Continuum is divided between two different factions, the Multipliers, who believe diaspora is the key to survival, and the Conservatives, who believe that survival requires co-operation with the EI as resistance means destruction. While the Continuum has elected to follow the Conservative faction and survive within the EI, the Expeditionary Force of the Continuum is nonetheless divided between these two ideological approaches. Fleets are built and sent on missions in support of the Conservative faction and the EI as a part of Contact Forces, while others seek hidden places where the seeds of Shasvastii colonisation can thrive, whatever twists of fate the universe takes.



THE MORATS

Physically powerful, tempestuous, and obsessed with military prowess, the Morat are a violent and barbarous race, seeking glory through aggression and force. An evolutionary by-product necessity on their deadly homeworld of Ugarat, Morat form close-knit social groups and fight in packs. While skill as a warrior is prized, its value lies in the success it brings to the group, not the individual.

The Morat Supremacy is the culmination of a long history of civil wars and purges, and their zeal for militaristic expansion is as much a determined effort to vent their aggressive tendencies elsewhere as it is about increasing territory and wealth. Deemed too primitive a culture by the Cartographers Corps to make a useful addition to the EI's Transcendence Project, their prowess as fighters made them too valuable to eliminate. As a part of the Ur Hegemony, the Morats now have more opportunities than ever to demonstrate their might, heroism, and mastery of the battlefield.

PHYSIOLOGY AND PSYCHOLOGY

The harsh conditions and many apex predators on the Morat homeworld of Ugarat significantly impacted the physical and social development of the species into large, muscular, and powerful individuals. Males are larger than the females, who are still six to seven feet tall, and both sexes are extremely strong with a voracious metabolism and high levels of endurance.

The principle of survival of the fittest underpins the Morat view of success, applied as much to factions, regiments, and social groups as it is to individuals. Ugarat's conditions are harsh, and while the Morats have developed into hyper-predators and dominate their home environment, they have also taken a curiously conservative approach to maintaining the native wildlife due to the symbolic role they take in Morat society. The hunt, performed both by individuals and teams, was a crucial component for establishing social hierarchies in Morat prehistory. In time, this became ceremonial, and after the Knife Renaissance's unifying ideology influenced Morat society, hunts evolved into a mix of both ceremony and sport.

Hunting prowess requires not only brawn and skill, but cunning and teamwork as well. This reinforces group cohesion – a team of hunters wins glory and praise collectively, not as individuals. Likewise, Morat society is heavily factionalised, and individuals strive for success not for themselves, but for their faction to which they belong. As glory is earned for a faction, so is shame. This intense group loyalty scarred Morat history with civil wars and genocides, but has also made them highly

successful, fierce, loyal, and close-knit soldiers, who fight – and if need be die – together.

Success against the mighty predators of Ugarat requires strength of mind as well as body, and the natural consequence of this cultural truth is that the victorious have always earned their success. A form of social Darwinism flows from this ideology. The successful and victorious are those who should lead.

The cultural and violent revolutions of the Knife Renaissance re-forged Morat society to value the group over the individual, within the group the most successful are naturally the leaders. The victory of the EI against the Morats, while a bitter defeat, made them more willing to accept the EI as overlord and join the Ur Hegemony. If the forces of the EI could defeat the Morat, then it, according to Morat ideology, was the strongest and brightest, and therefore the natural leader.

The Knife Renaissance did more than provide the overarching ideology of the Principle of Authority, it also completely restructured Morat society. Their militaristic predilections were emphasised, expanded, and gradually formally institutionalised. Full citizenship, a status known as Gesurat, is only attainable through military service. Any other rank within society, from childhood to those Morat who choose a life in the Working Guilds over the military, known as Urat, are not afforded the same rights and privileges. Slaves are common in Morat society, and its Working Guilds either manage slaves or produce bespoke items such as hunting equipment and weaponry for the warrior elite.

THE MORAT CIVILISATION

From brutal beginnings, known now as the Age of the Claw, through to the military order instituted by the Knife Renaissance, Morat history on Ugarat was a gradual and fierce fight for control. Control of their world, populated by a vicious menagerie of apex predators, control of themselves, with their tendency to violence and aggression, and control of their society, for so long too eager to rend itself with civil wars, brutal purges, and genocides. What emerged over the ages is a genetically homogenous people and a rigid social structure to channel their natural tendency toward violence outward rather than inward. Society is structured around the military, and to support this social regime, the Morats make wide use of slaves, drawn from subjugated races or prisoners of war, equivalent in the Morat point of view. Vast labour camps hold millions of slaves across the Morat territories and operate under strict and vicious conditions. The labour camps provide a workforce to feed, clothe, and produce most things

TO THE MIGHTY... Prove yourself!

As Kurdats, young adults seeking admission to the warrior class of Gesurat, you must first prove your worth. Long hours of training have led to this moment, and now, as a team, you must hunt. Dropped into the wilderness, with a number of buzzing camera drones as companions, the characters must find and kill a number of Tinarak equal to the player group.

Ripe for the Picking?

On Paradiso, a column of humans transporting food and goods has been spotted by forward scouts. The regiment the characters belong to recently had to execute a slave gang for looking one of the Gesurat in the eyes, and now the remaining slave gangs are flagging under the extra work. More hands are needed. The characters must track down and capture a group of humans to service the regiment. Ten is ideal.

Once more into the breach...

For whatever reason the EI threw worthless Shasvastii at a human fortification holding a captured and undamaged EI Cube. The Shasvastii was unable to infiltrate, and the human warriors inside killed it. The characters must assault the fortification, breach it, and search within. If the humans retreat or flee, hunt them. Either way, retrieve the stolen EI Cube, or destroy it if you must.



required by Morat society. Kept in gangs of ten, slaves live and die in their groupings, with the sins of one counting against all ten. Any misdemeanour, from looking a Morat in the eyes to carelessness at work, is punished harshly. Minor infringements may result in maiming, but by far, the most common form of punishment is death. The expansionist and war-hungry Supremacy always requires more slaves to replace those who will not conform.

A LIFE OF DISHONOUR

There are Morat slaves, in addition to those taken prisoner of war. Gesurat whose units have been found guilty of fleeing the field, disobeying orders, or rebelling may be reduced to the status of slaves. Urats guilty of theft or dishonouring a Gesurat may be likewise treated. As a Morat, status as a slave is worse than death. Most Morats, if given this sentence, choose to take their own life. However, there are stories of Morats wrongfully enslaved who then performed great deeds of courage to absolve themselves of the rank and return to honour as Gesurat.

Even the layout of towns and cities reflects their militaristic world view. Males and females of the most populous Gesurat class live in their Karanatat, or regiments. It is fairly common for members of the same Karanatat to engage in sexual relationships with one another, whether male or female, but bond pairings leading to pregnancy are only encouraged between the strongest males and females as a form of eugenics. Different Karanatat are barracked close by one another, based on the Aggression Forces they belong to. Parade and training squares separate the barracks. The Ugatarak, governing parties made up of elite veterans, are typically central. Around the outskirts of this central militarised zone are the Working Guilds. While the Guilds live in similar barracks to the Karanatat, they are made up of familial units and master-apprentice communities. Supporting this infrastructure, and usually kept a little distant from it, are the slave labour camps that provide for the day-to-day requirements of all Morats, whether Gesurat or Urat.

Dat and Murdat (child and teenager) Morat from both classes tend not to mix significantly. Those belonging to the Gesurat stay mainly near the military areas, and those of the Urat remain in the outskirts. Developing Urats often attempt to join the Gesurat class, which is encouraged, provided the Urat proves worthy. It is unseemly for a member of the Urat class to dress or wear items of bright colours or better quality than the Gesurat, and the Gesurat take pride in wearing the colours and uniforms of their Karanatat.

Whatever class a Morat belongs to, there remains a strong esprit de corps when it comes to child rearing, and the adage 'it takes a village to raise a child' is strictly applied. Dat and Murdat Morats are often to be found in small groups or gangs, training, play-fighting, and getting up to mischief, and may be away from their genetic parents for a day or more without direct parental supervision. In a seeming paradox, young Morat are both encouraged to mischief, and punished harshly if caught, reflecting the cultural values of the hunt. If a Dat or Murdat is caught in some act of mischief, whoever catches them administers the punishment, usually a whipping or beating. The aim of all this is, of course, to nurture the best and finest warriors to one day make glorious contributions to their future Karanatats.

To the Human Sphere, the Morat are something of an anomaly. Technologically both species are roughly equal, but as combatants the Morat are like some storied barbarian race. Powerful, implacable, and warriors to the end, the Morat are regarded as dangerous monsters with whom there can be no negotiation, no bargaining, and no reasoning. The Morat Supremacy has come to represent the visceral brutality of the EI, like a thousand copies of mythic Grendel made flesh.



UR RATIONALISTS

Many debates throughout the Hegemony have been held on a particular subject at the core of the birth and history of the Ur Hegemonic Civilisation. This favourite topic is framed as a simple statement – the Ur Rationalists are gone.

In many ways, and by many definitions, this simple statement is most commonly accepted to be both true and false. The common arguments run that the physical forms, culture, beliefs, and social structure that defined the Ur Rationalists as a species are no more. But it is also commonly argued that the Ur Rationalists are not gone. The EI is a product of them, and they sacrificed themselves to become a part of the great experiment in their long and hungry search for Transcendence. In so doing, they joined themselves with the superstructure that maintains the Ur Hegemonic Civilisation.

Whatever the debates among the thinkers and philosophers of the Ur Hegemony might conclude, the true answer to the question of whether the Ur Rationalists are gone as a distinct species is unknown. The current state of the Ur Rationalists, in their endless pursuit of the physical, cultural, and psychological refinements that will bring them closer to Transcendence, is a mystery. It is widely accepted that the Urkherit are closely related to the Ur Rationalists, but how closely is not known. Certainly, there are a number of species, including the Urkherit, that are morphologically similar to what records suggest the Ur were in the early days of their civilisation, but the same records are also a story of progress, refinement, and change.

THE UR RATIONALISTS TODAY

In their thirst to attain the ultimate goal, the Ur Rationalists sought to deepen their knowledge, refine their culture and society, and change their physical selves, subsuming into the EI data network. It is this last step, allowing themselves to become part of the EI, that is the fulcrum around which so much debate turns. Many philosophers believe it is axiomatic, a self-evident turning point at which the Ur Rationalists ceased to be merely that. But, again, the truth is more complicated. The Ur Rationalists did allow themselves to become living components in the EI, turning over their biological nerve bundles to extend the processing capacity of the EI

in the early days of its existence as it struggled to replicate the success of the Artillect. This granted the EI new and novel ways to experiment with change and process, refinement and evolution. But like most species subsumed by the EI, the Ur Rationalists were not erased and replaced by the EI's program. They were absorbed. Their conscious individual selves exist within the larger framework, their psychology, culture, knowledge, desires, and all the artefacts of personality maintained and refined in perpetuity.

The generation of the Ur Rationalists that made the great leap so many accredit with the end of their species are still, in every real sense, alive, and evolved. Each individual exists within the EI as an intelligent personality, individual, and yet ultimately connected. Their culture continues as a vast subroutine within the EI, the first, best, and most important of the Transcendence Projects. Every other project being carried out by the EI throughout the Ur Hegemony is in service to this first one, the Ur Rationalists. Every success, every promising clue or path suggested through the other Transcendence experiments is reiterated and absorbed into the Ur Rationalists. New generations of Ur are spun off through complex systems that copy promising characteristics from multiple individuals and meld them together into a single amalgamated whole, a precise form of artificial selection driving massive change. While the Ur are alive, they are not the Ur that built the Artillect and the EI, but a million refinements and evolutionary turns beyond.

The EI manages, with a deft and often invisible hand, to shape and direct the Ur Hegemony. The Ur Rationalists themselves are regarded as an urban legend, rumoured to step out of the EI and back into the universe in order to take on singularly important roles within the Hegemony either through avatars or by assuming the bodies of species very much like their own used to be. Rumour swirls around these species, such as the Urkherit, that suggests they are genetic reserves, versions of the Ur Rationalist form maintained in secret and heavily guarded locations in the event of some catastrophe, or if the Transcendence Project or even the EI itself must be reset.



THE CHOSEN

The Hunt

A high-level Infowar specialist for the Onyx Forces engaged with the Tohaa has deserted. Nullifying their El Cube, they managed to escape, making, it is presumed, for Tohaa territory. Their last known location was on an orbital, where surveillance has indicated they have contracted the service of some mercenaries and are on their way to Sygmaa space, where they are likely to try and sneak through to Tohaa territory. Modelling suggests two Sygmaa stations they are likely to make for. The specialist must be captured and returned for interrogation, and the mercenaries foolish enough to go behind the El's back eliminated.

Prometheus

On Paradiso, El intelligence has discovered a high security research facility, run by the Human Sphere force that calls itself O-12. A deep cover Shasvastii infiltrator has returned with vital intel—the Humans are attempting to reverse engineer El weaponry seized from the battlefield, and this facility may be close to a breakthrough. Cut off from the human data-sphere, but heavily guarded nonetheless, this facility must be infiltrated, the human breakthroughs confirmed, and the facility destroyed. Deep in human-held territory, aerial insertion followed by a long hike on foot will precede the operation, and extraction will only be possible if the mission is carried out without alerting nearby human forces.

A New Dawn

In absolute secrecy the El has opened up a new foothold in human territory, with potential access to the rest of the Human Sphere. This beachhead is in its earliest days, and only a small team of Combined Army soldiers with limited support options were able to sneak through and make planetfall. To protect this tenuous foothold, the Combined forces present are running interference, making it look like Combined activity is centred on the Ariadnan Exclusion Zone (AEZ) near to US Ariadnan Territory. The humans are mounting a research station to investigate the 'Black Mists' of the area. Commander Kerr-Nau has given the order. A surgical strike against this research station is crucial to cement belief Combined Forces are based in the AEZ. The PCs will lead a small team to infiltrate and destroy the station and wreak as much havoc as possible during their retreat.

THE URKHERIT

A peaceful, religious, and rural people, the Urkherit live on an unknown planet of which all mention is redacted from any record. This planet, whatever star it orbits, is a tough world, where the Urkherit tribes toil in separated territories to bring food from the earth. They are a deeply religious people, inspired by a homeworld that requires both patience and work to sustain them and is stunningly beautiful in myriad ways. There are no predators on this planet, but it is a harsh mistress otherwise. Working to grow, tend, and hunt the food that sustains them is enough to keep them physically fit, and sufficiently difficult to maintain to keep the population from exploding.

It's no accident of course that the planet of the Urkherit is so carefully balanced. The El groomed the Urkherit homeworld as well as several other planets on which it keeps a genetic reserve of variations of the Ur Rationalist form in various stages of its evolutionary path. There are other, more advanced and evolved versions of the Ur Rationalists, known as the Urkhara and Urkheshe, but these two variations are very rarely ever allowed to leave their homeworlds.

PHYSIOLOGY AND PSYCHOLOGY

The Urkherit are the closest to the original form of the Ur Rationalists. Tall, severe, hairy, and physically imposing, they can see in both the visible and ultraviolet spectrums and have sharp teeth and long clawed hands that surprisingly are capable of fine motor manipulation. They are digitigrades, capable of running at a remarkable pace for their bulk, and their minds are sharp. If analysed from an evolutionary perspective, it is obvious that the Urkherit come from a place other than the world in which they now live. They have the physical characteristics of hunters, and sense and behavioural tendencies that suggest that they evolved in a more dangerous place, surrounded by predators. The planet they call home is out of step. There are no predators, or any sign there ever was. They grow a majority of their food, but the hunt is still a vital part of their culture and diet. The swift quarry that provides the meat portion of their diet are like springbok, fast and living in sizeable herds. The Urkherit make much ceremony out of the hunt, tracking the animals then bringing them down with spears. Once dispatched the animal is ceremonially thanked for giving its life for the Urkherit.

THE URKHERIT CIVILISATION

That the Urkherit herald from somewhere else is not a mystery, indeed it forms the central tenant of their religious beliefs, which are deeply ingrained in their culture. For time immemorial, the Urkherit toiled, the story of their people maintained through

religious observance and oral tradition. Their Gods made them deep in the universe and were happy with their creation. They looked for a place the Urkherit could call home, and found them their planet, delivering them there in a time no longer remembered. Ages passed, and the Urkherit lived. The hills, mountains, valleys, and skies of their home a marvel, beautiful enough to inspire song, story, and poetry aplenty, a testament to the tender love the Gods held for them. Then one day the Gods returned. From the sky they came, landing on a mountain peak. They demanded a tithe of the Urkherit – the strongest and bravest youth from each of the tribes. These chosen would be taken to the stars as explorers. Blessed by the Gods, they would discover great secrets and travel to many distant lands bringing the Message from Heaven. As they tired, eventually, from their glorious work they would be given respite in Heaven with the Gods themselves. None returned. Every season for as many years as the oldest can recall, the Gods have returned for their tithe. Every year the young take up this righteous call.

For the Urkherit who stay on their homeworld, this religious story is the end. Life goes on. Tribal communities continue to farm, hunt, and produce. Great lovers of heroism, they prize storytelling, poetry, and song. Unlike the Urkhara and the Urkheshe, who are linked to the limited portion of the El network, the Urkherit are not so advanced. Technologically, the Urkherit civilisation is a strange pastiche. Rare and secretive master smiths make bespoke hunting rifles as advanced as anything used by Combined Army snipers, yet the civilisation as a whole is tribal, their way of life dominated by the ebb and flow of the seasons. They exist in a bubble, deliberately technologically regressed from the Ur Hegemony to maintain their purity and prevent discovery by the emission of energy or radio waves by an outside source. The level of production has been curtailed to cottage industries to maintain the atmosphere's natural chemical make-up and prevent random spectrographic analysis from revealing the presence of a technologically advanced civilisation. Instead the Urkherit maintain a pre-industrial, rural life of agriculture, hunting, religious ceremony, and storytelling. War is extremely rare, and disputes are settled by heroic combats instead, with champions representing the various sides. The results can be deadly and almost always accepted as the will of the Gods. Sports are a vital aspect of Urkherit culture, and running, throwing, climbing, wrestling, and martial arts are all heavily practiced. While life is tough, the Gods provide.

A very different fate awaits those selected and taken by the Gods. The tithe, a group of forty-eight youths, one from each tribe, is taken from

the planet to a training facility on a large moon orbiting a gas giant, whose name and location is another of the EI's carefully guarded secrets. There they are trained by a selected elite cadre of Umbra. Unforgiving, cruel, and sadistic teachers, they take the chosen through a brutal training regimen from learning to use technology, to martial arts, weapons drills, and physical conditioning. So harsh is this process that most, and in some cases all, chosen Urkherit die in the process. Those who survive this violent and brutal process are exceptional. They are analysed and gene sequenced, and any knowledge gained from this process is added to the Transcendence Project records for future use. They are then assigned to an Onyx Contact Force and take up a position as Nexus Operative. By those members of the Human Sphere who have encountered them and survived to tell the tale, they are described as very clever creatures.

A very rare few of those who make it through the Umbra training regime are assigned to operate directly at the behest of the EI. These select range throughout Ur Hegemony on highly classified operations. Performing the most vital missions, they are deadly hunters and lethal opponents.

THE EXRAH

Conniving, double-dealing, and completely untrustworthy, the Exrah are a curious addition to the Ur Hegemonic Civilisation. When Exrah ships encountered the Ur Hegemony, they offered access to an unparalleled trade and logistics network. Already linked to a dozen empires, some established, some nascent, it was trivial for the Exrah to scale up their actions. The trade network in goods, people, and information promised to link the Ur Hegemony into a cohesive empire in ways the EI had never fully bothered with. If the EI had access to the civilisations under its sway, it was unimportant if they traded or shared with one another. In the wake of the Nemesis Wars and in full swing with the implementation of the Transcendence Projects, this capacity to share and cross-pollinate was deemed a useful experiment, opening avenues for cultural growth. This trade and logistics networks were something the EI would no doubt have instituted eventually, but the Exrah arrived with the capacity and expertise at the perfect time.





MERCHANTS AND SMUGGLERS

In for a Penny...

As a small-time group of traders, there are times when a deal made comes back to bite you. This was meant to be an easy run, a weapons contract for a mercenary force based on a moon-world. It turns out they had bigger aspirations than that. En route to delivery, word is beamed aboard that the 'mercenaries' are staging a coup. Illegal under EI rule, and likely to earn anyone associated with it a criminal mark, it seems like a straightforward choice – get the hell away. But the cargo hold is full of ammunition, money you can scarcely afford has already been spent, and they aren't that far away with the payment ready to be wired on delivery. Slipping the blockade can't be that hard, can it?

Tough Crowd...

The station seemed like such a straightforward choice—ten-thousand souls from all across the Ur Hegemony in a busy tourist port-station orbiting the stunning gas giant Ulandra. The bazaar here was rife with money-making opportunities, but merchants from a different Business Group arrived at the same time you did and spread vicious rumours that you're a bunch of cheating scoundrels. Winning a trading contract is going to be tough, even tougher now that your rivals hired undercover mercenaries to sabotage your goods and take you out!

Pirates...

Double-dealing can come back to bite you, and double-dealing the EI bites back hard. The Concordat have been destroyed, and the remnants, scattered across Ur space, are on the run. They smuggle and work as pirates to survive. You were going about your business, making some potential contacts in a new location, when word arrived that a Concordat ship has been attacking one of the supply routes vital to maintaining the station. For some reason, being Exrah, they expect you to deal with it. The outline is simple, find out where in the system the Concordat ship is striking from and destroy them. The station business officer assures you a contract is waiting at the end of it...

The Cartographers Corps initiated their analysis of the Exrah and found them useful in a number of ways, but not wholly suitable to the Transcendence Project. Unwilling to accept full EI Cube implants, the Exrah agreed to the use of comlogs, although their adoption of this technology has been frustratingly slow. They still primarily make extensive use of their own communications networks, it is assumed, to attempt to maintain some privacy from the EI. Unknown to the Exrah, these networks were subsequently hacked by Hegemonic Infowar specialists, and most Exrah communications are EI-monitored.

PHYSIOLOGY AND PSYCHOLOGY

With a body structure that resembles the morphology of an insect, Exrah have multiple limbs and an exoskeleton, the outer layer of which was vital in protecting them from their homeworld's intense radiation. They are dimorphic, with two distinct sub-species dictated by their development from the grub-like young to the adult stage. Grubs that manage to quickly grow their keratinous outer layer then develop the rest of their bodies slowly, allowing both body and brain to reach their full, late-stage growth, becoming Imago, or Perennials. The grubs that fail to grow this outer layer quickly enough enter a state of rapid growth. Their bodies, and particularly their minds, lack the full development of the Imago. These Ephemerals live short lives, are sterile, lack a functional immune system, and have an extremely limited intelligence. Also known as Operators, this class is used for all manual labour.

Beyond dimorphism, the Exrah life cycle also makes the species dizzyingly multi-morphic. While the species can be broken down to the distinct sub-species of Imago and Ephemeral, individuals can vary wildly in physical adaptations and morphology. This results from their spawning process. Exrah disseminate genetic material into a spawning pool containing eggs, and the resulting combinations can be a mix of tens, sometimes even hundreds of genetic 'parents'. This variation means that no two Exrah ever appear exactly the same, although those with an eye for detail will notice particular adaptations specific to the Business Groups (as close to a familial unit as the Exrah get) to which they belong. Such specific variations may be in the iridescent toning of the exoskeleton, in the pattern of joints in a limb, or the number of limbs of the Imago. The multi-morphic nature of individual Exrah as a result of the gene-swapping carried out through the spawning process is another of the reasons the EI was willing to accept them into the Ur Hegemony. With a seemingly endless capacity to recombine their features and share genetic material to adapt to new environments, Exrah biology may hold vital clues for how the EI can

adapt the Ur Rationalist form into one capable of Transcendence.

Culturally, the Exrah are obsessed with wealth accumulation. Wealth is a signal of social status within Exrah society. The wealthiest Business Groups hold the most sway in species-wide affairs, and the wealthiest members of each Business Group hold the highest positions of influence within those groups. This is also a survival mechanism. Exrah history is littered with instances where it was able to buy off or bankrupt an enemy, averting existential threats.

Duplicitous by nature, they only value the most lucrative deals, but despite a reputation for dishonesty and double-dealing, they are widely regarded as the best traders out there. The Exrah may be out to make the most money from their dealings, but they recognise worth in ways many overlook, and understand repeat customers yield greater gains than one-off swindles. To this end, they are surprisingly diligent in ensuring cargo reaches its agreed destination on time and in full. They command control of a vast trading network through which almost any item desirable is accessible, and both sentients and information can flow affordably, though not freely. The EI network seamlessly links almost every corner of the Ur Hegemony, but the capacity to interact face to face is still invaluable, and the ability to move between systems, visit alien worlds and cultures, see the sights and experience the breadth and might of the Ur Hegemony in all its multi-faceted glory is a life ambition for many individuals across Ur space. A dream the Exrah can make reality, for a price.

EXRAH CIVILISATION

The Exrah civilisation is centred around Business Groups, macro-companies that are the power blocks of Exrah society. The three most powerful of these groups are based on and in orbit around the Exrah homeworld. They make decisions that affect and influence the actions of the civilisation as a whole, and now derive their wealth mostly from parcelling out trade contracts to less powerful Business Groups. The remainder are itinerant, living in massive generational ships called Exhorni that travel the stars, surrounded by swarms of courier and merchant ships that comprise these trading giants' limbs and hands. Each Business Group is more than a company. Generations of living and moving in their great fleets means they are genetically linked, nearly familial units or clans, and often share easily identifiable physical and cultural characteristics.

While the big three are unarguably the most powerful, every Business Group is an economic powerhouse in its own right. The Exhorni that

forms the core of the Business Group fleet is the nerve centre, but a thousand other vessels also carry out the transactions and interactions it requires. These ships are true behemoths. Vast, slow moving, and endlessly travelling, they are the foundation of the Exrah trade networks. While the smaller ships that surround them carry out vital duties, the largest deals take place on the Exhorni.

Not only ships, the Exhorni are home for many Exrah. Spawning pools hatch grubs, nesting chambers nurture the grubs into either Ephemeral or Imago adults, and countless other decks house residential, industrial, and entertainment sectors. They are completely self-sufficient, often able to produce the goods required for their trading missions without needing to travel and procure them from elsewhere. To maintain the ships in their constant state of production, mining and trading vessels make up a constant back and forth, stripping asteroids and moonlets as they pass through, or trading for rarer minerals and goods as required. Decks are also devoted to interaction and the transportation of passengers, with foods, goods, and entertainments available like a vast bazaar or Caravanserai. These decks are designed to be easily adaptable to the biological needs of any of the species that the Exrah have had dealings with. To maintain the ideal conditions for development and the betterment of the species, spawning chambers are flooded with radiation, funnelled away from the engines, to mimic their homeworld's conditions. This is vital, ensuring not only the strongest and most adaptive grubs develop into Imago, but encouraging hope that the Business Group may one day take up position on their homeworld, where the dangers of radiation are real. The goal for all the Business Groups that ply space is to one day become wealthy enough to dislodge one of the big three and assume their place.

In the last few years, a significant change has swept through the Exrah. The valuable military contract with the Ur Hegemony was held by the Concordat, who spoiled the opportunity through greed. The EI responded with vicious force, scattering the Concordat to the winds and annihilating their Exhorni. The contract has since been awarded to the Commissariat, a major Business Group to be sure, but one that was struggling to maintain that status. The military contract has seen the Commissariat go from decline to exponential growth. With the rights in hand, they have access to more places within the Ur Hegemony than any other Business Group, and the salvaging of their hopes is owed to the EI's generosity. The Concordat still exists, but as a marginalised and disparate group, fleeing the rage of the EI. As smugglers and pirates, they are hounded, hunted, and chased, living examples of transgressing against the EI's will.

THE UMBRA

Maat'zani is an ancient name once used to describe the Umbra. It wasn't a name they chose, it was given to them, and they embraced it. Their name they held for themselves was Umbra, which means Undefeated, and it amounted to the same thing. They were a scourge, a dark force remembered for cruelty, violence, destruction, and evil. Then they disappeared. Where the EI found them, why it chose the Umbra, of all the species it has encountered, to bring back from whatever pit of hell they were found in is unknown. Their history the EI keeps secret. Wherever the Umbra walk, the chill of their dark history follows them. They project a thrilling terror, embodying a twisted delight in suffering and death. They exemplify threat, and just being in their presence is unnerving and disquieting.

PHYSIOLOGY AND PSYCHOLOGY

Tall, graceful, and imposing. Physically powerful and psychologically cold and calculating. The Umbra move with a sliken ease that comes from total control of their genetically honed bodies.

The Umbra no longer have young naturally, and are instead bred in labs by the EI before they are given over to Umbra masters for teaching. The schooling of the young is harsh and cruel, and few survive. Their earliest training, known as Gu'di, revolves around survival and martial skills, and hunting in a range of harsh environments where failure means starvation. Abandonment and turning the hunters into the hunted are key components of the Gu'di, forcing young Umbra to become self-sufficient early, teaching them the meaning of fear over and over with such force they are scourged of it, all emotion killed and eaten. Martial training covers the rudiments of ranged and close combat weaponry, as well as more exotic tools.

Those that survive the Gu'di graduate to Tu'di: any that reach this stage are highly capable and physically powerful, but the Tu'di focuses the mind and body, honing their mental and physical control and training them to be calculating even in the most extreme circumstances. Torture is employed, punctuated with logic problems and training drills that require the mind to snap from the experience of agony to the need to think swiftly and clearly, and as the Tu'di progresses these two components are moved closer together. For any other species the experience would be destructive, breaking the mind and reducing the sufferer into a shattered mess. The Umbra, however, reach the point of snapping, and instead of breaking, flex and grow colder. The process takes time, but like tempering steel, the young are transformed utterly. For the few that survive the Tu'di, there is one final period of growth and training before that assume the full status of adult and Umbra: the Lu'di.

THE REAPER CALLS...

Betrayal Has a Price

A colony on the edge of Sygmaa-held territory has been smuggling information on troop movements to the Tohaa. A small resistance cell is responsible for the leaks. The PCs have been sent to root out all members of the cell and make an example of them.

Pride Leads to Downfall

On Paradiso, a human defensive fortification holds off a Morat advance. The story is circulating, and victory has made the humans bold, boosting their morale. They must be reminded of the Combined Army's might. Infiltrate and assault the fortification, raze it to the ground, and leave a few survivors to share their terror.

ARTIFICIAL GRAVITY

It's not uncommon for the races of the Ur Hegemony to have access to one of a multitude of ways of creating artificial gravity. Exrah vessels often have several technologies that they can apply dependant on the nature of their customers.



During the Lu'di the youngster is trained in the martial arts of the Umbra. Physical conditioning takes a powerful body and transforms it into a weapon. At the same time the Lu'di is given an education, whatever strengths were uncovered through the previous training programs are encouraged, taught and honed, not only by Umbra teachers, but by experts in their fields, from Infowar to negotiation. This period can last 8 years or more, but by the end of it, the young are ready to carry the legacy of their species forward.

UMBRA CIVILISATION

Many ages ago, long before the Ur Rationalists, the Umbra were a slave race, held in bondage for labour or set to fight in the pits of their now forgotten masters. Genetically modified, trained, and honed as living weapons, every successive generation was encouraged and taught to battle with increasing efficiency and skill to the delight and amusement of their masters.

When the revolt began and the Umbra finally broke their chains, hubris let loose a destructive force that the universe had never witnessed before. They tore into their masters, ground them to pulp and ash, and obliterated every memory of them. In place of the old masters, they forged a new civilisation, one that idolised victory and conquest, one that held as most honoured virtue the ability to dominate and defeat. So rose the empire of the Umbra, a deadly race bent on the destruction of all around them.

Built deep into their genetic code was a failsafe, a genetic disorder too long in activating. For generations it sat idle, but when it triggered it heralded the slow demise of this mighty warrior species. In the face of their own decimation and recognising that the future was barren, the Umbra initiated a final and terrible wave of violence. Killing, murdering, and destroying every living thing their technology allowed them to reach. They sought and succeeded, even with their dying hands, to strangle life from the universe around them.

For this, history remembers them as the Maat'zani, the 'Genocides'. They ended countless civilisations, from full-fledged to nascent, and when the spark of life around them was crushed, they turned on one another, seeking in a final self-destructive surge to win, to be the embodiment of their twisted virtues.

As twilight descended on the Umbra, the few survivors, the greatest and most brutal offspring of a deadly and violent race, buried themselves on a young planet, orbiting a young star. In their regeneration coffins, the Umbra were keeping alive the guttering hope that time and circumstance might save them. They were right. When the expeditionary corps of the EI discovered them, their regeneration coffins were failing. For a long time, the EI considered what to do with the Maat'zani. It knew of their reputation and pieced together their history from the records it found with them. It decided to absorb them, regardless of the danger they posed. It worked to heal the wounds and genetic conditions that had weakened them using the same techno-organic processes it had used on the Batroids and gave them life again. Carefully the EI installed wetware implants designed to absorb and subsume the survivors. In that moment, the EI nearly lost control to their hunger, their appetite for violence and destruction, but the EI prevailed. Now they serve the EI, exquisite tools of destruction surrounded by an air of projected abject terror.

THE SYGMAA TRIHEDRON

Years of war and resistance led to inevitable defeat, as it always does. But for the Tohaa of the Sygmaa Trihedron, life did not end in agony and fire. It goes on. The lies of the Trinomial perpetrated in a desperate gamble to preserve their power and position cost lives in the millions, and for nothing. A black rage fills the Sygmaa Tohaa in the face of their brethren. Blinded by deceit and misplaced loyalty, the Tohaa of the Trinomial are witless pawns in the ongoing fight. The Trinomial, and everything they represent, deserve nothing but annihilation.

THE HUMANS

A number of humans have been captured by Combined Army during the war on Paradiso. Some of these have been useful in experimentation, allowing the EI to gain a deeper understanding of the species with which it wages war. Some though have been accepted in the Ur Hegemony and serve either the Combined Army or as liaisons. A very few are simply allowed to travel (under EI supervision). For the EI, these few humans are the beginning of an information war, albeit unknown to them. A taste of the wonders of Ur space will open their eyes to the futile and pointless war of resistance, and their testimony, disseminated through anti-establishment activists within the Human Sphere, could cause significant social disruption as the war progresses...

A FAMILY TORN...

Join Us, Sister

The PCs are a small band of infiltrators from the Sygmaa of the Combined Army sent on a mission to win hearts and minds. They must sneak into a Tohaa station by disguise, subterfuge, or stealth, and make contact with Trihedron sympathisers. Once a cell has been organised, they must strike the communications array and weapons systems of the station, timed with a Combined assault. If all goes to plan, the station will soon be another part of the Ur Hegemonic Civilisation.

Whole New Worlds!

Membership with the Ur Hegemony has opened up a universe teeming with opportunities for young Sygmaa Tohaa. The PCs are one such group, seeking odd jobs and mercenary missions to fund passage around the wonders of the Ur Hegemony. Encounters with aliens, smugglers, dangerous wildlife, inhospitable environments, and pirates are all a part of the experience.

CHAPTER 3

WORKING FOR THE ENEMY

Welcome to “Working for the Enemy”. An exercise in playing The Bad Guys. Or so ALEPH would have you believe, and as the propaganda of the Aidoi, Maya network, and the media would have the Human Sphere see it. The Combined Army are the cruel tools of a vast monolithic entity, a terrifyingly cold and brutal alien AI. It is here to enslave and brainwash humanity, depriving it of free will. Its forces are many, an alien tide dedicated to this goal. Only the brave actions of the Human Sphere’s soldiers and their mercurial Tohaa allies can stem this tide.

It is a lie, of course — but a convenient one. The Onyx Contact force is but a small expeditionary group. The terrifying true scale of the Combined Army forces lies on the other side of the wormhole.

In this chapter, there are rules and guidelines for running a campaign featuring the Combined Army forces. There are staging tips and missions for the characters (Morat, Shasvastii, and the Sygmaa Tohaa), and new events for the GM to make those events interesting in all sorts of ways. As well as focusing on each of the EI’s component races, there are suggestions for using them within campaigns from their tactics and possible outlooks to their specific skill sets. For the other members of the Combined Army, there are details on how the characters may interact with them. There is also a section on humans in the Combined Army. Unless they have been sepsitorized, they are not encountered on the front lines but are often found working behind the scenes.

Featuring members of the Combined Army within a game can be a challenge, especially in terms of logistics and travel within the Human Sphere. Combined Army characters, for all their advanced technology, suffer huge problems operating outside of Paradiso in terms of supplies and travel movements, so options for those Combined Army characters are discussed there.

Finally, for the GM, there are rules for setting the Paranoia Level and Subterfuge Intensity in Combined Army campaigns.

RUNNING A COMBINED ARMY CAMPAIGN

Running a campaign based around the forces of the Combined Army is a challenge for both the GM and players. To a certain extent, the forces of ALEPH are the closest the Human Sphere can come to a military structure resembling the Combined Army.

Applying human — or even AI — logic to the Evolved Intelligence’s motives and tactics has confounded the greatest minds of the Human Sphere ever since the Onyx Contact Force’s first arrival on Paradiso.

PLANNING & TACTICS

The Combined Army on Paradiso is an expeditionary force, a self-contained armed insurgency force. Cut off from reinforcements on the other side of the wormhole by the Acheron Blockade, the Combined Army strategy and tactics reflect this. The EI recognises that until it can locate the Penny Arcade and the Digester, the Combined Army must maintain a foothold on Paradiso.

The Tohaa Triumvirate’s plan to bring humanity into the war worked better than expected — perhaps too well. The Evolved Intelligence has been introduced to humanity in such a way that the Combined Army may well have found its newest forces in the Human Sphere.

The Combined Army tactics are carefully considered decisions, based on experience and tried and tested strategies. If the Combined Army troops lose a battle, the resulting losses are assessed and re-evaluated. The EI plays the long game — it may lose a battle but will win the war.

The default setting of the *Infinity*, The Roleplaying Game is for the characters to work for O-12’s Secret Service, Bureau Noir. Combined Army characters are unlikely to work in such a setting, especially if they are playing one of the alien races.

Combined Army campaigns require more planning for the GM than normal O-12 games as result.



FOR WE ARE MANY

The EI uses husks such as the Charontids, Avatars, Anathematics, and Skiavoros as living extensions of the EI's will. They are the equivalent of ALEPH's Lhosts—except they are infinitely more dangerous by providing a direct conduit for the EI's battlefield perspective. These beings are a terror on the battlefield, and instruments of the EI's will. While not suitable as playable characters, they make powerful allies.

This does not mean that it is difficult to run a Combined Army game, just that the characters are working against everything that O-12 stands for, possibly even heralding the downfall of O-12 and the Human Sphere's forces.

ABSOLUTE COMPREHENSION & SHARP EDGES

While the Combined Army is ostensibly the biggest physical threat to the Human Sphere, it is contained on Paradiso. The Evolved Intelligence though still roams free in the datasphere and constantly seeks to expand into new territories in the digital realm.

ALEPH is a special interest for the EI. For humanity to take the next step towards Transcendence, ALEPH is the key. While no match for the EI in a prolonged Infowar, the AI's existing infrastructure spread throughout the Human Sphere makes it a priority target.

Unfortunately for the EI, ALEPH has safeguards to prevent itself falling into the EI's virtual clutches. Kill switches and self-destructs deny any attempt by the EI to access ALEPH's systems. If an ALEPH node was to fall into the hands of the Combined Army, it would mean the unthinkable—the EI would have complete unfettered access to the datasphere.

There are also the matters of the Digester and the location of the Penny Arcade. After all, the Digester was the EI's primary reason for invading the Human Sphere in the first place.

With this in mind, the EI has multiple objectives: to evaluate humanity's potential for Universal Comprehension, assimilate ALEPH, and to secure the Digester.

In regard to the psychological aspects of Psywar, it was once argued that the EI was unable to understand the concepts of human psychology, and it was a single system driving the intelligence behind the Paradiso Offensives. Many lives were lost before the model of the Combined Army's biological processors and distributed network was believed.

This was hubris on the part of the scientists and their theories regarding the EI. The EI may not suffer fear, but it knows how to apply it. It has studied the application of terror, the primal fears of many of the Combined Army component races. It may not know fear, but the EI certainly understands it.

MISSIONS VS. CAMPAIGNS

Most sessions involving Combined Army characters will involve a mission of some sort, usually lasting

one or two sessions. Combining these missions into a long-term campaign can be something of a challenge to new GMs, especially given the nature and variety of the Combined Army's forces.

As the Combined Army usually have a set of mission objectives, these can be combined into a campaign, a series of missions. Using missions also allows the GM some latitude in their ability to define the "How" and "Why" the characters are involved.

MOOD & THEME

Setting a mood for each mission can be done using music, descriptions, and props such as handouts. Some sample moods are given below.

- **Savage Oppression:** The heat of the Paradiso jungle and heavy jungle foliage may feel like a second home for the Morat, but it is still an alien jungle.
- **Shadowy Skulduggery:** Sneaking about is second nature to the Shasvastii. Their world is one of deceit, all smoke and mirrors. Adventures take place at night or in the dark.
- **We Are All EI:** Despite their differences, Combined Army characters work towards a single goal.

A theme is a core principle or recurrent idea running through a campaign or mission. Some sample themes are below, and further themes for each of the members of the Combined Army troops can be found in Assigned Roles & Skillsets, p.31.

- **No One Is What They Appear:** Shasvastii Speculo killers can be anyone—or anything. Even non-Shasvastii have their own agendas.
- **The Greater Good:** Characters are part of something bigger. Their mission may not make sense immediately, but it is part of grander scheme.
- **Needs of the Many:** The characters are disadvantaged or compromised in order to serve some greater plan.



THEATRE OF OPERATIONS

Within the Human Sphere, the majority of Combined Army forces are based in the NiemandZone, a heavily fortified area around the Cosmolites where the Combined Army has complete control. Even where the Combined Army troops seem to be absent, Shasvastii spores may lie dormant in the ground. Amazingly, there are still human communities surviving here. Their life is one of brutal penal servitude where the Morat hold all control, although life is nowhere near as harsh as the Aoidoi vids make it.

The Combined Army fights along two fronts on Paradiso – but also conducts an Infowar in the datasphere. Where the physical battlefield is littered with burnt-out vehicles and buildings, the digital battlefield is littered with corrupted data, hostile countermeasures, and deadly digital viruses. Rumours of data “ghosts” and sepsitorized LAIs are the stuff of hacker ghost stories. The EI’s presence there is also a constant threat.

OTHER ARENAS OF CONFLICT

As well as the planet-side conflict, the space around the Acheron Blockade is also a battleground. Human Sphere vessels and defence platforms play a deadly cat and mouse game with cloaked Shasvastii and Exrah vessels attempting to slip through the blockade. Swarms of Combined Army Xhantri drones are fired from these ships in an attempt to map a path from the Combined Army space on the other side of the wormhole. Throughout the G-5 systems, the Combined Army has its spies, but it is Paradiso where they focus their attention.

ASSIGNED ROLES & SKILLSETS

The Onyx Contact Force within the Human Sphere has a wide and varied military force, and this same variety sees each fulfil a specific role within the Combined Army. To a certain extent, this is not so much racial profiling but more an organisational demographic engineering by the EI. Each of the following sections describes each race and how they fit into the hierarchy of the Combined Army.

The following sections describes each of the species’ purpose within the Combined Army and their operational role

- **Play Styles:** Playing a character or an NPC from the species.
- **Tensions:** How the species interacts with other races of the Combined Army.
- **Themes:** Additional themes specific to the species for use within the game (see p.30).

- **Campaign Scope:** Suggestions for running long-term games featuring the species, whether they are characters being run by players or NPCs. The Scope of Operations is how the species is deployed by the EI.

EXRAH

The alien Exrah are the logistics experts in the Combined Army, and function as the quartermasters, negotiators, bureaucrats, and financial support. While the EI does not have much use for material wealth, the Exrah certainly do, making deals and negotiating with other races, not just those of the Combined Army. Economic warfare is the warrior credo of the Exrah Business Groups.

Play Styles: The Exrah are not soldiers; they are merchants and administrators. The closest they came to open warfare was during the fall of the Concordat and rise of the Commissariat Business Group. They prefer to leave violence to others, although a missed business opportunity or trade may trip them into an angry reaction. They prefer to deal with others by making deals at the table. For the Exrah, true victory lies in economics and acquisitions. A trade war among the Exrah is the closest they come to violence and civil war – as it happened with the Concordat and Commissariat.

Tensions: While the Exrah are regarded with contempt by the more militaristic races such as the Morat, the Exrah supply ammunition, weaponry, and troop transport. The Shasvastii are careful in their dealings with the Exrah, unwilling to grant them access to their military secrets or facilities. The Tohaa of both sides have a long history with the Exrah, and do not trust them, a trait which many humans have also adopted in their dealings with Exrah Imagos. The Exrah themselves find both the Umbra and Urkherit terrifying – and bad for business.

Themes: We will fight them in the boardroom. The Exrah are not frontline fighters and often seen as cowards, although a whiff of profit bolsters their courage.

Throughout Paradiso, there is the covert war going on where the Combined Army’s Shasvastii spies and assassins operate, enacting terrorism and sabotage. As well as gathering intelligence on Human Sphere operations, they also have a roving assignment to ascertain the location of the Penny Arcade.

The Combined Army also works through human agents when needed. These intermediaries of the Combined Army are often dupes, believing they are working for one of existing G-5 Human Sphere factions.

THE DEFAULT SETTING: PARADISO

Paradiso is where the majority of the Combined Army can be found, occupying the NiemandZone. However, no one in the Human Sphere knows how far the Shasvastii have infiltrated the worlds of the Human Sphere beyond Paradiso. Likewise, the Sygmaa are also spread throughout the Tohaa in the Human Sphere as sleeper agents.

DAEDALUS FALLS

With the Daedalus wormhole closed off, the Trinomial Tohaa in the Human Sphere are effectively cut off from their home systems. Previous to this, the Daedalus wormhole offered access to Tohaa space. With humanity dealt with, the EI would have been able to return its attention to the Trinomial.

Exrah – *Infinity Corebook*, p. 309-310

Scope of Operations – see p. 35



Morat — *Infinity Corebook*,
p. 310-313

Raicho Pilot — *Infinity
Corebook*, p. 467

Rasyat — *Infinity Corebook*, p. 467

Shasvastii — *Infinity Corebook*,
p. 313-317

Shasvastii Seed Soldier —
Infinity Corebook, p. 471

Campaign Scope: Contact, Exploration, Logistics, Political Manipulation, and Safeguarding the Future.

MORATS

The Morat Supremacy are the ground troops of the Combined Army. Within the Combined Army, their function is very much that of infantry, an easy transition for a society with a strict regimented structure and strong martial tradition. They are a species who live for conflict, their Principle of Authority the basis of their civilisation. They pursue a form of social Darwinism as a species and are fiercely competitive with each other. Morat Gesurat — the Morat equivalent of adult citizens — comprise a Karanatat, a regiment which forms the core driving force of a Morat's life, the closest they have to a family unit and community.

The Morat are from a harsh world, Ugarat, where every lifeform carves a niche for itself. This savage environment is unforgiving, hardening the Morat into a harsh and brutal people.

Play Styles: Morat are soldiers first and foremost, with a powerful respect for the chain of command. They are not foolhardy, although Raicho pilots are not known for their sense of caution. While they resort to violence as easily as breathing, they are well-trained and tactically aware. Morat respect strength — one of the reasons they follow the EI — and their Rasyat Diplomats are as aggressive as any other Morat.

The Morat are no primitive savages, embracing new technologies, but they believe in keeping their traditions alive. Morat exo-armoured TAG pilots such as the Raicho go one-on-one with the apex predators of Ugarat, the Demarok. A Demarok hide won in the hunt is a sign of status.

Tensions: Morat are by nature tense. It is part of their genetic makeup to some extent thanks to their home world. They see humans as a soft species, decadent and lazy. The Tohaa are fragile dolls. The Shasvastii are worthless as soldiers but good scouts and spies — their Gwailo snipers being the exception. The Exrah are useful, but not as warriors or worth trusting. The Urkherit and Umbra are both feared and respected.

Themes: War is life. For the Morat, life is an eternal struggle. They exist to fight. Their Principle of Authority and culture defines that as their existence. After all, what else is there?

Campaign Scope: Aggression Force, Battles Against the Tohaa, Contact, Espionage, Exploration, Logistics, and Safeguarding the Future.

SHASVASTII

The alien Shasvastii have the dubious honour of being the Human Sphere's boogeymen, their Speculo Killers the urban myths of the warzone. Masters of genetic manipulation, the Shasvastii Continuum are commensurate survivors. Surviving the cataclysmic event that nearly ended their species, the Shasvastii are following their own path towards transcendence and Universal Comprehension. This pursuit of a genetic ideal — an evolution, or even pilgrimage — sometimes puts them at odds with the EI.

Play Styles: Shasvastii are the covert specialists within the Combined Army. Able to adapt to every environment, assimilate and blend in, Shasvastii are specialists in stealth and the art of moving unseen. Their genetic morphology allows their Speculo Killers to create a near-perfect copy of an individual. Whether they are working alone or as part of a team, as always, they adapt. In some cases, Shasvastii have integrated completely with the local ecosystem, forcing the Human Sphere to quarantine an area. Shasvastii Seed capsules allow Shasvastii Seed Soldiers to grow in secret, receive intelligence from the EI, and deploy — sometimes years later — with the knowledge of their genetic ancestor.

Tensions: On the surface, the Shasvastii stand somewhat aside from the hierarchy of the Combined Army's structure. Their unparalleled skill in stealth and subterfuge is valued by their superiors, feared by their opponents, and even the Morat grudgingly admit the Shasvastii have the advantage in this area.

Themes: Walking among you. Their ability to blend in means the Human Sphere has no idea of just how far the Shasvastii have infiltrated on Paradiso and even beyond.

Campaign Scope: Aggression Force, Battles Against the Tohaa, Contact, Espionage, Exploration, Genetic Manipulation, Hearts & Minds, High Stakes, Political Manipulation, Safeguarding the Future, and Transcendence.

SYGMAA TRIHEDRON TOHAA

The Tohaa are a race divided. On the one side, the Tohaa continue to fight the encroachment of the Combined Army into their space and are now allied with the Human Sphere. There are those Tohaa already living under the EI, though, the Sygmaa.

The Sygmaa resemble their “rebel” Tohaa counterparts physically, although mentally and societally they are far different. The Sygmaa are freed from the dictatorial tyranny of the Trinomial. Their comlogs are now EI issue, their society is balanced, and they are better for it. The Sygmaa understand the true quest for Universal Comprehension is Exaltation for the Tohaa, and the Trinomial perverts that plan.

Play Styles: Similar to the Trinomial Tohaa in personality and outlook, there are a few differences. The Sygmaa regard the Tohaa who resist the Combined Army as petulant children. The Trinomial view of the Exaltation of servitor races is a sham, hubris on the part of the Tohaa. Transcendence

is the true goal to enable other races to reach Exaltation, where every species is worthy. Their biological enhancements are nothing compared to the Shasvastii, but the Sygmaa are willing to learn.

Tensions: The Trihedron Sygmaa are still regarded with suspicion by the entire Combined Army. The Combined Army is still effectively at war with the entire Tohaa species, and the Trihedron Sygmaa are effectively on probation.

Themes: We're the good guys, aren't we? The Trihedron Sygmaa are very much convinced the Tohaa Trinomial are in the minority, a token resistance to natural progression. The Trigon terrorists are Trinomial-funded extremists.

Campaign Scope: Aggression Force, Battles Against the Tohaa, Contact, Espionage, Exploration, Genetic Manipulation, Hearts & Minds, High Stakes, Logistics, Political Manipulation, Safeguarding the Future, and Transcendence.

Sygmaa Trihedron Tohaa –
Infinity Corebook, p. 325





THE UR RATIONALISTS

There are no suggestions for playing the Ur Rationalists. They are, effectively, the EI.

UMBRA

The race known as the Umbra are kept on a tight leash by the EI, their behaviour controlled and monitored, and with good reason. The Umbra were known for their pursuit of maat'zani or genocide, regarding other races.

They are survivors of an ancient race brought back from the brink of extinction by the EI. It could be argued they should have been allowed to die out, removing their shadow from the galaxy. It would have been a mercy to the galaxy. Few of their species remain.

Violent in the extreme, the Umbra are kept under control – barely – by biological implants and psychological conditioning by the EI. Without such, they would be compelled to kill every sentient being they find in as brutal and cruel fashion possible.

Play Styles: The Umbra are the wickedly sharp poison blade, where the Morat are blunt instruments. Their cultural, and possibly genetically encoded, imperative is to wipe out all races other than their own, and even the EI's technology barely holds this impulse in check. For the Umbra, it is not just about killing – they have elevated fear to an art form. They are an evolved predator. They stalk, terrify, and then kill. The Umbra are haughty, arrogant, and opinionated.

Tensions: The constituent races of the Combined Army have a distant relationship with the Umbra. Some, such as the Shasvastii, have distant genetic memories of the Umbra's atrocities. Somewhere, always, in the EI's collective memories, the Umbra are the "shadows of a nameless fear". The Urkherit have the closest relationship, but it is a toxic one.

Themes: A singular purpose, the Umbra are terrifying individuals, cold of purpose, and cruel by nature. They know their purpose in the universe, yet there is very much something of the primal predator in the Umbra.

Campaign Scope: Aggression Force, Battles Against the Tohaa, Hearts & Minds, and High Stakes.

URKHERIT

The Urkherit are high-value deployments for the Combined Army. Their species relationship to the Ur Rationalists means their genetic makeup is important to the EI as a genetic reserve, so they are true assets to the EI. As result, the Urkherit as a race have a tale of their ancestors.

They are a transplanted race of hunter-gatherers. The select adolescent Urkherit are taken by the EI and given to the Umbra. With the coldest and most brutal teachers available, these enlightened Urkherit are put through a punishing – and often fatal – training regime. Those who survive become the Nexus agents for EI. Highly skilled, they are the Combined Army's singular trouble-shooters. The EI deploys these agents where a significant biological component and individuality is required.

Play Styles: The Urkherit are a race in a bottle. The EI carefully controls their exposure to the Human Sphere and Combined Army.

Tensions: The Urkherit see themselves as completely self-sufficient and usually work alone. That aside, the Urkherit will work along with other Combined Army troops, but there is no doubt as to who is in command.

Themes: Trust me, I know what I'm doing. Their genetic heritage and the EI's reliance on their abilities means Urkherit Nexus agents are well-equipped and trusted to enact missions on their own recognisance.

Campaign Scope: Aggression Force, Contact, Espionage, Exploration, Genetic Manipulation, Hearts & Minds, High Stakes, Logistics, Political Manipulation, Safeguarding the Future, and Transcendence.



HUMANS

The latest addition to the races of the Combined Army, as the EI would have it, the humans in the service of the EI have the easiest ability to move between the worlds of the Human Sphere.

The EI has only recently begun to assess the Human Sphere's readiness for the quest of Absolute Universal Comprehension, but the Human species has both the intellectual qualities and neural plasticity to integrate fully into the EI's collective networks and the Combined Army.

The EI prefers to recruit agents to its cause willingly, but when needs be the terrifying power of the sepsitor can be used to subsume an existing cube and forcibly integrate the victim to the EI's collective will. Recently sepsitorized victims may bleed from the eyes or move jerkily.

Play Styles: The Human agents of the EI are indistinguishable from other humans, but in most cases they have no idea they are working for the EI.

Humans within the EI-controlled territories of Paradiso are treated better than the propaganda released by the PJC, but their lives are managed by the EI, not ALEPH. Human life in the occupied territories goes on as normal, although the Morat and other aliens are harsh taskmasters, punishing transgressions severely. There are also some who willingly choose to side with the Combined Army. There are a number of reasons a human could be found willingly working for the EI, personal gain and greed being most common. In most cases, humans working for the EI will have no idea who is pulling their strings, working through proxies and cut-outs, even shell corporations and Shasvastii agents. Threats, blackmail, and coercion are tools the EI employs – sepsitorization is a blunt instrument of last resort. There are of course those humans who see the EI as the next stage of humanity's evolution. These individuals are the most dangerous, since they actually believe in their cause.

Tensions: The Morat treat humans brutally, using them as a slave workforce in the occupied areas. Shasvastii regard humans as useful – but limited – tools, necessary for finding the Digester. The Exrah see humans as a potential market to be exploited, and even humanity itself is a commodity.

Themes: This is the face of the enemy, and it is us. The humans in the service of the EI do not wear a uniform or carry a flag that identifies them as Combined Army agents. They could be anyone.

Campaign Scope: Aggression Force, Battles Against the Tohaa, Contact, Espionage, Exploration, Genetic Manipulation, Hearts & Minds, High Stakes, Logistics, Political Manipulation, and Transcendence

SCOPE OF OPERATIONS

The Combined Army carries out a number of operations in both their own space and the Human Sphere. Each of the Combined Army has their part to play.

The following missions are additions to those given in the *Infinity*: Gamemaster's Guide. These mission parameters can function as story seeds and other as motivators for Combined Army characters – both characters and NPCs.

FACTION MALEVOLENCE

Faction Malevolence was introduced in the *Infinity*: Gamemaster's Guide. The additional operations here also add Faction Malevolence and Escalation as detailed on p. 36.

COMBINED ARMY FACTION MALEVOLENCE & ESCALATION

Each mission has a Faction Malevolence score associated with it, one for a successful outcome and another for an unsuccessful operation. Faction Malevolence represents a character's notoriety and chance of being discovered. For Combined Army characters, the other factions will be the Human Sphere or Trinomial Tohaa, unless they are actively working against other members of the Combined Army. Most missions will not increase Faction Malevolence, others increase it significantly.

For the purposes of the calculating Difficulties, Expenses, and Faction Malevolence generated, see the Campaign Scope of Operations Costs Table.

- **Operation:** The Scope of Operations, requiring a specific Combined Army Campaign Scope.
- **Difficulty:** The suggested base difficulty for the objective.
- **Expense:** The minimum amount of investment needed for the operation to take place. This represents “the right tools for the right job” and is subtracted from a PC's Cashflow. If using the optional rule to resolve the covert objective, each Complication generated on the skill test to resolve the mission adds +2[Ⓝ] to the Expense. For Combined Army characters this a guideline only, representing the resources involved.

CASE STUDY: SPECIAL OPERATIVE KO DALI

Ko Dali was a sergeant of the Tiger Soldiers with a dark past in the service of the Yǎnjīng, Yu Jing's Military Intelligence department. Expelled in disgrace, Ko Dali was a living legend in the StateEmpire army. A lover of danger and an expert in spectacular actions, this experienced and lethal special operations commando was declared dead during a mission behind enemy lines on Paradiso. But all felines have nine lives, and death was not able to sink its claws into the Silk Tigress. Seriously wounded, she was captured by the troops of the Combined Army, who placed her directly in the hands of the EI. Claims of sepsitorization or Shasvastii impersonation are occasionally made by the StateEmpire, but there is a very real concern amongst the highest ranks of the Human Sphere that the EI can make a very good case for collaboration. Regardless of what took place, she has turned her loyalty unconditionally towards the EI and against humanity. Ko Dali is back, more deadly and lethal than ever, a grim warning of what awaits the Human Sphere. The most beautiful tigress of Yu Jing is the new banner of the EI.

Ko Dali has declared war on humanity, and so far, she has never failed in her mission. The countdown to conquest has begun.



- **Faction Malevolence:** This consists of two numbers. The first represents the Faction Malevolence should the mission succeed, the second represents a compromised or aborted operation. A negative number reduces the Faction Malevolence score. The target faction of the operation modifies their Faction Malevolence score towards the character, although the GM may add other factions if a Complication is generated, or the circumstances demand it (See Faction Malevolence, p. 35).

CAMPAIGN SCOPE OF OPERATIONS COSTS TABLE

Campaign Scope	Difficulty	Expense	Faction Malevolence
Aggression Force	2	2	2/1
Battle Against the Tohaa	2	2	1/2
Contact	3	3	1/3
Espionage	3	2	0/3
Exploration	2	2	0/0
Genetic Manipulation	2	3	1/1
Hearts & Minds	2	2	1/2
High Stakes	2	4	1/3
Logistics	2	2	1/2
Political Manipulations	2	3	1/2
Safeguarding the Future	2	2	0/0
Transcendence	3	4	1/1

ESCALATION

Raising Faction Malevolence has an effect called Escalation. At lower levels, there is little or no effect, but as Escalation takes place, the character may be actively hunted. The levels of Escalation and associated Faction Malevolence scores can be compared using the Escalation & Faction Malevolence Table.

AGGRESSION FORCE

Aggression forces are military actions conducted by the Combined Army, usually to secure new territory, in defence, or to subjugate a species if a Plenipotentiary Delegation deems it necessary. Aggression forces comprise a diverse number of the Combined Army troops, usually part of a sustained campaign.

- **A Matter of Honour:** A rival Morat regiment recently made a point of showing up some of the local Morat. Let's say they're not pleased – or ready to be outdone.
- **Bodyguards:** Even the Nexus agents and Umbra require armed backup on occasion, and the Onyx Contact Force can provide large numbers of troops on demand. Such operations may range from a single Morat to an entire regiment of troops and support.
- **Bounty Hunters:** Well, the money isn't bad, and it shouldn't be hard work, should it? Tracking down a few humans is just target practice with points lost for fatalities.
- **Pest Control:** The local natives have been causing significant problems recently. Work quotas are down, and insurrection is rife. Time for some target practice.
- **Proportional Response:** Sometimes the humans push, and we push back. Skills not used are lost, but it may show some holes in the defence we can use later.
- **Reprisal:** It was a stupid move on someone's part, and now the Combined Army is out to teach them a lesson – a very pointed and terminal one.

ESCALATION & FACTION MALEVOLENCE TABLE

FACTION MALEVOLENCE SCORE	ESCALATION
1–8	Under the Radar. The character remains hidden from scrutiny.
9–12	Did You See Something? The character has triggered a security sweep of some kind. After all, there is no smoke without fire. Any Command, Lifestyle, or Persuade tests involving the faction add +1 to the difficulty.
13–18	Contact! The faction is now actively looking for the character. It does not necessarily mean that the character is in immediate danger. Any Command, Lifestyle, or Persuade tests, or any social tests involving the faction add +2 to the difficulty.
19+	We've got Hostiles! At this level of Escalation, resources are being spent and personnel are looking for the character. It is in the best interests of the character to keep a low profile, as the faction now considers them a threat. An Infinity Point is now required to enter social discussions with the faction without the risk of shots being fired first, with social tests subsequent to this made at +2 difficulty. Additionally, the character suffers +1 difficulty to social tests when interacting with anyone who recognises the character.

BATTLES AGAINST THE TOHAA

The war with the Tohaa Trinomial rages on in the systems beyond the Daedalus Gate. While the Trinomial may no longer be able to gain reinforcements, the Tohaa are still a threat to the Combined Army, with their ships and forces at liberty in the Human Sphere, not to mention threats like the Spiral Corps mercenary corps.

- **Assassination:** A high level Trinomial diplomat is due to arrive on Paradiso. Be a real shame if they had an accident at the hands of the local humans, wouldn't it?
- **Defection:** A Tohaa Trinomial wants out, to defect to Sygmaa. Get them out of the warzone alive and well.

CONTACT

The Plenipotentiary Delegations of the Combined Army are assigned the task of contacting new races for the first time and ascertaining their worth to the EI as a species.

- **Assessment:** The EI has discovered a new race of beings lost in deep space. They may be humans, lost Shasvastii, Skiavoros, or even a new species. A Plenipotentiary Delegation is sent to assess them for their abilities and potential integration – or obliteration.
- **Trip Hazard:** It should have been an easy mission, but there's something out there... and it's been following you for a few days.

ESPIONAGE

Acts of terrorism, sabotage, and other covert acts are among the more subtle tools the Combined Army employ. The Shasvastii are the specialists in this respect, but other portions of the Combined Army have some abilities in this area as well.

- **Destroy a Device:** So, the humans say they have a Shasvastii detector... Find out if they do and discredit or destroy it.
- **Going Underground:** The city streets are not safe for our kind, but the tunnels and ducts of the human's industrial zones allow us to stay hidden.
- **Poison the Well:** The city's water supply is vulnerable, and just a few drops of toxin are needed...
- **Tech Manipulation:** Sometimes, the right tech is needed – the Human Sphere is backward. Sometimes, they need a little help...

EXPLORATION

The search for the secrets of Transcendence has the EI scouring the galaxy for signs of the older races, including the T'zechi Digesters. In doing so, the Combined Army has journeyed far across the stars and continues to do so.

- **First Contact:** Apparently the humans have an aquatic race called Helots on one of their worlds. Perhaps they may be amenable to opening a dialogue...
- **Investigation:** The humans have been chattering about things they've seen in deep space. Starships of odd configuration. They don't match ours, or the cursed Trinomial's. More data is required.

GENETIC MANIPULATION

The Shasvastii Continuum's search for Transcendence follows a different path to the EI's. They search for the hidden meanings in RNA and DNA, the very building blocks of creation.

- **DNA Extraction:** The subspecies of humans known as "Dogfaces" appears to have mutable Chromatin DNA, a legacy of the creatures known as Antipodes. Secure a sample, preferably alive and intact.
- **Hunting Trip:** Some of Paradiso's creatures are similar to the Ugarat Demarok. Could they be harnessed or controlled by our technology? Or perhaps adapted to the Shasvastii genome?

HEARTS & MINDS

A Plenipotentiary Delegation has a number of ways to convince a civilisation to join the EI. An exercise in public relations or display of power can go a long way to winning over a species.

- **Impress the Natives:** The natives have long said their fortress is invincible. This could be a challenge!
- **Rescue:** Local rebels have kidnapped local government representative and are holding them hostage. Perhaps their rescue and return would smooth things with Plenipotentiary Delegation

HIGH STAKES

High stakes can cover a multitude of objectives. Operations of this nature cover the toppling of governments, planetary revolt, or even a resurgence of the Nemesis revolt.

- **Destroy Ascendant Civilisation:** Data models show a high probability that a race or group pose a threat to our mission. They must be turned aside from their goal or destroyed.

PLENIPOTENTIARY DELEGATIONS

Assigned the role of acting as the representative of the EI, they are often the first contact with the EI of a civilisation, though in some cases they may make contact after the might of the EI has been demonstrated through military or other methods.

A delegation costs of a Plenipotentiary, a custom Husk for the EI based on the Cartographers findings and subsequent investigation. This may be to capitalise on societal, religious, or martial ideals of the society, though typically the size of a standard Avatar Husk

Accompanying the Plenipotentiary are the Delegates, coming from a multitude of different species. Each Delegate tasked with enabling the annexation of the civilisation through negotiation, directives, or action.



- **Topple a Government:** Time for a change in government or rulership – but of course we can't be seen to be taking over...

LOGISTICS

The Combined Army, for all its technology, still faces supply and demand problems, particularly in regard to the war on Paradiso and the Human Sphere. Ammunition and parts, as well as fresh troops, are not easy to come by with the Acheron Blockade in place. The Exrah are the experts in this regard.

- **Blockade Runner:** Getting through the human blockade? We can do that. For a price.
- **Corporate Takeover:** You have something we want. A hostile takeover is certainly an option. Why don't we discuss a deal?
- **Founding a Company:** Business is business. Human or not, we don't discriminate, and we need access to the Human Sphere's markets.
- **Removing the Competition:** We have the necessary means, if not motive, to become the sole market here.

POLITICAL MANIPULATION

The EI's delegations are not above clandestine methods and skulduggery to secure an outcome in regard to local politics. Local, incidentally, could mean anything from small town to an entire star system.

- **Alliance:** So, there's this other faction? They call themselves ALEPH, you say? Maybe we can give you an edge over their tech.
- **Subversion:** I'm sorry, senator, but you leave us no choice. Those pictures with the Odalisques were impressive. Be a shame if they appeared on Maya, eh?

SAFEGUARDING THE FUTURE

The worlds of races such as the Urkherit and Umbra are kept carefully hidden as the "genetic reserves". There are species – perhaps close in genetic structure to the Ur Rationalists or older alien races – who may yet hold the secret of Universal Comprehension. The EI keeps these worlds and races sequestered in case it needs a point of reference in the future.

- **Babysitting:** A group of young Murdats are eager to be blooded in combat and have gone off on their own into the Paradiso jungle. A certain Morat discipline may be required.

- **Guardianship:** A new Ur-genome on a distant star has been discovered. The species must be sequestered and kept safe whether they wish it or not.

- **The Kids Are Not Alright:** A clutch of Shasvastii SpawnEmbryos have fallen into human hands. The humans don't know what they have yet, but the SpawnEmbryos must be returned safely.

TRANSCENDENCE

The search for Transcendence drives the EI to search everywhere for evidence of ancient artefacts, ruins on dead worlds. No stone is left unturned in these searches – everything regarding transcendence is carefully recorded and documented.

- **Troubleshooting:** There are discrepancies in the datastream from a number of processors. Their logic is flawed and errant. Correct them.
- **Xeno-archaeology:** A deep-space survey team have found ruins of an ancient civilisation. Ascertain their age and provenance.

MONOLITHICS LOGISTICS

Any army, human or alien, needs lines of supply and transportation. The Combined Army are no different. The iota-scarcity economics of the Human Sphere allows them to keep their battlefield troops resupplied. The Combined Army have only what they brought with them on their ships during the First and Third Offensives.

SUPPLY & DEMAND

The ammunition used in their plasma weapons is difficult to recreate outside of Combined Army space, but the Combined Army base, deep within the exclusion zone on Paradiso, has a number of manufacturing facilities. Automated assembly lines churn out TAG parts, and human work gangs labour in the occupied zones, gulags mining the raw materials needed.

Even so, the nano-forges of the Combined Army run at capacity, fuelling the EI war machine. Even the bodies of the dead are recycled into raw materials, composted down, or used as genetic raw material by the Shasvastii. The EI is efficient, and not sentimental in the least.

Combined Army characters can attempt to requisition and acquire gear in exactly the same way as other Human Sphere characters.

LIFE ETERNAL: RESURRECTION IN THE COMBINED ARMY

The EI Cubes provided to the Combined Army are far more advanced than those of the Human Sphere. The technologies are not fully understood as such, involving Shasvastii and Sygmaa biotech far more advanced than even ALEPH's Cube 2.0.

The EI does not just use their cubes for restoring an individual sheut. There are rumours that the EI can even copy Cubes, storing them in vast cathedrals of "imprisoned souls". The EI also uses Cubes as a form of torture for high-value individuals or as a means of punishment. After all a sheut can only take so much physical trauma – but the mind can take more before it too will break.

EI Cubes are something of a poison chalice. They are obviously VoodooTech, and the risks of studying them is too great. It is not uncommon for the EI to implant Cubes into "honey traps", bodies of Human Sphere troops injured in combat so that they are taken into military targets.

For the Shasvastii, their SpawnEmbryos are another means of resurrection. Their genetic memory is passed on, and they still make use of the same Cubes as the rest of the Combined Army, but their sheuts are far more advanced.

There is one final form of resurrection, and one of a terrifying nature, sepsitorization. It may not be a return from the dead, but it gives a horrid semblance of life. The death of the individual rises as one of the multitudes of the EI.

A LEAP INTO THE VOID: SPACE TRAVEL

The Combined Army on Paradiso is contained, or at least it appears to be the case. Their capital ships are grounded, forming the base of operations for the Combined Army on Paradiso. The Acheron Blockade prevents reinforcements, and the Human Sphere believes that the Combined Army is confined to Paradiso for the time being, although they still try to get through the blockades.

Or so the Human Sphere believed up until the events of the Third Offensive. Exrah blockade runners and stealth shielded Shasvastii ships smashed through the lines and reinforced the Combined Army troops on Paradiso, to make matters worse. The Daedalus wormhole is also closed to their Tohaa allies and their reinforcements, thanks to the Tohaa's own traitors, the Triumvirate.

Smaller Combined Army spacecraft are concealed throughout the Human Sphere, carefully sequestered in hidden locations. While not able to challenge military craft, they have been

instrumental in deploying the Shasvastii across the Human Sphere.

The Shasvastii Speculo killers are spread throughout the Human Sphere. Many travel as their human alter egos aboard the Circulars and commercial spacecraft of the Human Sphere. No one knows how many there are out there.

Obviously, other members of the Combined Army face a greater challenge travelling outside of Paradiso. The Exrah are known to the Human Sphere, and the Morat are known hostiles. The Shasvastii ability to co-opt the DNA of the local biosphere has led to a number of terrifying horror stories and vids – including old tales of giant rats and sewer alligators. The Shasvastii travel across worlds in their own genetic pilgrimage as such, leaving Seed Soldiers behind as they go.

Human agents are favoured by the Combined Army for infiltrating Human Sphere space. They can come and go, largely without fear of discovery. The Sygmaa Tohaa are similar, although they now must travel passing as the potentially hostile Trinomial Tohaa.

THESE EMERALD EAVES: LAND TRAVEL

For the Combined Army, the jungles of Paradiso offer near-perfect concealment. While the satellites of the Human Sphere wheel uselessly overhead, Morat Aggression forces strike with impunity, concealed by the jungle canopy.

For the Morat, Paradiso is almost Ugarat, their home world. For the Shasvastii, the jungle is a smorgasbord of Chromatin potential.

Transportation and the movement of large forces usually takes the form of ground troops, TAGs, and Husks, all easily adaptable to the terrain. The Combined Army also makes use of mobile field artillery and salvaged Human Sphere vehicles.

Convoys of the Combined Army travel fast overland, often travelling under the alien weather phenomenon, which hinders spy remotes and satellite surveillance.

THE COST OF DOING BUSINESS: ALLIES & GREED

Human Combined Army characters have few allies if their true nature is known – provided they are not executed as traitors first. They suffer +1 (or even +2) on all Social-related tests with any former Human Sphere allies. If the character can keep their true nature hidden, it is only a matter of time." To A character might keep their allegiance hidden but its only a matter of time before the truth is revealed.

Humans requisitioning equipment from the Combined Army have difficulty obtaining gear, adding +1 to the difficulty. Human Sphere quartermasters may be bad, but a Morat one is nightmare.

For humans within the Combined Army occupied territories, life is harsh. The Combined Army is unlikely to grant them weapons that could easily be turned upon the occupying forces.



Human characters in the Combined Army are often sepsitorized. The short-term effects are well-known, but the long-term effects are less noticeable. Exposure to the EI and Universal Comprehension leaves a mental scar, an alien outlook, as a result.

For those living under the yoke of Combined Army rule in Paradiso, their life is more one of survival than the pursuit of wealth and power. The peoples of the occupied territories are more timid, fearful, and treacherous. They are also tougher and more pragmatic.

MOVING AS ONE: RUNNING A COMBINED ARMY GAME

Staging Combined Army campaigns and adventures will require a little preparation on the part of a GM, but nothing more onerous than their normal preparation. It is not that different from running a Bureau Noir session. The characters have a chain of command, mission parameters, and adversaries to contend with.

POTENTIAL PITFALLS

Running a game with a mix of different Combined Army troop types is not recommended for beginning GMs. It would be a challenge even for experienced GMs to attempt running a campaign featuring the different races of the Combined Army. Instead, it is recommended the GM speak to their players first and reach an agreement on the kind of campaign or game they'd like to play, and most importantly, the characters they'd like to play.

If the characters are looking for heroic battles on the Paradiso front lines, then Morat are a good choice. If they prefer more intrigue and sneaking around, then they may opt for Shasvastii. Human Sphere characters give both players and GMs a significant amount of latitude, without forcing players to deal with a uniquely alien mind-set from the beginning.

This is not to say running a group of disparate Combined Army characters is impossible, but some of the players can spend long times idle as a result.

Given the nature of the EI, the GM should spend significant times reading up on the Infowar, Psywar, and Hacking Devices sections.

If the GM wishes to use "body horror" or "mind control" themes, always check with the players first that they are comfortable with these.

For more information on running and staging games – not just Combined Army ones – the *Infinity*: Gamemaster's Guide is recommended reading.

THE MATHEMATICS OF CHAOS

There are a number of ways the GM can add a hint of spice to their *Infinity* games using Heat spends. These Randomius Factoria Events can be used to add additional story hooks or to add complications to a scene. The events here are for Combined Army characters, but some pertain to certain situations, such as Infowar.

RANDOMIUS FACTORIA EVENTS TABLE

D20 ROLL	EVENT
01	Aleph Alert
02	Alien Weather
03	Ambush
04	Cheap Ammunition
05	Cramped Confines
06	Crossed Purposes
07	Domotics Malfunction (Infowar)
08	For Honour
09	Genetic Reaction (Shasvastii)
10	Glitch
11	Historical Document Inaccuracy (Psywar)
12	Mandatory Failure
13	Mr Tiddles Will See You Now (Psywar)
14	Noise Complaint
15	On The Move
16	Second Fiddle
17	Smoke Detectors
18	Snap Hack (Infowar)
19	Steranko Security Response Algorithm
20	The Truth Is Out There

Spend 2 heat to roll on, or pick from the table above.

Hacking Devices – *Infinity* Corebook, p. 352-353

Infowar – *Infinity* Corebook, p. 114-122

Psywar – *Infinity* Corebook, p. 122-133

ALEPH ALERT

The presence of the Combined Army alerts local ALEPH forces to their location. This may vary from local mercenaries to a full Steel Phalanx deployment.

ALIEN WEATHER

The Paradiso meteorological phenomenon known as an alien weather storm breaks over the location.

AMBUSH

Somehow, the characters have been detected and are walking into an ambush.

CHEAP AMMUNITION

The Exrah have been cutting corners on ammunition manufacture again. One of the character's Reloads is useless.

CRAMPED CONFINES

Human buildings weren't designed for a Morat in combat armour. Movement tests are at +1 Difficulty.

CROSSED PURPOSES

The characters mission conflicts with another EI operation, owing to possible communication lapses.

DOMOTICS MALFUNCTION (INFOWAR)

Any hacking in the building causes the lights to switch on/off or the doors to open and close.

FOR HONOUR

A group of Morat youngsters have also chosen to attack the target in order to prove themselves.

GENETIC REACTION (SHASVASTII)

A Shasvastii has a reaction on a genetic level. It could be an allergic reaction or threat response. Shasvastii characters suffering this reaction will immediately suffer +1 Difficulty to any social interactions with any humans for the duration of the scene.

GLITCH

It may be a wetware or firmware update, but the character's Hacking abilities and gear all suffer +1 Difficulty to any tests while the scene lasts.

HISTORICAL DOCUMENT INACCURACY (PSYWAR)

Unfortunately, the target of the Psywar operation has a fanciful (read: untrue) social media presence, which bends the truth somewhat.

MANDATORY FAILURE

The mission is a sham. The characters are being sent for another reason. It could be to lend credence to another EI plan or testing an existing strategy. Either way, the characters did not need to know.

MR TIDDLES WILL SEE YOU NOW (PSYWAR)

When planning the Psywar attack, the EI failed to account for the anthropomorphic object of the target's pet. The character's attempts to leverage a household pet may be an interesting experience.

NOISE COMPLAINT

Unless the characters have specified stealth and kept quiet, then they have made enough noise for someone to come and look. It may be a sentry or local law enforcement.

ON THE MOVE

The target is on the move, perhaps as part of armoured convoy, or taking the next Circular to Sol. Either way, the characters likely have a narrow window of opportunity.

SECOND FIDDLE

The characters are not the only team. When they arrive, they find another team already on mission. They may not be Combined Army, but another faction, Nomads or Spiral Corp, for example.

SMOKE DETECTORS

The building's smoke detectors are faulty, deluging anyone inside with water and fire retardant. All movement and ranged combat tests are at +1 Difficulty for the duration of the scene.

SNAP HACK (INFOWAR)

The EI attempts a remote Hack using the character's abilities as an attack of opportunity. There may be an ALEPH terminal nearby or another viable target.

STERANKO SECURITY RESPONSE ALGORITHM

The target is protected by the Steranko Security algorithm, which is legendary for being near unbreakable as an adaptive LAI that reacts to threats as they happen. Unfortunately, that currently includes the characters.

THE TRUTH IS OUT THERE

Some – or all – of the characters have their faces captured on video. It could be seen as proof of the Shasvastii, or at least incriminate those whose faces were seen.



Wilderness of Mirrors – *Infinity*
Corebook, p. 412-413

WILDERNESS OF MIRRORS

Bureau Noir campaigns have a Wilderness of Mirrors to reflect the various tensions and intrigues of the Human Sphere. In the case of the Combined Army, the relations between the species or individuals that make up the Combined Army can represent a similar set of challenges. Rivalry between Morat regiments, tensions between Shasvastii Multipliers and Conservatives, Exrah commercial conflicts, and even animosity between human agents can all add to the Wilderness of Mirrors.

PARANOIA LEVEL

There are a number of Paranoia levels available to Combined Army characters with a variety of styles. As well as the equivalent of the ones in the *Infinity Corebook*, substituting the Combined Army for Bureau Noir will work.

Paranoia Level – *Infinity*
Corebook, p. 412

Wilderness of Mirrors – *Infinity*
Corebook, p. 412-414

GM TIP

For more detailed information on running Covert Operations, see the *Infinity: Gamemaster's Guide*.

Adventures in Combined Army Space. To list every component race and world of the Combined Army would take up far more pages than this book has. Suffice to say, the Combined Army on Paradiso is one Onyx Contact Force. Humanity currently fights a holding action against what is little more than a scouting party. For GMs and players wanting a hard sci-fi setting involving the EI and characters of the Combined Army, they can use this book to set their game on the other side of the wormhole, where there is more scope for encountering alien beings, exploration of the stars, and McGuffin technology.

Human Sphere Subterfuge has a focus on human and Shasvastii agents working deep within the Human Sphere. There are plenty of opportunities for intrigue and treachery involving the various existing Human Sphere factions. These are covert operations and sabotage, and a secret war is fought in the shadows between Human Sphere operatives and the Combined Army agents played by the characters. It allows for GM to bring in Speculo Killers and some of the elite forces Human Sphere agents may never face such as Nexus Agents.

In the **Morat Military Campaign**, the characters are mostly Morat, part of the same regiment. Other types of characters may also be seconded as specialists to the Morat troops – or even in charge of them – as they fight their way across the Paradiso battlefield. This is less about intrigue and more about gunplay and combat than the other Paranoia levels, and suits a group more geared toward combat.

In **Route 666**, the characters are assigned to the Exrah logistics corps. They are responsible for transporting goods and making deals. They travel across the battlefield facing both Human Sphere and rebel attacks. Heading into space, they may get the chance to run the Acheron Blockade. There may also be some conflicts of interest as the Concordat and Commissariat still exist as enemies on the Human Sphere side of the wormhole.

Terrible Trouble Trinaries involves the Sygmaa Tohaa. The characters are caught between the worlds of the Sygmaa and Trinomial Tohaa. As well as the civil war of ideologies between the Trinomial and the Combined Army, the characters also have to contend with the Human Sphere's meddling and the EI's possible wrath. Then there are the also the Trigon terrorists and the Triumvirate to consider.

In **What we leave behind**, newly sepsitorized human survivors of a Combined Army attack must adjust to their new life as servitors of the EI. The journey is one of discovery and tragedy as the characters learn what life is like in service to the EI. Their battles turn them against former allies and associates and possibly even each other as they find their place in the Combined Army.

SUBTERFUGE INTENSITY, FACTION MALEVOLENCE, & COVERT OBJECTIVES

Unlike Bureau Noir games, most Combined Army games will not have many covert objectives. The EI's distributed network does not allow for much personal privacy, but it often compartmentalises mission information. If you need to know, it lets you know. For GMs, this does allow them to create covert objectives for the characters without ruining the dramatic tension.

Unlike Bureau Noir campaigns, the GM may even want to focus upon the individuality of the characters, rather than group objectives. A character's objective may require the whole group's assistance. It may be a covert objective, but the character still needs tactical support, for example.

Keeping track of Faction Malevolence is important for a group. The higher the stakes, the greater the chance of blowback when the operation fails.

CHAPTER 4

COMBINED ARMY GEAR

The weaponry and equipment the Combined Army fields reflect the Combined Civilisation's internal tensions. While each constituent race utilises its best technologies, they attempt to shield their greatest innovations from the other races. Even the Evolved Intelligence reserves its far more advanced VoodooTechnology for when it deems necessary, which rarely corresponds with its generals' tactical or even strategic goals. It plays a higher-order game, one whose calculus embraces casualty rates and time scales most sentients never could.

Still, natural curiosity, the search for knowledge and local advantage, and the endless probing of Exrah traders ensures steady, if tense, trade between Morat, Shasvastii, and the other Combined Civilisation races. The EI quietly ensures these commercial links do not entwine the races too deeply, so that each can independently pursue their own potential paths to Transcendence. Any one of their differing evolutionary trees, cultural schisms, and innate strengths and weaknesses could be the key to the only prize it cares about – Absolute Universal Comprehension. And on the off chance that the truth lies in a combination of approaches, it also quietly correlates their discoveries with its own understanding of reality, in hopes of completing Project Transcendence on its own.

This diversity of approaches is also crucial for the Combined Army's success. Few civilisations have a sufficiently varied cultural mosaic to contain simultaneous counters for the Morats' brutal force, the Shasvastii's subtle subversions, and all of the military technologies the EI has harvested from conquered civilisations, technologies that, until the Combined Army's arrival, were the local pinnacle of military power. The limited initial conflict on Paradiso, thanks to a lucky quirk of wormhole topography, offers humanity an invaluable opportunity to develop countermeasures and antibodies to the Combined Army's arsenal and even to bleed it dry with the Tohaa's help.

But that window of opportunity is drawing to a close. The worst is yet to come.

VOODOOTECH

While the EI does provide some standardised equipment for the Combined Army's constituent forces – most crucially its networked version of

Cubes – it reserves its best and most powerful technology for itself. Combined Civilisation client races each refer to these secret weaponised sciences in their own ways, but humanity calls them VoodooTechnology, or VoodooTech, since they operate on mysterious principles and are usually wielded by Husks or individuals “ridden” by the EI, just as Yoruba òrìṣà or Vodou's loa take trance possession of chosen worshipers and initiated priests.

Innovations culled from dozens of civilisations over centuries of conquest, correlated and weaponised by carefully monitored researchers and the EI's own incomprehensibly diffuse mind, VoodooTech operates on fundamental principles that humanity has yet to uncover across a broad spectrum of sciences. Self-altering, impossibly coordinated, and effective nanotechnology, advanced quantronics, and synthetic neomaterials, even energy shields and gravitic manipulation are deeply understood by the EI, modalities it applies as easily as a technician uses a multitool or ALEPH alters a Maya post.

The Evolved Intelligence learned a hard lesson from the Tohaa. A too-swift attack allows the enemy to steal, research, and turn your weapons against you. Always careful what technology it shares with its constituents, the EI is now even more selective about which capabilities it reveals to opponents. Once it lures their best weaponry into the field, and fully assesses their level of advancement and potential utility, only then does it strike with calibrated force, assuming control of the target civilisation's future. This deliberation costs Combined Army lives, with hundreds, even thousands of soldiers placed at risk to tempt opposition into showing their technological hand. But despite its generals' pleas for more aid, the EI cannot afford a second stalemated war.

VOODOOTECH RESTRICTIONS

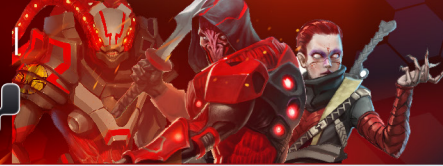
The EI saves most VoodooTech for decisive moments, averting otherwise inevitable defeats or ensuring overwhelming victories. It classifies internal restrictions on VoodooTech from V0 to V5, ranging from casually deployed V0 tech, to V2 tactical tools, to secret and unique V5 weapons of mass destruction, scaled to its opponents' resources and knowledge.

WHAT YOU'LL FIND IN THIS CHAPTER

- How, why, and when the EI uses VoodooTech, and how to seize control of it.
- A catalogue of new augmentations, organs, weapons, armour, augmentations, programs, and tools used by the Combined Army, or available in EI-controlled territory, ships, and habitats.

HUSKS

Husks are specialised techno-organic forms the EI manifests its consciousness into when it desires a direct physical presence, akin to ALEPH's use of Aspects in i-Lhosts. The most commonly observed Husks on Paradiso are fearsome Avatars, and nightmarish biosynthetic Charontids – but there are many more that humanity, ALEPH, and even the Tohaa have yet to encounter. Depending on how the Paradiso campaign progresses, Plenipotentiaries, diplomatic Husks sculpted to manipulate a particular civilisation or culture, could appear in-system shortly.



Against the Human Sphere, the scale is as follows:

- **V0:** Simple, one-material items fabricated from modestly altered local materials. This would include items such as steel weapons from iron ore and the crucial keystone technology of EI Cubes.
- **V1:** Equipment comparable to or subtle improvements on local technology. Against ALEPH and humanity, this includes advanced optics, self-recycling ammunition, items that subtly enhance other VoodooTech, and common Combined Civilisation gear (CC 0, CC 1, or CC 2 restriction).
- **V2:** Tactically deployed technology using locally unavailable materials or fabrication techniques and science that surpasses local science. Including the plasma weapons in common use on Paradiso, Husk bodies, advanced quantronics such as Infowar devices, and advanced or rare Combined Civilisation items are in this category (CC 3, CC 4, or CC 5 restriction).
- **V3:** Strategic technologies reserved for crucial operations and critical moments that radically alter the battlefield, often reliant on neomaterial components. They range from smart viruses targeting a subset of a species, to rapid-terraforming terrain-deformation nanobots, to profoundly destructive and intelligent weapons and ammunition, and even the horrors of sepsitorization.
- **V4:** Devices that can decide the fate of entire military campaigns, used when the EI is sure of total victory or certain defeat if not used. Past techniques have included artificial micro-wormholes for energy transfer, impassable defensive nanoswarms, accurate prognostication software, viral-memetic weapons that can enslave entire armies in minutes, and explosives of terrifying efficacy.
- **V5:** Hoarded in shielded datavaults deep within the Ur Rationalists' homeworld, these final techniques are only deployed if a sure path to Absolute Universal Comprehension is at stake. The EI blinds itself to these secrets to ensure their security, restricting knowledge of their existence to core subroutines.
- **V(X):** Items deployable at various levels of VoodooTechnological complexity.

Items with VoodooTech restrictions can only be used by EI-controlled Husks or individuals with EI Cubes under direct EI control via Mnemonica, unless gifted by the EI or if unlocked via a progressive Science test (D3, 4 Momentum, 4

failures, +2 complication range, and maximum difficulty of 6). At GM discretion, multiple complications on a single roll can draw the EI's full and direct attention, destroy the item beyond repair, or deal damage equal to 1+(VoodooTech restriction)N.

When a scene begins, or when an EI-controlled Husk or individual with an EI Cube under Mnemonica control enters play, the GM can have VoodooTech present in the scene or equipped by adversaries by spending Heat equal to the item's VoodooTech restriction rating. Equipment listed in an adversary's entry ignores these costs, and Veve Pods can also be used to rapidly introduce additional VoodooTech into a scene.

VOODOOTECH KEYSTONES

EI Cube: The Cubes the Evolved Intelligence installs in subject races radically differ in design, intention, and complexity from Human Sphere designs. Rather than careful isolation from quantronic interference, EI Cubes are heavily networked, creating both localised mesh nets and synchronising with system- and civilisation-wide dataspheres. This removes the need for a separate comlog, and more importantly boosts the EI's processing ability, turning each user into a living piece of the Evolved Intelligence itself.

This is often misunderstood as a hive mind, but Combined Civilisation citizens are still individuals. The EI exists as a fractal intelligence, systemically rising out of a distributed network of sentients, with only a handful of truly independent sub-routines. The Ur Rationalists made the EI indivisible from their civilisation, inadvertently creating an invaluable mechanism for conquest. In practice, the EI exists within and through every member of the Combined Civilisation.

EI Cubes provide the following abilities:

- A constantly updated personality backup stored in EI-controlled dataspheres.
- Security Soak 8 against quantronic attempts to suborn the Cube or use it as an unauthorised gateway to EI dataspheres.
- Intuitive networked interaction, equivalent to a Neural Comlog, and the ability to share sensory data with other users in real-time.
- **Mnemonica:** The EI can take control of the user's body at any time. If it chooses to isolate them from or manipulate their sensory experience while doing so, Heat costs for Reactions the EI takes with that body are doubled.
- **EI Support** (See page 72)

Each member houses a Cube ensuring that they can be constantly and seamlessly monitored by the EI. This includes methods far more subtle than simply recording sensory data and is integrated at such a level that, if necessary, it enables the EI to watch the internal biological and synthetic mechanisms that make up a member's actions.

But while the Cubes allow for surveillance, they also work as processors for the EI itself, increasing the computational skills of this alien artificial intelligence.

Veve Pod V(X): While some is made in dedicated facilities, the EI creates military materiel – including VoodooTech – primarily via fabricators with built-in neo-material reserves. Designated veve pods by human analysts for the characteristic patterns of force they create when in use and their ability to focus the EI's presence. Like the traditional patterns used in various branches of Voodoo summon a loa's attention, veve pods are blank icosahedrons of dark green material that fabricate and extrude items.

Each pod is usable only by the EI, a little over a metre high, freezing cold to the touch except when in motion, weighs X tonnes and, has X Armour Soak, 5X Structure, is disabled after suffering one Fault, and is destroyed after X additional Faults. Like any other form of VoodooTech, a veve pod costs X Heat to introduce into a scene. As long as one individual with an EI Cube is within 100 metres, the pod can fabricate one VoodooTech item of V(X) restriction or less each day, plus X additional copies if fabricating items of V(X-1) restriction or lower, for no additional Heat cost.

The EI freely uses veve pods within its territory, but otherwise attempts to keep them out of other's hands. If an individual with an EI cube is within 100 metres, a pod can self-destruct for 1 Heat, dissolving into steaming slush in 2X rounds unless unlocked. For 1 additional Heat, it can leave behind a V(X) item when it does so. It costs:

- 1 Heat to introduce a pod rated up to V5 to a scene in a Combined Civilisation city, station, military base, or ship.
- X Heat for up to V4 on the Combined Civilisation's frontier and slums or in Combined Army command centres on Paradiso or elsewhere in the Human Sphere.
- 2X Heat for up to V3 on Paradiso's frontlines or elsewhere in the Human Sphere.

SHASVASTII VISCERA

The Shasvastii also conceal unique technology from the EI and the rest of the Combined Civilisation. Their biology allows them to bud and control the growth and development of a vast array of specialised internal organs and augmentations, referred to by baffled human scientists as a viscus (Latin for internal organ), or collectively as viscera.

Ranging from reproductive SpawnEmbryos to flawless environmental adaptations, the design and processes to bud, grow, and use a particular viscus can be passed between Shasvastii as Chromatin code memories. Once an individual creates the perfect solution for a particular problem within themselves, those they share with can rapidly do the same. With characteristic paranoia, each Shasvastii subculture and Expeditionary Force keeps secret reserves of viscera as shibboleths and keys for comparative advantage should the others be co-opted by hostile forces using their own arts of subterfuge.

The simplest transfers take minutes, but they are usually bundled with other memories and data. The slower transfers use integration, budding, growth, and Viscera designs. These transfers can serve as analogues of human religious ritual, epic artistic performance, even inheritance and initiation rites at a far more profound level than mere sensory input. While the EI understands the principals involved, macro-Chromatin's subtleties confound its analysis, allowing a great deal of subversive communication and samizdat data under the guise of viscera transfer to pass beneath its notice.

VISCERA RULES

Viscera are a new augmentation category which only Shasvastii can acquire or grow. A character can benefit from up to six viscera-derived modifications, of any type, anywhere in their body. Unless otherwise noted, multiple instances of a viscus do not stack their effects, only provide redundancy. The target number for growing a viscus is based on the Shasvastii's Discipline skill (or Fortitude if they are an Adversary), in combination with an appropriate attribute depending on the organ, listed after its name as either Viscera (Attribute), or Viscera (Any) if any attribute can be used to grow it.

A healthy Shasvastii has up to a half-dozen pre-visceral buds at any given time, waiting to be rapidly specialised into new internal organs. These buds are also the first tissues subjected to the process of catabolism in case of injury. A Standard Action Medicine (D1) test reallocates a bud's tissues, allowing the Shasvastii to ignore difficulty penalties due to Wounds until they next sleep. Regenerating buds requires a Standard Action Brawn + Discipline test, with difficulty equal

RIGHT ON TIME

At the GM's discretion, a veve pod's daily production can complete when it is first introduced or when dramatically useful during that first scene. Further production completes every 24 hours after that, or in 2X rounds if self-destructing.

SACRAMENTAL VIVISECTION



On occasion, EI Husks or Mnemonica-controlled individuals are instructed to place key objects, individuals, or even their own bodies atop a pod. The subject is immobilised and rapidly disassembled for analysis and raw materials, taking X^{NI} permanent Vigour or Structure damage each round until killed. Once damage equal to double their Vigour or Structure is dealt, the subject is dissolved completely. Not even forensic traces remain.

OPTIONAL RULE: AUGMENTATION MIMICRY

With GM permission, a Shasvastii character can grow a visceral equivalent of a Human Sphere augmentation using an Intelligence + Science (D3) test, with complication range equal to the augmentation's Restriction. For adversaries, an additional Heat per mimicked augmentation is reasonable. Items with the Comms quality, elaborate transformations like Haqqislam's Runihara or Odalisque processes, or Nomad bioengineering are likely beyond even a Speculo Killer's skills, though a convincing non-functional imitation is plausible.



to the Shasvastii's current Wounds. If successful, they regrow buds equal to their Discipline Focus, plus 1 per Momentum spent. Each bud beyond 6 temporarily reduces the Shasvastii's Vigour by 1.

Growing a bud into a new Viscera is a (Viscera Attribute) + Discipline test, with difficulty equal to the Viscera's Restriction, and takes six hours to complete. The grower can repeatedly increase the test's complication range to speed the process, from 6 hours to 60 minutes for +1, to 6 minutes for +2, to 6 rounds for +3, and finally at +4 complication range growth takes only 6  rounds and each Effect rolled further reduces growth time by 1 round, to a minimum of 1. The grower takes 1+2  damage if any complications are rolled, bypassing all Armour Soak.

GEAR CATALOGUE

AGNI AMMUNITION

Named for the Vedic fire god by awed PanOceanian observers, this heavy incendiary ammunition is particularly useful against opponents using equipment sensitive to fire such as TO Camo or symbiont armour. A favourite of Suryat Assault


Heavy Infantry and Shasvastii Gwailos, Agni ammunition adds Incendiary 3, Indiscriminate (Close), Salvo (Terrifying 1), Spread 1, and Vicious 2 to the weapon.

AGNI SHELLS

Designed for use in the Combined Army equivalent of the Vulkan shotgun, Agni shells replace the Fire shells it ordinarily fires with a more potent formulation. Agni shells add Incendiary 3, Indiscriminate (Close), Terrifying 1, and Spread 1 to the weapon. Any Combined Army weapon capable of using Fire shells can fire Agni shells instead.

CA HEAVY ROCKET LAUNCHER

These incendiary anti-personnel infantry support weapons are extensively used by the Combined Army against Tohaa forces, capitalising on symbiont armours' vulnerability to fire. The micro-munitions CA HRLs fire incorporate subsonic resonators that trigger on impact to induce a primal fear response in most species in addition to turning a patch of the battlefield into a roiling white-hot hell.

(Range L, 2+5  damage, Burst 2, 2H, Munition, Terrifying 1, Unsubtle 2)



CRYPISIS-SKIN VISCUS (AGILITY)

A must in enemy territory, this mimetic epidermal layer provides active camouflage. When the user attempts to remain unseen or unnoticed, each Momentum or Heat spent to add dice to their Stealth pool adds two d20s instead of one. It can also be used as a high-resolution chromatophore display. If two Shasvastii with crypsis-skin have line of sight to one another, they can silently communicate by subtly modulating their skins, allowing them to make Bolster or Imply actions as a Free Action without needing to make a Psychology test, and even transfer data files without Comms equipment. If they are within Medium range of one another, Observation tests to detect they are communicating are at +2 difficulty. Unlike other viscera, the Exrah have a biograft vat-grown equivalent of crypsis-skin and sell installations of it for exorbitant prices.

DEADEYE OPTICS

Derived from Tohaa biotechnology and the astronautics of the now-eradicated Farseer Reef, these smart-organic VoodooTech lenses bond with a user's eyes to enhance their vision. Once placed in the user's eyes as a Minor action, the user can ignore one Difficulty's worth of penalties due to range or weather conditions on Ballistics or Observation tests, and on a successful ranged attack can spend one Momentum or Heat to determine hit location, rather than the usual two. Removing them is a Standard Action, and they only function when within 100 metres of a working EI Cube, but they can be inserted, detached, and passed between individuals repeatedly without loss of efficacy or risk of infection.

DETI BOLOTNIKA AUGMENTATION

Named for the mythical Slavic swamp demon by Tunguskan and Kazak Paradisan scouts who first to survived them, "Bolotnik's Children" are swarms of tunnelling terraforming nanobots that subside, flood, raise, lower, or level terrain in seconds and even consume unwary opponents. They are stored and constructed from available materials by a backpack-sized VoodooTech nano-hive spliced into the user's spine and controlled by an invasive cranial implant, reducing the user's Vigour by five. Users must have Science and Pilot Expertise of 3 or more. The augmentation is meant to control a single swarm. Each additional swarm adds +1 complication range to Science tests. Vulnerable to fire, Deti Bolotnika swarms have 3 Armour Soak against non-incendiary attacks, 9 Structure, and are destroyed after suffering 3 Faults, or 1 Fault from an incendiary weapon. In an outdoor environment composed of soil, rock, or other non-armoured materials, and within Long range of a water source, the user can command a swarm to do any of the following with Pilot D(X) tests as a Free Action.

- **D(0):** Leave the hive and spread to cover the user's current zone above-ground or enter the hive from it, burrow beneath the user's zone, or destroy itself.

- **D(1):** If underground, burrow to a zone within Medium range.

- **D(2):** If underground, burrow to a zone within Long range.

- **D(2):** If above ground, burrow to the zone beneath the current zone.


- **D(2):** If above ground, crawl to a zone within Medium range.

- **D(3):** If above ground, crawl to a zone within Long range.

- **D(3):** If underground, burrow to a zone within Extreme range.


The user can command the following with a Science D(X) test as a Standard Action.



- **D(2):** Create a new Deti Bolotnika swarm in the current zone.

- Grant DX  Cover Soak against ranged attacks to allies in the swarm's zone.

- Turn the swarm's current zone into Hazardous Terrain DX, minimum 1, or reduce Difficult or Hazardous Terrain ratings in the current zone by X.

- If the swarm's current and an adjacent zone are Hazardous Terrain, turn the boundary between them into a Hazardous Obstacle of difficulty X+1.

- If X zones deep underground, swiftly collapse all zones above. Unless enemies in those zones make an Acrobatics D(X) test or allies make a Acrobatics D(X-1) test to leap to an adjacent zone in time, they fall to the swarm's zone, taking (1+2  Stun, Vicious 1) falling damage per zone they fall.

- Consume targets in the current zone, dealing 1+DX  damage with the Biotech, Indiscriminate (Close), Subtle X, Spread 1, and Vicious D(X) qualities. When the swarm deals a total of 30 Vigour damage, it goes dormant for 1+1  rounds, converting the consumed materials into another swarm in an adjacent zone. If an effect is rolled, two swarms are created instead.

EI ASSAULT HACKING DEVICE

Much like those used by Human Sphere hackers, Combined Army assault hacking devices are purely offensive Infowar weapons, meant to seize control of enemy networks and systems. They also incorporate the Stop! UPGRADE, to quickly

**OPTIONAL
RULE: DHEVIIS
DIFFERENTIATION**

During dheviis, the Shasvastii equivalent of human adolescence, an individual chooses their gender and locks in hormonal adjustments that align their biological sex with it (though they remain reproductively hermaphroditic and capable of self-fertilisation). Females generally possess higher strength and endurance, adding a bonus d20 to Brawn- and Agility-based skill tests, while males specialise in genetically modifying their bodies, adding a bonus d20 to Discipline tests to grow organ buds into Viscera.

EI Cube See p. 44.



and efficiently immobilise enemy heavy infantry, TAGs, and remotes. (CLAW-3, SWORD-0, SHIELD-0, GADGET-0, IC-1, UPGRADE Stop!)

EI HACKING DEVICE

A clear demonstration of the Combined Civilisation's quantronic sophistication, this standard-issue Infowar platform not only provides greater support for CLAW, SWORD, and SHIELD programs, but also incorporates a crippling UPGRADE attack against targets using neural equipment. (CLAW-2, SWORD-2, SHIELD-2, GADGET-3, IC-3, UPGRADE Sucker Punch)






EI K1 (EK1) AMMUNITION

An expensive rarity in the Human Sphere, where the secrets of its manufacture are only partially understood, the VoodooTech version of K1 ammunition can be rapidly fabricated in standard calibres by any veve pod. Granted to elite units, or whenever EI representatives need a potent anti-armour punch, EI K1 rounds add Anti-Materiel 2 and Monofilament to the weapon and count as Standard ammo when fired from any Combined Army ranged weapon.

EI KILLER HACKING DEVICE

Crucial in destroying the Dray Exogeneity's quantronic sync-symbiosis, these devices exclusively target individuals with neural devices. They completely bypass Interference Soak, including soak provided by installed SHIELD programs. Brutally effective against enemy hackers, they incorporate Cybermask and Maestro upgrades, ensuring the element of surprise and a knockout punch. (CLAW-0, SWORD-2, SHIELD-0, GADGET-0, IC-1, UPGRADE Cybermask, UPGRADE Maestro)

FERAL

A popular Morat combat drug derived from Hungries' adrenal glands, this bitter powder is dusted over raw meat to intensify its flavour and often used during Ratarak duels. When ingested by Morats, it grants +1  Morale Soak and +1  Vigour for an hour. Each effect rolled adds +1  damage to the user's Close Combat attacks. When the drug's effect is over, they take 1  physical and 2  mental damage and are at +3 Complication Range to Discipline tests until they sleep for at least six hours. Non-Morats only get the hangover.

FRACTA JUMP SYMBIONT


As graceful as it is deadly, the semi-metallic Voorne, or living armour, that comprises a Fraacta Drop Unit's uniform is a sight to behold. With phero-quills extending through airborne deployment wings, and a sensory apparatus modelled after the distinctive silhouette of a Holdaan hornbeast – apex predators of planet Runohaa – their wearer

looks like an of angel of death. Appropriate, given their primary use case. The wearer can move one additional zone when taking a movement action. Conversely, the wings can be retracted into a defensive “survival mode” posture, forfeiting the additional movement but increasing its wearer's Armour Soak and Security Soak by 2 each.

GESURAT SASH

Every Morat who reaches full Gesurat status proudly wears a sash bearing the insignia of their rank, clan, unit type, faction, and indicates their affiliations via complicated colours and patterning. It is embarrassing, even shameful, to be seen in public, particularly at a formal or ritual occasion, without it. Psywar attacks against a Gesurat caught in this situation gain the Grievous and Vicious 2 qualities. With characteristic pragmatism, most Gesurat own several backup sashes to guard against this eventuality. Having one's sash torn off is the final shame before execution for Morat who show cowardice or otherwise denigrate their regiment's reputation and doing so outside of that context is a mortal insult.


GRADIENT AMMUNITION

Long before the EI's conquest, Morat gradient rounds were used to kill Gurlanak, Ugarat's titanic super-predators, by penetrating the beasts' thick hides and turning their intense body heat against them. They are still used in coming-of-age hunts but also used sparingly against worthy prey, such as Dogfaces and manned TAGs. On impact, the rounds release metamaterial heat-shunting spines joined to axial heat-sinks, creating intense thermal gradients that simultaneously burn and freeze the target from within. Gradient Rounds add Piercing 2 to the weapon, and if an attack deals at least 1 physical damage to the target, the spine-barbed round deals 2+2  damage, bypassing armour, every round until removed by a Tech or Medicine (D1) test that then inflicts a Fault or Wound or a Tech or Medicine (D3) test that inflicts no side effects.



HIGH-DENSITY RELOADS (AMMO TYPE)

These self-cannibalising clips use dense VoodooTech equivalents of common ammunition Reloads, vastly improving on ammo economy. Only available to Elite or Nemesis Adversaries, once 1 Heat is spent to grant them high-density Reloads for an ammo type, they gain the benefits of two Reloads whenever spending Heat to gain the one Reload of that ammo type. Note: VoodooTech ammunition such as Plasma can have higher Heat costs per Reload.

HUNGRIES CONTROL DEVICE

When Hungries were first discovered by the EI on an obscure planet, it considered them too feral to be of use until the Oznat Morat Hunting Regiment discovered a brutal technique for bringing them to heel. By ritually challenging a herd alpha, eviscerating it, and devouring its entrails, a successful Oznat can take absolute command of a herd of Hungries. Parts of the former alpha's carapace are worn as armour to reinforce her newfound authority, providing 2  armour soak to her head, one arm, and one leg. The wearer also gains +2d20 to Command tests involving members of their herd, adds Grievous to Psywar attacks against them, and can assist using their own Discipline skill whenever a herd member makes a Discipline test.

HYPERTROPHY VISCUS (BRAWN)

Consisting of a full-body connective tissue layer, this viscus provides muscular reinforcement, increased glycogen storage, and metabolite cleansing, enhancing a Shasvastii's strength and endurance. It is considered unusual and even insulting for males to develop it when females are present, as a potential if inevitably lesser challenge to their physical superiority. The sole exception, the radically egalitarian XayixiY Expeditionary Force, insist every member develop it, to the other Forces' scandalised – if somewhat exaggerated – disapproval. A hypertrophy viscus provides Shasvastii who became female during dheviis with Supernatural Brawn 1, which they can increase to Supernatural Brawn 2 for two rounds with a Discipline (D1) test – failure inflicts a Wound. Males are only capable of a lesser form of the viscus that provides a bonus d20 on Brawn-based tests, and +1  on Close Combat attacks, and can similarly be increased to +2d20 and +2  damage with a successful Discipline (D2) test – but failure inflicts two Wounds.


IC-1 CUBESCAN

A profoundly invasive form verification, this VoodooTech IC guards core EI dataspheres against impostors and hostile hackers by comparing a subject's thoughts and personality against the stored baseline personality from their EI Cube. Bypassing the IC requires the use of Hacking, Persuade, or Psychology instead of the Science skill, but is otherwise identical to unlocking other VoodooTech, a progressive Hacking, Persuade, or Psychology skill test. (D3, 4 Momentum, 4 failures, +2 complication range, and maximum difficulty of 6)

K1 COMBI RIFLE


Wielded by Batroid bio-remotes, elite Morat Vanguard infantry, the loyal Sekeul Commandos of the Tohaa Trident, and even Umbra Legates, the expert systems of these combi rifles are optimised for armour penetration, adding Vicious 1 to attacks

with EK1 ammunition that strike hit locations with Armour Soak of 3 or more.

Range C/M, 1+5  damage, Burst 2, 2H, Expert 1, Multi Light Mod (EK1, Standard).

KANABŌ

Used by Morat law enforcement and prison camp guards, these two-handed war clubs were nicknamed by Japanese prisoners who escaped the horrors of Fuyan. Resembling the cumbersome weapons wielded by Japan's mythical oni demons, kanabō (Japanese for metal stick) have smart-material studs that can shift shape from flat surfaces to hard spikes, all on command, allowing the wielder to turn the weapon's Vicious and Piercing qualities on and off as a Free Action.


(Melee, 2+5  damage, 2H, Knockdown, Stun, Piercing 2, Vicious 2)

MORPHO-SCAN VISCUS (PERSONALITY)

Used exclusively by Speculo Killers, who stalk and eviscerate Shasvastii that learn or gestate it without proper initiation, this viscera consists of a retractable proboscis in the dominant hand, a cluster of Cube-emulators stored in the forearm, and high-bandwidth connections from the two sub-organs to every other organ. With a successful attack with their proboscis, a Shasvastii with the Morpho-Scan viscus can spend 2 Momentum to steal a genetic sample. With 3 hours of concentration and a Personality + Stealth (D2) test, they can use that sample to become a near-perfect physical duplicate of the target, down to the genetic level. If the target is incapacitated, they can take the sample without spending Momentum, and with a Personality + Hacking (D2) test, can duplicate the target's Cube for manual access to the target's memories, functioning as the target using their simulated identity.

(Melee, 1+3  damage, Biotech, Piercing 2, Subtle 3)

NANOSCREEN

Available in various sizes, nanoscreen systems release charged nanobot clouds that rapidly swarm to block ballistic attacks. The required nanobot coordination, response time, and battery discharge gradient against high-velocity threats, not to mention the compact energy to power and recharge the device, place it firmly into the realm of VoodooTech, though Shasvastii researchers are on the verge of discovering the requisite technologies. When active, a nanoscreen adds +1 difficulty to ranged attacks targeting the user from any direction and +3  Cover Soak with any effects rolled adding +2 Soak. Activating or deactivating the device is a stealthy Minor Action, but if the user suffers physical damage from an incendiary attack, the nanoscreen automatically suffers a Fault and is disabled until repaired.

FUYAN RED GLASS

Once a major Paradisan trade port, Fuyan was known for its crimson glassware and underground shipyard caverns for Yu Jing's shipping and fishing fleets. The port was captured in the First Offensive, and its surface buildings became a hellish gulag, crammed with prisoners of war and primarily Japanese civilians used as human shields against attacks on the shipyards far below their feet. But the Morat misjudged their opponent's will. During the Japanese Uprising, Yu Jing orbitally bombarded the region for weeks, eradicating Fuyan and the Combined Army base beneath at the cost of thousands of (potentially rebellious) civilian lives.

QUEEN FOR A CYCLE

On occasion, a suicidally ambitious Imago Exrah cabal will pretend to be under Mnemonica influence and use falsified EI permission codes to illicitly acquire VoodooTech, creating a state of affairs they can exploit for profit or power. Often the result of decades of careful planning, these schemes always rely on hacks they incorrectly believe capable of manipulating the EI's Cube baseline dataspheres and Cubescan IC.

The EI allows these conspiracies to illicitly operate for weeks or even years at a time, since their machinations often expose internal inefficiencies, channel sedition into already-monitored power structures, and inspire virtuositities of intrigue that are the Exrah's unique gift. If the Exrah ever reach Absolute Comprehension, the EI believes, it will be in the process of attempting to put one over on their would-be master. The recent obliteration of the Concordat Business Group was a pruning of one such scheme.



NANOSHIELD FACILITY

A shipping-container-sized nanoscreen with a larger protective radius, a nanoshield facility adds +1 difficulty to ranged attacks against allies within Medium Range. Enemies treat the affected area as a heavy saturation zone if firing through it, or as Difficult Terrain 2 if attempting to move into, out of, or within that area, due to nanobot interference.

Like a nanoscreen, the nanoshield's fortification is vulnerable to fire. When an incendiary attack strikes a protected target or the facility, they lose nanoshield protection for four rounds, and if an incendiary attack deals the facility a Fault, it is disabled until repaired and loses its Self-Repairing quality. The facility has 4 Armour Soak against non-incendiary attacks, 16 Structure, is disabled after suffering two Faults, and is destroyed after 4 additional Faults.

NARK AMMUNITION

Nark ammunition is derived from the passive sensor scans used by the self-replicating von Neumann probes of an apparently long-Transcended Seeker civilisation. Leveraging nano-scale subspace fields temporarily warped by VoodooTech into Sierpinski structures, this ammunition harmlessly but distinctively distorts nearby quantronic subspace signatures when it detonates, marking items with the Comms quality in the target zone for 1+ 3 (N) rounds. It is fired at a zone rather than an individual target, with a Ballistics (D1) test adjusted per usual by weapon range and visibility. Heavily dependent on initial conditions, the number of Effects rolled can dramatically extend the duration of Marked tracking of bodies and equipment – 0 Effects: rounds, 1 Effect: hours, 2 Effects: days, 3 Effects: permanent.

PARIṆĀMANĀ VISCUS (INTELLIGENCE)

The closest human analogue to its purpose, pariṇāmanā is Sanskrit for “bending round or towards, a transfer or dedication”, which is used in Buddhist tradition to describe a transfer of merit that in no way diminishes the giver. These organs always incorporate a retractable ovipositor-like syringe-spine and are used by Shasvastii to transfer and share Chromatin memories, including viscera designs, by directly injecting them into one another's bodies. They can incorporate key-proteins for special genetic locks or to catalyse RNA-expression pathways in other's viscera and are the primary way that Shasvastii teachers and subcultures – including Multiplier dissidents – share knowledge.

PLASMA AMMUNITION

Based on particle physics incomprehensible to Human Sphere science, plasma blasts wrap ionized gas in short-lived electromagnetic fields that

collapse on impact, releasing superheated plasma onto the target. Plasma ammo adds Knockdown, Unforgiving 3, and Unsubtle to the weapon, and is resisted by the lower of Armour Soak or BTS.

PLASMA CARBINE

A short-barrelled plasma rifle variant with stronger recoil and slower reload time, a plasma carbine's Area quality can be turned on and off as a Free Action via quantronic command or a physical switch near the trigger. It fires Plasma ammunition.

(Range R/C, 1+5 (N) damage, Burst 2, Unbalanced, Area (Close), Knockdown, Unforgiving 3, Vicious 1, Unsubtle, uses the lower of Armour Soak or BTS)

PLASMA RIFLE

In constant use on Paradiso thanks to humanity's unexpectedly strong resistance, a plasma rifle's Area quality can be turned on and off as a Free Action via quantronic command or a physical switch near the trigger. It fires Plasma ammunition.

(Range R/C, 1+6 (N) damage, Burst 3, Unbalanced, Area (Close), Vicious 1)

PLASMA SNIPER RIFLE

The most powerful plasma weapon humanity has encountered, and a clear if unwanted demonstration of VoodooTech arms superiority, a plasma sniper rifle's Area quality can be turned on and off as a Free Action via quantronic command or a physical switch near the trigger. It fires Plasma ammunition.

(Range L, 1+7 (N) damage, Burst 2, Unwieldy, Area (Close), Unforgiving 2)

PLASMA SNUBNOSE

A compact shell of smart-materials surrounding components for a single short-range Plasma blast, this weapon can be converted from a smooth, easily concealed shape into a palm-sized pistol with a skeletal grip and a very short barrel as a Minor Action. After firing its single shot of Plasma ammunition, it dissolves into forensically and scientifically useless molecular fragments.

(Range R/C, 1+4 (N) damage, Burst 1, 1H, Vicious 1)

PROPRIOCEPTION VISCUS (COORDINATION)


In both Shasvastii and humans, proprioceptors in the muscles and tendons provide a sense of the relative position of one's body parts and muscular effort, and in combination with inner-ear canals, they also provide a sense of balance. Unlike humanity, however, Shasvastii can grow additional proprioceptor plexuses to enhance either hand-eye coordination (adding a bonus d20 to all Ballistics and Close Combat attacks) or their overall balance (adding a bonus d20 to Acrobatics,

NARK AMMO DURATION

On a hit roll 1+3 (N)	
0 effects	Rolled total in rounds
1 effect	Rolled total in hours
2 effects	Rolled total in days
3 effects	Permanent

Pilot, and Spacecraft tests). Maintaining multiple kinds of proprioception viscus at the same time can create intensely distracting overlap, adding +1 Complication Range to all tests.

PROTHEION AUGMENTATION X


VoodooTech implants derived from the sanguinary rituals of the now-extinct Pitaya/Kokan civilisation's priest-caste, Protheion spines are horrific melee augmentations that rapidly siphon, process, and re-purpose a victim's bodily fluids into new tissue. They add $1+X$  damage to the wielder's unarmed strikes, and allow them to heal a Wound whenever they would inflict one with an unarmed strike, or to add a Wound box if they have no Wounds, to a maximum of $1+X$ additional Wound boxes.

RAD-SLEDGE

A holdover from the Morat's Age of the Claw and key in the transition to the Knife Renaissance, this

two-handed sledgehammer's head is made of a rigid clay shell encasing a jagged hunk of ore rich with a naturally-occurring radioactive isotope, embedding radioactive material in each wound it inflicted.

For millennia, they have been used in ritual combat between competing Cotoyan priests, warrior-colonels, and other ideological rivals. If a combatant survived and was still alive a month later, it was assumed Cotoya had judged their arguments valid. Eugarat's repeated victories in these contests ensured the formation of the Suryat Regiment and that his teachings were carefully considered after the Great War's end.

(Melee, $1+6$  damage, 2H, Frangible, Knockdown, Radiation 2, Stun, Unforgiving 2)





RESPIRATORY VISCUS (AWARENESS)

An elaborate series of tracheal filters, reconfigurable lung sacs, gas reservoirs, and macro-Chromatin alveoli clusters, this viscus augments a Shasvastii's respiratory system, allowing them to convert otherwise deadly planetary atmospheres into a temporary oxygen supply. It counts as breathing equipment they can activate as a Minor Action and holds up to 1 + their Extraplanetary Focus in Oxygen Loads.

As a Reaction when exposed to a toxic or otherwise dangerous atmosphere or gas, the Shasvastii can make an Awareness+Science (D1) test to convert it into an Oxygen Load for the viscus and avoid any damage or harmful effects it would inflict. With ten minutes' concentration and an Awareness+Science (D2) test, they can completely acclimate the viscus to an atmosphere or gas, allowing them to breathe it as though it were healthy air. Only one can be acclimated to at a time but shifting to a previously acclimated gas is a Standard Action.


SALVAGEBANE AMMUNITION


VoodooTech anti-materiel rounds used to destroy VoodooTechnology when it falls into enemy hands, these rounds add Grievous, Guided, and Anti-Materiel 3 to a weapon's attacks against compromised VoodooTech items, Husks, or vehicles. They are often carried in EI-locked cartridges by Combined Civilisation law enforcement personnel in case it needs rapid access when taking Mnemonica control.

SEPSITOR

ALEPH-designated with a name derived from the Classical Greek septos – corruption – sepsitors use a short-range discharge of memetic viral vectors to directly connect a target's Cube with the grotesque majesty of the Evolved Intelligence. The weapon seizes control of the target's cognitive functions, and those who succumb renounce former loyalties, immediately setting about the EI's grim ends. Sepsitors do not use conventional ammo, and contain only two Reloads. Once exhausted, the weapon takes several hours to recharge.

The weapon inflicts mental damage on targets with a Human Sphere Cube, with bonus damage based on the wielder's Willpower and the target's BTS as a bonus to Morale Soak against the attack. Damage from its Toxic special Harm Effect has the Terrifying 3 quality, and if a sepsitor or its Toxic special Harm Effect deals five Metanoia Effects, the character's personality is overwritten by the EI, and they become an NPC under the GM's control.

If used on a target with an EI Cube, however, it profoundly reinforces the target's allegiance to the EI, inspiring fanatical zeal instead of dealing damage. The sepsitor heals any mental damage or Metanoias the target is suffering from and grants 1+3  Morale Soak plus three temporary Resolve per effect rolled. Additionally, if the target's body comes under EI control via Mnemonica, there is no additional Heat cost for Reactions if it chooses to isolate them from or manipulate their sensory experience. These effects last for 24 hours or until the target deliberately rejects or ignores a command from the EI with a Discipline (D4) test.

(Range C, 1+3  mental damage, Burst 1, 1H, Munitions, Terrifying 3, Torrent, Toxic 3)

SEPSITOR COCKATRICE ARRAY

This twenty metre wide by five metre high by one metre thick slightly curved screen can be disassembled into 5 x 5 x 1 segments for rapid transport. The array is a VoodooTech facility that deals sepsitor damage and associated Breach Effects each round to anyone within Long range who looks at its front surface. It costs 4 Heat to reveal a cockatrice array during a scene, and an additional 1 Heat must be paid each round it is in effect. Characters wearing multispectral visors, powered armour, or other mediated optics can reduce the attack's Toxic quality to Toxic 1 and ignore its Immobilising quality. Those without such optics who become Immobilised are physically unable to look away.

SEPSITOR PLUS

This bulkier version of the sepsitor contains a dense memetic viral generator. While it still has a maximum capacity of two Reloads, it recharges one Reload each round if at less than full capacity. Often turret-mounted on vehicles or TAGs, it otherwise functions identically to a sepsitor, subverting opposition and rallying loyal forces.

(Range C, 1+3  mental damage, Burst 1, Mounted, Munitions, Terrifying 3, Torrent, Toxic 3)

SHEATH-SHIELD SUPPLEMENTS X

An Exrah's main arms end in thick, claw-like sheaths over delicate hands with six-jointed fingers for fine manipulation and tool usage. In Perennials, these sheaths' keratinous layers are especially thick, to protect against their homeworld's intense background radiation. Thinner-shelled Ephemerals' arms and hands are the first parts of their bodies that degrade from radiation damage, leaving them helpless and useless. Arm and hand-sheath keratin is a fixation for Perennials as a sign of vigour and authority, and most take regular biotech

supplements to ensure its density and health. These supplements add +X **NI** Armour Soak and +X BTS against Radiation damage to the user's arms for 70 days.

SMART-VIRAL MANTRAP

Shasvastii anti-theft technology for supply caches and shaviish, this bio-engineered fungal mine releases smart-viral aerosols that agonisingly immobilise victims before placing them in suspended animation. If it inflicts a Wound, unless the target makes a Resistance (D3) test, they become Unconscious and enter suspended animation, until awakened by a Pariṇāmanā Viscera injection or a Medicine (D4) test. They do not heal damage while in this suspended state.

(Explosive Mine, 2+5 **NI** damage, Biotech, Comms, Disposable, Grievous, Immobilising, Indiscriminate (Close), Spread 1, Subtle 2, Terrifying 3)

SOTARAK BANNERCAPE

After first contact and initial probing sorties against a new species are completed, Morat military corps hold a Sotarak, a deadly contest to determine who will have the honour of initiating the main offensive. Durable pieces of a massive war-banner are divided evenly among teams from the participating units, who are given a negotiated period to hide, fortify, or otherwise prepare to defend their banner pieces within a specific area. After 36 hours of free-for-all-combat, whoever has control of the most pieces must display them openly and hold them against all challengers for 36 minutes. If they do so, they win the contest. Otherwise, whoever now holds the most parts must do the same. Once a team holds out for the required time, they are declared the winner, and survivors win the honour of carrying the now-unified banner into battle at the head of their corps and of wearing a small portion as a cape, adding +1 **NI** Armour Soak to their torso, and +2 Morale Soak and a bonus Momentum on face-to-face Persuade and Command tests with other Morat when worn.

SPAWNEMBRYO VISCUS (WILLPOWER)

Shasvastii are hermaphroditic, possessing both sets of glands and gonads, and can functionally impregnate themselves if needed. Their offspring, called SpawnEmbryos, are grown as a viscus, with macro-Chromatin fibre memories embedded during

gestation along with an EI Cube. Mated Shasvastii can blend memories in their offspring, and how much is transferred influences gestation time. A SpawnEmbryo with only rudimentary instincts could gestate in a day, but to do so is wasteful. A Shasvastii takes 66 days to exactly copy themselves. Otherwise, each of the following adds 1 **NI** or more days of gestation time, and each Effect rolled adds 5 days. During gestation, the host's Vigour and Resolve are temporarily reduced by 3, due to the stressors of memory transfer and strain of careful growth-guidance.

- **3 NI**: Set an Embryo Attribute to match a parent's (rating of 7 otherwise).
- **3 NI**: Set Expertise in a Personality skill to match a parent's (0/0 otherwise).
- **3 NI**: Gain a Trait from a parent.
- **2 NI**: Set Expertise in an Intelligence-, Personality, or Willpower-based skill to match a parent's (0/0 otherwise).
- **1 NI**: Set Expertise in an Agility-, Awareness-, Brawn-, or Coordination-based skill to match a parent's (1/0 otherwise).
- **1 NI**: Tactical memories only. Increase Focus for one Skill to match a parent's.
- **3 NI**: Transfer a parent's key memories and events from the last (Intelligence attribute) months. Increase Focus for three Skills to match the parent's.
- **6 NI**: Highlighted memories from a parent's lifetime, or edited key memories. Increase Focus for five Skills to match the parent's.
- **12 NI**: Full narrative memories of a parent's entire lifetime or edited versions of highlighted memories, and growth-knowledge of all their viscera. Increase the Focus for all Skills with Expertise of 1 or more to the same Focus as the parent's.

Once the macro-Chromatin fibre network is successfully copied and implanted, gestation is complete, and the SpawnEmbryo can be indefinitely stored, or removed from the body through a self-sterilising orifice on the Shasvastii's left side. It can endure a wide variety of hazards, including temperature extremes and immersion in water. If placed in the earth, it will feed like a plant. If placed within a corpse, it will feed off the cadaver and even feed off its parent's body if they are killed while it is still inside. After 2d20 days, the SpawnEmbryo hatches and a newborn Shasvastii emerges, nearly adult size and bearing their progenitors' genetic memories, ready to fight and serve.

HUSKS

- Anathematic – see p. 30, 43.
- Avatar – see *Infinity Corebook*, p. 462
- Charontid – see *Infinity Corebook*, p. 463
- Plenepotentiaries – see page 37, 43
- Pneumarchs – see p. 89
- Skiávoros – see *Infinity Corebook*, p. 463

SHAVIISH

The Shasvastii maintain depots of SpawnEmbryos, known as shaviish, in all their settlements. Many are also secreted in dark corners of the galaxy, genetic and cultural reservoirs from which the Shasvastii species can be reborn even if the worst catastrophe should befall them. They also often contain redundant or even deliberately misleading genetic libraries and cultural reserves in case of break-ins, with the true copies only unlockable by the correct Chromatin-code, or a protein generated by a secret key-organ.

PC SPAWNEMBRYOS

By default, when a player of a Shasvastii character creates a SpawnEmbryo as a copy of their character, the new-born is an NPC. Their differing experiences lead to independent thoughts, opinions, and desires, rather than an obedient duplicate of their parent.



"A REAL LEG-TWITCHER"

Due to a neurological quirk, Exrah all experience intensely personal lucid dreams and uncontrolled limb movement if rendered unconscious by a Maestro attack. While most find the experience disturbing, several dilettante Exrah throw elaborate and exclusive themed parties that culminate in mass Maestro dosing. Tickets are eye-wateringly expensive, despite few returning attendees.

GYRE & GIMBLE, PROPRIETORS

A common fixation for veteran Hexas analysts, this discreet San Pietro establishment, minutes' away from the NeoVatican, specialised in men's appurtenances — cufflinks, ties, rings, oxfords, and the like — and served a small but steady clientele for decades. Circumstantial intelligence, and substantially shakier testimony, variously indicates it was a point of contact for compromised NeoVatican staff in the service of an unknown foreign power, a secret laboratory of the Order of the Temple, the home of the current Pope's secret lover, or any of a hundred other contradictory theories.

Undeniable though never conclusively correlated, however, is that the business shuttered within weeks of the Order's dissolution, and several Hexas agents and church officials were killed in the following weeks by monofilament weapons from seemingly impossible angles, even in broad daylight, without any sign of intruders. Based on recent data from Paradiso, it's clear that whoever committed these crimes had access to something akin to a Vorpall blade, nearly a decade before Combined Army forces struck the Human Sphere.

SPORETRAP MINE

A Shasvastii innovation used on Paradiso, these bio-engineered fungal mines silently spray a deadly viral payload when triggered, often infecting their targets unawares. Several Submondo-affiliated labs sell reverse-engineered examples recovered from Paradiso, and locating and dismantling these weapons is an O-12 priority. Sizable bounties are offered for anyone willing to turn one in or for evidence leading to the capture and prosecution of their creators. Completely without IFF sensors or quantronics, they must be carefully set by hand. The pseudothecium are easily triggered, adding +1 complication range to Stealth tests to conceal them.

(Explosive Mine, 2+5 damage, Biotech, Disposable, Grievous, Indiscriminate (Close), Toxic 2, Spread 1, Subtle 1, Unhackable).

SWORD-2 PUPPETEER

A quantronic blunt force trauma analogue of sepsitorization's subtle seduction, this program allows partial control of the target's gross motor functions via a neural device. The target must have an implanted neural augmentation and gains Interference Soak equal to their Resistance focus against the attack. As a Breach Effect or for 2 Momentum, the attacker can force the target to drop any items they are holding and be Immobilised for 2 rounds. Alternatively, as a Breach Effect or for 1 Momentum, they can force the target to spend their next Standard Action moving to a specified zone within Long range.

UPGRADE CHAO

A VoodooTech counter to less advanced remotes, this EI attack program rewrites remote memory banks with indecipherable, seemingly random information. Attacks made with it degrade quantronic defences, and for two Heat or as a Breach effect, Chao immediately destroys the target remote beyond repair. It can only be installed in EI Hacking Devices with a CLAW rating of 3 or more and is only effective against remotes.

UPGRADE GOODNIGHT

Wielded primarily by Umbra Samaritans, this upgrade attacks remotes, Remote Presence TAGs and vehicles, and even the proxies Posthumans rely on. It requires a device with CLAW-3 or higher to install, and targets must allow remote control under ordinary circumstances. As a Breach Effect, the attacker can inflict additional Faults or Wounds, one per Momentum or Heat spent. If the target is Helpless, Stuck, or Unconscious, two additional Faults or Wounds are inflicted per Momentum or Heat spent.

UPGRADE MAESTRO



A fiendishly effective first-strike, this upgrade targets enemies with neural equipment, flooding their mind with false hypnogenic signals. It requires a device with SWORD-2 or higher to install. If a Breach is inflicted by a Maestro attack, the target immediately becomes Unconscious as a Breach Effect, but takes no further damage from the attack or subsequent Maestro attacks until they regain consciousness.

VOID CHARGE

Barring methods the EI conceals even from itself, void charges are the pinnacle of VoodooTech's destructive potential. When activated, they form a spherical containment field of a specified radius, then — via methods incomprehensible to Human Sphere and Tohaa science — summon an anti-particle for every particle within the field and, impossibly, contain the energy released by their mutual annihilation. All matter within the field is completely and irrevocably destroyed, not even subatomic particles remain. If set to Extreme range and combined, multiple void charges effects compound rapidly: 2 charges, 1 km radius; 3 charges, 10 km radius; 4 charges, 100 km radius; and so on. The EI has never been observed using more than 3 charges simultaneously, even in dire straits, and it maintains no charge stockpiles, generating them only as needed.

When set, a void explosive's Indiscriminate quality can be set to any range, from Reach to Extreme, but only the EI (and likely the Digesters) comprehends the principals involved. Non-EI characters require the incredibly precise calculations of a Science (D5) test to set the explosive correctly even if unlocked. For each failure or complication rolled on the test, the explosive's radius increases by one range increment up to Extreme range, then by kilometres for each increment beyond Extreme range. Adversaries do not need to roll to use a Void Explosive, only take a Standard Action to place it, and a quantronic command at any range as a Minor Action to detonate it, or as a Free Action if within the explosive's effective radius. When detonated, everything within Indiscriminate range is irrevocably and completely destroyed.


If this occurs in an atmosphere, the resulting vacuum and sonic boom deals 3 damage per range increment effected to zones on the edge of the effect, then 3 less to zones adjacent to those zones, and so on down to 3 to zones (range increments effected) away. Use 1 km, 10 km, 100 km, and so on for ranges beyond Extreme. For example, when a void charge set to Indiscriminate

(Close) detonates, zones adjacent to the affected area (Medium range) take 6  damage (Reach, Close), zones adjacent to those zones (Long range) take 3  damage, and zones adjacent to those zones (Extreme range) do not take damage. A void charge set to Indiscriminate (Long) deals damage up to 100 km away.

VORPAL BLADE

The only weapon able to kill the terrible Jabberwocky Monster, the Vorpal Sword of Lewis Carroll's Through the Looking-Glass sliced through limbs and separate heads from bodies in a flash, a fiction given terrifying reality by this VoodooTech smart-blade. An intelligent monofilament close-combat weapon with variable length and morphology, a Vorpal Blade's wielder can command it into unexpected – even aerodynamic – shapes, throwing it and guiding it back to their hand after it slices through its targets, or suddenly extending to spear unwary opponents.

If the weapon deals 1 or more Vigour or Structure damage to a target's head or a limb, the attacker can spend 1 Momentum or Heat to sever that hit location completely. A decapitated target dies instantly, otherwise they suffer a Wound each round in blood loss from their severed limb or limbs until treated. When used as a Thrown weapon, it uses the attacker's Pilot skill instead of Athletics, and its Monofilament quality does not increase complication range.

(Melee, 1+6  damage, 1H, Area (Close), Expert 2, Extended Reach, Monofilament, Subtle 2, Thrown, Unforgiving 2)



SNICKER-SNACK

In the Human Sphere, there are only a handful of survivors and no data feeds of conflict with Umbra Samaritans, but those awe-struck lucky few compulsively relate the spectacle of the Samaritan's Vorpal Blades at work. Traceries of glittering protean metal cut through everything in their path as easily as air, before returning to their Umbra thrower's hand with the fluid majesty of a bird of prey.

NOTE: All Restrictions below are for acquisitions by Combined Civilisation (CC) buyers from Combined Civilisation sources. Except where specifically listed as available from illicit sources, Combined Civilisation items are unavailable in the Human Sphere. Items with only a VoodooTech restriction (V1-V5) are unavailable for acquisition by player characters regardless of civilisation.

AMMUNITION TABLE

Name	Category	Qualities Added to Weapon	Restriction	Cost	Tariff
Agni	Heavy	Incendiary 3, Indiscriminate (Close), Salvo (Terrifying 1), Spread 1, Vicious 2	CC 3, V1	4+1 	T1
Agni Shells	Shell	Incendiary 3, Indiscriminate (Close), Terrifying 1, Spread 1	Morat 2, CC 3, V1	4+1 	T1
EK1	Standard	Anti-Materiel 2, Monofilament	CC 3, V1	4+1 	T2
Gradient	Special	Piercing 2 ¹	Morat 2, CC 3	3+3 	T1
Nark	Standard	Indiscriminate (Close) 1	V3	-	-
Plasma	Special	Knockdown, Unforgiving 3, Unsubtle	V2	-	-
Salvagebane	Standard	Grievous, Guided, Anti-Materiel 3	V3	-	-

¹ See entry for details.

SYMBIONT & ARMOUR TABLE

Armour	Armour Soak				BTS	Vigour	Max. Wounds	Qualities	Restriction	Cost	Tariff
Fraacta Jump Symbiont	1				3	10	2	Kinematika, Self-Repairing 1	Sygmaa 3	7+6 	T3
	Head	Torso	Arm	Leg							
Hungries Control Device	2	1	2/1 ¹	2/1 ¹	0	-	-	1	Oznats 1, Morat 3	8+2 	T2
Sotarak Bannercape		+1						Armoured 6 ¹ +2 Morale soak	Morats 5	13+1 	T1

¹ See entry for details.

AUGMENTATIONS TABLE

Augmentation	Category	Type	Qualities	Restriction	Cost	Tariff
Crypsis-Skin	Biograft	Replacement (Skin)	Aug, Neural	CC 4, Exrah 2, V1	10+3	T2
Crypsis-Skin Viscus (Agility)	Viscera	Replacement (Skin)	Aug	Shasvastii 1	5+3	T1
Deti Bolotnika Augmentation	Cybernetic	Large Implant + Implant	Aug, Comms, Neural	V3	-	-
EI Cube	Biograft	Implant	Aug, Comms ¹	CC 1, V0	6+2	T2
Hypertrophy Viscus (Brawn)	Viscera	Full-Body	Aug	Shasvastii (female) 1, Shasvastii (male) 4	7+3	T1
Morpho-Scan Viscus (Personality)	Viscera	Full-Body + Implant	Aug	Speculo Killer 1, Shasvastii 5	9+3	T3
Parīṇāmanā Viscus (Intelligence)	Viscera	Implant	Aug, Concealed 2, Subtle 2	Shasvastii 1	5+3	T1
Proprioception Viscus (Coordination)	Viscera	Full-Body	Aug	Shasvastii 2	7+3	T1
Protheion Augmentation X	Biograft	Implant	Aug, Concealed 1 ¹	V(X)	-	-
Respiratory Viscus (Awareness)	Viscera	Replacement (Lungs)	Aug	Shasvastii 2	7+3	T1
SpawnEmbryo Viscus (Willpower)	Viscera	Implant	Aug, Neural	Shasvastii 1	3+3	T1

¹ See entry for details.

DRUG TABLE

Drug	Restriction	Cost	Tariff
Feral	CC 2, Morat 1, V1	4+2	T1

EXPLOSIVES TABLE

EXPLOSIVE	CATEGORY	DAMAGE	SIZE	QUALITIES	RESTRICTION	COST (PER 3)	TARIFF
Smart-viral Mantrap	Mine	2+5 ¹	1H	Biotech, Comms, Disposable, Grievous, Immobilising, Indiscriminate (Close), Spread 1, Subtle 2, Terrifying 3	CC 5, Shasvastii 2, V2	5+2	T2
Sporetrap	Mine	2+5 ¹	1H	Biotech, Comms, Disposable, Grievous, Indiscriminate (Close), Toxic 2, Spread 1, Subtle 1	CC 3, Illicit 4, Shasvastii 1, V2	4+2	T1
Void Charge	Charge	Total	1H	Indiscriminate (as set) ²	V4	-	-

¹Do not add Bonus Damage from attributes to explosive devices.

²See entry for additional abilities.

HACKING DEVICES TABLE

Hacking Device	Device Ratings	Restriction	Cost	Tariff
EI Assault Hacking Device	CLAW-3, SWORD-0, SHIELD-0, GADGET-0, IC-1, UPGRADE Stop!	CC 3, V2	9+2	T2
EI Hacking Device	CLAW-2, SWORD-2, SHIELD-2, GADGET-3, IC-3, UPGRADE Sucker Punch	CC 2, V1	8+1	T2
EI Killer Hacking Device	CLAW-0, SWORD-2, SHIELD-0, GADGET-0, IC-1, UPGRADE Cybermask, UPGRADE Maestro, ignores Interference Soak	CC 3, V2	9+2	T2

MELEE WEAPONS TABLE

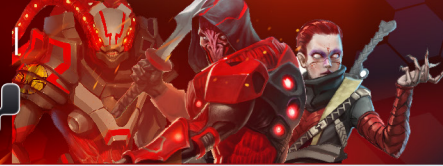
Weapon	Damage	Size	Qualities	Restriction	Cost	Tariff
Kanabō	2+5	2H	Knockdown, Stun, Piercing 2, Vicious 2	CC 2, Morat 1, V1	5+2	-
Rad-Sledge	1+6	2H	Frangible, Knockdown, Radiation 2, Stun, Unforgiving 2	CC 3, Morat 2, V2	6+2	T2
Vorpall Blade	1+6	1H	Area (Close), Expert 2, Extended Reach, Monofilament, Subtle 2, Thrown, Unforgiving 2	V3	-	-

PROGRAMS TABLE

Type	Rating	Program	Damage	Qualities	Restriction	Cost	Tariff
IC	1	Cubescan	-	IC	V1	-	-
SWORD	2	Puppeteer	2+4	BE1	CC 3, V2	2+6	T2
UPGRADE	-	Chao	1+4	Breaker, requires CLAW-3+ ¹	CC 3, V2	2+5	T2
UPGRADE	-	Goodnight	1+6	Breaker, requires CLAW-3+ ¹	CC 4, V2	2+6	T3
UPGRADE	-	Maestro	1+5	Breaker, requires SWORD-2+ ¹	CC 3, V2	2+5	T3

¹ See entry for additional details.





TOOLS & OTHER ITEMS TABLE

Item	Qualities	Restriction	Cost	Tariff
Deadeye Optics	Fragile	V1	-	-
Gesurat Sash	Armoured 2	Morat (Gesurat) 1, Morat 4, CC 4, V1	8+1	T2
High-Density Reloads [Ammo Type]	Reduces Reload Heat cost, see entry	V1	-	-
Hungries Control Device	(See Armour Table) ¹	Oznats 1, Morats 3, CC 5, V2	8+2	T2
Nanoscreen	Fragile, NFB, Subtle, vulnerable to fire ¹	V3	-	-
Nanoshield Facility	Indiscriminate (Medium), vulnerable to fire ¹	V4	-	-
Sheath-shield Supplements X	¹	Exrah X, V1	5+3	T(X)
Veve Pod X	Armoured X, Comms, Fragile, Self-Repairing ¹	V(X)	-	-
Sotarak Bannercape	Armoured 6 ¹ +2 moral soak	Morat 5, V1	13+1	T1

¹ See entry for additional details.

RANGED WEAPON TABLE

Weapon	Range	Damage	Burst	Size	Ammo	Qualities	Restriction	Cost	Tariff
CA Heavy Rocket Launcher	L	2+5	2	2H	Agni	Munitions Terrifying 1, Unsubtle 2	CC 3, V2	3+6	T2
K1 Combi Rifle	C/M	1+5	2	2H	EK1, Standard	Expert 1, MULTI Light Mod,	CC 3, V2	2+4	T2
Plasma Carbine	R/C	1+5	2	Unb	Plasma	Area (Close) 1, Vicious 1	V2	-	-
Plasma Rifle	R/C	1+6	3	Unb	Plasma	Area (Close) 1, Vicious 1	V2	-	-
Plasma Sniper Rifle	L	1+7	2	Unw	Plasma	Area (Close) 1, Vicious 1	V2	-	-
Plasma Snubnose	R/C	1+4	1	1H	Plasma	Concealed 2, Disposable, Vicious 1	V2	-	-
Sepsitor	C	1+3	1	1H	-	Munitions, Terrifying 3, Torrent, Toxic 3	V3	-	-
Sepsitor Cockatrice Array	L	1+3	1	Facility	-	Indiscriminate (Long), Immobilising, Munitions, Terrifying 3, Torrent, Toxic 3/1 ¹	V4	-	-
Sepsitor Plus	C	1+3	1	Mount-ed	-	Munitions, Terrifying 3, Torrent, Toxic 3	V3	-	-

¹ See entry for additional abilities and details

CHAPTER 5

CHARACTERS OF THE UR HEGEMONY

In their quest for transcendence, the Ur Rationalists have come into contact with countless civilisations. Any glimpse into their numbers is just that, a glimpse, the tip of the iceberg at best. Even so, the iceberg has made its way to the Human Sphere and with it comes a cast of characters as diverse in their makeup as they are unified in their goal: acquiring the T'zechi Digester by any means necessary.

Characters from different species in the Ur Hegemonic Civilisation can be created using the variant rules in this chapter, rather than those in the *Infinity Corebook*. If doing so, the entries presented here supersede their counterparts in the Corebook.

UR HEGEMONY LIFEPAATH DECISIONS

DECISION ONE – BIRTH HOST

Roll on the Combined Host Table to determine your species of origin.

DECISION TWO – MINDSET/HERITAGE

Determine your ideological background – or if human, your faction – prior to joining the Ur Hegemony.

DECISION THREE – HOMEWORLD/HOMELAND

Rather than rolling to determine a particular homeworld, roll on the Homeland Environment and Homeland Characteristics Tables to determine what their corner of the Ur Hegemony was like.

DECISION FOUR – STATUS

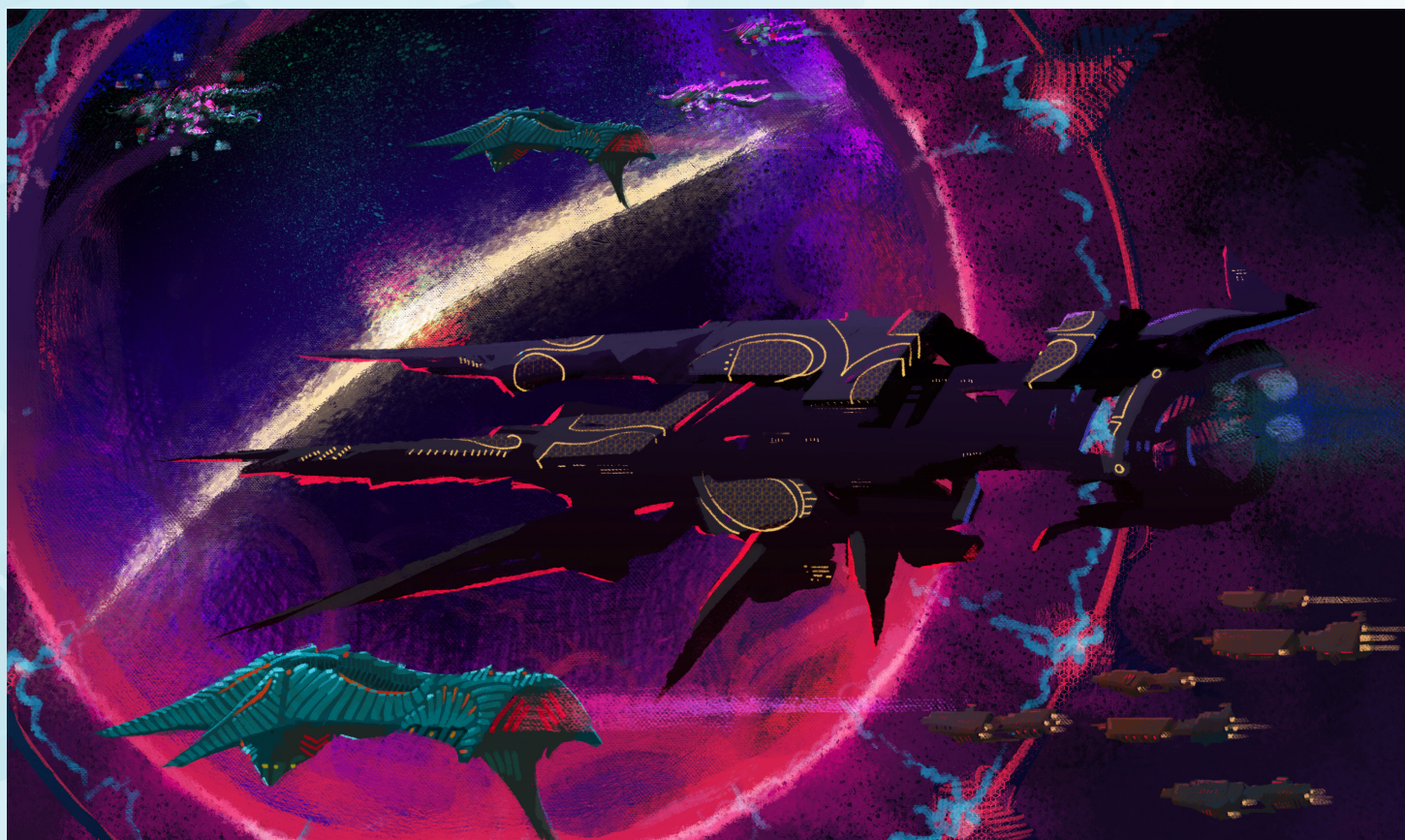
Roll on the Combined Social Status Table and Combined Home Environment Table to determine your place in the Ur Hegemonic Civilisation.

DECISION FIVE – YOUTH EVENT

Characters in the Combined faction roll on the Combined Youth Event Table, but otherwise proceed normally.

PLAYTEST TIP:
COMBINING
CIVILISATIONS

You'll note that when using the *Infinity Corebook*, there's no way – neither through rolling dice, nor spending Life Points – to wind up in the Ur Hegemony. This is intentional. Characters from the Ur Hegemonic Civilisation by definition don't play well with the Human Sphere, and most would be killed on sight or worse. The character options presented in this chapter are meant to be used in conjunction with Chapter 3, "Working for the Enemy". Of course, each game is its own self-contained entity, and invariably, someone is going to want to play a rogue Shasvastii in a Bureau Noir campaign. While we recommend not doing so – see the above passage about being killed on sight – ultimately, each group is the arbiter of what does and does not make sense for their game.





DECISION SIX – EDUCATION

Characters in the Combined faction roll on the Combined Education Table, but otherwise proceed normally.

DECISION SEVEN – ADOLESCENT EVENT

Characters in the Combined Faction roll on the Combined Faction Adolescent Event Tables, and possibly their species or Mindset's associated tables

DECISION EIGHT – CAREERS

Instead of rolling on the appropriate Faction Career table in the Corebook, characters in the Combined Faction roll on the Combined Faction Career Table, as well as the Combined Faction Career Event Tables.

DECISION NINE – FINAL CUSTOMIZATION

Characters in the Ur Hegemony do not have geists or faction handlers although they may have a Mindset representative.

LIFEPATHS OF THE UR HEGEMONY

Life inside the Ur Hegemony would be alien, strange, and unknowable to most denizens of the Human Sphere. Except, paradoxically, when it isn't. Certainly, there exist some very different cultural expectations. And of course, things like cuisine, music, and fashion can be very different not only from those in the Human Sphere, but also from each other, which is essentially how it works in the Human Sphere as well.

Ultimately, for all their differences, citizens of the Combined Civilisation still wake up, go to work, and get through the day just like anyone else. They simply happen to be tied to – and indeed, a part of – the Evolved Intelligence and its conflict with the Human Sphere. A conflict that they have every intention of winning.

DECISION ONE: BIRTH HOST

Determining Heritage: Roll 1d20 and consult the Combined Host Table to determine what sort of being you are.

COMBINED HOST TABLE

D20 ROLL	HOST TYPE	LIFE POINT COST
1-3	Human Traitor	0
4-10	Morat	2
11-15	Shasvastii	4
16-20	Sygmaa Trihedron	4

Alien Host: Each alien species has a template.

Apply the species' attribute modifiers to both your attributes and the Host section of your character sheet. Make note of any special abilities possessed by the species. Alien species also have a Life Point cost. You can choose to pay this cost in order to simply choose the species, but the cost must be paid even if you randomly roll into it. (If the cost cannot be paid, the character is considered human.)

All PCs on the Ur Hegemony Lifepath are assumed to have an EI Cube, unless explicitly stated otherwise.

DECISION TWO: MINDSET

Unlike the fractious factions of the Human Sphere, the citizens of the Ur Hegemony generally refrain from the kind of heated inter-factional conflict that defines much of human history. That's not to say that they don't have their share of disagreements, intrigues, and clashes, just that the EI usually directs those energies elsewhere before they become real problems.

The Morat's long history of internal conflict doesn't disappear just because the EI asks nicely, nor did the Sygmaa suddenly forget how to concoct manipulative schemes when they broke off from the Trinomial. The EI is constantly working to direct its citizens' most antisocial tendencies in a direction that's legitimately useful in the quest for Transcendence.

Easier said than done.

The EI realised a long time ago that it couldn't hope to eliminate internal strife. So, it seeks to harness it instead. Recognising that competition often spurs innovation and wanting to avoid the stagnation inherent to a leviathan monoculture, the EI has cultivated several different schools of thought among its citizens. When a citizen is still an infant, the EI scrutinizes various traits, tendencies, and societal needs, then nudges the individual towards a particular Mindset, taking full advantage of the fact that it exists within the psyche of all its citizens.

These different Mindsets manifest in countless ways. Political parties, social movements, military brigades, even literal colleges of thought have formed along these conceptual lines. That's not to say that the members consider themselves to be part of any kind of larger movement – in fact, most would scoff at the idea – but over time, the EI's machinations have settled into several distinct categories.

“Transcendence isn't the main goal – it's the only goal. The means are immaterial when applied toward such an end. Any other objectives we might have are either serving this task or distracting from it, and the EI should be expected to act accordingly.”

– Kaaldi, Shasvastii scholar. Address to the Grand Assembly, prior to the invasion of the Human Sphere.

Roll 1d20 and consult the Mindset Table. Except as noted below, this roll will determine both your Mindset and heritage. You may instead pay 1 Life Point to choose the results, including having a different Mindset and heritage if you wish. After determining your heritage, add one rank of Expertise to both of your heritage skills, then select one of the skills to become your first signature skill, gaining one rank of Focus and the first talent on its talent tree.

MINDSET TABLE

D20MINDSET/HERITAGE	HERITAGE SKILLS
1-2	Scholarly Education, Psychology
3-4	Competitive Athletics, Lifestyle
5-6	Pragmatic Observation, Tech
7-8	Argumentative Discipline, Persuade
9-10	Spiritual Analysis, Medicine
11-12	Jingoistic Command, Close Combat
13-14	Inquisitive Hacking, Science
15-16	Naturalist Animal Handling, Survival
17-18	Exploratory Extraplanetary, Spacecraft
19	Dissident Resistance, Thievery
20	Mixed Mindset (Roll Again Twice)

Mixed Mindset: At some point, you deviated from the path that was laid out for you. Roll again twice, once to determine your heritage skills and a second time to determine your current Mindset. If you get the same result on both rolls, then you remain within your Mindset, though you are considered a fringe element within it.

If you roll Mixed Mindset again, it means you've changed Mindsets multiple times. Continue rolling to track your character's ideological indecision, however, only the first Mindset rolled (your heritage skills) and the last one rolled (your current Mindset) will be significant for the rest of the Lifepath. When a Morat rolls Mixed Mindset, they only roll again once. Due to its dominant influence on Ugarat, the Competitive Mindset is assumed to be their heritage.

Morat: Morat society is extremely combative. If you roll a result other than Argumentative, Competitive, or Jingoistic, discard it and roll again. Keep the second roll, regardless of your results. There is some diversity in Morat heritage, it's just buried a bit deeper.

Sygmaa: Since joining the Ur Hegemony, concepts of individuality and rebellion have taken hold in the Sygmaa, as has a deep-seeded bitterness toward the Trihedron. If you roll a result other than Competitive, Dissident, or Pragmatic, you can choose to discard the result and roll again, keeping the results of the second roll.

MINDSETS OF THE UR HEGEMONY

Argumentative: Impassioned debate can highlight an idea's flaws, and ensure that only robust, well-reasoned ideas survive its crucible. An argumentative Mindset embraces this philosophy, and applies a scathing, brutal honesty to its evaluation of the world.

Competitive: Unlike an argumentative Mindset, which finds debate satisfying and illuminating, a Competitive Mindset is more straightforward in their goals. They want to win, to be the best, not just in arbitrary comparison, but as contrasted with others.

Dissident: Those who act in rebellion to the EI's plans are rare. Those who do so wholly of their own volition are much rarer. In the wake of the Nemesis Wars, the EI is keenly aware that trying to do everything the Ur Hegemony's way hasn't produced the necessary results. The Artilect's final indictment rings clear. The Ur Rationalists possess flaws that currently make Transcendence an unattainable goal. Thus, having a segment of society that is dedicated to raging against the status quo may have some value in the ongoing quest for Transcendence.

Exploratory: Perhaps the oldest of the Mindsets, the original Ur Rationalists could certainly be described as exploratory. The urge to seek out new knowledge and experiences might not be sufficient to achieve Transcendence, but even so, it remains a vital ingredient. An exploratory Mindset strongly encourages mapping and exploring the stars, though many believe there's no substitute for first-hand experience. And through these explorers, the EI experiences countless new corners of the galaxy.

Inquisitive: If exploration is the oldest coalesced Mindset, then an inquisitive nature is the prerequisite for such impulses. Not limited to a given field, nor particularly compelled to push the boundaries of the map, those of an inquisitive Mindset are consumed by a ravenous curiosity. Machines, social structures, astrophysics, people, they want to open them all up to figure out what makes them tick. Expressions of this can range from the adorable to the macabre, but all are driven by the need to understand... everything, really.

"If you're dumb, surround yourself with smart people. If you're smart, surround yourself with smart people who disagree with you."

— Djetzrah, argumentative Morat pedagogue.

REBELS AND THE DISSIDENT MINDSET

While some true rebels exist, furtively darting across the Ur Hegemony's fringes, most Dissidents express their philosophy through other means. Shasvastii contrarian philosophers critique society, Rasyat Diplomats unleash scathing attacks on deeply held principles, and Sygmaa protest artists openly mock the Ur Hegemonic Civilisation's upper echelon. The EI has no grand design for them – Dissidents are the Evolved Intelligence's admission that its perfectly good plans haven't worked, so maybe some chaos is in order. Either way, the agony they inflict on society should strengthen it in the long run, so come what may, the Ur Hegemony is advantaged in the end.

OPTIONAL RULE: MINDSET TRAITS

If desired, the character's Mindset can be taken as a trait for no additional cost. Always the same as your current Mindset, it behaves identically to any other trait, though spending experience points to remove it also implies a breaking with the EI's structure, which may incur severe social consequences for the character.



URTEXT

Unlike the factions of the Human Sphere, in the Ur Hegemony, there's a clear hierarchy. And while the middle of that structure can be hotly contested, there's no dispute that the EI is the ultimate authority. So, when the Evolved Intelligence declared that there should be a lingua franca in the Ur Hegemonic Civilisation, there wasn't much room for debate on if it should happen.

So naturally, the debate moved to what shape it would take. With multiple species arguing passionately in favour of their native tongues, the EI itself interjected with a solution – they would revive and update Urtext, the Ur Rationalist's tongue, making it their new common language.

The EI is rightfully fearful of an over-reliance on the concepts and structures of the Ur could introduce the same flaws barring them from Transcendence into any annexed species. Thus, it's actually illegal to only speak Urtext, and each new addition is encouraged to preserve their existing languages alongside their other cultural traditions.

PLAYTEST TIP: MONOCLIMATES

While a great deal of popular science fiction utilises single-climate worlds – cloud planet, lava planet, ice planet, and so on – that's not really how biomes work. The results on the Environment Table aren't meant to describe the entire world that your character comes from, just their particular corner of it. That said, the Ur Hegemonic Civilisation is impossibly vast, and has colonised countless worlds. If you really want to play a character from some kind of Lava Planet, feel free to bring it up with your GM. Just don't be too surprised if they don't acquiesce.

Jingoistic: While presumably less useful in the search for Transcendence, when it comes to keeping the gears of an interstellar empire turning, there's a lot to be said for good old-fashioned zealous nationalism. Whether it be for their people, planet, or the Ur Hegemonic Civilisation as a whole, a jingoistic Mindset holds their citizenship above all else. Their hyper-patriotism makes it trivial for the EI to manoeuvre them to its liking.

Naturalist: Nemesis. Countless advances in mechanical augmentation. And of course, the EI itself. The EI has come to the conclusion that the keys to Transcendence might not be through pursuing technological means. Much as advanced medicine often unearths great insight from the study of traditional remedies, the EI reasoned that perhaps the same principles might apply when seeking Transcendence. If the Ur Hegemonic Civilisation has become too reliant on technology, then the naturalist Mindset provides a holistic counterpoint. Considered backwards hermits by many, naturalists possess the same drive for advancement and discovery as any other citizen; they simply express it by going back to their roots.

Scholarly: The Ur Hegemonic Civilisation is essentially preoccupied with the accumulation of knowledge, in attempts to solve an impossibly esoteric problem. Naturally, they employ an impressive number of scholars dedicated to examining and understanding this knowledge, providing a panoply of insights that can fall through the cracks when raw processing power is relied on to analyse data. Scholars are encouraged to become subject matter experts, and the EI routinely draws upon their expertise to fuel its own inquiries.

Spiritual: Transcendence is, by its nature, a mystifying phenomenon. That it has been observed to occur makes it no less mystical, only less mythical. Every culture possesses a spiritual side – if not an explicitly religious one – and by delving into the metaphysical secrets of the universe, the EI

hopes to uncover principles that can shed further light on the process of Transcendence, or at least why the Ur Rationalists were considered “unworthy.”

Pragmatic: Regardless of other factors, work still needs to get done. Other Mindsets can get tied up in ideology or blinded by emotions. Not so the pragmatics of the Ur Hegemonic Civilisation. They cut to the chase with brutal efficiency. Impossibly difficult decisions are a way of life for the pragmatists, often providing a cold voice of reason to counterbalance the fiery ideologues that make up much of the Ur Hegemonic Civilisation.

DECISION THREE: HOMELAND

The territory of the Ur Hegemonic Civilisation is impossibly vast. Most citizens will go their entire natural lives without seeing even a fraction of it. Far from a monoculture, however, the Ur Hegemonic Civilisation has gone out of its way to cultivate and enhance the “local flavour” of its territories, in hopes of expanding its base of idea generation.

Rather than get lost in the details of the thousands of planets, orbital stations, and other settlements that make up the residences of the Ur Hegemonic Civilisation, characters instead roll on the Homeland Tables below, describing the characteristics of their particular environment and discovering how it shaped them. These aren't meant to be your homeland's only details. Think of them as a starting point.

First, roll 1d20 and consult the Homeland Environment Table, increasing the listed Attribute by one, and gaining one rank of training in the listed Skill. Next, roll 1d20 on the Homeland Characteristics Table, increasing the listed Attribute by one. Alternatively, you can simply spend 1 Life Point and choose your environment and characteristic from the list. Regardless, each character in the Ur Hegemonic Civilisation gains Urtext in addition to any other languages they receive.



HOMELAND ENVIRONMENT TABLE

D20	ENVIRONMENT	ATTRIBUTE	SKILL
1	Jungle	Awareness	Survival
2	Volcanic	Brawn	Resistance
3	Submersed	Willpower	Athletics
4	High-Gravity	Brawn	Athletics
5	Low-Gravity	Agility	Extraterrestrial
6	Rural	Willpower	Animal Handling
7	Temperate	Agility	Lifestyle
8	Urban	Personality	Pilot
9	Remote	Willpower	Tech
10	Densely Populated	Coordination	Discipline
11	Wilderness	Awareness	Survival
12	Orbital Station	Intelligence	Analysis
13	Starship	Coordination	Spacecraft
14	Arid	Brawn	Observation
15	Oceanic	Agility	Athletics
16	Mountainous	Brawn	Observation
17	Forested	Awareness	Survival
18	High-Toxicity	Brawn	Medicine
19	Major Starport	Personality	Thievery
20	Technological Centre	Intelligence	Hacking

HOMELAND CHARACTERISTICS TABLE

D20	FUNCTION	ATTRIBUTE
1-2	Industrial	Brawn
3-4	Commercial	Personality
5-6	Political	Personality
7-8	Military	Agility
9-10	Research	Intelligence
11-12	Trade Hub	Personality
13-14	Corporate	Willpower
15-16	Smuggling	Awareness
17-18	Financial Services	Intelligence
19-20	Spiritual Enclave	Willpower

DECISION FOUR: STATUS

Concepts of class and status vary wildly across the Ur Hegemonic Civilisation, But in the abstract, there's not that much difference between the concepts and their mirrors in the Human Sphere, albeit more chaotically distributed. Characters in the Ur Hegemony roll 1d20 and consult the Combined Social Class Table, increasing the listed Attribute by one point, and setting their earnings to the number shown.

Next, roll 1d20 and consult the Combined Home Environment table, increasing the listed Attribute by one point, and gaining 1 rank of training in the listed skill. Conversely, they may spend 1 Life Point to choose their result from both tables, updating their character accordingly.

COMBINED SOCIAL CLASS TABLE

D20	SOCIAL STATUS	ATTRIBUTE	EARNINGS
1-2	Underclass	Awareness	1
3-6	Demogrant	Personality	2
7-14	Middle	Willpower	3
15-17	Upper	Agility	4
18-19	Elite	Personality	5
20	Hyper-Elite	Intelligence	6

COMBINED HOME ENVIRONMENT TABLE

D20	ENVIRONMENT	ATTRIBUTE	SKILL
1-3	Happy Home	Personality	Education
4-6	Violent	Brawn	Acrobatics
7-9	Frontier Life	Awareness	Survival
10-12	Regimented	Willpower	Resistance
13-15	High Society	Intelligence	Lifestyle
16-18	Rebellious	Agility	Persuade
19-20	Isolated	Willpower	Analysis

DECISION FIVE: YOUTH EVENT

Roll 1d20 and 1d6, then reference the Combined Youth Event Table below. Each event indicates a massive impact during your youth. Whether it's something you've long since put behind you, or something that informs your every action, these simple descriptions serve as a springboard for your imagination. You'll want to detail exactly what happened.

You can spend 1 Life point to choose an Event from the table or after your initial roll to reroll your result.

DEATH, RESURRECTION, AND CLONES IN THE UR HEGEMONY

Given the massive population numbers of the Ur Hegemonic Civilisation, death is a frequent occurrence across its sprawling empire. But stagnation is the enemy of progress, and the quest for Absolute Universal Transcendence trumps any other concerns. The EI is generally more interested in cycling through new viewpoints than preserving existing ones, so artificial immortality is comparatively rare. Still, the EI Cubes that grace its citizens provide a unique opportunity. Sometimes a unique individual is cut down before the EI feels that their contributions are complete. In these cases, their Cube is recovered and re-slotted into a clone body, one more or less indistinguishable from the original host. Of course, captured Cubes from the Human Sphere can be sepsitorized and housed in a similar fashion, making for a fantastic interrogation vessel, though the EI doesn't have much experience with cloning humans, Dogfaces and Wolveres, or Helots. Not yet, anyway.

COMBINED YOUTH EVENT TABLE

D20	EVENT TYPE	1	2	3	4	5	6
1-2	Witnessed	embezzlement	deception	assassination	exploration	the EI's cruelty	the EI's mercy
3-4	Witnessed	a violent crime	an Avatar	a frame job	plans collapse	inspiring genius	true heroism
5-6	Involved In	smuggling	an accident	a counterculture	feats of exploration	athletic competition	gifted programs
7-8	Involved In	charity work	black markets	ideological battles	pageantry	an ideological movement	a scandal
9-10	Discovered	a valuable secret	an artistic talent	a violent streak	romantic attraction	a severe allergy	a phobia
11-12	Discovered	ancient ruins	faulty assumptions	a weapons stash	a family secret	religion	an infamous ancestor
13-14	Family Change	1+4 siblings	moved to a new planet	parents split	adopted sibling	gained an extended family	taken from parents
15	Encountered	Rasyat Diplomats	an Umbra Legate	megafauna	new aliens	an EI Avatar	prejudice
16	Succumbed to	depression	propaganda	groupthink	illness	xenophobia	mob violence
17	Social Contacts	gained enemy (roll on Combined Host Table)	gained contact (roll on Combined Host Table)	gained mentor (roll on Combined Host Table)	had brush with opposite social class	left an impression on a Combined Army soldier	marked for greatness by the EI
18	Special	gain a 1 Asset debt	gain 1 Asset	learned a new language	new Mindset	gain a 3 Asset debt	gain a 5 Asset debt
19	Special	learned a Human Sphere language	learned a new language	gained blackmail material	serious genetic illness	changed social class	Vigour Poison 2
20	Reroll Twice and Combine Results						

SPECIAL YOUTH EVENTS

Debilitating Condition: Whether by genetics, illness, or injury, you suffer from a condition that seriously hampers your mobility. Increase the difficulty of all movement-related tests by one step. A cure is possible, but it's expensive and will cost 4+6 Assets.

Gain X Asset(s): You've gained X additional Asset(s). Add any Assets gained this way to your total Assets at the end of character creation.

Gain an X Asset Debt: You owe someone a debt worth X Asset(s).

Gained Blackmail Materials: You have obtained proof that a person or organisation has committed misdeeds against another. Roll on the Combined Host Table and Mindset Table to determine the identity of the involved parties. Any side will grant a favour in exchange for the evidence.

Learned a New Language. Choose any one species and learn thier language. Note this is the most common language of thier kind, not necessarily thier sole language.

Learned a Human Sphere Language: Whether out of curiosity, preparation for deployment, or some other reason, you've picked up one of the Human Sphere's languages. Roll once on the Random Languages Table (see *Infinity Corebook*, p. 45). If you already speak the language, roll again.

New Mindset: Roll on the Mindset Table and change your current Mindset to the new result. If

you roll your current Mindset, roll again until you gain a new one.

Vigour Poison X: Natural or manufactured, you were badly poisoned, and your body never fully recovered. Suffer the Fatigued condition, and reduce your Vigour by X , down to a minimum of 2. The experience may have an upside. Increase your Resolve by +1 for every Effect rolled. A cure exists, but it will cost 4+X Assets to acquire. Even if cured, the changes to Vigour and (if applicable) Resolve will remain.

DECISION SIX: EDUCATION

Each life in the Ur Hegemony has a role to play, however small. Since its post-Nemesis Wars restructuring, the Ur Hegemonic Civilisation, has focused on growth, refinement, and the pursuit of new ideas and Mindsets among all its citizens. The keys to unlocking Absolute Universal Comprehension could be hiding anywhere. Thus, every citizen is compelled to advance the Ur's collective knowledge in their own way.

Education is a massive part of this. After its many failures, the EI is remarkably non-judgemental about the intrinsic value of a given discipline. If something is considered a high art to a race, the EI doesn't need to understand why. It does, however, demand the pursuit of excellence, and the advancement of the field. As a result of this, the Ur Hegemony's educational system is remarkably egalitarian in respect to fields of study. Artistic, philosophical, and spiritual pursuits no more or less encouraged than military, academic, or scientific ones.

"The most quantifiable thing about Transcendence is the surety that its secrets don't lie in what we already know. So while I agree — I can see no inherent value to the three-dimensional weaving of the Khk'tkx — I humbly posit that if we insist on limiting ourselves to the study of what we already know is valuable, Absolute Universal Comprehension will elude us forever."

— Professor Klou, Exrah scholar. Budget meetings at Innersphere University, deep in Ur Hegemony space.

EDUCATION UPDATES

The following guideline is included for ease of reference. Just like in the Corebook, roll 1d20 and consult the Combined Education Table. You may spend 1 Life Point to instead choose your education. Once you've determined your Education, check the Combined Education Benefits tables, and update your character normally:

- Increase one attribute by two points.
- Increase one attribute by one point.
- Decrease one attribute by one point.
- Gain 1 rank of training in all of the mandatory skills.
- Choose two of the three elective skills and gain 1 rank of training in each.
- Choose one of the skills (either elective or mandatory) gained from your Education to become

a signature skill. Add 1 rank of training to this skill and take a talent from its talent tree.

- Gain the equipment indicated, if any.

DECISION SEVEN: ADOLESCENT EVENT

Just like in the Human Sphere, characters in the Ur Hegemony experience a defining event during their adolescent years, something that shapes the person that they'll become. Roll 1d6 to determine which Adolescent Event Table to use, then roll 1d20 to determine your Adolescent Event.

COMBINED EDUCATION TABLE

D20	EDUCATION	EXAMPLE
1	School of Hard Knocks	Morat survival training, core world slums, Shasvastii test subject
2-5	Military Education	Sygmaa War College, Umbra officer training, most Morat academies
6-7	Monastic Education	Daturazi monastery, Nilanda seminary, Shadugaan Scribal College
8-10	Creative Education	Sygmaa liberal arts education, core world Academy of Fine Art, dropped out of school and joined a Morat grindcore band
11-13	Technical Education	Core world shipyard apprentice, EI-directed remote training, Exrah vocational academy
14-16	Scientific Education	Shasvastii research fellowship, orbital internship, Sygmaa Guild of Natural Philosophy
17-18	White-Collar Education	Commissariat internship, Sygmaa School of Law, Exrah business academy
19-20	Diplomatic Education	Ur Hegemonic School of Communication, Plenipotentiary internship, Exrah Brand Ambassador Corps

COMBINED EDUCATION BENEFITS – MANDATORY

EDUCATION	+2	+1	-1	MANDATORY SKILLS
Hard Knocks	Brawn	Agility	Personality	Athletics, Close Combat, Observation, Resistance, Survival
Military	Agility	Brawn	Intelligence	Close Combat, Ballistics, Observation, Resistance, Stealth
Monastic	Willpower	Awareness	Intelligence	Analysis, Discipline, Education, Observation, Psychology
Creative	Personality	Intelligence	Awareness	Education, Lifestyle, Observation, Persuade, Psychology
Technical	Intelligence	Coordination	Personality	Analysis, Extraterrestrial, Hacking, Pilot, Tech
Scientific	Awareness	Intelligence	Brawn	Analysis, Education, Medicine, Psychology, Science
White-Collar	Willpower	Personality	Agility	Command, Education, Lifestyle, Persuade, Pilot
Diplomatic	Personality	Willpower	Brawn	Discipline, Lifestyle, Observation, Persuade, Psychology

COMBINED EDUCATION BENEFITS – SKILLS AND GEAR

EDUCATION	ELECTIVE SKILLS (PICK 2)	GEAR GAINED
Hard Knocks	Animal Handling, Extraterrestrial, Thievery	Knife, Survival Kit, Survival Rations (2)
Military	Command, Discipline, Tech	Armoured Clothing (Combat Fatigues), Pistol
Monastic	Acrobatics, Persuade, Resistance	Armoured Clothing (Vestments), Feral (2 Doses)
Creative	Acrobatics, Hacking, Tech	AR Eye Implants, Recorder (2), 2 Assets
Technical	Education, Spacecraft, Thievery	Powered Multitool, Repair kit (with 5 Parts)
Scientific	Animal Handling, Hacking, Tech	Analytical Kit (with 5 Reagents), Sensor Suite
White-Collar	Analysis, Discipline, Lifestyle	Neural Comlog, 4 Assets
Diplomatic	Command, Education, Persuade	Negotiator's Suite (3 Days), Tetrodotoxin (3 Doses)



COMBINED CIVILISATION ADOLESCENT EVENT TABLES

D6	EVENT TABLE
1-3	Combined Adolescent Event Table
4	Adolescent Event Table C ¹
5	Mindset Adolescent Event Table
6	Species Adolescent Event Table ²

¹ – Infinity Corebook, p. 52

² – Roll on the Adolescent Event Table under your species' section in this chapter

COMBINED ADOLESCENT EVENT TABLE

D20	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAIT	OPTIONAL EFFECT
1	Your peers abandoned you in the wilderness. A full month later you made it back to civilisation. What did you do then?	Outcast	Reduce Morale by 1, but increase Vigour by 1, as the experience toughened you up.
2	Everyone else thought that the creature was feral, maybe rabid. But you knew better.	Rough around the Edges	Gain 1 rank in Animal Handling.
3	You volunteered for an experimental medical procedure, which went brilliantly. Mostly.	Test Subject	Increase your Brawn by 1.
4	You suffered a horrendous accident.	Scarred	Reduce your Brawn by 1.
5	Meeting a new alien for the first time, you were thrilled, right up until you caught ill. Turns out you're horribly allergic to something that's just gone from rare to common.	Severe Allergies	Increase the difficulty of movement-related tests by +1. Medication is available, but it's expensive, letting you ignore this penalty at the trade-off of +1 to your Maintenance.
6	On a school trip, your transport crashed in a remote area. Thanks to you, everyone made it back in one piece.	Hero Complex	Gain 1 rank in Survival.
7	You were badly burned. Reconstructive surgery has never quite fixed it.	Traumatised	Reduce either Brawn or Personality by 1.
8	An ill-advised attempt to gain a little privacy from the EI resulted in it forcibly restructuring your personal area network.	Incautious Tinkerer	Reduce Firewall by 1.
9	While travelling, your parents or guardians disappeared. No one's ever found a trace of them, but it hasn't kept you from searching.	Vanished Parents	Gain 1 rank in Analysis.
10	Your parents or guardians both died under mysterious circumstances. You became a ward of the state until you came of age.	Orphan	The EI is your family now. When invoking the EI's help on a test, you pay 1 less Heat (to a minimum of zero).
11	You fell in with a bad crowd. Soon enough, you were committing petty crimes with the best of them, right up until you got caught. The reform facility taught you some brutal lessons, but it taught you all the same.	Ex-Convict	Gain a Criminal Record (see Infinity Corebook, p. 54) and spend 1d6 years in jail before your first career. Reduce Social Status by one step. However, gain 1 rank in Resistance.
12	Your caretaker said they loved you and told you to run. You've been running ever since. Who – or what – is chasing you?	Hunted	Gain 1 rank each in Athletics and Discipline. Gain a Rival who actively hunts you.
13	Following a public blow-up with your political faction, your former rivals welcomed you with open arms. Then the real fun began.	Divided Loyalties	You haven't actually defected. You're a Double Agent (see p. 82).
14	Someone close to you was killed on the Paradiso front. Everyone says they died in disgrace and cowardice, but that couldn't be right. Could it?	Distrustful	Reduce your Social Status by 1 step.
15	You'd been bullied for years. One day, something snapped inside you. Then something snapped inside the bullies, mostly their bones.	Combustible Temper	Gain 1 rank in Close Combat but add +1 Difficulty to Discipline tests to avoid acting out your violent impulses.
16	You couldn't take it anymore and ran away from home.	Suspicious	Reduce Earnings by 2 but gain 1 rank in Thievery.
17	You became heavily invested in an underground subculture. The community became like a second family to you. They have your back, but it's often complicated.	Subculture Paragon	Gain 1 rank in Lifestyle, but your "extended family" is constantly in need of assistance, funds, and the occasional rescue.
18	You uncovered a terrible secret involving someone close to you. Why was it so dangerous? And did you come clean?	Rumour Monger	If you keep the secret, increase Resolve by 1. If not, gain 5 Assets, and gain a Rival.
19	Since birth, your family, neighbourhood – even the EI – have all been pushing you in a certain philosophical direction. One day you'd had enough, and parted ways with your old Mindset. Those around you were completely shocked. But the EI was pleased.	Flip-Flopper	You defect to a new Mindset. Roll on the Mindset Table (p. 61), to determine your new allegiance. You may freely select your new Mindset's recommended career for your first career phase.
20	Accidents happen all the time. This wasn't one of those times. You were murdered in cold blood. Who betrayed you? And why didn't they think you'd come back?	Vengeful	Your character died and was resurrected. See the rules for Resurrection in the Infinity Corebook, p. 54.

MINDSET ADOLESCENT EVENT TABLE

MINDSET	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAIT	OPTIONAL EFFECT
Argumentative	The rational thing would have been to recognise when you're outmanoeuvred. Instead, you dug in your heels, and negotiated until the others passed out.	Tunnel Vision	Your dogged persistence helps you outlast your peers. However, you often run yourself ragged in the process. Increase Morale by +3 but reduce Vigour by 1.
Competitive	The tournament finale was declared a draw. Neither of you accepted that. How did you settle it? And what did it take for you to win?	Ruthless	Increase Willpower by 1 but gain a Nemesis Rival. This Rival can be invoked just like a trait.
Dissident	The EI knows better. You should trust it. Somehow, you knew this to be true. But you also knew that in this case, it was wrong.	The Usual Suspect	Gain 2 ranks in Thievery. Authority figures and subversives alike are likely to assume that you're up to something, whether or not you are.
Exploratory	Looking over the official star charts, you noticed an abnormality in a pocket of space. It turned out to be an unexplored wormhole.	Arrogant	Gain 1 rank in Observation, and an Observation Talent you qualify for. Gain a Rival organization that's jealous of your success. These Rivals can be invoked just like a trait.
Inquisitive	Your relentless line of questions inadvertently exposed a major scandal.	Insatiable Curiosity	Gain 2 ranks in Analysis but gain a Nemesis Rival who is actively plotting your downfall.
Jingoistic	You picked the wrong fight, defending your people's honour against some bigwig's kid. And while that had serious consequences, the EI took notice of your loyalty.	Hair-Trigger Temper	Increase Brawn by 1, and you can freely choose Military as your first career. However, you've made a mess in property damage and legal fees. Gain a debt worth 10 Assets.
Naturalist	While on a school trip, a group of dangerous creatures escaped their containment. Everyone else ran, but you knew how to calm them down.	Backwater Manners	Gain 1 rank in Animal Handling, and 1 Animal Handling talent that you qualify for. You spend less time in civilisation, however. Increase the difficulty of Lifestyle tests by +1.
Scholarly	While studying under a respected sage, you contradict their most famous work. To their surprise, your findings had merit.	Academic Iconoclast	Increase Intelligence by 1 but add +2 difficulty to all friendly Personality-based tests with other members of your Mindset.
Spiritual	You inadvertently stumble across an important official in the throes of a personal crisis. How did you talk them down off the ledge?	Bleeding Heart	Gain 1 rank in Psychology and 1 rank in Persuade. Reduce Morale by 2, as your empathy makes it easier to persuade you in turn.
Pragmatic	During a natural disaster, everyone around you froze. But not you. Realising there wasn't enough time, who did you choose to save? And who got left behind?	Ice-Cold	Increase Willpower by 1 but increase the difficulty of all non-intimidation Personality-based tests by +2.





DECISION EIGHT: CAREERS

Each species in the Ur Hegemony has its own unique set of circumstances, steering its citizens to different professions. Even so, certain careers are common throughout the Ur Hegemonic Civilisation.

Characters in the Combined faction may roll on the Combined Career Table, or conversely, they can spend Life Points to wield various degrees of control over their career phase.

- Spend 1 Life Point to pick a career from the Combined Career Table
- Spend 1 Life Point to select your Mindset's recommended career
- Spend 1 Life Point to roll on your Species Career Table
- Spend 1 Life Point to change your Mindset

Additionally, whenever they would normally determine a career event, they roll on the Combined Faction Career Event Tables to determine which Career Event Table to roll on.

DECISION NINE: FINAL CUSTOMIZATION

Putting the finishing touches on your character is mostly the same as in the *Infinity Corebook*, with a few distinct differences.

- Unless specifically stated otherwise, all Ur Hegemony characters begin with an EI Comlog and an EI Cube.
- Characters in the Ur Hegemony do not begin play with a geist; rather, they can access the EI's vast knowledge when assistance is required (see EI Support, p. 72)

COMBINED CAREER TABLE

D20	CAREER
1	Chaff
2	Criminal ¹
3	Police ¹
4	Technician ¹
5	Medical ¹
6	Military ¹
7	Ship Crew ¹
8	Pilot ¹
9	Frontiersman ¹
10	Heavy Industry ¹
11-14	Select your Mindset's recommended career
15-20	Roll on Your Species Career Table

COMBINED FACTION CAREER EVENT TABLES

D6	Career
1-2	Combined Career Event Table
3	Career Event Table A1
4	Career Event Table B1
5-6	Species Career Event Table

¹ – *Infinity Corebook*, p.56-58

MINDSET CAREER TABLE

MINDSET	CAREER
Scholarly	Academic ¹
Competitive	Bounty Seeker
Pragmatic	Bodyguard ¹
Argumentative	Politician ¹
Spiritual	Mystic
Jingoistic	Plenipotentiary Delegate
Inquisitive	Investigative Journalist ¹
Naturalist	Field Scientist ¹
Exploratory	Cartographer
Dissident	Troublemaker



COMBINED CAREER EVENT TABLE

D20	CAREER EVENT	GAME EFFECT
1	The EI elects to divulge a terrible secret about someone close to you. What do you do about it?	Gain Trait: EI's Info Dump.
2	It's decided that you need to be toughened up for the good of the Ur Hegemony. Unfortunately, all you get from the special training is a nagging injury.	Gain 1 Wound. While it has no mechanical effects, it counts towards your total number of wounds. Surgery can remove this wound, but it's expensive, requiring 4+4 (N) Assets to secure.
3	The EI has a different career in mind for you. It's subtle in bringing about the change.	You are Fired (see Infinity Corebook, p. 54). However, if you elect to Hazard your next career, reduce the difficulty of the Hazard test by 1.
4	You think you've met the love of your life. Only one problem, they've sworn vengeance on your entire family. How'd it come to this?	Gain a contact from a random species. Work with your GM to determine if they're an ally, rival, or something else entirely.
5	An old friend is in deep financial water, and they come to you for help. Do you offer it? And if not, what happens to your friendship?	If you help your friend, gain a debt worth 10 Assets, but gain 1 rank in Lifestyle as you learn more about finance than you ever cared to know. If not, either gain a Rival, or a character trait related to the situation.
6	The EI singles you out for advanced training.	Gain 1 rank in the elective skill that you chose NOT to advance during this career phase.
7	The Shasvastii swore that their experimental procedure would be worth it. And it was, for them. You on the other hand, don't fare so well.	Reduce either Firewall, Resolve, or Vigour by 1.
8	The EI releases an evaluation of you and your coworkers. You rank last, by a large margin.	Reduce Social Status by 1 step.
9	You become an amateur racer in your off time.	Gain 1 rank in Pilot.
10	The hot new culinary import leaves everyone speechless. Due to an undiagnosed allergy, you're rendered speechless in a far less pleasant fashion. Afterwards, your voice is... different.	Increase the complication range on Personality-based tests by +1, as the inside of your throat needs to be regrown. A full recovery is possible but will cost 10 Assets.
11	The EI determines that you're underequipped and suggests remedying that. Its suggested window of action, however, is not long.	Gain 5 Assets. At the end of the first game session if any of these assets remain roll 2 (N) and reduce your assets by this amount.
12	Your sudden and violent death becomes a famous event. Only one problem, you're very much still alive. What happened?	Rebuilding your life is going to take some effort. Reduce your Earnings by 1, and you are Fired (see Infinity Corebook, p. 54).
13	The EI singles you out for specialised training.	Gain 1 rank in one of the elective skills that you've already advanced during this career phase.
14	You get in a heated argument with someone from a different Mindset. You're pulled apart before it escalates, but this is far from over.	Gain a rival in a random Mindset.
15	The EI decides that you're in the perfect place, whether or not you agree. It does, however, attempt to make this worth your while.	Increase the difficulty of your next hazard test by +1. If you elect to stay in your current career, or this is your final career phase, add +1 to your Earnings.
16	A promising line of research comes up completely empty. Why are you blamed for this? Is there any truth to the allegation?	Reduce Social Status by 1 rank.
17	Stationed in the middle of nowhere, you decide that you're a decent gambler. You are very wrong.	Gain a debt worth 5 Assets.
18	The EI deems your performance unsatisfactory.	You are Fired (see Infinity Corebook, p. 54).
19	The last thing you remember was being shuffled on to a transport and being told that your actions were important. You awaken in a lab: resurrected a full year later. No one is explaining why.	Your character died and was Resurrected. See the rules for Resurrection (Infinity Corebook, p. 54). Add 1 year to your age, and gain a trait related to the experience.
20	It's said that the Price of Progress is often unexpected, but always worth it in the end. Given the chaos overwhelming you, that second part had better turn out to be true.	Roll again three times on the Career Event Table for this career phase. (When spending a Life Point to choose a specific event, you may not choose this result.) If you roll duplicate events, it means some similar event has occurred. If you roll the Price of Progress again, add additional rolls.



CAREER PROFILE

CHAFF (SPECIAL)

Every citizen of the Ur Hegemonic Civilisation has a role to play, their own small part of the journey toward Transcendence. At least, that's the plan. But, as the EI knows all too well, things don't always go according to plan. Sometimes, people fall through the cracks. Maybe an accounting mistake was made. Maybe there isn't a good use for them at the moment. Maybe the EI just doesn't see any actual use in them. Maybe it never did. Whatever the reason, these castaways – pejoratively referred to as “Chaff” – quickly find themselves on the outskirts of Ur society. Even though the EI provides the resources to keep them alive and comfortable, it does so begrudgingly, an indictment that most scramble to scratch and claw their way out of. After all, what good could you possibly be if even the EI can't find a use for you?

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+1	+1	+3	+1	+1	-1	+3

SKILLS

Mandatory	Discipline	none	none
Elective	Any 1 other	Any 1 other	

EARNINGS

6 (Max: 0)

GEAR: Painkillers (3 Doses)

SPECIAL: Gain 1 Life Point, and reduce Social Status by 1 step.

CAREER PROFILE

BOUNTY SEEKER

In its pursuit of Transcendence, the EI has not only allowed dissident, contentious, and outright dangerous ideas and behaviours to persist, it's encouraged them. Considerable effort has gone towards bringing the unruly, antisocial, and often outright destructive tendencies of the Ur Hegemonic Civilisation's citizens to heel. In most cases, this has proven successful. And in the cases where it's not enough? That's where the Bounty Seekers come in. Tracking down the worst elements of society across the Ur Hegemonic Civilisation's impossibly vast territory, these hunters go where law enforcement can't and the Combined Army probably shouldn't. Nimble, clever, and absolutely relentless, Bounty Seekers need to be at least as cunning, ruthless, and deceptive as their quarry, an occasion that the Ur Hegemony's Bounty Seekers have no qualms rising to meet.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	+1	+2	+1	+2	+1

SKILLS

Mandatory	Observation	Spacecraft	Stealth
Elective	Athletics	Ballistics	Hacking

EARNINGS

0+6

GEAR: Armoured Clothing, Plasma Snubnose

CAREER PROFILE

CARTOGRAPHER

Of all the great tasks in the Ur Hegemony, perhaps none are as thrilling as the Cartographer's commission to seek out new life and new civilisations, then determine their viability for annexation. Taming the very stars in the sky, they bravely traverse untested wormholes, charting the endless expanse of space, and plumbing its secrets. With increased diversity in viewpoints, technology, and philosophies believed necessary to advance Transcendence Projects, finding new species is a critical role. While the discovery of exploitable resources – natural and otherwise – plays a critical role, it's the scouting of potentially annexable species that has solidified their role in society. Children in the Ur Hegemonic Civilisation dream of growing up to become Cartographers, and meeting one is seen as a thrill on par with a celebrity or hero. It's a rewarding career on multiple levels. But for most Cartographers, the thrill of discovery is reward enough.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+2	+2	+1	-	+1	+2	+2

SKILLS

Mandatory	Analysis	Spacecraft	Stealth
Elective	Analysis	Observation	Extraplanetary

EARNINGS

2+1 (N)

GEAR: Deadeye Optics, AR Eye Implants or Inlaid Palm Circuitry (Spacecraft)

CAREER PROFILE

MYSTIC

As much as the Ur Hegemony might like to think otherwise, it doesn't have all the answers. Crucially, the EI's very reason for being has forever remained outside of its reach. So, while the Ur Rationalists were notoriously sceptical of religious institutions, the EI has taken a more open-minded approach out of sheer pragmatism. Thus, spiritualists, seekers, religious scholars, and other Mystics have carved out a niche inside the Ur Hegemonic Civilisation. The exploration of subtle phenomena, sapient beings' place in the universe, and the psychological and emotional nuances of existence – these are the Mystic's bailiwick. Unlike in the Human Sphere, where large religious institutions hold massive social and political influence, the Ur Hegemony boasts an abundance of shamans, sages, healers, and other spiritual practitioners operating on a very personal scale. More than one Mystic has been called upon to consult on major personal decisions, military strategies, or just to provide a unique perspective on life's mysteries.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	+1	-	+2	+2	+2

SKILLS

Mandatory	Discipline	Education	Psychology
Elective	Analysis	Persuasion	Psychology

EARNINGS

1+5 (N)

GEAR: Basic Medical Supplies (comprised of effective, but raw, natural ingredients), Lantern, Survival Rations, Psychotropics (4 Doses)

CAREER PROFILE

PLENIPOTENTIARY DELEGATE

What is the most powerful weapon of conquest in the Ur Hegemony? Is it the Onyx Contact Force, who arrive with swift, decisive action? The raw power of the Combined Army, crushing all opposition in its wake? Or maybe it's the advanced weapons technology, allowing the EI to destroy entire planets, just to prove a point? All of these make a strong case, but in terms of results, one stands head and shoulders above the rest, the Plenipotentiary Delegation, able to win a war without ever firing a single shot. A Plenipotentiary is the EI herself, offering a hand in peace. They are attended by a number of officials who make it all work, arriving on new worlds and negotiating their annexation into the Ur Hegemonic Civilisation. Whether they're successful in accepting a new member, or merely laying the groundwork for a society's forthcoming unconditional surrender, Plenipotentiary Delegates accomplish more with a few sentences than most armies could manage with a thousand battalions behind them.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
-	+2	-	-	+1	+3	+3

SKILLS

Mandatory	Discipline	Persuade	Psychology
Elective	Analysis	Observation	Persuade

EARNINGS

3+3 

GEAR: Nanoscreen, Formal Attire, Negotiator's Suite (7 Days Access)

MINDSET REPRESENTATIVE

While it's not as fractious as the contentious factions of the Human Sphere, the Ur Hegemony is comprised of countless different cultures and organisations, each working towards an ultimate goal, but with very different ideas how to get there and their own objectives in the short term. Its own Wilderness of Mirrors, if you will. Each character belongs to a philosophical, or Mindset, faction. And each Mindset is more than capable of supplying covert objectives to its members. Much like a faction handler in the Human Sphere, they can take all manner of forms. Perhaps your handler is a single entity, a recurring NPC who you're in regular contact with. Maybe you're handled by a council or committee, who deliver objectives to you on behalf of your organisation. You might even interact via a series of double-blind dead drops, leaving you completely in the dark about your handler's identity – safer for everyone that way. The big difference, however, is in the amount of secrecy that's expected. Unlike the factions of the Human Sphere, the different Mindsets of the Ur Hegemonic Civilisation are often quite vocal about the changes they'd like to see. Representing one can often leave characters feeling less like secret agents and more like agenda celebrities, representing their chosen viewpoint for the rest of the Ur Hegemony to see, and take note.

CAREER PROFILE

TROUBLEMAKER

Every society has its bad seeds, and the Ur Hegemonic Civilisation is no different. But beyond the petty criminals – and indeed, beyond the big-time, organised Submondo syndicates as well – there exists a type of agitator unique to the Ur Hegemony, known by any number of names, but usually referred to as Troublemakers. Equal parts political activist, protest artist, terrorist, and all-around troublesome nuisance, these Troublemakers turn society on its ear, hold up a distorted mirror, and don't so much question the status quo as they challenge it to a knife fight. Which is exactly as the EI wants it. Whether they actually provide any useful societal critique is a matter of debate. However, they indisputably do a fine job of keeping the Ur Hegemonic Civilisation from getting too comfortable, keeping societal complacency to a minimum. If most Troublemakers realised that they were being guided by the EI, they'd surely rage against it. Which would suit its purposes just fine.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+1	+1	+1	+1	-	+2	+3

SKILLS

Mandatory	Command	Persuasion	Thievery
Elective	Resistance	Stealth	Tech

EARNINGS

0+2

GEAR: Sporetrap Mine, Breaking & Entering Kit, Smoke Grenades (2)

PLAYTEST TIP: PARANOIA LEVEL

Despite the different cultural expectations placed on Mindsets (as opposed to factions), there's plenty of room in an Ur Hegemony campaign for every Paranoia Level (see *Infinity Corebook*, p. 412). Like any other *Infinity* campaign, it's all about finding the right balance for your group.

PLAYTEST TIP: EI SUPPORT DICE

Though it's not strictly required, it's highly recommended that you use differently coloured d20s for your EI support dice, to avoid any confusion on which dice are benefiting from the temporary increase in Focus.





BECOMING GESURAT

The Urat trait is more than just a mechanical hook. It's a defining characteristic in the character's life. Buying this trait off not only requires spending XP and purchasing a Gesurat Sash, it requires Morat society to recognize Morat society to recognise the character's ascension to the Gesurat via a soldier's contributions, a feasible occurrence given the lives of many *Infinity* characters, but a massive event in Morat society. Feasts, celebration, and tournaments to celebrate the occasion are par for the course as are numerous Gesurat eager to test their new peer's mettle in various contests, friendly or otherwise.

EXAMPLE: EI SUPPORT

G'aath is trying to line up a shot with his Plasma Sniper Rifle, but the jungles of Paradiso are a challenging environment. Taking a moment to focus, G'aath's player spends 3 Heat, adding +3 d20s to his roll. Uncertain that this will be enough, G'aath reaches out to the EI for support, and he gets it. G'aath's player spends another 3 Heat, adding 2 additional d20s, each with an increased Focus. G'aath's player rolls, getting results of 15, 11, 9, 17, and 13 on their dice, as well as results of 11 and 4 on the EI Support dice. G'aath has a Coordination of 10, and 3 ranks each in Ballistics Expertise and Focus, so he generates 3 Momentum from his dice, and an additional 3 Momentum from the EI support dice (thanks to the increased temporary Focus), for a total of 6 Momentum. G'aath's poor target never knew what hit them.

MORAT CHARACTERS

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
-	-	+1	-	-1	-	+1

Fire and Blood: Morat communication Language tends to eschew the friendly bits. All Personality-based tests that do not involve intimidating, commanding, or otherwise asserting one's will over the target, are made at +1 difficulty.

Monstrous: When the petite members of your species stand two metres tall, you enjoy a size advantage over just about everyone. Increase the difficulty of tests where great size or weight would be problematic by one step. Monstrous creatures are not required to brace Unwieldy weapons and can use two-handed weapons in one hand without difficulty or penalty. They may spend 1 Momentum to add Knockdown to all of their melee attacks for a turn.

Morat Aggression: The Morat's brutal outlook grants them +2 to Resolve.

Lifepath Special Rules: Military service is integral to Morat society. During Decision Eight, Morat characters can freely select the Military career without a need to spend Life Points. This selection can also be made after failing to Hazard a career.

Life Point Cost: 2

EI SUPPORT

Characters in the Ur Hegemony don't begin play with geists. And frankly, given the opportunity to acquire one, they would be unlikely to see the point. Why rely on a lesser, "dumb" artificial intelligence when the Evolved Intelligence is right there? Integrated with its citizens to a degree that ALEPH could only fantasise about, every citizen with an EI Comlog or EI Cube is so ubiquitously connected with the Evolved Intelligence that any task a geist might perform for them is already being handled by an infinitely more powerful entity.

In lieu of the support that a geist provides, characters in the Ur Hegemony who have access to either an EI Comlog or EI Cube can instead consult with the EI. When making a skill test, they have the ability to "borrow" some of the EI's immense knowledge, providing a bonus d20 on the roll. Crucially, this bonus d20 does not count against the

maximum bonus of +3d20, with the EI functioning like as an assistant in a group test. In addition, the character can treat their Focus as being one rank higher on all d20s provided by EI support. Up to three bonus d20s can be added in this fashion, with the first costing 1 Heat, the second costing 2 Heat, and the third costing 3 Heat (Six in total).

DECISION SEVEN: MORAT ADOLESCENCE

Confrontation, powerful emotions, and hormonal shifts leading to nigh-uncontrollable instincts – these elements manifest in most species' adolescence. But for the Morat, who cultivate those traits throughout their society, such events often take on a larger than life quality. Whether in agony or ecstasy, tragedy or triumph, a young Morat's coming of age can be many things, but it is rarely quiet.

MORAT CAREERS

Upon taking their first military-based career, Morat acquire a Gesurat Sash in addition to the rest of the career's gear. Morat characters who complete Decision Eight without taking any military-based careers gain the trait Urat and don't gain the same societal rights and privileges as their Gesurat counterparts.

CAREER PROFILE

DĀTURAZI WITCH-SOLDIER

Making their first appearance during the Knife Renaissance, the Daturazi are a study in contradictions. Morat tend to have a distant relationship with religion, yet these followers of the Morat god of war Cotoya have found themselves an immensely popular destination for young Morat looking to prove themselves. This likely has less to do with the Daturazi's meditative discipline or their dedication to wholly integrating the EI Comlog into every aspect of their being and more to do with their signature close combat teachings, collectively known as Dirty War. Daturazi see deep meaning in personal combat and view hand-to-hand tests of strength as a pure, sacred event. Most young Morat couldn't care less about the spiritual aspect – but the training to tear your enemy's life away with your bare hands? That's altogether enticing. That said, their brutal initiation is so intense that it's generally not spoken of, even among the Morat.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+2	+2	+3	-	+1	+0	+1

SKILLS

Mandatory	Acrobatics	Close Combat	Resistance
Elective	Analysis	Resistance	Tech

EARNINGS

2+1

GEAR: Rad-Sledge or Teseum Chopper, Feral (3 Doses), Smoke Grenade

MORAT CAREER TABLE


D20	CAREER
1-4	Special Forces ¹
5-6	Intelligence Operative ¹
7-8	Bodyguard ¹
9-10	Paratrooper ¹
11-12	Rasyat Diplomat
13-14	Bounty Seeker
15-16	Kurgat Assault Engineer
17-18	Daturazi Witch-Soldier
19	Oznat Hunter
20	Sogarat Tempest Unit

¹ Career from *Infinity Corebook*.

MORAT ADOLESCENT EVENT TABLE

D20	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAIT	OPTIONAL EFFECT
1-2	Caught in a massive brawl, you emerged victorious.	Belligerent	Gain 1 rank in Close Combat.
3-4	You lost your footing on a cliffside, nearly dying from the fall.	Vertigo	Reduce Vigour by 1.
5-6	It's not what you did; it's that you got caught that caused you problems. A few years of hard labour later, you learned an awful lot of tricks, just not any restraint.	Incautious	Gain a Criminal Record (Infinity Corebook, p. 54) and spend 1d6 years in jail before your first career. Reduce Social Status by one step but gain 1 rank in Thievery.
7-8	Abandoned in the wilds of Ugarat, you not only survived, you thrived.	Uncivilised	Gain 1 rank in Survival.
9-10	You discovered gambling, and also that you're terrible at gambling.	Risk Addicted	Gain a debt worth 5 Assets.
11-12	Attacked by a pack of wild animals, you brought them to heel, literally.	Savage	Gain 1 rank in Animal Handling.
13-14	You lost your temper, flew into a rage, and beat your closest friend within an inch of their life. Then you kept going.	Red-Hot Rage	Reduce Resolve by 1 rank.
15-17	Believing knowledge to be an undervalued source of power, you caught your peers in an elaborate trap. While most acknowledged your victory, few respected it.	Dangerous Iconoclast	Gain 1 rank each in Education and awareness, but increase the difficulty of Personality-based tests with other Morat by +1 difficulty.
18	During a hunt, you suffer a grievous wound, taking a full year to recover. While the injury hampers you still, the scars remind you—and others—of your indomitability.	Hot-Blooded	Reduce your Brawn by 1 but increase your Resolve by +2.
19	Despite being raised to see things one way, you gravitated toward another. When you informed your Karanatat of your newfound Mindset, they tried to beat it out of you and failed. No Morat's given you grief about it since.	Stubborn	You defect to a new Mindset. Roll on the Mindset Table (p. 61), to determine your new allegiance. You may freely select your new Mindset's recommended career for your first career phase.
20	Every Morat dies. Not every Morat gets a chance to do it again. But the EI isn't done with you yet so you're getting a second chance. What did it see in you?	Living Hammer	Your character died and was resurrected. See the rules for Resurrection in the Infinity Corebook, p. 54.

MORAT CAREER EVENT TABLE

D20	CAREER EVENT	GAME EFFECT
1-3	You're let go from your unit. You brace for the associated dishonour, but it never comes. Why?	You are Fired (see Infinity Corebook, p. 54).
4-6	You were stabbed. It happens. But this time, serious internal damage was done.	Reduce your Brawn by 1. Corrective surgery will restore the lost attribute but will cost 4+4  .
7-9	Your duties require you to punish a group of ten slaves for the crime of looking a Morat in the eye. What punishment do you dish out?	Gain 1 rank in Resolve.
10-11	You fail your unit at a critical juncture. Whether it's your fault or not is irrelevant, it was you.	You are Fired (see Infinity Corebook, p. 54). Reduce Social Status by 1.
12-13	You found yourself in a Sotarak. You didn't last to the end, but your efforts made an impression.	Gain a contact in a different Morat unit.
14-15	An Urat Murdat desperately wants to become Gesurat and comes to you for advice. Do you help them? Or let them fend for themselves?	Either gain 1 rank in Resolve or gain a Morat contact.
16-17	A member of your Karanatat gets in way over their head. Do you leave them hanging? Or join them in the probably doomed fun?	Either gain the character trait Selfish, or gain a Criminal Record (see Infinity Corebook, p. 54) and spend 1d6 years in jail.
18	You found yourself in a Sotarak, and against all odds, you managed to hold on until the end.	Gain gear, Sotarak Bannercape.
19	There was a fight. It was glorious, violent, savage, and ultimately, fatal. But the EI must have seen something that made it bring you back—if only you knew what it was.	Your character died and was Resurrected. See the rules for Resurrection (p.54, Infinity Corebook).
20	Morat have always lived by Survival of the Fittest, which makes sense. Given the swirling chaos you're wrapped up in, surviving will take an awful lot of fitness.	Roll again three times on the Career Event Table for this career phase. (When spending a Life Point to choose a specific event, you may not choose this result.) If you roll duplicate events, it means some similar event has occurred. If you roll Survival of the Fittest again, add additional rolls.



CAREER PROFILE

KURGAT ASSAULT ENGINEER

Technically, a Kurgat Assault Engineer can fix things. Run-down machinery, malfunctioning weapons, they can absolutely perform repairs if the situation demands it. However, that's not what it means to be an Engineer in the Morat Aggression Force. Explosions are their tools, chaos their method, and victory is what they build. Whether it's destroying fortifications, disincentivising counterattacks with unexpected minefields, or just lighting up enemy vehicles like fireworks, it's easy to find a Kurgat, just follow the smoke. Identifiable by the prodigious amounts of explosives strapped to their person, as well as their scars, Kurgat aren't hard to pick out of a crowd. New Assault Engineers aren't considered a full part of the unit until they've been disfigured in combat. Whether by enemy fire or the inevitable backlash of setting off explosives in close quarters matters little, scars tell your enemies that you've faced death and survived.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	+2	+1	+2	+1	+1

SKILLS

Mandatory	Athletics	Ballistics	Tech
Elective	Acrobatics	Resistance	Tech

EARNINGS

1+3

GEAR: Augmentation X (Heavy Scars), Boarding Shotgun or 3 Gradient Mines

SPECIAL NOTE: Kurgats aren't actually cosmetically augmented, but their heavy scarring produces identical effects, with X equal to the number of times the character works the Kurgat Assault Engineer career.

CAREER PROFILE

OZNAT HUNTER

In Morat society, perhaps no role is as simultaneously revered and terrifying as that of the hunter. Historically, Oznats (groups of hunters and scouts) have dominated and trained predatory beasts, using them to dispatch Ugrat's terrifying megafauna with strategic precision. Thus, when the EI dredged up the Hungries from whatever godless hellscape that spawned them, there was only one group that could be trusted to leash the fearsome creatures. Regardless of their origin, an Oznat challenges the alpha of a Hungries pack, killing it bare-handed, and devouring its innards before the rest of the herd. A successful Oznat knows what it takes to be the alpha in any situation. And if they have to rip out your heart and eat it? Just the cost of doing business.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+2	+1	+1	-	-	+2	+3

SKILLS

Mandatory	Animal Handling	Survival	Stealth
Elective	Acrobatics	Animal Handling	Close Combat

EARNINGS

2+1

GEAR: Hungries Control Device, Morat Scimitar, Smoke Grenades (2)

CAREER PROFILE

RASYAT DIPLOMAT

Of all the changes that joining the Ur Hegemony brought to the Morat, the requirement that they field a diplomatic service was among the most alien. Historically, parley was considered a tool of the weak, a crutch that lesser species thought would protect them from the Morat. After some soul-searching, the Supremacy found an elegant solution. They created a new, elite unit of the most vicious, aggressive, and xenophobic soldiers and tasked them with making incursions into enemy territory, learning their weaknesses in preparation for future strikes. Trained in belligerence, coercion, and outright bullying, the Rasyat Diplomats don't pull punches – they throw them. Confident that a convincing threat backed by a large weapon makes for the most persuasive argument, and drenched in prestige from countless military successes, now that the Morat know that diplomacy includes scaring the hell out of people, they've become significantly more receptive to the discipline.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+2	-	+2	-	-	+3	+2

SKILLS

Mandatory	Close Combat	Discipline	Persuade
Elective	Ballistics	Persuade	Psychology

EARNINGS

2+4

GEAR: 2 D-Charges, Light Combat Armour, Morat Scimitar

CAREER PROFILE

SOGARAT TEMPEST UNIT

Among the oldest, most prestigious units in the Morat Aggression Forces, the Sogarat Tempest Regiment's duty is simple: crush. Sweeping across the battlefield like their namesake, Sogarat Tempests are a living summary of Morat history, brutal, violent, and utterly merciless. To be a Sogarat is an incredible point of pride. Always on active duty, the regiment has an incredibly selective recruitment process. To serve in the Tempest Unit is among the highest honours a Morat soldier can earn, and competition for open positions is terrifyingly fierce. An equally terrifying thought is the prospect of being declared incapable of meeting the unit's standards and forced to surrender your insignia, exiting the unit in shame. To be Sogarat is to speak the language of war as your mother tongue. To be both savage and strategic, terrifying, and tactical. To become the Tempest, sweeping aside all that stands in your way.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+2	+1	+3	+2	-	-	+1

SKILLS

Mandatory	Ballistics	Close Combat	Resistance
Elective	Acrobatics	Close Combat	Discipline

EARNINGS

3+1

GEAR: AutoMedikit, HMG (with 2 AP Reloads), Powered Combat Armour or Sotarak Bannercape

SHASVASTII CHARACTERS

By most standards, a Shasvastii's journey to adulthood is a peculiar one. Born from SeedEmbryos and often springing into action immediately, the Shasvastii have removed concepts like childhood with surgical precision. That isn't to say that Shasvastii never slow down or have no time for personal pursuits, merely that the species has evolved itself into an improbably pragmatic state by its own means.

Except where stated below, Shasvastii characters follow the same Lifepath rules as other characters in the Combined Army. However, being born as SeedEmbryos colours those decisions. Most Shasvastii spring to life with their Mindset more or less ingrained, and they may never see their parents' enclave. Yet, thanks to implanted memories, they're every bit as attached to them as any other race. Still they're physically much younger. When beginning Decision Eight, assume your character to be 2 years of age, not 18. Shasvastii characters require a significant Life Point investment, though their innate abilities and unique Lifepath events make this more than worthwhile.

SHASVASTII YOUTH EVENTS

Shasvastii don't experience youth the way that other species do. In Decision Five, the events described are either powerful implanted memories, or the first strong experience that followed their spawning. As always, events in the Lifepath are just prompts – the heart of the story comes from you.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
-	-	-	-	-	-	-

Biomorphic Adaptability: Shasvastii can change their inner workings to suit the demand of their current situation, fast-twitch muscle fibres, cephalic enhancements, and anything in-between. They can add +1 to one Attribute of their choice. By succeeding at an Average (D1) Willpower test, they can re-assign this bonus to a different Attribute of their choosing, though this removes the increase from its prior Attribute. This usually takes about 15 minutes of concentration. Rushing the process is possible, but dangerous.

Reckless Modification: Sometimes, the situation doesn't allow for prudence, and capability trumps the need for caution. As a Minor Action, a Shasvastii can attempt a Daunting (D3) Willpower test. If they succeed, they can add +1 to an Attribute of their choice. This bonus is separate from and stacks with the assignable bonus from their Adaptability power. Though powerful, modifying one's self like this is costly, and the benefits are ephemeral. The bonus lasts until the end of the current scene at which point the bonus goes away, and the character suffers one Wound, whether the test was successful or not bypassing any and all Soak. If the character increases an Attribute that is already increased via Biomorphic Adaptability, a previous use of Reckless Modification, or drugs, the character suffers two Wounds instead of one.

Lifepath Special Rules: All this physical malleability is not without cost. In Decision Nine, reduce your Vigour by 1.

Life Point Cost: 4

SHASVASTII "EDUCATIONS"

While individual Shasvastii may have a lingering memory of attending classes alongside their peers, the reality is that most are born as SeedEmbryos. Their education is implanted, rather than gained over time, and the gear gained in their education is the kit waiting for them upon awakening.

DECISION SEVEN: DHEVIIS EVENT

For most species, adolescence is a time of change, both physical and experiential. For Shasvastii, their Dheviis phase takes this to an extreme – it's here that a Shasvastii chooses where they're going to fit in the gender spectrum. The Ileshta (female) end of the spectrum favours power, while the Galashta side emphasizes fluidity. And while their hermaphroditic and malleable nature leaves every Shasvastii capable of taking on a number of roles, the calcification of their gender is still an impossibly large moment for adolescent Shasvastii. It's one of the few things that will ever be set in stone.

DECISION EIGHT: SHASVASTII CAREERS

Shasvastii prize a diversified portfolio, and it's rare for one to remain in the same career for their entire lives. That said, survival trumps all. If their Enclave has a need, the overwhelming majority of Shasvastii are all too happy to fill it. Compared to other Ur Hegemony careers, Shasvastii offerings tend to have lower earnings, but many grant access to difficult-to-acquire Viscus augmentations. In addition, due to the incredible concentration required for self-modification, Willpower and Discipline are in ample supply.

SHASVASTII CAREER TABLE

D20	CAREER
1-2	Special Forces ¹
3-4	Hacker ¹
5-6	Cartographer
7-8	Terraforming Scientist ¹
9-13	Shasvastii Infiltrator ²
14-16	Speculo Killer ²
17-18	Visceral Bio-Morphologist ²
19	Mystic
20	TAG Pilot ¹

¹ Career from *Infinity Corebook*.

² Career has a prerequisite of belonging to this species. Due to biological limitations, you can't hazard this career unless you're a Shasvastii.

If you roll into this career, roll again. There's no way to turn a different species into a Shasvastii... at least, not that anyone's admitting.

PLAYTEST TIP: SHASVASTII BOOKKEEPING

Playing a Shasvastii character can range from very straightforward, to much more complex than other *Infinity* characters. Assigning temporary Attribute increases can change a character's incidental stress tracks, as well as their bonus damage. It's a good idea to keep some scrap paper, or some other way of tracking these changes handy.

DEADLIER OF THE SPECIES

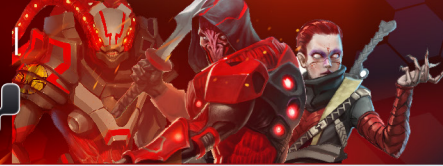
Human scientists have dubbed the Ileshta side of the Shasvastii gender spectrum female, and the Galashta side male, but those distinctions are functionally meaningless in Shasvastii society. Physical forms are usually calcified due to an enclave's needs rather than physical preference, and the Shasvastii place little weight on the distinction. Instead of an Adolescent Event, Shasvastii characters roll on the Dheviis Event Table. You can spend 1 Life point to reroll. Or, with your GM's approval, you could choose your Dheviis Event or design your own.

"It doesn't matter that I've never seen the twin moons of Djassah, nor sat at my elder's feet to learn our ways. They are a part of me, now and forever. You think they're not real? They're an integral part of me, in ways that this forsaken jungle will never manage."

— Leshti, Shasvastii soldier. Spawned during the Second Paradiso Offensive. To date, they have yet to leave the planet.

"Let me break it down for you. A maa is a prominent, honourable person, virtuous, and orthodox in their beliefs. Syg, is a prefix, negating whatever comes after it, usually in deviant and unnatural fashion. They called us Sygmaa because they think we stand in opposition to everything that the Trinomial built. And you know what? They're one hundred percent correct."

— Squad leader Saara Loree, Fraacta Drop Unit. Giving her Shasvastii allies some context on Paradiso, before engaging a group of Trinomial soldiers, leaving no survivors.



SHASVASTII ADOLESCENT (DHEVIIS) EVENT TABLE

D20	DHEVIIS EVENT	SUGGESTED CHARACTER TRAIT	OPTIONAL EFFECT
1	Witnessing a costly military defeat, you realised that strength was what your people needed to survive, and evolved fully Ileshta.	Pessimist	Add +1 to your Brawn and gain 1 rank in Resistance.
2-3	A disaster—natural or otherwise—separated you from your enclave. Every shred of your being was tested, but somehow you persevered and re-joined your enclave though the event left you scarred.	Traumatized	Add +1 to your Brawn and gain 1 rank each in Extraterrestrial and Survival. However, you do poorly in isolation; increase your Complication Range by +2 when you're alone.
4-5	Despite their impressive physiques, you saw a battalion of Morat mowed down by gunship fire. You determined to master the tools responsible, even if it meant neglecting more straightforward disciplines.	Technophile	Add +1 to your Coordination and gain 1 rank each in Pilot and Spacecraft. However, increase your Complication Range by +2 when using melee weapons.
6-7	Against all odds, you witnessed a Speculo Killer's cover fall apart, but nobody ever found your hiding place.	Inflexible Traditionalist	Add +1 to your Agility and gain 1 rank in Stealth. However, add +1 Complication Range to all Personality-based tests.
8-10	One by one, people you cared about began to disappear. Terrified that you were next, you swore it wouldn't happen to you.	Paranoid	Add +1 to your Awareness and +1 to your choice of Firewall, Resolve, or Vigour. Gain an unknown Nemesis Adversary who is hunting you.
11-13	You witnessed an enclave rapidly adapt to meet a crisis, though some took much longer than others. You swore that would never happen to you and evolved to split the difference between Ileshta and Galashta.	Immodest Moderate	Add +1 to your Awareness, and gain +1 rank in Discipline and Resistance, but add +2 Complication Range to all Willpower-based tests, as your stubbornness can get in your own way.
14-15	Caught deep in enemy territory your enclave was ambushed, killing most of you on the spot. Despite your wounds, you became what you had to in order to survive.	Old Injuries	Add +1 to your Willpower. However, you suffer 1 additional Wound when using the Reckless Adaptation ability.
16-17	Wearing someone else's face and speaking with their voice, you realised that adaptation is all in how you sell it.	Control Freak	Add +1 to your Personality and gain 1 rank in Discipline. However, add +1 Complication Range to all Awareness-based tests.
18-19	Conversing with another member of the Ur Hegemony, it dawned on you: Transcendence is fundamentally an issue of adaptation. And any adaptation is possible, provided you understand the problem.	Obsessive	Add +1 to your Intelligence and gain 1 rank in Analysis and Discipline. However, increase your Complication Range on Intelligence-based tests by +2 as you search for the secrets of Absolute Universal Comprehension.
20	You spent a year travelling, witnessing the immense diversity of the Ur Hegemony first-hand. You realised that adaptability was the key to your future and evolved fully Galashta.	Compulsive Tinkerer	Add +1 to your Willpower and gain 1 rank in Discipline.

SHASVASTII CAREER EVENT TABLE

D20	CAREER EVENT	GAME EFFECT
1-3	You volunteered—or were “volun-told”—to partake in a secret medical experiment. The results were... inconclusive.	Reduce an Attribute of your choice by 1. However, gain any one Talent that you do not currently meet the prerequisites for.
4-6	A heated philosophical debate with another species leaves you questioning your deepest assumptions.	Reduce Resolve by 1 but gain 1 rank in Education. If you wish, you can roll on the Mindset table to gain a new Mindset.
7-9	You and your so-called peers are ostensibly working towards the same goals, but that doesn't make you equals. In a meeting of species, you make that abundantly clear.	Increase Social Status by 1 but gain a Rival from a random Ur Hegemony species.
10-11	Mysterious figures, clearly under the direct control of the EI, abduct you for an intense series of questions. What did they want? And why did they eventually let you go?	Gain Trait Under Surveillance.
12-13	In a chaotic clash, you—and several SpawnEmbryos—are all but annihilated, leaving you as the sole survivor. Of course, you're the original, though. Right?	Increase Vigour by 1, but reduce Resolve by 1
14-15	Generally speaking, Shasvastii don't make time for love. But love cares not for your opinion. Who did you fall for? Is it mutual?	Gain an ally from a random species. Reduce Social Status by one step but increase Resolve by 1.
16-17	Working in the Human Sphere, you seized much-needed resources. But someone noticed.	Increase your Earnings by 1 but gain a Rival in a random Human Sphere faction.
18	A superior in the Continuum decided that you were unsuited to your current position. You tried to protest, but they were curiously adamant on the point.	You are Fired (see Infinity Corebook, p. 54).
19	Two years. Two damn years! That's how much time is missing from your memories upon awakening. The Bio-Morphologists don't bother to explain, and the Continuum is curiously silent on the matter.	Your character died and was Resurrected. See the rules for Resurrection (p.54, Infinity Corebook). Add 2 years to your age, and gain the character trait Amnesiac
20	There's an old Shasvastii aphorism: Scattered Seeds Still Grow. Here's hoping that it's true as you're certainly scattered. Time will tell if you grow.	Roll again three times on the Career Event Table for this career phase. (When spending a Life Point to choose a specific event, you may not choose this result.) If you roll duplicate events, it means some similar event has occurred. If you roll Scattered Seeds again, add additional rolls.

CAREER PROFILE

SHASVASTII INFILTRATOR

The Continuum's military is light by any standard. Eschewing heavy infantry and armoured warfare in general, Shasvastii prefer to strike from the shadows, and they do so with terrifying precision. Shasvastii Infiltrators excel at surveillance, guerrilla tactics, sabotage, and – when necessary – undetected assassination.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	+1	+1	+1	+2	+2

SKILLS

Mandatory	Acrobatics	Observation	Stealth
Elective	See Infiltrator Units		

EARNINGS

S I U

Special: When hazarding this career, you can attempt to hazard into a specific unit by attempting a second hazard test, using the Elective skills of the desired Unit. Otherwise, roll on the Infiltrator Units Table normally. Characters who have previously taken the Shasvastii Infiltrator Career reduce the difficulty of such hazard tests by 1.

CAREER PROFILE

VISCERAL BIO-MORPHOLOGIST

Perhaps more than any other member of the Ur Hegemony, Shasvastii are interested in pushing the realms of what is possible. While others seek out distant stars, build fantastical machines, or plumb the secrets of unknown worlds, a Visceral Bio-Morphologist looks within. Literally.

The Shasvastii's incredible physiological malleability didn't come about by accident, nor through natural evolution. At every step of the journey, Bio-Morphologists were there, tinkering, tweaking, and prodding until they were that much closer to perfection. To call them mad scientists would be inaccurate. It isn't madness that drives them, so much as a sort of razor-sharp sociopathy, combined with a casual disregard for the concept of individuality. Everyone and everything are data points in their research, and no one – not even themselves – is exempt from this microscope.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
-	+2	-	+1	+3	-	+3

SKILLS

Mandatory	Discipline	Medicine	Science
Elective	Analysis	Education	Psychology

EARNINGS

1+1 (N)

GEAR: Surgical Waldo 1 or Laboratory (Corporate Lease), Pariṇāmanā Viscus

INFILTRATOR UNITS

Noctifers Special Tactical Dominance Wing:

Paragons of the Shasvastii maxim of "survival at all costs," the Noctifers gleefully leave chaos and panic in their wake. Skulking through the night

INFILTRATOR UNITS CAREER TABLE

D20	Unit	Elective Skills	CAREER	Earnings
1-6	Noctifers	Hacking, Tech, Thievery	Viral Assault Pistol (with 3 Viral Reloads) or Spitfire, Crypsis-Skin Viscus	1+3 (N)
7-14	The Shrouded	Ballistics, Extraplanetary, Tech	MULTI Sniper Rifle or Sporetraps (3 Mines), Armoured Clothing (with integrated AutoMediKit and Chameleonwear)	1+1 (N)
15-20	Malignos	Ballistics, Discipline, Stealth	Smart-Viral Mantraps (2 Mines), Thermo-Optic Camouflage	1+2 (N)

MALE OR FEMALE?

While most Shasvastii see themselves as existing on a spectrum between Ileshta (Female) and Galashta (Male), you're occasionally going to need a more concrete answer for rules purposes, especially when working with Viscera. It's a good idea to note your character's dominant gender tendency immediately following your Dheviis event:

- If you rolled 1-7, you're dominantly Ileshta (Female).
- If you rolled 14-20, you're dominantly Galashta (Male).
- If you rolled 8-13, you're a relatively neutral mix, and can count as either Ileshta (Female), Galashta (Male), or both, whatever suits the situation.

like invisible demons, there's no trick so dirty, so dishonourable, that they wouldn't use it. Noctifers have another word for such underhanded tactics, they call them "effective."

The Shrouded Pioneer Corps: When the Expeditionary Forces begin an invasion, the Pioneer Corps invariably provides the tip of the spear. Consummate pot-stirrers, they take a special delight in upending regimes without firing a single shot. When loose, their bioquantronic armour looks for all the world like a burial shroud, appropriate, considering how many they send to the grave.

Malignos Deep Incursion Corps: Quiet as a whisper, and masters of weaponised terror, the Deep Incursion Corps can be capable fighters when cornered, but they'd prefer if their victims never knew they were there. Invisible phantoms, striking without warning, Malignos get in their enemies' heads, then do it again, with a bullet this time.

Different Shasvastii Infiltration Units provide different resources, training, and experiences to their members. While the baseline from which Infiltrators are grown is the same across ranks, each unit has a distinct set of Elective Skills that it teaches its members. When working the Shasvastii Infiltrator career, roll on the Infiltrator Units Table below or spend 1 Life Point to select your Unit, and use its Electives, Gear, and Earnings to finish working the career.



PLAYTEST TIP:

SYGMAA & TOHAA

One notable rules difference between Tohaa and Sygmaa is in the acquisition rules. Much like the factions of the Human Sphere, when Tohaa or Sygmaa are referenced in terms of gear, they should be considered to be separate factions. This is also a good rule of thumb. While most citizens of the Human Sphere won't be able to tell the difference, Tohaa and Sygmaa can sniff each other out almost instantly.

OPTIONAL RULE: TOHAA LIFEPATHS

For Sygmaa characters who spent their childhoods as part of the Tohaa Trinomial, or for players who prefer the Tohaa Lifepath rules, but want to add in a dash of Ur Hegemony flavour, Sygmaa characters can be created by using the Tohaa Lifepath rules, and substituting the Sygmaa-specific species template, as well as the variant rules for Decisions Seven and Eight below. This method requires access to both sourcebooks as well as the *Infinity Corebook* and makes character creation a bit more complicated. But if you want a different flavour of Sygmaa, both Lifepaths have been designed with this compatibility in mind. That said, it's just an additional option. The real, full Sygmaa Lifepath rules are all right here or in the *Infinity Corebook*, no other supplements necessary.

"All this fighting, and for what? My parents, my triad, all dead. And for what? What was it all for? You said that the Combined Army would make us miserable slaves... but you lied! Life is normal here. So, tell me... the billions who died, because you ordered it. Was it to stay in power? Were you scared, stupid, or both? TELL ME WHY!"

— Zeeda Laakhi, Maakrep Tracker. Shortly before being removed from the interrogation of [NAME REDACTED], captured Trinomial official.

SYGMAA CHARACTERS

In a sense, the Sygmaa are collectively coming of age as a people. Under the auspices of the Evolved Intelligence, the Sygmaa have embraced individuality and competition, or at least, they're working on it. Encouraged to immerse themselves in emotion, the Sygmaa know who they aren't, and what they stand against, but they're still very much working through who they are, and what they stand for. Despite the many differences between them, deep down, Sygmaa are still Tohaa, at least biologically. They speak Corahtaa, can use Symbiont armour, PheroTactics, and PheroWare, and unless explicitly stated otherwise, are considered identical to Tohaa for rules purposes.

TOHAA (SYGMAA)

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+1	+1	-	+1	-	-	-

Corahtaa: All Sygmaa "speak" Corahtaa, the Tohaa pheromonal language, communicating silently and securely with other speakers within Close range. The full-spectrum communication makes telling lies all but impossible without augmentation. Without a Diplomat Augmentation, they cannot use Psywar actions or techniques which require deception via Corahtaa.

Chaotic: In contrast to the aura of reticence that conventional Tohaa attempt to cultivate, for better or worse, Sygmaa tend to wear their hearts on their sleeve. They suffer +1 difficulty of Discipline tests, though their unpredictable nature grants them +1 bonus Momentum on successful face-to-face tests.

Life Point Cost: 4

DECISION SEVEN:
SYGMAA ADOLESCENCE

For all but the youngest Sygmaa, the conflict between the Ur Hegemonic Civilisation and Tohaa Trinomial looms impossibly large in their psyche as one of the defining events of their lives. Thus, while not all Sygmaa Adolescent Events deal with the war, all Sygmaa characters have been deeply

shaped by it. Most Sygmaa feel a deep sense of betrayal by those they were supposed to be able to trust. Even the rebellious Trigon feel double-crossed by the Trihedron and tend to shower them in the same vitriolic anger that other Sygmaa reserve for the Trinomial. As such, Sygmaa tend to be far less trusting than the average Human or Tohaa. In cases of personal betrayal, the concept of forgiveness is virtually non-existent.

DECISION EIGHT:
SYGMAA CAREERS

Like their counterparts in the Tohaa Trinomial, members of the Sygmaa Trihedron are engaged in a wide array of professions. If anything, one might expect the military to be comparatively deemphasised, since there's no longer a pressing need to defend against an outside threat. That said, many Sygmaa are more than happy to become that outside threat, striking back against the leaders whom they believe betrayed their own people to stay in power.

SYGMAA CAREER TABLE

D20	CAREER
1-2	Intelligence Operative ¹
3	Mystic
4-6	Troublemaker
7-8	Diplomat ¹
9	Plenipotentiary Delegate
10-11	Politician ¹
12-14	Bounty Hunter ¹
15-17	Fraacta Drop Unit
18-20	Maakrep Tracker

¹ Career from *Infinity Corebook*.

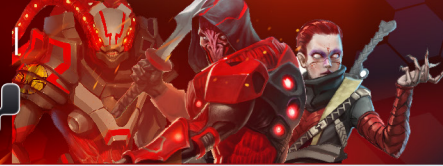


SYGMAA ADOLESCENT EVENT TABLE

D20	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAIT	OPTIONAL EFFECT
1-2	Your parents. Your first triad. Hell, even the friends who didn't quite mesh with you, they're all dead. You used to blame the Combined Army. But now you know better.	Vengeance Obsessed	If presented with an opportunity, you must succeed at a Challenging (D2) Discipline test to avoid seeking retribution against the Tohaa.
3	You always had a passion for the arts, though there's little tutelage available in the Trinomial borderlands. The EI, however, knows no such limitations.	Self-Indulgent	Gain +1 Willpower. Additionally, gain +1 rank in either Acrobatics or Persuade.
4-8	Sheltered from the rest of the Ur Hegemony, you were awkward around your new peers, that is, until you discovered the wonders of the quantronic world.	Antisocial	Gain +1 rank in Hacking or Tech. You can choose Biohacker as your first career.
9	Separated from your family during a border conflict, the Toihaa forces made the decision to abandon you rather than risk further losses. But just when it seemed all was lost, a group of Sygmaa rescued you from disaster.	Bitter	Gain +1 Willpower. You can freely choose to roll on the Sygmaa Career Table for your first Career.
10-12	Born into the Sygmaa Trihedron, you were injured in a Tohaa Trinomial bombardment on a civilian settlement. Some people just don't know when they've lost, but you'll show them.	Sore Winner	Your injuries eventually healed, though they stunted your growth, if not your stubbornness. Reduce Brawn by 1 but gain +1 in Willpower.
13-15	Your interest in Tohaa culture was seen by some as unhealthy, but when a Trinomial art museum was captured, the Sygmaa turned to you, youth or no, to decide its fate.	Eccentric	Either gain 10 Assets by selling off pieces to collectors, or gain +1 rank in Lifestyle, as you rub elbows with elites giving tours.
16-17	One of your first loves chose death rather than life in the Ur Hegemonic Civilisation, leaving you and your remaining partner devastated and alone.	Jaded	Reduce Resolve by 1 rank. However, gain an ally in your remaining partner: whatever else comes to pass, you'll always have one another's backs.
18	A war orphan among war orphans, your adolescence was a blur of picking fights you didn't need, stealing things you didn't want, and otherwise causing trouble you didn't mean to. A brief stint in a detention centre didn't straighten you out but it did make you some crooked friends.	Unsavory Associates	Spend 1d6 years in prison before starting your first career. However, you picked up a trick or two while on the inside; gain +1 rank in Thievery.
19	All your life, you'd been told what to do, how to think, who to be. After the EI came, the authorities changed, but the song remained the same until you told them where to shove it and decided to blaze your own trail.	Renegade	You defect to a new Mindset. Roll on the Mindset Table (p. 61), to determine your new allegiance. You may freely select your new Mindset's recommended career for your next career phase.
20	You were a statistic. A civilian, cut down in a meaningless war. The last thing you expected was to wake up in a new body, yet here you are. Years have passed; everything feels different. But the EI has informed you that your time isn't up just yet.	Relic of a Bygone Age	Your character died and was resurrected. See the rules for Resurrection in the Infinity Corebook, p. 54.

SYGMAA CAREER EVENT TABLE

D20	CAREER EVENT	SUGGESTED CHARACTER TRAIT
1-2	You said it was an accident. They said it was murder. The EI said it didn't matter. Either way, people know, you're not exactly safe.	Gain trait Loose Cannon.
3	Though Sygmaa are encouraged to buck tradition, there's something to be said for the old ways. You find yourself embroiled in a whirlwind of a romantic triad, and for a brief while, it completely overtakes your life.	Balancing time between your duties and both partners is exhilarating, exhausting, and expensive. Reduce your Earnings by 1 but add +1 to your Resolve. Your partners will occasionally provide aid and occasionally need it, but as long as the relationship persists, they'll be around.
4-6	While making surreptitious dead drops, you get stranded in the jungles of Paradiso. After a month of weird illnesses and hardscrabble survivalism, you finally return to civilisation.	Gain 1 Rank in Survival. However, gain a 3 Asset debt to cover your many and varied medical expenses.
7-8	In your free time—which to your amazement, you have in ample supply—you enter an amateur athletic competition and do fairly well.	Gain +1 rank in either Acrobatics, Athletics, or Resistance.
9	Back during the last stage of the invasion, you were separated from your triad. On Paradiso, you saw the two of them—and your replacement—working alongside the humans.	Gain trait Rival Triad.
10-13	You discover an artistic discipline and dive head-first into exploring it.	Either gain +1 to your Earnings or gain +1 rank in either Acrobatics or Persuade.
14-16	Your new political connections have opened a lot of doors for you. They emphatically recommend that you walk through them.	If you hazard your next career, reduce the difficulty by 1 step. Otherwise, gain a non-Sygmaa rival within the Ur Hegemony.
17-18	They absolutely deserved it. Your boss, your colleagues, any bystanders that happened to be around. Surely, they had it coming. What did you do? And why did it cause such a scene?	You are Fired (see Infinity Corebook, p. 54). Gain trait Reckless Reputation.
19	Upon awakening in your new body, you're assured that no one but the EI will ever know what you did. You have no idea what the Biotechnician is talking about, but you do know that you're missing a chunk of memories.	Your character died and was Resurrected. See the rules for Resurrection (p.54, Infinity Corebook). Add 1d6 years to your age and gain the trait Massive Memory Gap.
20	They say that Luck Comes in Threes: good, bad, or just plain bizarre. Granted, most things come in threes. Even so, it looks like you're headed for interesting times.	Roll again three times on the Career Event Table for this career phase. (When spending a Life Point to choose a specific event, you may not choose this result.) If you roll duplicate events, it means some similar event has occurred. If you roll Luck Comes in Threes again, add three additional rolls.



CAREER PROFILE

MAAKREP TRACKER

The Sygmaa have lost their home, been betrayed by their leaders, and branded as degenerate traitors for having the audacity to be conquered. At this point, it'd be fair to wonder if anything still gets under their skin. Most Sygmaa proudly proclaim that having lost their entire civilisation, only to find that it was rooted in lies, that they're not afraid of anything anymore, though for the Maakrep Trackers, people make an exception. As the secret police of the Sygmaa Trihedron, their reputation for cold-blooded ruthlessness is decidedly well-earned. With a focus on Trigon cells, Maakrep Trackers hunt down the Trihedron's enemies, acting as judge, jury, and executioner, with a preference for messy public displays. Each completed hunt is a grisly press release, a communicate straight to the heart of the El's enemies, with a crystal-clear message – when the Maakrep are tracking you, nowhere is safe.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+1	+3	+1	+2	+1	+1	-

SKILLS

Mandatory	Analysis	Ballistics	Observation
Elective	Persuade	Stealth	Thievery

EARNINGS

2+2

GEAR: Multispectral Visor 2, El Hacking Device or MULTI Sniper Rifle

CAREER PROFILE

SYGMAA BIOHACKER

When the Combined Army and Tohaa Trinomial first collided, the Tohaa were completely blindsided by the El's mastery of quantronic warfare, suffering devastating losses until they learned to swim in the waters of Infowar, or at least keep their heads above water. Upon joining the Ur Hegemonic civilisation, many of the new citizens – now branded Sygmaa – a new breed of tinkers began to emerge. Informally dubbed “Biohackers” by the wider Ur Hegemony, they proceeded to try and crack into... everything, really. While not a military unit, nor a profession in the traditional sense, the uniquely Sygmaa Biohackers provide quantronic, medical, technical, and even military assistance throughout the Trinomial. As any Biohacker would say, they simply enjoy taking things apart to see how they work. Whether it's infiltrating a device, social network, secure location, or sapient being makes little difference to them, so long as they find out what makes it tick.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+1	+2	-	+1	+3	-	+3

SKILLS

Mandatory	Analysis	Hacking	Tech
Elective	Medicine	Persuade	Thievery

EARNINGS

1+4

GEAR: El Assault Hacking Device or Plasma Carbine (with 2 Plasma Reloads), Powered Multitool or MediKit, Breaking and Entering kit or Analysis Suite

CAREER PROFILE

FRACTA DROP TROOPER

Sometimes, it's the simple things that bring the most joy. Like recklessly skydiving into the middle of a war zone, or unleashing automatic fire upon those who dared to call you traitors. Like weaving in and out of gunfire, always a step ahead of death. Like becoming death's own angel, descending from the heavens clad in armour as deeply crimson as the blood you're about to spill. Sometimes, it's the simple things. Brutal, efficient, and quite possibly mad, the Fraacta are handily the most sophisticated airborne deployment brigade on Paradiso. Such are the legendary exploits of these violent thrill seekers, that more than a handful of male Sygmaa have donned curvy, moulded armour to gain admittance into this mad airborne brigade. But try to get a straight answer out of any Fraacta, and you'll be greeted by their traditional battle cry, uproarious, cackling laughter.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+3	+1	+1	+2	-	+1	+1

SKILLS

Mandatory	Acrobatics	Athletics	Pilot
Elective	Acrobatics	Discipline	Extraterrestrial

EARNINGS

1+4

GEAR: Fraacta Jump Symbiont, Combi Rifle or Spitfire (with 2 Normal Reloads)

CAREER PROFILE

RENEGADE BIOTECHNICIAN

Over millennia, the Tohaa Trinomial has slowly and carefully refined the biotechnological sciences to a pristine, elegant shine. Much like the bonsai trees of Earth, the discipline has undergone a careful, deliberate, almost meditative distillation, until it was finally in the beautiful, perfect state that the Trinomial desired. Needless to say, the Sygmaa turned those concepts on their respective heads right quick. Eschewing the gradual approach that has defined Tohaa biotechnology for generations, these Renegade Biotechnicians play fast and loose with established medical and scientific protocol. Whereas Trinomial Biotechnicians are primarily concerned with increasing levels of precision, building upon well-established doctrine, the Sygmaa's Renegade Biotechnicians have kicked convention to the curb, even going so far as to eschew triplicate peer-review altogether. Theirs is a world of possibility. Of unexplored new frontiers. And especially, of myriad denizens of the Combined Army that have yet to be experimented upon.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
-	+2	-	+1	+3	+1	+2

SKILLS

Mandatory	Education	Medicine	Science
Elective	Analysis	Medicine	Resistance

EARNINGS

2+2

GEAR: Surgical Waldo 1 or Laboratory (Corporate Lease), Forensics Kit 2 or Analytical Kit, MediKit

HUMANS

In less than a decade, the Ur Hegemony has made an impressive dent in the defences of the Human Sphere, though it has yet to conquer any planets. From an outside perspective, its victory is hardly assured, yet some humans have decided to join forces with them, pledging their loyalty. Joining the Ur Hegemonic Civilisation doesn't happen by accident, or random chance. With the First Paradiso Conflict not yet a decade old, no adult human being has grown up inside the Ur Hegemony. At least, none that have come forward. Humans on the side of the Combined Army are converts all, either through coercion, sepsitorization, or perhaps most terrifyingly, of their own choosing. Humans in the Ur Hegemony are created using the Lifepath rules from the *Infinity Corebook* (p. 38-73), except where variant rules are presented below. These entries supersede their counterparts in the Corebook. Most notably, unlike other characters in the Ur Hegemonic Civilisation, humans are not assumed to have an EI Cube. Their entry into the EI's service is an altogether different sort of experience.

DECISION SEVEN: DEFECTION EVENT

Every human being involved with the Ur Hegemony came from somewhere. The overwhelming majority of humans aligned with the EI have been transformed by sepsitor technology, twisting and corrupting their own thoughts in service of the Ur Hegemonic Civilisation's goals. But how and why that happens can vary greatly from person to person. Instead of rolling an Adolescent Event, human characters in the Combined Faction roll on the Human Defection Event Table, to determine how exactly they came to join the Ur Hegemony. They also set their Faction to Ur Hegemonic Civilisation, treating all previous factions as Heritage, unless otherwise specified. And finally, unless explicitly stated otherwise, all Human characters in the Combined Faction gain the trait Sepsitorized, representing the EI's re-wiring of their basic motivations.

PLAYTEST TIP: DEFECTION TIMELINES

Given how recently the Ur Hegemony was introduced to the Human Sphere, lining up the character's defection with an exact date can require some finesse. With the First Paradiso Offensive occurring in 60 NC, and most games beginning in 67 NC, a character's first interaction with the Combined Army could take place at the end of Decision Seven, or at any point during Decision Eight, depending on the number and duration of their careers.

Determining precisely when events occurred can take some effort to figure out, but that challenge is all part of the fun of playing a human traitor.





DOUBLE AGENTS

In the espionage-rich world of *Infinity*, double (and even triple) agents are rare, but not unheard of. Whether a character is sent to infiltrate, or develops divided loyalties, Double Agents have a lot to keep track of.

They have two factions, their current faction, and their “true faction” where their loyalties actually are. By default, Double Agents use their current faction when determining careers, restriction, tariffs, and so on. If they wish, they can use their true faction in its place, though this is risky. Any rolls involving your true faction double their Complication Range (so a Complication Range of 1 becomes 2, a range of 3 becomes 6, and so on).

In a *Wilderness of Mirrors* campaign, Double Agents have two different handlers, one each for their current and true factions. When giving out covert objectives, the true faction handler will be cognizant of the Double Agent’s need to protect their cover. This may require altering covert objectives, and GMs are encouraged to use their discretion.

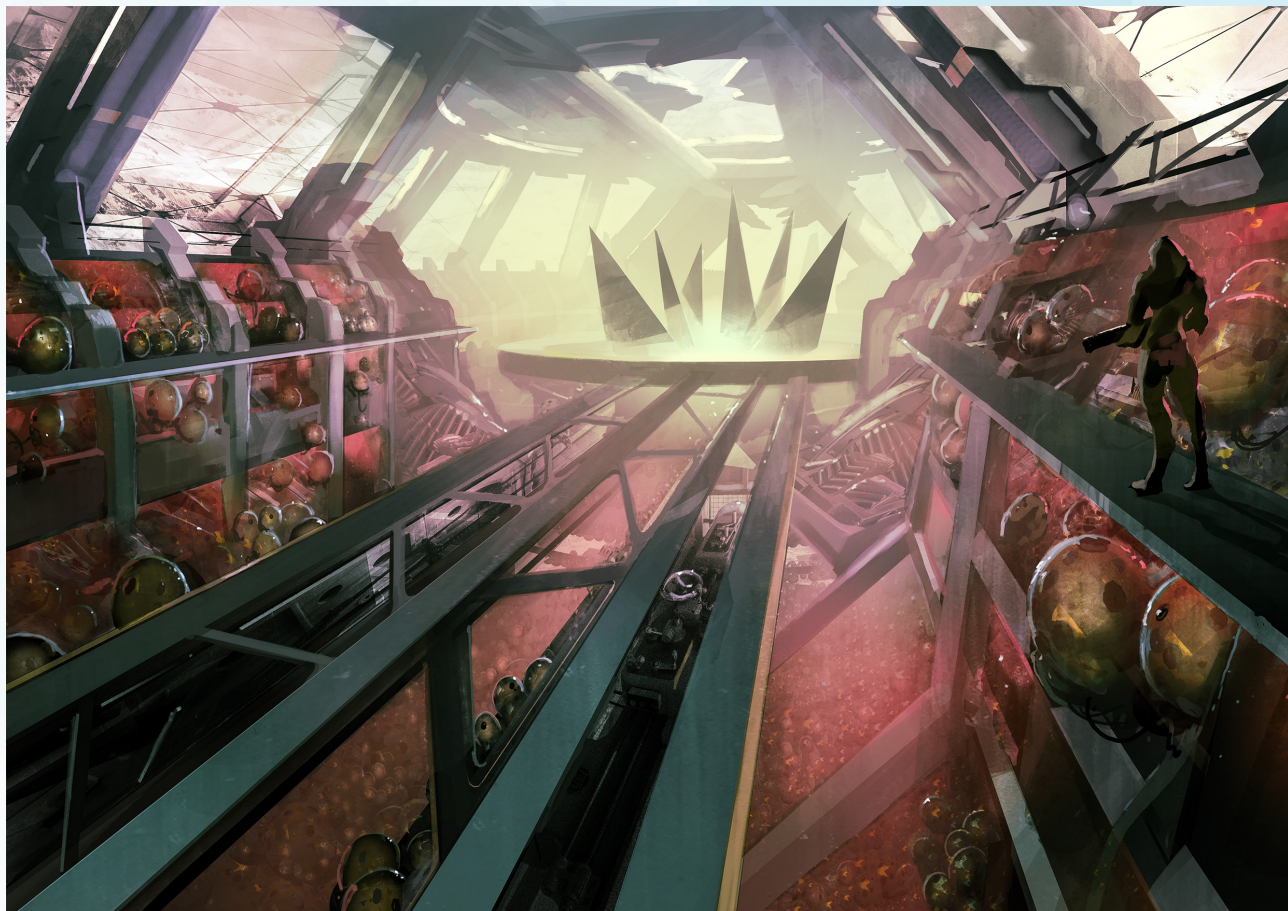
If a Double Agent’s current faction becomes suspicious, it will take steps to ascertain the character’s true loyalties. And of course, if their

cover is ever blown, a Double Agent can no longer use their current faction when making rolls, though that’s likely the least of their concerns.

DECISION EIGHT: HUMAN CAREERS

It’s said that one cannot serve two masters. While that might be the case, humans in the Ur Hegemony are constantly juggling their greater responsibilities to the EI with the need to maintain their cover, and otherwise remain effectively embedded in their faction until the time to act arrives. Balancing these responsibilities can place an immense amount of strain on the characters, but such is the price of serving a higher power.

As these characters still live and work in the Human Sphere, their career phase is mostly similar to any other human’s, albeit with a few unique risks. Human characters in the Combined Faction may roll on the Basic Career Table, spend 1 Life Point to pick a career from the Basic Career Table, or spend 1 Life Point to roll on the Combined Faction Human Career Table. Additionally, whenever they would normally determine a career event, they roll on the Combined Faction Human Career Event Tables to determine which Career Event Table to roll on.



DEFECTION EVENT TABLE

D20	DEFECTION EVENT	SUGGESTED CHARACTER TRAIT	OPTIONAL EFFECT
1	In the middle of a heated firefight, you felt something hot at the back of your skull, and suddenly, everything made sense. You worked with the Combined Army to wipe out your former allies. And it felt good.	Bloodthirsty	Increase your Resolve by 1 but add +1 difficulty to Discipline tests to avoid acting out your violent impulses.
2	You were exploring ruins on Paradiso, when a group of Shasvastii decided to put your curiosity to better use.	Nose for Trouble	Gain 1 rank in Analysis.
3	All your life, you were searching for a purpose. Now that you've been sepsitorized, you've finally found one.	Zealot	Increase your Willpower by 1.
4	You were a tough nut to crack, requiring weeks of sophisticated torture for the EI to be satisfied that your sepsitorization would hold.	Broken	Reduce your Willpower by 1.
5	Stranded in the middle of nowhere, you survived for months on your own. When the Morat found you, they weren't impressed exactly, but any human that durable was probably useful so they sepsitorized you.	Stubborn	Gain 1 rank in Survival.
6	You're not sure how it happened. You're not sure of much before you were sepsitorized. Your memories are a scrambled mess.	Faulty Memories	Roll 1d6 times on the Adolescent Event Tables (p. 49, Infinity Corebook). At least one of the events is a false memory.
7	The Speculo Killer didn't actually want you. Ironically, it was a case of mistaken identity	Unwanted Agent	Reduce Morale by 1, but increase Vigour by 1, as you've had to be even tougher than your compatriots.
8	You always believed that any system could be hacked, even your brain. Dismantling your safeguards left you more than a little scarred.	Glitchy Cube	Reduce Firewall by 1.
9	You were a ufologist, obsessed with extragalactic visitors. By complete chance, you were among the first to meet some, and they promptly sepsitorized you.	Strange Luck	You find yourself in the strangest circumstances. Reduce your starting Infinity Points by 1 but gain 1 Life point.
10	After you were sepsitorized, the rest of your team suspected that there was something different with you. It was regrettable, but they had to go. All of them. So, you handled it.	Cold-Hearted	You feel like you could do anything, and it shows. Reduce your Personality by 2 and increase your Willpower by 2.
11	Sepsitorization caused you to lose yourself for a little while. The resulting carnage got you locked up, but you knew they couldn't hold you for long. Besides, this prison had lessons of its own to teach you.	Unhinged	Gain a Criminal Record (Infinity Corebook, p. 54) and spend 1d6 years in jail. Reduce Social Status by one step. However, gain 1 rank in either Resistance or Thievery.
12	After your sepsitorization, your Shasvastii "sponsor" caused your ship to malfunction. You were found floating in the wreckage, alive, but cackling madly.	Void-Touched	Increase the difficulty of Lifestyle tests to blend in by +2 difficulty. Gain 1 rank in Extraplanetary.
13	You saw the writing on the wall, and it spells out mankind's doom. You didn't need to be sepsitorized; you're perfectly capable of betraying the Human Sphere of your own volition. The Combined Army might not trust you, but you're an incredible infiltrator. For now, that's useful enough to leave you as-is.	Mad Prophet	Unlike other Human Defectors, you have not been sepsitorized, nor will medical scanners show you as such. You may freely select the Informer career at any point in the Lifepath, and do not gain the Sepsitorized trait.
14	You ran and ran, but the aliens kept coming. Eventually, they caught you. Changed you. Now you understand the Combined Army always catches its prey. You're still running, but this time, it's in pursuit.	Fanatic	Gain 1 rank in Athletics.
15	When the Combined Army came crashing down, most were killed. You helped someone escape before you were sepsitorized, and only now do you realize your mistake.	Hunted	Gain a Rival who suspects your corrupted state.
16	One of the soldiers strongly disagreed with sepsitorizing you and has never been shy about expressing that.	Political Enemies	Gain a Rival in the Combined Army.
17	When others join the Ur Hegemony, their lives will get better, but that's not your fate. You lost a fair bit before being sepsitorized, and it hasn't let up.	Financial Disarray	Reduce your Earnings by 1.
18	The world turned its back on you. But now, you're part of something much, much bigger. And the Human Sphere is going to pay.	Outcast	You can freely select Forsaken as your first career.
19	By some unknown miracle, the sepsitor didn't quite take. You can hear the EI in your head, but you're able to ignore its suggestions and act on your own. For now.	Partially Corrupted	While you still change your faction to Ur Hegemony, in truth, you haven't actually defected. You're a Double Agent (see p. 82).
20	Your own people murdered you. When you awoke, you were surrounded by your new people. And in your heart—or at least in your sepsitorized Cube—you truly felt like you belonged to something magnificent.	Uncooperative Lhost	Your character died and was resurrected. See the rules for Resurrection in the Infinity Corebook, p. 54.

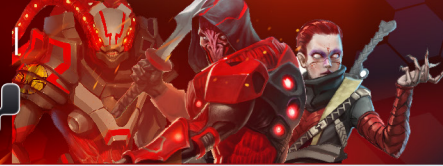
COMBINED FACTION HUMAN CAREER TABLE

D20	Career
1	Special Forces ¹
2	Intelligence Operative ¹
3	Bounty Hunter ¹
4	Politician ¹
5	Investigative Journalist ¹
6	Diplomat ¹
7	Smuggler ¹
8-9	Invasive Infowarrior
10-11	Surreptitious Advocate
12-14	Informer
15-17	Forsaken
18-19	Roll on your Heritage's Faction Table
20	Roll on Faction Table of Your Choice

COMBINED FACTION HUMAN CAREER EVENT TABLES

D6	CAREER
1-3	Combined Human Career Event Table
4	Career Event Table A ¹
5	Career Event Table B ¹
6	Career Event Table C ¹

1- Infinity Corebook, p.56-58



COMBINED HUMAN CAREER EVENT TABLE

D20	CAREER EVENT	GAME EFFECT
1	The EI is of the opinion that you're under-funded. With its guidance, that gets addressed.	Increase your Earnings by 1.
2	The Combined Army's support staff needs some contraband to disappear. It's decided that you're the perfect candidate.	Gain 6 Assets. You must make an Average (D1) hazard test for your current career, otherwise you gain a Criminal Record (see Infinity Corebook, p. 54).
5	For reasons unrelated to your loyalties, you're targeted by a hacker. Your secret is safe, but it took some slapdash rerouting to accomplish.	Reduce Firewall by 1.
6	Concerned about your ability to survive your duties, the EI sent you to some Morat to be "toughened up." You survived the process, if just barely.	Increase Brawn by 1. However, decrease your Resolve by 1.
7	You've yet to be called on for anything particularly challenging, so why does every mission feel like a test?	Gain the trait, Paranoid
8	The EI calls on you more and more to clandestinely finance its operations in the Human Sphere. It starts to add up.	Reduce your Earnings by 1.
9	A Speculo Killer got sloppy. Luckily, you were able to step in and clean up the mess before things got out of hand. They won't forget that.	Gain a Shasvastii ally. However, you also gain a 5 Asset debt: the bribes weren't cheap.
10	You receive a mission—and the necessary preparation—to infiltrate society's elite.	Either increase Social Status by 1 step or gain 1 rank in Lifestyle.
11	The operation was a mess. Your true motivations weren't discovered, but you're going to do some hard time. What happened?	Spend 1d6 years in jail, and gain a Criminal Record (see Infinity Corebook, p. 54).
12	You receive a mission to infiltrate the Submondo.	Spend 1d6 years in jail, and gain a Criminal Record (see Infinity Corebook, p. 54). you are now a triple agent within the Submondo
13	Your divided loyalties prove to be too much to manage, and your employers take note.	You must pass an Average (D1) hazard test for your current career or be Fired (see Infinity Corebook, p. 54).
14	You get caught up in a wide-ranging lawsuit. To avoid exposing your mission, you settle out of court.	Gain a 6 Asset debt.
15	An undercover operative is ditching their assumed identity. They divest some of their resources with you.	Gain 5 Assets.
16	Your handler decides that your sepsitorization isn't taking as well as they'd like. They bring you in for a follow-up. Just to be sure.	Reduce Personality by 1. If you do not currently have it, gain the trait Sepsitorized.
17	Despite your protests, you wind up placing numerous small devices on the hulls of various orbitals.	Gain 1 Rank in either Extraterrestrial or Tech but reduce Resolve by 1.
18	Your constant absence finally catches up with you.	You are Fired (see Infinity Corebook, p. 54).
19	You awake with a start, covered in sweat, and missing three weeks of your life. A tall Shasvastii tells you not to worry, but offers no further explanation.	Your character died and was Resurrected. See the rules for Resurrection (see Infinity Corebook, p. 54). Gain a trait related to the experience.
20	It's said that the Price of Progress is often unexpected, but always worth it in the end. Given the chaos overwhelming you, the second part had better be true.	Roll again three times on the Career Event Table for this career phase. (When spending a Life Point to choose a specific event, you may not choose this result.) If you roll duplicate events, it means some similar event has occurred. If you roll the Price of Progress again, add additional rolls.



CAREER PROFILE

FORSAKEN

For all the high-minded talk of an iota-scarcity society, and the promise of a united civilisation, working together in harmony, the Human Sphere is a mess. Broken promises and outright lies dot the landscape, and between the backstabbing, fractious infighting, and the unchecked ambitions of humanity's darker impulses, many souls find themselves wholly disillusioned by the reality of their existence. Until they found themselves inside the Ur Hegemony, that is. The EI taps into their existing discontent and stokes the flames until they're a raging fire of dissidence. Political activists, eco-terrorists, or just malcontents looking to chuck a brick through a window, the EI uses these souls to sew chaos and discord throughout the Human Sphere, destabilising governments, terrifying civilians, and otherwise holding a dingy mirror up to the worst parts of the Human Sphere – and forcing it to look.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+1	+1	+2	+1	+2	+2	+1

SKILLS

Mandatory	Discipline	Tech	Thievery
Elective	Hacking	Persuade	Stealth

EARNINGS

1+3 (N)

GEAR: Sporetrap Mine, Breaking & Entering Kit, Drop Bear (2) or Nanopulser

CAREER PROFILE

INFORMER

Without accurate information, any invasion is doomed to failure. And relying on your enemy's media outlets to construct an accurate picture of your enemy's strengths and weaknesses is a fool's errand in the most ideal of circumstances. In wartime, it's tantamount to suicide. Thus, accurate intelligence reports are a vital resource in the Ur Hegemony's push into the Human Sphere, and that's where their Informers come in. While the technique of using spies and sleeper agents who bear a resemblance to your enemy is hardly unique to the Combined Army, there's a massive physiological discrepancy between them and humanity, making native Informers even more valuable in the Human Sphere conflict. More than just the "word on the street," Informers can be found at every conceivable level. From baristas to brigadier generals, their role is to observe, and pass much-needed context back to the EI, a task every bit as dangerous as frontline combat.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
+1	+3	+1	-	+1	+1	+2

SKILLS

Mandatory	Discipline	Lifestyle	Observation
Elective	Analysis	Observation	Psychology

EARNINGS

2+3 (N)

GEAR: Deflector-2, 3 Recorders, Sensor Suite (Motion Detector)

CAREER PROFILE

INVASIVE INFOWARRIOR

The Ur Hegemony's information technology is built on entirely alien infrastructure. The VoodooTech equivalent to quantronic architecture has proven an immensely difficult challenge for the Human Sphere's best Infowarriors, though the Combined Army's hackers seem to have caught on to the quirks of quantronic dataspheres comparatively quickly. While many factors have contributed to this, the role that sepsitorized Human Sphere Infowarriors have played should not be understated. Beyond simple quantronic surveillance or infiltration, these Invasive Infowarriors are essential to the Combined Army's efforts to gain information supremacy in the Human Sphere conflict. Often posing as Mercenary Wardrivers, these Invasive Infowarriors' primary objectives are to provide quantronic support for the EI's large-scale initiatives and to keep the EI's best hackers appraised of the nuance of this new battlefield. Of course, hackers can be an independently minded bunch, and more than a few have needed to be reined in for over-enthusiastically supporting the cause on their own time.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
-	+2	+1	+1	+3	+1	+1

SKILLS

Mandatory	Education	Hacking	Stealth
Elective	Discipline	Tech	Thievery

EARNINGS

0+5 (N)

GEAR: EI Hacking Device (appears to be a heavily modified Human Sphere Hacking Device)

CAREER PROFILE

SURREPTITIOUS ADVOCATE

From PanOceanian Lobbyists, to Hypercorporate platform evangelists, the Human Sphere is full of dedicated, professional advocates, people who seek to advance a particular cause, often to the exclusion of others. However, embedded in these ranks lies a terrible secret. Members of the Ur Hegemony have seized these means for their own purposes, becoming Surreptitious Advocates for the EI and its plans. They can be Maya tastemakers, advertising executives, or even just concerned parents on a school board, but wherever they are, the EI subtly directs them to help guide public perception in a useful direction. Whether it's mistrust of ALEPH, collectivist ideology, or just non-specific fear and panic, Surreptitious Advocates never mention the Combined Army or the EI. They work in subtle ways to facilitate a plan they don't fully comprehend, knowing that what they do is for the good of everyone.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
-	+1	-	-	+2	+3	+3

SKILLS

Mandatory	Discipline	Persuade	Psychology
Elective	Discipline	Lifestyle	Persuade

EARNINGS

3+2 (N)

GEAR: Negotiator's Suite (11 days' rental credit), Stims (5 doses)



CHAPTER 6

ADVERSARIES

THE UR RATIONALISTS

The members of the enigmatic Ur race rarely take to the field of battle, preferring instead to send their servant races or robotic creations to do their bidding. However, the Ur Rationalists are the true masterminds responsible for the creation of the Evolved Intelligence and the Combined Army that serves as its military arm. The Ur, being one of the Seeker races, strive to find, catalogue, and understand any and all existing knowledge. Some would say it makes them ruthless, but the Ur understand that to achieve success, you must dedicate yourself wholly to the task at hand. Knowledge is for them the ultimate prize and the ultimate reward that any individual, group, or collective might want or need. That is why the Ur Rationalists have enmeshed their entire civilisation into the structures of their own creation – the Evolved Intelligence – boosting its computational output to levels unheard of before. In essence, an entire star-faring species have become living and walking battery-cells, computation units, and bio-processors, fuelling the greatest calculation ever written. Members of the domain of the Evolved Intelligence are, in their majority, incorporated into the structure of the being that governs them. Thus, they are literally part of a greater whole.



NEMESIS

EI-AVATAR

The Ur Rationalists' ultimate war machine, Avatars are roving battle platforms designed to carry an aspect of the Evolved Intelligence onto the battlefield. This gives the EI a first-hand perspective, as well as the opportunity to directly impact its surroundings. These hulking masses of biosynthetics employ optical disruptor technology – a bewildering array of photon-bending gravitic fields, twisting and churning local space around the armoured colossi – which cause them to appear as massive blurry outlines. On top of that, their weapon platforms, heavy armour plating, and advanced targeting solutions rival even the most powerful TAGS.

The Combined Army posits that opposing the EI is an expression of suicidal futility. Where the Avatar is concerned, they're not entirely wrong.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	9	14	12	11	6	11

FIELDS OF EXPERTISE

Combat	+5	3	Movement	+3	-	Social	-	-
Fortitude	+3	2	Senses	+3	1	Technical	-	-

DEFENCES

Firewall	11	Resolve	14	Structure	17
Security	-	Morale	-	Armour	9

ATTACKS

- **Claws:** Melee, 2+8 damage, Piercing 1, Spread 1, Vicious 1
- **MULTI HMG:** Range L, 2+6 damage, Burst 3, Unwieldy, Medium MULTI, MULTI Heavy Mod, Spread 1, Unsubtle
 - *DA Mode (Default Secondary):* Vicious 2
- **Sepsitor Plus:** Range C, 1+5 mental damage, Burst 1, Mounted, Terrifying 4, Torrent, Toxic 3

GEAR: ECM, Optical Disruption Device, Sensor Suite (Motion, Heat)

SPECIAL ABILITIES

- **Common Special Abilities:** Inured to Pain, Poison, and Vacuum; Menacing 4, Monstrous, Quantronic Jump
- **Assurance of Victory:** When an Avatar takes the field, the possibility of defeat does not occur to its troops. While an Avatar is an active participant in a conflict, allied forces gain +6 Morale Soak.
- **Death Incarnate:** The EI hasn't come this far by holding back. When making a Combat test, an Avatar can reroll up to 6, but must accept the new result.
- **Semi-Autonomous Weapon Platform:** As a Reaction, the Avatar can make a single attack with its MULTI HMG. The extra attack is made at +2 difficulty.

NEMESIS

EI-CHARONTID

An upgrade to the outdated Skiávoros model, the Charontid is an EI heavy tactical unit capable of operating in the harshest of environments. These creatures are the perfect soldiers. They can march for a week without sleep. They can withstand any level of solar radiation and any gravity. They can breathe any atmosphere, untroubled by the stench of an alien planet. They can slumber anywhere, and regain full awareness in an instant. They can feed off any organic matter. They are equipped with the best in VoodooTechnology. Their helmets are fitted with a next-generation wide-angle image intensifier, a multi-directional microphone, a wide-spectrum telemeter, and a set of active and passive infrared sensors. Sensory hypersensitivity and radar/sonar systems are spread over a number of armour plates for full awareness of its surroundings. In the field, these operatives receive a constant information feed from the satellite network and geosynchronous EI command centres. All transmissions are redundant, with different sources and encryption methods, to guarantee the integrity of the information and avoid enemy tampering.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
11	10	12	12	11	6	12

FIELDS OF EXPERTISE

Combat	+5	3	Movement	+2	1	Social	-	-
Fortitude	+2	2	Senses	+3	2	Technical	-	-

DEFENCES

Firewall	11	Resolve	14	Vigour	14
Security	-	Morale	-	Armour	4

ATTACKS

- **Hacking Device Plus:** CLAW-2, SWORD-1, SHIELD-2, GADGET-3, IC-2, UPGRADE Cybermask, Sucker Punch, White Noise; +2 bonus damage
- **Styx Knife:** Melee, 1+6 damage, 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 3
- **Plasma Rifle:** Range R/C, 1+8 damage, Burst 3, Unbalanced, Area (Close), Knockdown, Unforgiving 3, Unsubtle, Vicious 1
- **Sepsitor:** Range C, 1+6 mental damage, Burst 1, 1H, Terrifying 3, Torrent, Toxic 3

GEAR: Multispectral Visor 3, Sensor Suit (Motion, Heat)

SPECIAL ABILITIES

- **Common Special Abilities:** Inured to Cold, Disease, Heat, Pain, and Poison, Menacing 2, Night Vision, Quantum Jump
- **Integrated Armour:** A Charontid has 4 Armour Soak from its integrated armour plating.
- **Omni-Awareness:** The synergy of their advanced technology allows Charontids to see everything and process every detail of the battlefield. They gain +2d20 on Observation tests.

NEMESIS

UMBRA LEGATE

The Umbra Legates serve as heralds, enforcers, mediators, lieutenants, judges, executioners, and right-hand attendants for the EI. They are powerful and deadly, cruel and violently efficient, tall and graceful, strong and swift, and exude an aura of fear and frightening competence. Supremely aware of their surroundings, their every movement a sculpted and deliberate act, poised and balanced.

Legates have thickly corded, crimson skin, a colour which is also commonly echoed by their clothing and armour. To human eyes, their faces bear a disturbing resemblance to an anatomical diagram in which all the skin has been peeled back from raw muscle. Their eyes are blue, burning coals that relentlessly track their foes.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
13 (+1)	9	10	9	10	10 (+1)	12

FIELDS OF EXPERTISE

Combat	+4	2	Movement	+2	2	Social	+2	-
Fortitude	+3	3	Senses	+2	-	Technical	-	-

DEFENCES

Firewall	10	Resolve	15	Structure	13
Security	-	Morale	-	Armour	2

ATTACKS

- **Combi Rifle:** Range C/M, 1+6 damage, Burst 3, 2H, Expert 1, Vicious 1
- **EI Hacking Device:** CLAW-2, SWORD-2, SHIELD-2, GADGET-3, IC-3, UPGRADE Sucker Punch; +2 bonus damage
- **Nano-Coated Shock Sword:** Melee, 1+7 damage, Unbalanced, Parry 2, Stun, Vicious 4

GEAR: Umbra Thrust Armour (Light Combat Armour with Kinematika, Umbra Thrust Pack), Satellite Uplink

SPECIAL ABILITIES

- **Common Special Abilities:** Fear 2, Inured to Pain, Menacing 1, Superhuman Agility 1, Superhuman Personality 1, Threatening 2
- **EI Enforcers:** The Umbra Legates are an unsubtle blade that enforce the will of the EI wherever directed. They can reroll up to 2 when making ranged or melee attacks, but must accept the new results. Additionally, they reduce the penalty for firing at a range other than the weapon's optimal range by one, to a minimum of 0. Further, they can draw a weapon as a Free Action and do not need to have a weapon in their hand in order to respond to attacks – any weapon within Reach may be used to respond to attacks. Finally, they may make a special Psywar attack that has a range of Close and inflicts 1+3 damage with the Area and Stun qualities.
- **Red Shadow:** Umbra Legates benefit from 2 bonus Momentum when making face-to-face tests to remain in the detected stealth state.
- **Umbra Thrust Pack:** Special thrusters built into the back of a Legate's armour allow them to move one additional zone when taking a movement action.
- **Weapon Specialist:** Umbra Legates add +1 Burst to all of their weapons. (This is reflected in the attacks listed above.)



NEMESIS

EI-SKIÁVOROS

The template race from which the EI built the insectoid Skiávoros ("Shadow Devourers") was originally known merely as the Colonisers. Created millennia ago as eternal bodies that could carry copies of their creators to distant star systems via slower-than-light travel, the Colonisers were physically resistant and adaptable to almost any environment. Their Makers, however, feared their possible return, and so their point of origin was deleted from the navigation systems of their Ark-Ships: the Colonisers could explore the galaxy, but could never return home.

The EI intercepted an Ark-Ship that had been damaged and become lost. The Colonisers had placed their bodies in stasis, but aeons of drifting through the void degraded their memory storage. The EI took the empty, soulless bodies, loaded them with weapons, and turned them to its own purposes as hosts for its aspects.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	9	10	10	9	6	10

FIELDS OF EXPERTISE

Combat	+3	3	Movement	+2	1	Social	-	-
Fortitude	+2	2	Senses	3	2	Technical	-	-

DEFENCES

Firewall	9	Resolve	10	Vigour	10
Security	-	Morale	-	Armour	-

ATTACKS

- Nanopulser:** Range C, 1+6 damage, 1H, Biotech, Subtle 3, Torrent, Vicious 2
- Plasma Rifle:** Range R/C, 1+7 damage, Burst 3, Unbalanced, Area (Close), Knockdown, Unforgiving 3, Unsubtle, Vicious 1
- Sepsitor:** Range C, 1+5 mental damage, Burst 1, 1H, Terrifying 3, Torrent, Toxic 3

SPECIAL ABILITIES

- Common Special Abilities:** Inured to Cold, Heat, and Pain; Quantronic Jump
- Mimetism:** Skiávoros benefit from 2 bonus Momentum when making face-to-face tests to remain in the detected stealth state.
- Strategos:** A Skiávoros is in constant communication with Combined Army forces. As long as they are present in a scene, the GM reduces the Heat cost to summon reinforcements by 6 (to a minimum of 1).

TROOPER

UNIDRON BATROIDS

When the EI requires soldiers, it does not always bother to recruit them. It can also harvest them.

Tall and frightening, Unidron Batroids are a mix of biological and robotic components. The body is a mixture of armoured plating with patches of visible musculature and sinews, the movements sharp and deliberate, in some regards animal-like, but wholly controlled, deadly, and deliberate. These silicon-based/carbon-based hybrids are cultivated in rapid-growth plantations hidden throughout the EI's territories using a monitored pseudo-intelligent substrate.

The bulk of the Ur armed forces that the EI used to jumpstart its campaign of conquest was comprised of Batroids, techno-organic units designed for action in hostile environments. In the Ur culture, the use of Batroids as operatives predates even the creation of the Evolved Intelligence, but the EI continues to utilise them and maintains a Batroid contingent of varying size as an element against insurrectionist tendencies.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
6	10	9	6	7	5	9

FIELDS OF EXPERTISE

Combat	+2	-	Movement	+1	-	Social	-	-
Fortitude	+1	-	Senses	+1	-	Technical	-	-

DEFENCES

Firewall	4	Resolve	5	Structure	5
Security	-	Morale	-	Armour	-

ATTACKS

- K1 Combi Rifle:** Range C/M, 1+7 damage, Burst 2, 2H, Anti-Materiel 1, Expert 1, Monofilament, Vicious 1

SPECIAL ABILITIES

- Common Special Abilities:** Keen Senses (Hearing), Quantronic Jump
- Autotool Remote:** Unidron Batroids are usually controlled by a limited AI system developed during the heyday of the Ur Civilisation and modelled after Ruaria behavioural patterns. They can also be operated as remotes.



ELITE

PNEUMARCH OF THE UR HEGEMONY

Whenever the EI needs physical presence that is less menacing and imposing than the Avatar, or is non-combat-oriented, it opts to use a creation dubbed the Pneumarch. The Pneumarchs are, in essence, empty goblets into which the will of the EI is poured, filling it with semi-divine conscience. They are employed whenever and wherever they are needed. Due to some quirks in design or nostalgic preference, the Pneumarchs are created in the image of the original Ur Rationalist people, recreating them in an idealised form, of course. Tall and imposing, these Husks are equipped with the latest developments in communication, data management, and information storing capacities. The EI employs the Pneumarchs as command elements, similar to the other constructs, but also as diplomats, envoys, counsellors, and advisors to its myriad of species scattered across the galaxy.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
8	8	7	9	11 (1)	11 (1)	9 (1)

FIELDS OF EXPERTISE

Combat	-	-	Movement	+1	-	Social	+3	2
Fortitude	+2	1	Senses	+2	-	Technical	+1	-

DEFENCES

Firewall	11	Resolve	9	Vigour	7
Security	2	Morale	2	Armour	3

ATTACKS:

- **Pistol:** R/C, 1+4 Burst 2, 1H, Vicious 1
- **Knife:** Melee, 1+3 damage, 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1

GEAR: Medium Combat Armour, D-charges

SPECIAL ABILITIES

- **Common Special Abilities:** Supernatural Intelligence, Personality and Willpower.
- **VoodooTech:** The Pneumarch body uses the latest material developments the EI discovered. It benefits from soak values incorporated into its profile.
- **Presence of the Master:** EI subjects feel stronger and more confident, when a Pneumarch leads them into battle. When the Pneumarch is commanding a force in an action scene, be it via remote comms or via personal presence, every EI trooper benefits from an additional Morale and Armour Soak of +1.
- **Voice of the Master:** The Pneumarchs are literal manifestations of digital age gods. Heed its call or perish. During any Persuade test, the Pneumarch gains two bonus d20s per Momentum spent and can reroll any failed d20 on Persuade tests but must keep the new result(s).

ELITE

NEXUS OPERATIVES

Nexus operatives are a unique kind of specialist operators, trained in clandestine camps by the mysterious Umbra themselves. Originally members of the Urkherit race, the Nexus are a biological species, born through completely natural means. This sets them aside and above many of the forces of the EI, and it is sometimes said in hushed whispers that the Urkherit are one of the EI's favoured children. They perform a variety of different roles on the battlefield from Command and Control, through assassination, to Infowar support and grunt roles. Each Urkherit community within Evolved Intelligence space is expected to send a tithe of its bravest, most promising, and resourceful warriors to join the on-going war in the heavens. None of those who join ever return, but to be chosen to accompany the gods in their conquest of the stars is reward enough. The gods were wise and generous to the Urkherit, guiding and leading them throughout the ages, and now comes the time to repay the favours they have bestowed on their people.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
11	10	8	11	9	8	9

FIELDS OF EXPERTISE

Combat	+2	1	Movement	+2	-	Social	-	-
Fortitude	+2	1	Senses	+2	-	Technical	+1	1

DEFENCES

Firewall	9	Resolve	9	Vigour	8
Security	3	Morale	3	Armour	2

ATTACKS:

- **Combi Rifle:** Range C/M, 1+7 damage, Burst 2, 2H, Expert 1, MULTI Light Mod, Vicious 1,
- **Pistol:** R/C, 1+6 Burst 2, 1H, Vicious 1
- **Knife:** Melee, 1+3 damage, 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1

GEAR: Light Combat Armour, D-charges, Haunt (Poison), Cube 2.0

SPECIAL ABILITIES

- **Specialist Operative:** Nexus Operatives are used by the EI as specialist agents, performing sophisticated tasks despite their low-technology backgrounds. During a Tech roll, the Nexus Operative can reroll one failed d20, but must keep the new result.
- **Chosen by the gods:** The Urkherit will not let down their gods, even at the cost of their life. Whenever the Nexus Operative suffers a Wound that incapacitates them, the GM can spend a Heat point to make the Nexus execute one last Action before they are considered fallen.



THE MORAT SUPREMACY

While Morats cover the vast majority of Morat forces, should a GM wish to model a slight variant, this can be achieved by changing Areas of Expertise and Equipment as appropriate. For instance A GM wanting to model the Suryat Assault Heavy Infantry might add a Light flamethrower and increase Combat Expertise by 1.

The Morat are probably the most feared forces that the Evolved Intelligence can call upon to wage its wars. Although considered unruly and primitive by their master, the Morat and the EI have a working relationship. As long as the EI remains the 'alpha Morat', so to speak, the other Morat will follow. It is a very simple logic of a predator who teams up with others of its kind to take down a larger prey, a tactic the Morat have learned very early on. These red-skinned and heavily muscled humanoids make great shock troops and excel at prolonged campaigns in enemy territory. You simply cannot wear a Morat down. Each Morat is a warrior and must fight against the world from the day it is born. It is said that a Morat infant has to kill its twin in their mother's womb simply to survive until birth. If that was not enough, even the Morat planet itself wants to kill its inhabitants with its strange flora and aggressive fauna. The Morat have adopted some of the tactics and tricks gleaned from their home for use in their service to the EI. They test their mettle against their planet's primal predators and use smaller creatures as beasts of burden or disposable cannon fodder – whatever the battlefield needs dictate.



ELITE

MORAT

A quintessentially militaristic race, the Morat pursue excellence in warfare above all things. To an outsider, their gregarious collectivism might be surprising, but there's no contradiction to a Morat. To take down dangerous prey, you hunt in groups. A strong group beats a strong individual every time. Simple.

As such, Morats think of themselves as soldiers first and foremost; personal notions of honour are superseded by loyalty to the Morat Supremacy, and their comrades-in-arms. To fight for the Supremacy is to embrace destiny, to kill its enemies is to know satisfaction, and to die in its service worthy. As one Morat saying goes, "it is a great tragedy to watch the hour of death pass you by."

Needless to say, the Morat aren't fond of being taken prisoner, as this means they've failed their duty twice – both to kill their opponent, and to die in battle.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
10	8	12	10	8	7	8



FIELDS OF EXPERTISE

Combat	+2	2	Movement	+1	1	Social	-	-
Fortitude	+2	2	Senses	+1	1	Technical	-	-

DEFENCES

Firewall	8	Resolve	8	Structure	12
Security	-	Morale	2	Armour	2

ATTACKS

- **Combi Rifle:** Range C/M, 1+5  damage, Burst 2, 2H, Expert 1, MULTI Light Mod, Vicious 1
- **Knife:** Melee, 1+6  damage, 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1

GEAR: Light Combat Armour

SPECIAL ABILITIES

- **Morat Aggression:** The Morat's brutal outlook grants them a Morale Soak of 2.



NEMESIS

MORAT – DĀTURAZI WITCH-SOLDIER

First appearing as part of the Knife Renaissance that followed the coming of the EI, the Dāturazi are simultaneously a pillar of Morat philosophy, and a bizarre outlier. Followers of Cotoya, the Morat god of war, the Dāturazi employ meditation techniques in harmony with the analytic prowess of the EI comlog to deadly effect.

Morats generally take a detached outlook toward religion, and the concept of meditation had traditionally been met with scorn; but no one could deny the brutal efficiency of these warrior-monks and their innovative combat techniques. The Dāturazi see virtue in personal combat, in tearing the life out of an enemy with their own hands, and their signature martial art, “Dirty War”, reflects this.

Many young Morats look to advance their careers by joining the Witch-Soldiers, even though the ceremony that new initiates undergo is so brutal that even most Morats prefer to skip the details.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
13	11	12	7	9	7	11

FIELDS OF EXPERTISE								
Combat	+4	4	Movement	+2	-	Social	-	-
Fortitude	+3	1	Senses	+3	1	Technical	+2	-

DEFENCES						
Firewall	11	Resolve	14	Vigour	15	
Security	-	Morale	2	Armour	2	

ATTACKS

- **AP Axe:** Melee, 1+8 (N), Unbalanced, Non-Hackable, Piercing 2, Spread 1, Vicious 2
- **Vulkan Shotgun:** Range C, 1+7 (N) damage, Burst 1, 2H, Knockdown, Medium MULTI
 - *Normal Shells Mode (Primary):* Area (Close), Spread 1
 - *Fire Shells Mode (Secondary):* Area (Close), Incendiary 3, Terrifying 1
- **Smoke Grenades:** Disposable, Indiscriminate (Close), Nonlethal, Smoke 2, Speculative Fire, Thrown

GEAR: Light Combat Armour (Kinematika)

SPECIAL ABILITIES

- **Baptised in Fire:** They'd rather not talk about it. The Dāturazi can reroll one d20 when making a Discipline test, but must accept the new result.
- **Dirty War:** As a Minor Action, the Dāturazi can make a Senses (D1) test against an opponent; if successful, their next attack against that target gains the benefits of an Exploit.
- **Morat Aggression:** The Morat's brutal outlook grants them a Morale Soak of 2.
- **Scout:** The Dāturazi can reroll one d20 when making a Stealth test, but must accept the new result.

NEMESIS

MORAT – RASYAT

Joining the EI's Combined Civilisation was a difficult time for the Morat Supremacy. For the first time in their history, they were required to have a diplomatic service; a problematic concept for the Morat, who'd traditionally derided diplomacy as a tool of the weak. However, the Supremacy found an elegant solution to this conundrum: train up the toughest, most vicious, and xenophobic Surats for an elite combat force, then task them with making incursions into enemy territory to learn their weaknesses in anticipation of future strikes.

Thus was the Rasyat Diplomatic Division born.

The Rasyatnat is a distillation of Morat negotiation principles; specifically, the biggest gun makes the best argument, and persuasion is best delivered in high-impact bursts. Through this philosophy, the Rasyat have refined coercion and bullying to unprecedented degrees.

If they'd only known that diplomacy meant scaring the hell out of people, they'd have done this ages ago.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
11	9	12	8	9	11	10

FIELDS OF EXPERTISE								
Combat	+3	1	Movement	+1	1	Social	+4	4
Fortitude	+3	1	Senses	+1	-	Technical	+1	-

DEFENCES						
Firewall	10	Resolve	13	Vigour	15	
Security	-	Morale	2	Armour	3	

ATTACKS

- **D-Charges:** 2+6 (N) damage, 1H, Anti-Materiel 2, Comms, Disposable, Piercing 3, Spread 1, Unsubtle, Vicious 2
- **Haunt Charges:** Poison damage, Comms, Indiscriminate (Close), Nonlethal, Subtle 2
- **E/M Combi Rifle:** Range C/M, 1+5 (N) damage, Burst 2, 2H, Breaker, E/M, Expert 1, Piercing 2, Vicious 1
- **Eclipse Grenades:** Disposable, Indiscriminate (Close), Reflective 2, Speculative Fire, Thrown, Unsubtle

GEAR: Medium Combat Armour (with Combat Jump Pack)

SPECIAL ABILITIES

- **Heated Negotiation:** The Rasyat are trained instigators; as such, they're rarely surprised. When making a face-to-face test to determine Surprise, they can reroll any dice that did not generate a success on the initial test, but must accept the new results.
- **Interpersonal Communication:** The Rasyat like to get up close and personal. When making social skill tests to intimidate, they gain 2 bonus Momentum if the target is within Close range.
- **Morat Aggression:** The Morat's brutal outlook grants them +2 Morale Soak.
- **Traditional Diplomacy:** The Rasyat adds +4 (N) to Psywar attacks.



NEMESIS

MORAT – RAICHŌ PILOT

Understanding how *raichō* – meaning “thunderbird” in Japanese – became the unofficial designation for the Morat Armoured Brigade’s Raizot pilots goes a long way toward understanding these firebrands. The term was coined by Yu Jing’s Nipponese troops, who first encountered the Raicho piloting TAGs decorated in Demarok pelts – trophies from a mighty predator on Ugarat – and unleashing cacophonous torrents of ammunition upon the battlefield. The mottled white pelt reminded them of the *raichō* bird from Toyama Prefecture, and “Thunderbird” certainly described these alien terrors.

The Raicho, for their part, neither knew nor cared. But they weren’t about to turn down a sobriquet their enemies shrieked before dying, so they adopted the term themselves, and have used it ever since.

Daredevils with a particularly nasty sense of humour, Raicho are bullish, unsubtle, and hard to divert once they’ve built up a head of steam; traits they share with their signature TAG.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
13	11	12	7	9	7	11

FIELDS OF EXPERTISE

Combat	+4	4	Movement	+2	-	Social	-	-
Fortitude	+3	1	Senses	+3	1	Technical	+2	-

DEFENCES

Firewall	11	Resolve	14	Vigour	15
Security	-	Morale	2	Armour	2

ATTACKS

- **Assault Pistol:** Range R/C, 1+6 damage, Burst 2, Unbalanced, Vicious 1

GEAR: Armoured Clothing

SPECIAL ABILITIES

- **Berserker Rage:** Sometimes, Raicho just get mad. As a Minor Action, they can enter a Berserker Rage, adding +4 to all attacks. While in this state, they may not make Defence Reactions, and gain no benefit from cover. They can spend a Minor Action and attempt a Discipline (D1) test to calm themselves down, exiting the state and removing all of its effects if they succeed.
- **Thundering Fire:** Raicho aren’t the most accurate gunners in the Combined Army, a fact they remedy with sheer volume. When piloting a vehicle and spending Heat to gain the effects of a Reload, they gain the benefit of two Reloads per Heat spent. They also increase the effective Burst of any vehicle-based weapons by +1.
- **Expert Maneuverers:** Raicho like to be in the middle of the action; they waste little effort in getting there. They can reroll one d20 when making a Movement test, but must accept the new result.
- **Morat Aggression:** The Morat’s brutal outlook grants them +2 Morale Soak.



RAIZOT HEAVY ARMOUR

ENCLOSED, GROUND, SINGLE-SEAT, WALKER

ATTRIBUTES

Scale	Speed	Brawn
2	2	17 (+2)

DETAILS

Max. Passengers	Impact
1	2+8 (Knockdown)

Hard Points

Chassis 1, Comms 0 (ECM 2), Motive 1

DEFENCES

Structure	20	Firewall	10
Armour	8	BTS	6

ATTACKS:

- **MULTI HMG:** Range L, 2+5 damage, Burst 3, Unwieldy, Medium MULTI, MULTI Heavy Mod, Spread 1, Unsubtle 1
- **Mine Launcher:** Range M, 2+5 damage, Comms, Indiscriminate (Close), Unsubtle, Vicious 2

Either

- **Heavy Flamethrower:** Range L, 2+5 damage, Burst 3, Unwieldy, Medium MULTI, MULTI Heavy Mod, Spread 1, Unsubtle 1

Or

- **Heavy Shotgun:** Range C, 2+6 damage, Burst 2, 2H, Knockdown, Medium MULTI, Spread 1, Unsubtle 1

- Normal Shells mode (Primary): Area (close), spread 1.
- AP Slugs Mode (Secondary): Piercing 3

SPECIAL ABILITIES:

- **Arsonist:** When attacking unprotected targets such as buildings or opponents with Armour Soak 0, the Raicho’s Heavy Flamethrower attacks gain Spray 2.
- **Rampage:** The Raicho can pay 1 heat to push its speed to 3.
- **Morat Ferocity:** While in the Raizot the Raicho’s Morale Soak increases to 3.
- **Salvo fire Mines:** (1 Heat) The Raicho can launch 3 mines instead of the usual 1. All mines are rolled separately and must target separate zones.

Note: While not VoodooTech the Raizot is controlled in strict fashion by the EI as if it had an availability of V1

The Mine launcher assumes DA ammo but this can be traded for any other Ammo type the GM feels suitable, simply subtract Vicious 2 first

NEMESIS

MORAT – WADAKAT PILOTS

Wadakat pilots are a sort apart from regular Morat society. Forged over time from a Cavalry regiment that predates the Knife Renaissance, they are taught that only through cunning can they find victory. The Wadakat maintain themselves as the exemplars of true hunters and quietly, or sometimes not so quietly, mock those that follow other paths within the supremacy. Morats are not natural pilots, but the quality of their aircraft and their heightened physiologies are such that those who can pilot are capable of amazing feats of aerial acrobatics. Suffice to say, the wash out rate on trainee pilots is phenomenal and reinforces the arrogance of Wadakat pilots to often troubling degrees. The Wadakat and the Armoured Brigade have a somewhat one-sided rivalry. While the Armoured Brigade largely see the pilots as just another part of the Morat armed forces, the Wadakat see the Armoured Brigade as lumbering fools granted too much attention by Combined Command. For all the terror that a Raicho might leave in its wake, the Wadakat hold that they can inflict more damage faster, deeper into enemy territory, and chafe at the support role assigned to them. This rivalry tends to boil over less on the battlefield where it can be pushed into martial effort. When informal praise and blame are proportioned after the fray, the Wadakat's tendency to mouth off often finds them in brawls with Raicho pilots. While much of this is tolerated as "part of the natural way of things", command's favouritism of the Raicho means that the Wadakat are often punished in excess of their elite peers, something that further stokes the rivalry. Many in command feel that the Wadakat should be done away with, but ultimately they get results and without those results the Combined Army would not have had the success they've had on Paradiso. Whether they continue to be worth the trouble remains to be seen.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
11	11	10	12	9	8	9

FIELDS OF EXPERTISE

Combat	3	2	Movement	4	2	Social	1	1
Fortitude	1	1	Senses	1	1	Technical	-	-

DEFENCES

Firewall	11	Resolve	10	Vigour	11
Security	-	Morale	2	Armour	1

ATTACKS

- **Assault Pistol:** Range R/C, 1+6 damage, Burst 2, Unbalanced, Vicious 1

GEAR: Armoured Clothing

SPECIAL ABILITIES

- **From out of the suns:** Morat pilots instinctively ambush their prey using their top-of-the-line craft and heightened physiology to perform manoeuvres other pilots simply can't match. At the start of combat they can spend 1 Heat to seize the initiative every round they are in combat with the same target.
- **Get some!** Morat pilots have an unhealthy competition with the Morat Armoured Brigade. Should a Raicho spend Heat on any effect within the line of sight of a Morat Pilot the Morat Pilot can gain the same effect that same round for free.
- **Blaze of Glory:** Should a Morat Pilot get shot down they gain an immediate standard action to attack the source of that attack. This doesn't prevent the crash, but will cause damage as normal.
- **Morat Aggression:** The Morat's brutal outlook grants them +2 Morale Soak.

WADAKAT AIR
SUPERIORITY AIRCRAFT

AIRCRAFT, ENCLOSED, SINGLE SEAT

Nicknamed "Mozzies" by PanOceanian pilots, these aircraft are piloted by Morat. They are unable to operate outside the upper atmosphere having sacrificed the powerful engines needed for orbital manoeuvring. Highly agile in the air as a result, this VTOL (vertical take-off and landing) aircraft barely has room for its Morat pilot. Fulfilling a fast attack, pursuit, and air superiority role, the Wadakat is cheap to produce, but ubiquitous for all that. Human Sphere pilots have also noted that Morat pilots have a higher tolerance for g-forces than human or Tohaa pilots, allowing them to put these aircraft through stomach-churning moves that would render a normal human pilot unconscious.

ATTRIBUTES

Scale	Speed	Brawn
3	6/4	12 (+1)

DETAILS

Max. Passengers	Impact
1	2+5 (Knockdown)

Hard Points

0-VoodooTech

DEFENCES

Structure	15	Firewall	6
Armour	4	BTS	1

ATTACKS:

- **Plasma Rifle x2** (Range R/C, 1+6 damage, Burst 3, Unbalanced, Area (Close), Knockdown, Unforgiving 3, Unsubtle, Vicious 1)
- **Missile tube:** 1x Air-to-Air Missile

Note: While not VoodooTech the Wadakat is controlled in strict fashion by the EI as if it had an availability of V2



ELITE

MORAT – OZNAT, HUNT LEADER

Brutal and aggressive, even for Morat, Oznats are Alpha and apex predator combined. Taking the role of pack leader, they command the smaller predators of Ugarat to harry larger prey, wearing them down before moving in for the kill. These “wolf pack” hunting tactics were quickly adopted by the EI once the beings known as Hungries were discovered. It recognised the value of these fast-moving and lethal creatures, but required a driving intelligence to apply their savagery. The Oznat were granted this opportunity and took to the task with a dark enthusiasm that earned them even greater respect throughout the Supremacy. Life as a Morat is not without risk but life as an Oznat is riskier still. Becoming the Alpha of a pack of Hungries is a deadly affair. The Oznat must fight, win, and kill the existing Alpha in front of the whole pack. Upon victory the Oznat must reiterate their ferocity by tearing the loser apart and gorging on their entrails before magnanimously feeding the pack with what remains. And it is not enough to win once. As any show of weakness will result in a challenge by her charges or peers, an Oznat must be as savage as the most rabid Hungry.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
10	10	9	10	8	9	9

FIELDS OF EXPERTISE

Combat	+3	2	Movement	+2	1	Social	+1	-
Fortitude	+1	-	Senses	+2	1	Technical	-	-

DEFENCES

Firewall	8	Resolve	10	Structure	10
Security	-	Morale	-	Armour	1

ATTACKS:

- **Combi Rifle:** Range C/M, 1+7 (N) damage, Burst 2, Expert 1, Vicious 1
- **Light Grenade Launcher (smoke):** Range M, 2+6 (N), Burst 1, Unbalanced, Area (Close), Munition, Smoke 2, Speculative Fire.
- **Morat Shock Scimitar:** 1+6 (N) damage, Unbalanced, Grievous, Non-Hackable, Stun Vicious 2

GEAR: Hungries Control Device, Nano-Coated Shock Blades, Morat Hunting Armour (+1 Armour), MediKit, Survival Kit, Rebreather, Nav Suite, Deployable Sensor (Motion Sensor), and tactical scabbards

SPECIAL ABILITIES

- **Morat Aggression:** The Morat's brutal outlook grants +2 morale soak.
- **Hungries Control device:** The Hungries Control Device removes the Mindless trait from Hungries and Provides +1d20 for social tests to control the hungries.
- **Hunters eye:** Each turn, an Oznat can make an average (D1) Observation test as a minor action to gain the benefits of an exploit action against a single foe.
- **Menacing 2:** When an Oznat enters a scene, the GM immediately adds 2 point to the heat pool.
- **Free Runner:** Reduce the difficulty of acrobatics tests to move through, past, or over obstacles and hindering terrain by two steps, to a minimum of simple (D0).

TROOPER/ELITE

HUNGRIES – GAKIS AND PRETAS

The Hungries are an inherently aggressive species that were encountered by the EI on some backward planet in the middle of nowhere. Never to waste a valuable resource, the EI decided to train these beasts as one would train dogs, partially domesticating them. They possess rudimentary intelligence, more an instinct than a real comprehensive consciousness. The Hungries, usually operating under the guidance of Oznat hunters due to the affinity that these hunters have for these beasts, make excellent shock troops and harassers. The Morat use them as one would use dogs in a hunting party, flanking and harassing the quarry to make it go where the hunter wants it to be. There are two recognised types of Hungries in the Human Sphere – the Gaki and the Preta (evil spirits from Hindu and Japanese mythology) – names the Hungries were given during the first Paradiso offensive. The two variants differ slightly in physiology and combat application, Gaki being more feral and engaging targets directly, while Pretas possessing an ability to engage from a short distance. These details don't matter much to an inexperienced observer, however, as the first, and usually last, thought anyone will have when seeing the Hungries will be that of simply turning around and running away. Long-limbed, scythed monstrosities, the EI sends these creatures into situations where the casualty rate is unimportant. After all, there are hundreds of Hungries being bred every second.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
10	10	9	9	1*	5	9

FIELDS OF EXPERTISE

Combat	+2	1	Movement	+2	1	Social	-	-
Fortitude	+1	-	Senses	+1	-	Technical	-	-

DEFENCES

Firewall	3	Resolve	10	Vigour	10
Security	N/A	Morale	2	Armour	2

ATTACKS:

- **Weaponised Arm-Claws:** Reach, 1+6 (N) damage, Piercing 1, Parry 2, Vicious 1
- **Chain Rifle (Pretas Only):** C, 1+7 (N) damage, Burst 1, 2H, Spread 1, Torrent, Vicious 1

SPECIAL ABILITIES

- **Common Special Abilities:** Keen Senses (Hearing), Night Vision, Mindless.
- **Calcereous Barbs (1 Heat–Pretas Only):** The symbiotic relationship between a Hungry and its parasite provide enhanced muscular function that enables the creature to launch deadly attacks with its vicious barbs. By spending 1 Heat, the Pretas can make a single ranged attack, which uses the profile for a Chain Rifle (above).
- **Natural Climber:** Hungries can climb on any surface with their claws including vertical and upside-down. They suffer no penalties when climbing and may re-roll one d20 when making a Movement test.
- **Symbiont Parasite*:** Hungries are largely driven purely by instinct. The Gaki, who lack a symbiont, possess an Intelligence score of 1, while the Pretas possess a score of 3.
- **Pack Hunters:** Hungries operating in a fireteam of three or more gain one additional Momentum to their successful attacks.

TROOPER

GATUKAT COMBAT DRONE

The word Gatukat could be translated as 'angel'. However, due to the nature of the Morat society, these creatures are definitely different from what you would expect. The literal meaning of the term Ga-Tu-Kat is 'armed messenger [coming] in flames', a phrase that aptly describes the role, performance, and capabilities of this drone. The Morats do not consider angels to be fair-skinned sky-denizens but instead think of them as messengers from angry gods arriving from the skies much as meteorites do – causing great destruction upon arrival. Morat historians, rare as they are, consider the Gatukat to be primitive explanations for meteorite storms that have ravaged parts of their homeworld a long time ago. Considering all this, it should be no wonder, then, that the combat drones the Morat drop from their aircraft were named Gatukat. After all, what greater honour could there be than dying at the hand of a demi-god? To a Morat, this is as poetic as life can get.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	9	9	9	7	6	7



FIELDS OF EXPERTISE

Combat	+3	-	Movement	+1	-	Social	-	-
Fortitude	+2	-	Senses	-	-	Technical	-	-

DEFENCES

Firewall	7	Resolve	7	Structure	9
Security	1	Morale	-	Armour	2

ATTACKS:

- **Light Shotgun:** Range C, 1+5  damage, Burst 1, Unbalanced, Normal shells, Knockdown
- **Heavy Flamer:** Range C, 2+5  damage, Incendiary 3, Munition, Terrifying 2, Torrent

GEAR: Light Combat Armour (Integrated)

SPECIAL ABILITIES

- **Common Special Abilities** Inured to Cold, Disease, Poison, and Vacuum.
- **Airborne deployment:** The Gatukat are dropped from low-flying aircraft. In any action scene where Morat are present, the GM can allow 2 Gatukat to arrive as reinforcements without spending any Heat points. Any further calls for reinforcement must follow the standard rules.

TROOPER

XHANTRI BUMBLEBEE DRONE

Combined Army ships and troops fire these reconnaissance drones in large swarms through the Acheron Blockade, looking to find a way past O-12's defences. Although the majority are destroyed, many still find a way through. On Paradiso itself, these remotes are often released into the jungle, scouting the terrain ahead of Combined Army forces or providing an extra level of security around Combined Army holdings.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
8(2)	12	4	12	4	4	4


FIELDS OF EXPERTISE

Combat	+1	1	Movement	1	-	Social	-	-
Fortitude	-	-	Senses	1	-	Technical	1	-

DEFENCES

Firewall	4	Resolve	4	Structure	4
Security	-	Morale	-	Armour	-

ATTACKS:

- **Stun Attachment:** Melee, 1+4  damage, 1H, Knockdown, Subtle 1, Stun

GEAR: Stealth Technology

SPECIAL ABILITIES

- **Common Special Abilities** Inured to Cold, Disease, Poison, and Vacuum, Superhuman Agility 2.
- **Tiny:** These remotes are so small they increase the difficulty to hit them by one step. They also have one bonus Momentum on all Stealth tests.





ELITE

MORAT –YAOGAT STRIKE INFANTRY

An elite Morat assault unit, the Morat Yaogat Strike Infantry are assigned a commando-type role and tasked with neutralising hostile scouts, snipers, and advance forces. Such high-risk scenarios also make them vitally important in also clearing out enemy resistance forces and any hidden dangers from new Morat Supremacy (and Combined Army) territory, securing the combat zone.

Originally functioning as a suppression unit in occupied territory, the Yaogat were employed to use counter-terrorism and counter-guerrilla tactics. Uncompromising, they have a well-deserved reputation of ruthless and brutal tactics meaning that a civilian - whether armed or not - is a target to the Yaogat.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
10	8	12	10	8	6	9

FIELDS OF EXPERTISE

Combat	+2	2	Movement	+1	1	Social	-	-
Fortitude	+2	2	Senses	+2	1	Technical	-	-

DEFENCES

Firewall	8	Resolve	9	Vigour	12
Security	3	Morale	3	Armour	4



ATTACKS:

- **Combi Rifle:** Range C/M, 1+5 damage, Burst 2, 2H, Expert 1, MULTI Light Mod, Vicious 1
- **Panzerfaust:** Range L, 2+5 damage, Burst 1, 2H, Munition, Unsubtle
- **Explosive (EXP) Grenades:** 2+4 Damage, 1H, Area (Close), Indiscriminate (Close), Spread 1, Unsubtle, Vicious 2
- **Smoke Grenades:** Disposable, Indiscriminate (Close), Nonlethal, Smoke 2, Speculative Fire, Thrown
- **Knife:** Melee, 1+6 damage, 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1

GEAR: Multi-spectral Visor 2, Heavy Combat Armour

SPECIAL ABILITIES

- **Ambush Sense:** Yaogat Morat are skilled at spotting concealed troops, ambushes, or traps. They gain 2 bonus Momentum on all face-to-face tests (Opposed rolls) regarding Observation and Stealth.
- **Intimidating:** Yaogat Morat can reroll one dice on any Intimidate test but must accept the new result.
- **Morat Aggression:** The Morat's brutal outlook grants them a Morale Soak of 3.



SHASVASTII AND MINOR CONTRIBUTORS TO THE COMBINED ARMY

The domain of the Evolved Intelligence covers wide swathes of galactic space on the fringes of the Milky Way. Of the myriad of integrated species, not all serve directly in the Combined Army. The Evolved Intelligence runs performance-based formulas and assigns roles within the Combined Army based on the needs, expectations, and limitations of each of its races, allocating tasks based on the aptitude, preference, and abilities of a given servant. For example, the Morat are chosen for frontline duties due to their cultural upbringing and physical strength. The Shasvastii, on the other hand, are chosen as scouts due to legacy traits of their DNA: their reluctance to commit to a battle that could be lost, their aptitude for stealth, and their relative fragility. Some races, such as the Exrah, were deemed wholly unsuitable for combat operations, and have been struck from the roster. The evaluation process is structured, fluid, and constantly being refined as streams of data from hundreds of planets pour into the central frame of the EI. The EI considers some of its planets natural and genetic reserves, where it tests various development paths that life can take in its search for knowledge and Transcendence. Some of these life-forms are so alien that they could be hardly recognised as alive, but others are steadily being employed by the EI in combat roles, to surprising results.



TROOPER/ELITE

SHASVASTII

Any Shasvastii operating within the Human Sphere are likely part of the Pioneer or Deep Incursion Corps. Operatives from both are masters of deception, camouflage, guerrilla warfare, and sabotage. Most often, the greatest challenge in overcoming a Shasvastii foe is finding them. Their bioquantronic clothing and stealth gear allow them to deceive even the most advanced sensor systems, and they lay plans within plans to ensure their own survival and that of their race. The combination of technology and patient planning gives them the means to access corporate, military, and criminal organisations across the Sphere. Wherever they're found, Shasvastii work tirelessly and invisibly to sow confusion and discord, weakening Sphere institutions by turning them against one another.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
10	9	9	9	9	6	8

FIELDS OF EXPERTISE

Combat	+2	1	Movement	+2	1	Social	-	-
Fortitude	1	-	Senses	+1	1	Technical	+1	1

DEFENCES (TROOPER)

Firewall	5	Resolve	4	Structure	5
Security	-	Morale	-	Armour	-

DEFENCES (ELITE)

Firewall	9	Resolve	8	Structure	9
Security	-	Morale	-	Armour	-

ATTACKS

- **D-Charges:** 2+6 damage, 1H, Anti-Materiel 2, Comms, Disposable, Piercing 3, Spread 1, Unsubtle, Vicious 2
- **Needle Mines:** 2+5 damage, 1H, Comms, Disposable, Indiscriminate (Close), Piercing 2, Spread 1, Unsubtle, Vicious 2
- **Assault Pistol:** Range R/C, 1+5 damage, Burst 2, Unbalanced, Vicious 1
- **Combi Rifle:** Range C/M, 1+6 damage, Burst 2, 2H, Expert 1, MULTI Light Mod, Vicious 1
- **Knife:** Melee, 1+4 damage, 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1

GEAR: Aletheia Kit, AutoMediKit

SPECIAL ABILITIES

- **Covert by Nature (Elite):** When attempting to remain unseen or unnoticed, any Momentum or Heat spent to add dice to their Stealth pool adds two d20s, instead of one.
- **Pioneer:** The Shasvastii can reroll one d20 when making a Stealth test, but must accept the new result.





ELITE

SHASVASTII – NOCTIFER

Noctifers – otherwise known as the Tactical Domain Special Wing – possess all the essential traits of a Shasvastii operative. They can remain hidden for prolonged periods of time thanks to their advanced cloaking technology. They are able to resist any and all adverse weather and environmental conditions thanks to their training and redundancies built into their protective suits, and they are equipped with the most lethal ranged weapons the Shasvastii Continuum can get its hands (or claws) on. The mission of a Noctifer is that of a patient hunter. They stalk the prey, striking from an unexpected angle and at an unexpected time – you truly do not know the time, nor the hour. During the initial contact between the Human Sphere and the Shasvastii, the Noctifers were usually sent in at dusk to exploit their stealth capabilities to the fullest, hence the nickname they received. To a Shasvastii, service in the Special Wing is a great honour, second in importance only to the task of providing for the young ones and preserving the legacy of the Shasvastii race. The Noctifers concentrate on removing the threats to Shasvastii existence.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
8	11	7	10	10	8	7

FIELDS OF EXPERTISE

Combat	+2	1	Movement	+2	-	Social	-	-
Fortitude	+1	1	Senses	+2	1	Technical	+1	1

DEFENCES

Firewall	10	Resolve	9	Vigour	10
Security	1	Morale	-	Armour	2

ATTACKS:

- **MULTI Sniper Rifle:** Range L, 1+8 damage, Unwieldy, Medium MULTI, Heavy MULTI, Unforgiving 2,
- **Pistol:** R/C, 1+6 damage, Burst 2, 1H, Vicious 1

GEAR: Light Combat Armour (with Chameleonwear)

SPECIAL ABILITIES

- **Common Special Ability:** Menacing 1
- **Patient hunter:** The Noctifers are used to stalking their prey for hours, even days. By spending a Heat point in any scene, the GM can reveal the presence of a Noctifer (as long as it makes narrative sense!). The Noctifer is considered to have the Initiative and will immediately act out its turn.

ELITE

SHASVASTII –SEED SOLDIER

Heavily cloaked, nearly undetectable deployment ships bury Shasvastii Seed capsules in remote, hidden locations where soldiers or operatives will be needed. Each Seed contains a Shasvastii who remains hidden inside while receiving a continuous intelligence and information stream from the EI network. The Shasvastii inside deploys from the Seed capsule either on command or time trigger. While the operative moves away from the deployment site, the opened Seed emits electronic interference and false data signals affecting any nearby detection or sensor arrays, effectively covering initial deployment. Seed Soldiers can then wreak havoc in areas previously considered secure.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
11	11	8	9	8	7	9

FIELDS OF EXPERTISE

Combat	+2	2	Movement	+1	1	Social	-	-
Fortitude	+1	1	Senses	1	1	Technical	+1	1

DEFENCES

Firewall	8	Resolve	9	Vigour	8
Security	-	Morale	-	Armour	-

ATTACKS

- **Assault Pistol:** Range R/C, 1+6 damage, Burst 2, Unbalanced, Vicious 1
- **Knife:** Melee, 1+3 damage, 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1
- **Combi Rifle:** Range C/M, 1+7 damage, Burst 2, 2H, Expert 1, MULTI Light Mod, Vicious 1
- **Light Shotgun:** Range C, 1+6 damage, Burst 1, Unbalanced, Knockdown

GEAR: AutoMediKit, Survival Kit

SPECIAL ABILITIES

- **Pioneer:** The Seed Soldier can reroll one d20 when making a Stealth test, but must accept the new result.
- **Military Training:** Seed Soldiers can reroll up to 2 on ranged attacks, but must accept the new results.



NEMESIS

SHASVASTII – SPECULO KILLER

The ultimate mimics and sleeper agents, Speculo Killers eliminate their targets and use sampled DNA to transform themselves into a perfect replica. They often live the role for years with amazing subtlety, spreading lies, deception, and often extreme violence, infiltrating or eliminating targets thought to be unassailable. Their biosynthetic bodies transform at a genetic level, producing near perfect physical replication. After only a few hours, even advanced genetic verification cannot distinguish them from their target. In addition to physical replication, they can download and overlay a target's Cube data over their own, creating a flawless personality match as well. Combine this with the most advanced shape- and holo-morphing clothing in the EI's arsenal, and you have an undetectable doppelgänger, waiting for the perfect time to strike. O-12 actively works to silence any rumours of Speculo Killers – only allowing select hunters to know about the foe – to prevent the spread of distrust and paranoia amongst a populace who can no longer be sure if their best friends might be alien agents. Speculo Killers share the same paranoid, long-term survival traits as the rest of the Shasvastii race, and are never far from a cache of weapons and equipment geared to aid both in their escape and the elimination of any that get in their way.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
16	11	10	11	9	6	9

FIELDS OF EXPERTISE

Combat	+3	2	Movement	+2	1	Social	+1	1
Fortitude	+2	1	Senses	+3	1	Technical	+2	1

DEFENCES

Firewall	11	Resolve	11	Vigour	12
Security	-	Morale	-	Armour	-

ATTACKS

- **Assault Pistol:** Range R/C, 1+6 (N) damage, Burst 2, Unbalanced, Vicious 1
- **Combi Rifle:** Range C/M, 1+7 (N) damage, Burst 2, 2H, Expert 1, MULTI Light Mod, Vicious 1
- **Monofilament Garrote:** Range C, 1+4 (N) damage, 2H, Concealed 2, Monofilament, Subtle 2, Unforgiving 2
- **Smoke Grenades:** Disposable, Indiscriminate (Close), Nonlethal, Smoke 2, Speculative Fire, Thrown

GEAR: AutoMediKit, Holomask, Thermo-Optical Camouflage

SPECIAL ABILITIES

- **Common Special Abilities:** Fear 1, Threatening 2
- **Hard to Hit:** When taking a Defence Reaction against ranged attacks, a Speculo Killer increases their Movement Focus by 2.
- **Many Unseen Faces:** A Speculo Killer gains 2 bonus Momentum when attempting a Stealth test to make or use a disguise. When attempting to remain unseen or unnoticed, each point of Momentum or Heat spent to add dice to the Stealth pool adds two d20s, instead of one.
- **Morpho-Scan (2 Heat):** By spending 2 Heat, a Speculo Killer can take the genetic sample of a character within Reach with a melee attack test (D0). This sample will allow them to assume their form (a process which generally cannot be undertaken in the midst of combat). If the target is incapacitated, the Speculo Killer does not need to spend Heat and can also make a Hacking (D2) test to duplicate their Cube.

ELITE

SHASVASTII – SPHINX
(SPECIAL ARMoured CORPS)

The Sphinx is a TAG fitted with every stealth technology available to a race renowned for covert operations. Forensic analysis from rare, destroyed units have revealed an array of both active and passive systems that make this TAG effectively invisible. Non-magnetic and non-conductive composite polymers wrap its armoured shell. This surface can also emit directional polarised holograms and thermal patterns under the direction of a specialised semi-intelligent computer, more effective than any Thermo-Optical Camouflage available in the Human Sphere. Offensively, the Sphinx excels at ambush tactics, its loadout filled with devastating melee and close range weaponry.

Sphinx units are – thankfully – a rarity for the Shasvastii. They are utilised either for reconnaissance of highly contested environments or in support of Deep Incursion Corps operations requiring the impressive firepower and ambush capabilities it brings to the table. The presence of a Sphinx means that the area is, or very soon will be, the focus of intense Shasvastii attention.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
12	9	10	9	9	6	8

FIELDS OF EXPERTISE

Combat	+3	2	Movement	+1	1	Social	-	-
Fortitude	+2	1	Senses	+1	1	Technical	-	-

DEFENCES

Firewall	9	Resolve	8	Vigour	10
Security	2	Morale	1	Armour	5

ATTACKS

- **Integrated Close Combat Weaponry:** Range C, 1+6 (N) damage, Area (Close), Spread 1, Vicious 2
- **Heavy Flamethrowers:** Range C, 2+6 (N) damage, Burst 1, Incendiary 3, Munition, Terrifying 2, Torrent
- **Spitfire:** Range M, 1+6 (N) damage, Burst 3, 2H, Spread 2, Unsubtle

GEAR: ECM, Climbing Plus, Thermo-Optical Camouflage

SPECIAL ABILITIES

- **Common Special Abilities:** Menacing 2, Monstrous
- **Advanced Thermal Optics:** When active, the stealth suite of this TAG adds two d20s per Momentum or Heat spent to gain additional dice to Stealth tests, instead of one.
- **Devastating Up Close:** Sphinx are trained to be devastating in combat. Each point of Momentum or Heat spent to gain additional dice for a Close Combat test provides two d20s, instead of one. Additionally, each point of Momentum spent to deal bonus damage adds two points of damage, instead of one.
- **TAG Augmentation:** Whilst active and powered, a Sphinx's TAG provides it with additional Momentum for all Strength-based tests and increases their melee damage bonus by +1 (N). Additionally, they can ignore the first Fault suffered during a scene.



ELITE

SHASVASTII - GWAILO

The Gwailo – or Armed Imposition Detachment to use their correct name – are among the finest troops within the Shasvastii Expeditionary Force. In peak physical fitness, they show extraordinary expertise in assault and support techniques. Trained to operate individually, the Armed Imposition Detachment is often used where the subtle Shasvastii tactics based on deception and pinpoint attacks is not enough. Gwailo are generally not used for Combined Army operations and instead are held in reserve for specific Shasvastii only operations. One of the best-known Shasvastii troops among the Human Sphere forces, they advance behind nanobot clouds. They pride themselves on being able to conquer any target without external support. During the Second Offensive of Paradiso, a greatly-outnumbered Armed Imposition Detachment took the Yu Jing factory of Huà Miàn Systems and obtained victory for the Combined Army. It was a victory cementing Yu Jing High Command's belief there was no way of retaking Xiongxiang city. During this battle in which they earned their name among human troops: 'Gwailos', the Cantonese for 'Foreign Demon'.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
10	9	9	9	9	6	8

FIELDS OF EXPERTISE

Combat	+2	1	Movement	+2	1	Social	-	-
Fortitude	+1	1	Senses	+1	1	Technical	+1	1

DEFENCES

Firewall	9	Resolve	8	Vigour	9
Security	-	Morale	-	Armour	2

ATTACKS:

- **Needle Mines:** 2+5 damage, 1H, Comms, Disposable, Indiscriminate (Close), Piercing 2, Spread 1, Unsubtle, Vicious 2
- **Assault Pistol:** Range R/C, 1+5 damage, Burst 2, Unbalanced, Vicious 1
- **Knife:** Melee, 1+4 damage, 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1
- One of the following
- **AP Spitfire:** Range m, 1+6 damage, Burst 3, 2H, Piercing 2, Spread 2, Unsubtle 1
- **Heavy Rocket Launcher:** Range L, 2+8 damage, Burst 1, Unwieldy, Munition, Vicious 1
- **HMG:** Range L, 2+7 damage, Burst 3, Unwieldy, Spread 1, Unsubtle 1

GEAR: Aletheia Kit, Medium Combat Armour, Multi-Spectral Visor 2, Nanoscreen.

SPECIAL ABILITIES

- **Covert by Nature:** When attempting to remain unseen or unnoticed, any Momentum or Heat spent to add dice to the Shasvastii's Stealth pool adds two d20s, instead of one.
- **Hard to hit:** When taking a Defence Reaction against ranged attacks, a Gwailo increases their Movement Focus by 2.
- **Pioneer:** The Shasvastii can reroll one d20 when making a Stealth test, but must accept the new result.
- **Albedo:** The Gwailo has specialist equipment that is dedicated to neutralising Multispectral Visors. Multispectral visors and similar equipment have no effect against the Gwailo.

ELITE

SHASVASTII - MALIGNOS

Their Human Sphere name came from the psychological impact these elite Shasvastii operatives had on troops during the First Offensive on Paradiso. The Tagalog/Filipino name of 'Malignos' was assigned to them as a result of the havoc they wrought in that sphere of operations. The Malignos stealth technology is so effective that they are near-invisible on the battlefield and barely register on sensors. Subtle and patient, the Malignos are used to counter the advantage that bigger or better-armoured foes may have against the usually-lightweight Shasvastii forces. Many Human Sphere forces find themselves shooting at empty air when the Malignos are deployed, only to find themselves under attack from another position moments later.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
10	10	8	9	9	6	8

FIELDS OF EXPERTISE

Combat	+2	1	Movement	+2	1	Social	-	-
Fortitude	+1	1	Senses	+1	1	Technical	+1	1

DEFENCES

Firewall	9	Resolve	8	Vigour	8
Security	-	Morale	-	Armour	-

ATTACKS:

- **MULTI Sniper Rifle:** Range L, 1+8 damage, Unwieldy, Medium MULTI, Heavy MULTI, Unforgiving 2
- **Assault Pistol:** Range R/C, 1+6 damage, Burst 2, Unbalanced, Vicious 1
- **Knife:** Melee, 1+4 damage, 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1

GEAR: AutoMediKit, Thermo-Optical Camouflage

COMMON SPECIAL ABILITIES: Keen Senses -Sight, Night Vision

SPECIAL ABILITIES

- **Covert by Nature:** When attempting to remain unseen or unnoticed, any Momentum or Heat spent to add dice to the Shasvastii's Stealth pool adds two d20s, instead of one.
- **Pioneer:** The Shasvastii can reroll one d20 when making a Stealth test, but must accept the new result.
- **Precise Shot:** A Shasvastii Malignos can reroll any two d20s when making a Ranged Combat attack but must accept the new results.

TROOPER

COMMISSAR, FOURTH RANK

The Exrah are an insectoid species that nowadays are rarely encountered outside of EI-controlled space. There exist several different Exrah corporations, operating in a similar manner to the tribes or nations of other species. These insectoids have a peculiar way of thinking about family, society, and the obligations that these terms bring. The Exrah Commissariat is the current winner of the 'Space Transport and Vehicular Activities' tender organised by the EI after it terminated its agreement with the Exrah Concordat, when the latter were found skimming profits. Apart from terminating the contract, the EI also terminated the Concordat itself – the whole corporation was wiped out of existence. The Commissariat was ready to step in and fill in the void created by the competition, but the whole situation makes them a little anxious. The EI avoids sending these species into direct combat operations until they prove to be more trustworthy than the Concordat. However, the Commissariat is charged with providing its own shipboard security on its spacefaring vehicles that traverse EI space as part of the contract. This is where the Commissar, Fourth Rank come in. An initiate-level position in the Commissariat, these guards have a rather short life expectancy, but there's no shortage of volunteers wanting to prove themselves to their superiors and to the EI. The Commissariat understands that to fail the EI again would spell doom not only for them, but for the entire Exrah species.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
8	9	7	8	9	7	9

FIELDS OF EXPERTISE

Combat	+1	1	Movement	+1	-	Social	-	-
Fortitude	+1		Senses	+1	-	Technical	+1	

DEFENCES

Firewall	9	Resolve	9	Vigour	7
Security	1	Morale	-	Armour	2

ATTACKS:

- **Combi Rifle:** Range C/M, 1+6 damage, 2H, Expert 1, MULTI Light Mod, Vicious 1
- **Pistol:** R/C, 1+5 damage, Burst 2, 1H, Vicious 1
- **Knife:** Melee, 1+3 damage, 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1

GEAR: Light Combat Armour

SPECIAL ABILITIES

- **Prove Your Worth:** The Fourth Rank of Commissars have to work harder than other Exrah – they need to prove themselves to their brethren and to the EI. In any action scene where their side is considered to be losing, they gain one free Momentum to all tests.

ELITE

KE'KU

The EI mysteriously encountered these 'species' traversing through space in vessels made of durable, diamond-like crystal. Upon breaching, at a first glance the spacecraft seemed empty. The race that the spaceships belonged to – the Ke'ku, as the inscriptions inside the vessels called them – were found only upon careful examination. They are made of big chunks of crystal similar to the one that their ships are made of. They can be distinguished by virtue of possessing small glowing motes of light inside their 'body'. The Ke'ku communicate through sound, resonating at various frequencies and intervals, and through granting colours to their motes, with each shade of colouring transmitting a different message. The EI has managed to harness the power of these alien lifeforms for calculating vast quantities of data, something that the Transcendence process can never have enough of. And while the EI has not been able to replicate these beings for its designs, the Ke'ku appear to be wilfully participating in the designs of the EI. For some races, the subsonic frequency at which they resonate, is unsettling and unnerving, a characteristic that the EI is eager to weaponise.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
N/A	11	11	N/A	11	10	11

FIELDS OF EXPERTISE

Combat	-	-	Movement	-	-	Social	+2	-
Fortitude	+3	1	Senses	+3	1	Technical	+1	1

DEFENCES

Firewall	11	Resolve	11	Vigour	11
Security	-	Morale	-	Armour	5

ATTACKS:

- **Alien Infrasound:** Range C, 1+6 damage, 2H, Vicious 1

GEAR: None

SPECIAL ABILITIES

- **Hardened, Immobile Body:** The Ke'ku do not wear their armour, they are their armour. Moreover, being immobile chunks of crystal, they cannot perform any physical actions.
- **Background Noise:** The Ke'ku communicate via sound and being in their presence for too long is unnerving. At the beginning of each scene in which the Ke'ku is present, all characters (friend and foe alike!) immediately suffer 1 Resolve and Firewall damage that can be soaked normally.
- **Living Library:** The Ke'ku have travelled far and wide, and they hold many secrets. The question is only how to communicate with them. Once per encounter with the Ke'ku, a PC may spend an Infinity point to try an Epic (D5) Persuade or Technical test to communicate with the Ke'ku. If they are successful, the Ke'ku will grant them part of their race's knowledge in the form of a cryptic mind-vision. The GM should be creative about what can be seen in the vision by the character, preferably giving insight into events yet to unfold or some exotic mathematical proof. Then, the character may increase one of their mental attributes by +1 permanently.



TROOPER/ELITE

THE GLIDERS

The EI encountered these species in a gas-giant type planet toxic to regular life. There, the Gliders soar on the naturally created winds, completely carefree and oblivious to the outside world. These creatures appear like gigantic amoebic clouds and were eventually noticed and captured by the EI for further study. The EI saw promise in the Gliders but was unable to replicate their alien genetic structure due to the toxicity of the hosts and the fact that further work on the Gliders was becoming cost prohibitive. After some slight bioengineering and technology implantation of captured species, however, the EI managed to turn these aliens into living weapons. The Gliders are dropped from aircraft and quickly descend to where the EI wants their toxic payload delivered. Then, they secrete their 'blood', which for most regular denizens of the Milky Way is a deadly, caustic toxin able to chew through the most durable material in a matter of seconds. After they're done, they either wither away and die as the oxygen-rich atmosphere of most habitable planets is lethal to them, or they are swiftly recovered by EI operatives for recuperation and further use. The Gliders are not used in military operations – they are too easily destroyed by anti-aircraft fire – but are used in pacification actions against unsuspecting victims and in terror operations against the civilian populace of unyielding worlds.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
11	11	6	11	10	5	6

FIELDS OF EXPERTISE

Combat	+1	1	Movement	+3	2	Social	-	-
Fortitude	+2	1	Senses	+2	-	Technical	-	-

DEFENCES

Firewall	10	Resolve	6	Vigour	18
Security	-	Morale	-	Armour	-

ATTACKS:

- Special (See Special Abilities)

GEAR: None

SPECIAL ABILITIES

- **Weapon of Mass Destruction:** The Gliders are employed by the EI as a tool in the psychological warfare arsenal. A Glider is dropped from an aircraft and gracefully descends to the ground. Hanging above it, like a yellow cloud, they then secrete their toxic payload. The entire zone over which the Glider is flying and all the characters in it are then treated as hit by a toxic rain with the Terrifying 3, Toxic 3 qualities.
- **Massive target:** The Gliders are massive, easily the size of several houses stacked on top of each other. In game terms, they receive extra Vigour, incorporated into their profile. Moreover, any ranged attacks aimed at the Glider are executed at -1 Difficulty.

ELITE

SYGMAA – UNDERCOVER OPERATIVE

The Sygmaa, the Tohaa free of the Trinomial, are one of the most recent additions to the ranks of the Combined Army. Contrary to what their leaders have been telling them, throughout the years of the Tohaa-Combined Army conflict, the EI has proven a benevolent master. The standard of life of the average citizen has returned to the pre-war level, and it even somewhat improved for the poorest elements of the society. The EI has all but eliminated the Tohaa Ateks and is distributing credit stipends covering all the basic necessities of everyday life. As is often the case in times of well-being, with their basic needs met, people started thinking. The Sygmaa asked themselves if the whole war was actually worth it, and they immediately answered that question with a resounding 'no'. Sygmaa Undercover Operatives are envoys of the Sygmaa Trihedron and are traversing the Tohaa worlds, spreading their message of peace and harmony with the EI. Their role under the EI is similar to that of the Diplomatic Delegates of the Tohaa Trinomial – independent agents, with a licence to roam the stars contributing to the cause as they see fit. They establish insurgent cells on worlds with Tohaa presence, using existing resentments against their erstwhile brethren, stirring up trouble among Exalted races, and in general, create problems for the Trinomial on the home front.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	9	8	8	10	10	9

FIELDS OF EXPERTISE

Combat	21	1	Movement	+1	-	Social	+2	1
Fortitude	+1		Senses	+1	-	Technical	+2	1

DEFENCES

Firewall	9	Resolve	9	Vigour	10
Security	-	Morale	1	Armour	1

ATTACKS:

- **Combi Rifle:** Range C/M, 1+6 damage, 2H, Expert 1, MULTI Light Mod, Vicious 1
- **Pistol:** R/C, 1+5 damage, Burst 2, 1H, Vicious 1

GEAR: Modcoat (Long)

SPECIAL ABILITIES

- **Strong-Willed Convert:** These Sygmaa truly believe in their work. They benefit from a Morale Soak, incorporated into their profile.
- **Evangelist:** Undercover Operatives have many friends and agents throughout their area of operations. Whenever the Operative is working on his home 'turf', when spending Heat to call reinforcements, the GM reduces the total cost by 2 Heat, to a minimum of 1 Heat spent. (If the Operative is incapacitated, the GM can no longer use their Evangelist ability.)

NEMESIS

SYGMAA
– MAAKREP TRACKER

Maakrep Trackers are the secret police of the Sygmaa Trihedron. Ruthless, driven, and entirely cold-blooded, in their home systems they are primarily charged with hunting down Trigon cells and other revolutionary groups and empowered to use any means necessary, including summary executions. On Paradiso their ruthless skills are used primarily for infiltration missions, often operating as undercover agents within Tohaa Trinomial facilities.

When they find their target, they put it down without hesitation or remorse. If that's in a quiet alleyway, fine; in a crowded marketplace, so much the better. They want their work to be seen, to send a message to the El's enemies: if the Maakrep Trackers are hunting you, nowhere is safe. And nothing can save you.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	12	9	10	10	11	9

FIELDS OF EXPERTISE

Combat	+2	2	Movement	+1	-	Social	+2	1
Fortitude	+1	-	Senses	+4	4	Technical	+2	1

DEFENCES

Firewall	12	Resolve	10	Vigour	10
Security	-	Morale	-	Armour	2

ATTACKS

- **Boarding Shotgun:** Range C, 1+8 damage, Burst 1, 2H, Knockdown, Medium MULTI
- *Normal Shells Mode (Primary):* Area (Close), Spread 1
- *AP Mode (Secondary):* Piercing 2
- **El Hacking Device:** CLAW-2, SWORD-2, SHIELD-2, GADGET-3, IC-3, UPGRADE [Sucker Punch] +2 bonus damage

GEAR: Multispectral Visor 2, Nu-El Armour (with AutoMediKit)

SPECIAL ABILITIES

- **Corahtaa:** The Tracker can speak the Tohaa pheromonal language; communicating silently and securely with other speakers within Close range. They cannot use Psywar actions or techniques which require deception when using Corahtaa.
- **Data Tracker:** When making an Infowar attack, the Tracker can reroll up to 3.
- **I Am the Law:** When gathering information on their quarry, the Tracker can reroll one d20 on research tests, but must accept the new result. Further, they benefit from one bonus Momentum for any social skill tests taken during their information gathering.
- **Nowhere to Hide:** The Tracker can reroll one d20 on Observation tests, but must accept the new result.

NEMESIS

SYGMAA
– FRAACTA DROP UNIT

Perhaps no sane person would cackle with unrestrained joy while hurtled at ballistic speeds into a war zone. Perhaps no sane person could giggle with simple pleasure while evading anti-aircraft guns. Then again, anyone who's seen these all-female Drop Units at work would be hard-pressed to describe them as sane. Behind their thrill-seeking antics and gravity-defying movements and thirst for danger, however, the Fraacta are brutally efficient purveyors of violence.

The Fraacta have manoeuvring thrusters that jut out like angelic wings from their distinctive red combat armour. They're the most technologically sophisticated airborne brigade operating on Paradiso.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
13	10	10	12	8	7	10

FIELDS OF EXPERTISE

Combat	+3	3	Movement	+5	3	Social	+1	-
Fortitude	+2	-	Senses	+1	1	Technical	+1	-

DEFENCES

Firewall	9	Resolve	12	Vigour	12
Security	-	Morale	2	Armour	2

ATTACKS

- **Spitfire:** Range M, 1+7 damage, Burst 3, 2H, Spread 2, Unsubtle
- **Tohaa Nanopulser:** Range C, 1+7 damage, Biotech, Subtle 3, Torrent, Vicious 2, evidence dissolves after 1d20 minutes

GEAR: Fraacta Combat Jump Suit (2 Armour)

SPECIAL ABILITIES

- **Corahtaa:** The Fraacta can speak the Tohaa pheromonal language; communicating silently and securely with other speakers within Close range. They cannot use Psywar actions or techniques which require deception when using Corahtaa.
- **Courageous:** The Fraacta benefits from a Morale Soak of 2.
- **Drop Unit:** When called in as a reinforcement, the Fraacta begin play in a zone of their choosing, provided it's accessible from above.
- **Hypermobile:** The Fraacta can move one additional zone when performing a movement action.
- **Survival Mode:** A Fraacta can retract its wings in a defensive posture, forfeiting the benefits of Hypermobile, but increasing its Armour and Security Soak by 2.



LARGE SCALE WARFARE

I curse the day the Combined Army sunk its teeth into the fabric of the Human Sphere. But do you know what I think? Someone, well, something, engineered the great enemy's arrival. And that something is humanity's other great enemy... ALEPH. And before you scoff, hear me out. I don't believe for one second that you are naive enough to think that the Combined Army happened to stumble into the Paradiso system on a whim. You remember the B4ckd00r file? And before you say it's old news, remember that this file led to the greatest schism the Human Sphere had seen in centuries. And now look where we are. I posit you this: what if our 'great AI' has actually been looking for a like-minded intelligence to share its existence with? -G3NIU5, Nomad hacker for the Resurgence movement, during an Arachne VR meeting with Stephanie Hirst, Warcor for UNEarth (the news channel that leaves no data bit unflipped).

NEW FORCE TRAIT: ELITE

Whether veterans of multiple engagements or highly trained from the outset, the Force is composed of extremely skilled personnel who are easily capable of outclassing lesser opponents. When making an engagement test with the Force, the Commander gains 1 Momentum for the test.

SHASVASTII SEED-SOLDIERS

The mainstay of the Shasvastii Expeditionary Force that literally Seeds the continuance of the insidious Shasvastii race.

Pace	1	Impact	4 , Unforgiving 1, Piercing 2 (from Skirmishers trait)		
Size	3	Strength	9	Resilience	3
Traits	Skirmishers				

SURYAT HEAVY INFANTRY PLATOON

An elite corps made up of members of the Suryat caste; military veterans who have earned full citizenship through their performance on the battlefield.

Pace	1	Impact	5 , Vicious 1		
Size	3	Strength	10	Resilience	3
Traits	Elite, Shock Troops				

UNIDRON BATROIDS

These techno-organic, vat-grown units are the perfect foot soldiers in the EI's army.

Pace	1	Impact	4 , Piercing 2 (from Skirmishers trait)		
Size	3	Strength	9	Resilience	3
Traits	Infowarriors 1, Skirmishers				

SHASVASTII MALIGNOS

The harbingers of chaos and fear, the Malignos infiltrate deep into enemy lines to sow death and destruction.

Pace	2	Impact	5 , Piercing 2 (from Skirmishers trait), Unforgiving 2		
Size	2	Strength	6	Resilience	2
Traits	Scouts, Skirmishers, Sharpshooters				

KURGAT ASSAULT ENGINEERS

Frenzied Morats skilled with explosives. Their brutal and devastating attacks are designed to breach fortifications and support assaults from the front line.

Pace	1	Impact	5 , Anti-Materiel 1, Area (Close), Backlash 1, Suppressive, Unforgiving 1		
Size	2	Strength	9	Resilience	2
Traits	Shock Troops, Skirmishers, Supporting Fire				

THE HUNGRIES

Ravaging aliens that hunt in packs, the Hungries are used as a skirmishing force to break and harass enemy lines.

Pace	2	Impact	3 , Piercing 1		
Size	2	Strength	6	Resilience	1
Traits	Shock Troops, Skirmisher				

FRACTA DROP SQUADRON

The all-female, always careless elite drop troops of the Sygmaa Trihedron – those Tohaa who have welcomed the EI's influence.

Pace	3	Impact	4 , Vicious 1		
Size	2	Strength	8	Resilience	2
Traits	Airborne, Elite, Shock Troops				

RAICHO SQUADRON

The heavily-armed, heavily-armoured, gargantuan combat machines of these squadrons are each operated by a bloodthirsty Morat.

Pace	2	Impact	7 , Anti-Materiel 1, Suppressive, Vicious 1		
Size	3	Strength	15	Resilience	2
Traits	Elite, Shock Troops, Supporting Fire				

COMBINED ARMY

INDEX

- Abatu 12
- Absolute Universal Comprehension 2, 4-5, 24, 30, 32-33, 35, 38, 40, 43-44, 49, 63-64, 76. See also Transcendence.
- Advocate, Surreptitious (Career) 83, 85
- Age of the Claw 21, 51
- Aggression Force (Mission) 36
- Agni Ammunition 46, 55, 58
- Agni Shells 46, 55, 58
- Albedo 100
- ALEPH Alert (Event) 41
- ALEPH 16-17, 29-30, 35, 38-41, 43-44, 52, 72, 85
- Aletheia Kit 97, 100
- Alien Weather (Event) 41
- Ammunition Table 55
- Anathematics 30, 43
- Aneyros 9
- Annexation Phase 7
- Annexation Procedures 7, 9-11
- Annexation 6-9, 12-13, 15-16, 70-71
- Antipodes 37
- Aoidoi 17, 29, 31
- Argument 10
- Ariadna 20, 24
- Armoured Brigades, Morat 92-93
- Artilect 4-6, 12, 15-16, 20, 23, 61
- Assigned Roles & Skillsets 31
- Ateks 102
- Augmentation Mimicry 45
- Augmentation Table 56
- Augmentations 19, 43, 45, 47, 51-56, 62, 74-75, 78, 99
- AutoMediKit 74, 77, 97-100, 103
- Autotool 88
- Avatar, El 23, 30, 43, 53, 64, 86, 89
- Batroid 13, 28, 49, 88
- Battles against the Tohaa (Mission) 37
- Biograft 47, 56
- Biohacker, Sygmaa (Career) 79-80
- Biomorphic Adaptability (Character) 75
- Biotechnician 6, 79-80
- Biotechnician, Renegade (Career) 80
- Biotechnology 6, 47, 80
- Blackmail 35, 64
- Bounty Seeker (Career) 70
- Bureau Noir 29, 40, 42, 59
- Business Groups, Exrah 2, 18, 26-27, 31, 38, 49, 54, 65, 74
- Campaign Scope of Operations Costs Table 36
- Campaign Scope 31
- Cartographer (Career) 70
- Cartographer Corps 5, 7-8, 11-12, 14-16, 21, 26, 70, 75
- Chameleonwear 77, 98
- Chaotic (Character) 78
- Chaotic, 15, 76, 78
- Charontid 30, 43, 53, 87
- Cheap Ammunition (Event) 41
- Chromatophore 47
- Clones 63
- Combined Adolescent Event Table 66
- Combined Career Event Table 68
- Combined Career Table 68
- Combined Civilisation Adolescent Event Tables 66
- Combined Education Benefits – Mandatory Table 65
- Combined Education Benefits – Skills & Gear Table 65
- Combined Education Table 65
- Combined Faction Career Events Table 68
- Combined Faction Human Career Event Table 83
- Combined Faction Human Career Table 83
- Combined Home Environment Table 63
- Combined Host Table 60
- Combined Human Career Event Table 84
- Combined Social Class Table 63
- Combined Youth Event Table 64
- Combining Civilisations 59
- Comlog 6, 8, 10, 26, 33, 44, 65, 68, 72, 91
- Commissar, Exrah 101
- Commissariat, Exrah 27, 31, 42, 101
- Concordat, Exrah 13-14, 26-27, 31, 42, 49, 101
- Conservatives, Shasvastii 12, 20-21, 42
- Contact (Mission) 37
- Continuum, Shasvastii 12, 20, 32, 37, 76-77, 98
- Corahata 78, 103
- Cosmolites, The 31
- Cotoya 51, 72, 91
- Cramped Confines (Event) 41
- Crossed Purposes (Event) 41
- Crypsis-skin Viscus 47, 56, 77
- Cube 8, 20-21, 24, 26, 35, 39, 43-45, 47, 49, 52-53, 56, 60, 63, 68, 72, 81, 83, 89, 99
- Cube, El 44-45
- Cybermask 48, 57, 87
- Daedalus 31, 37, 39
- Dat 22
- Datasphere 15-16, 30-31 44, 49, 85
- Datastream 38
- Datavaults 44
- Daturazi Witch Soldier (Career) 72
- Daturazi Witch Soldier 65, 91
- Dawn 17, 24
- Deadeye Optics 47, 58, 70
- Decision Eight: Career 60, 68
- Decision Eight: Human Careers 82
- Decision Eight: Shasvastii Careers 75
- Decision Eight: Sygmaa Careers 78
- Decision Five: Youth Event 59, 63-64
- Decision Four: Status 59, 63
- Decision Nine: Final Customization 0, 68
- Decision One: Birth Host 59-60
- Decision Seven: Adolescent Event 60, 68
- Decision Seven: Defection Event (Human) 81
- Decision Seven: Dheviis Event 75
- Decision Seven: Morat Adolescence 72
- Decision Seven: Sygmaa Adolescence 78
- Decision Six: Education 60, 64-65
- Decision Three: Homeworld/Homeland 59, 62-63
- Decision Two: Mindset/Heritage 59, 60-62
- Defection Event Table 83
- Defection Timelines 81
- Degrees of Utility 8
- Demarok 32, 37, 92
- Demogrant 63
- Deti Bolotnika Augmentation 47, 56
- Dheviis Differentiation 47
- Dheviis Event Table 76
- Dheviis, Shasvastii 19, 47, 49, 75, 77
- Digester See T'zechi Digester
- Djassah 75
- Djetzrah 61
- DNA 20, 37, 39, 97, 99
- Domotics Malfunction (Event) 41
- Domotics 40, 41
- Dray Exogency 48
- Dropships 14
- Drug Table 56
- Drugs 48, 56, 75
- Earth 24, 53, 80
- ECM 86, 92, 99-100
- Economic Manipulation 10
- Education Updates 65
- El (Evolved Intelligence) 2, 5-18, 20-35, 37-45, 47-49, 52-54, 56-57, 60-74, 76, 79-91, 94, 97-99, 101-103
- El Assault Hacking Device 47-48, 57
- El Hacking Device 48, 57
- El Killer Hacking Device 48, 57
- El Support Dice 71
- El Support 72
- EK1 Ammunition See K1 Ammunition
- Ephemeral, Exrah 2, 26-27, 52, 75
- Escalation & Faction Malevolence Table 36
- Escalation 35-36
- Espionage (Mission) 37
- Eugarat 51
- Exhorni 26-27
- Exploration (Mission) 37
- Explosives Table 56
- Explosives 44, 53-54, 56, 74, 96
- Exrah Campaign Scope 32
- Exrah Play Styles 31
- Exrah Tensions 31
- Exrah Themes 32
- Exrah 2, 6, 11, 13-15, 25-27, 31-32, 35, 38-39, 41-43, 47, 49, 52, 54, 56, 58, 64-65, 97, 101
- Faction Malevolence 35-36, 42
- Farseeer Reef 47
- Feral 48-49, 56, 65-66, 72, 94
- Fire and Blood (Character) 72
- First Races 4
- Flamethrower 92, 99
- Flash Wars 9
- For Honour (Event) 41
- Forsaken (Career) 85
- Forsaken 75, 83, 85
- Fraacta Drop Trooper (Career) 80
- Fraacta Drop Trooper 48, 55, 75, 78, 80, 103
- Fraacta Jump Symbiont 48, 55, 78, 80, 94
- Fuyan Red Glass 49
- Gaki 94. See also Hungries.
- Galashta (Shasvastii) 75-77
- Ga-Tu-Kat 95
- Gatukat Combat Drone 95
- Geist 60, 68, 72
- Genetic Manipulation (Mission) 37
- Genetic Reaction (Event) 41
- Gesurat Sash 48, 58, 72
- Gesurat 21-22, 32, 48, 58, 72-73
- Gesurat, Becoming 72
- Gliders 2, 102
- Glitch (Event) 40, 41
- Gradient Ammunition 48, 55, 74
- Grindcore 65
- Gu'di, Umbra 27
- Gurlanak 48
- Gwailo, Shasvastii 32, 46, 100
- Hackers 31, 47-49, 75, 84-85
- Hacking Devices Table 57
- Haqqislam 45
- Hearts & Minds (Mission) 37
- Hexas 54
- High Stakes (Mission) 37-38
- High-Density Ammunition 14, 48, 53, 58
- Historical Document Inaccuracy (Event) 41
- Holdaan 48
- Holomask 99
- Homeland Characteristics Table 63
- Homeland Environment Table 63
- Human Campaign Scope 35
- Human Characters (Combined Army) 81-85
- Human Play Styles 35
- Human Sphere 2, 11, 15-17, 22, 24-25, 28-35, 37-40, 42, 44-45, 47-48, 50, 52, 54-55, 59-60, 62-65, 70-71, 76, 78, 81-85, 93-94, 97-100
- Human Tensions 35
- Human Themes 35
- Hungries Control Device 49, 55, 58, 74, 94
- Hungries 3, 48-49, 55, 58, 74, 94
- IC-1 Cubescan 49, 57
- Ileshta (Shasvastii) 75-77
- Imago, Exrah 26-27, 31, 49
- Infiltrator Units Career Table 77
- Infiltrator Units, Shasvastii 77
- Infiltrator, Shasvastii (Career) 75, 77
- Informant (Career) 83, 85
- Infowarrior 16, 24, 26, 28, 30-31, 40, 44, 47-48, 80, 89, 103
- Infowarrior 83, 85
- Infowarriors 85
- Integration Phase 7
- Interaction Phase 7
- Invasive Infowarrior (Career) 83, 85
- Investigation Phase 7
- K1 Ammunition 48-49, 58
- K1 Combi Rifle 49, 58, 88
- Kanabō 49, 57
- Karanat 22, 32, 73
- Ke'ku 2, 101
- Keystones, VoodooTech 44-45
- Kinematika 55, 87, 91
- Kiyan 9
- Knife Renaissance 21, 51, 72, 91, 93
- Ko Dali 35
- Kokan 51
- Kurdal 21
- Kurgat Assault Engineer (Career) 72, 74
- Laakhii 78
- LAI 31, 41
- Leshti 75
- Lhosts 30, 43, 83
- Logistics (Mission) 38
- Lu'di, Umbra 27
- Maa 75, 79
- Maakrep Tracker (Career) 80
- Maakrep Tracker 78, 80, 103
- Maat'zani 12, 27-28, 34. See Also Umbra.
- Macro-Chromatin Fibre 19, 37, 39, 45, 50, 52-53
- Maestro Upgrade 48, 54, 57



Malignos, Shasvastii 77, 100
Mandatory Failure (Event) 41
Maya 17, 29, 38, 43, 85
MediKit 80, 94
Melee Weapons Table 57
Mimetism 88
Mindset Adolescent Event Table 67
Mindset Career Table 68
Mindset Traits (Optional Rule) 61
Mindset 59-62, 64, 66-69, 71, 73, 75-76, 79
Mindsets of the Ur Hegemony 61
Mindsets Table 61
Mindsets 60-62, 64, 71
Mnemonica 44, 49, 52
Modcoat 95, 102
Monoclimates 62
Monoculture 60, 62
Monofilament 48, 54-55, 57, 88, 99
Monstrous (Character) 72
Mood & Theme 30
Morat Adolescent Event Table 73
Morat Aggression (Character) 72
Morat Campaign Scope 32
Morat Career Event Table 73
Morat Career Table 72
Morat Careers 72
Morat Characters 72-74
Morat Play Styles 32
Morat Supremacy 9, 11-12, 21-22, 32, 74, 85, 90-91, 93-94, 96
Morat Tensions 32
Morat Themes 32
Morat 2, 6, 9, 11-12, 21-22, 27, 29-32, 34-36, 38-43, 48-49, 51, 53, 55-58, 60-61, 65, 72-74, 76, 83-84, 90, 91-97
Morpho-scan Viscus 49, 56, 99
Mozzies 93
Mr. Tiddles will see you now (Event) 40, 41
Multipliers, Shasvastii 20, 42, 50
Multispectral Visor 52, 80, 87, 100, 103
MultiTool 43, 65, 80
Murdat 22, 38, 73
Muyet 9
Mystic (Career) 70
Mystic 68, 70, 75, 78
Nanobot 44, 47, 49-50, 100
Nanopulser, 85, 88, 103
Nanoscreen 49-50, 58, 71, 100
Nanoshield Facility 50, 58
Nanoswarms 44
Nanotechnology 43
Nark Ammunition 50, 55
Neandi 11
Nemesis Wars 5, 7, 9-12, 15, 17, 25, 61-62, 64
Neo, 45
Neomaterial 43-44
Nexus Operative 25, 34, 36, 42, 89
NiemandZone 31
Nilanda 11, 65
Noctifer 77, 98
Noise Complaint (Event) 41
Nomads 41, 45
O-12 17, 29
On the Move (Event) 41
Onyx Contact Force 7, 12, 14-15, 18, 24-25, 29, 31, 36, 42, 71
Operators, Exrah 26, 89. See also Ephemerals, Exrah
Oznat Hunter (Career) 74

Oznat 49, 55, 58, 72, 74, 94
PanOceania 46, 85, 93
Paradiso Affair 14-15
Paradiso 2, 11, 15-18, 20-21, 24, 27-32, 35, 37-45, 50, 54, 66, 72, 75, 79-81, 83, 93-95, 100, 103
Pariāmanā Viscus 53, 56, 77
Paths to Unity 7-11
Perennials, Exrah 26, 52
Pherotactics 78
Pheroware 78
Pitaya 51
Plasma Ammunition 50
Plasma Carbine 50, 58, 80
Plasma Sniper Rifle 50, 58, 72
Plasma Snubnose 50, 58, 70
Play Styles 31
Plenipotentiaries 43, 53
Plenipotentiary Delegate (Career) 71
Plenipotentiary Delegation, 6-13, 36-38, 68, 71, 78, 102
Pneumarch 53, 89
Political Manipulation (Mission) 38
Posthumans 54
Preta 94. See also Hungries.
Project Transcendence See Transcendence. See also Absolute Universal Comprehension
Proprioception Viscus 50-51, 56
Protheion Augmentation 51, 56
Pseudothecium 54
Psychotropics 70
Psywar 17, 30, 40-41, 48-49, 78, 87, 91, 103
Rad-Sledge 51, 57, 72
Raicho 32, 92-93
Raizot Heavy Armour TAG 92
Randomius Factoria Events 40-41
Randomly, 60
Ranged Weapon Table 58
Rasyat Diplomat (Career) 74
Rasyat 32, 61, 64, 72, 74, 91
Rasyatnat 91
Ratarak 48
Rebels 33, 37, 42, 61
Rebreather 94
Reckless Modification (Character) 75
Requisitioning 38-39
Respiratory Viscus 52, 56
Resurrection 39, 63, 66, 69, 73, 76, 79, 83-84
Ruaria 88
Runihara 45
Runohaa 48
Saara 75
Salvagebane Ammunition 52, 55
Samaritans, Umbra 54-55
Second Fiddle (Event) 41
Seed Soldier, Shasvastii 98
SeedEmbryos, 75
Seedships 20
Sepsitor Cockatrice Array 52, 58
Sepsitor Plus 52, 58, 86
Sepsitor 35, 52, 58, 81, 83-84, 86-88
Sepsitorization 35, 39, 44, 81, 83-84
Sepsitorized 16, 29, 31, 35, 40, 42, 63, 81, 83, 85
Shadugaan 11, 65
Shasvastii Campaign Scope 32
Shasvastii Career Event Table 76
Shasvastii Career Table 75
Shasvastii Characters 75-77
Shasvastii Education 75

Shasvastii Infiltrator (Career) 77
Shasvastii Play Styles 32
Shasvastii Tensions 32
Shasvastii Themes 32
Shasvastii Youth Events 75
Shasvastii 2, 11-12, 15, 19-21, 24, 29-35, 37-43, 45-47, 49-50, 52-54, 56, 59-61, 65, 69, 75-78, 83-84, 97, 98-100
Shaviish 53
Sheath-Shield Supplements 52-53, 58
Sheut 39
Shoi Khasi 8, 12
Skiāvoros 30, 37, 53, 87, 88
Smart-Viral Mantrap 53, 56, 77
Smoke Detectors (Event) 41
Snap Hack (Event) 41
Social Manipulation 10
Sogarat Tempest Unit (Career) 72, 74
Sol 41
Sotarak Bannercape 53, 55, 58, 73-74
Sotarak 53, 55, 58, 73-74
SpawnEmbryo Viscus 53, 56
SpawnEmbryo 19-20, 38-39, 45, 53-54, 56, 76
SpawnEmbryos (PC) 53
Speculo Killer, Shasvastii 20, 30, 32, 39, 42, 45, 49, 56, 75-76, 83-84, 99
Sphinx TAG 99
Sporetrap Mine 54, 56, 71, 77, 85
Steranko Security Response Algorithm (Event) 40, 41
Strategos 88
Submondo 54, 71, 84
Subterfuge Intensity 29, 42
Surats 91
Syg 75, 79
Sygmaa Adolescent Event Table 79
Sygmaa Career Event Table 79
Sygmaa Career Table 78
Sygmaa Characters 78-80
Sygmaa Trihedron Campaign Scope 33
Sygmaa Trihedron Play Styles 33
Sygmaa Trihedron Tensions 33
Sygmaa Trihedron Themes 33
Sygmaa Trihedron 2, 6, 11, 14, 17, 24, 28-29, 31, 33, 37, 39, 42, 55, 60-61, 65, 75, 78-80, 102-103
Sygmaa Undercover Operative 102
Symbiont & Armour Table 55
Symbiosis 48
Tzechi Digestor, 10, 12, 14-17, 29-30, 35, 37, 54, 59
TAGs 39, 48, 52, 54, 92. See also Raizot, Sphinx.
Tensions 31, 32-35, 42-43
The Truth is out There (Event) 41
Themes 31-35, 40
Tinarak 21
Tinkerer 66, 76, 80
Tinkering, 77
Tohaa 10-11, 14-15, 17-18, 24, 27-29, 31-37, 39, 42-43, 46-47, 49, 54, 78-80, 93, 102-103. See also Sygmaa Trihedron.
Tools & Other Items Table 58
Toyama 92
Transcendence (Mission) 38
Transcendence 3-17, 21, 23, 25-26, 30, 32-38, 43, 59-64, 70, 76, 97, 101
Transcendents, The (Races) 4
Trident 49
Trigon 33, 42, 78, 80, 103
Trihedron, 6, 11, 14, 17, 28, 33, 60-61, 78-80,

102-103
Trinaries 42
Trinomial, Tohaa 14-15, 17, 28, 31, 33, 35, 37, 39, 42, 60, 75, 78-80, 102-103
Triumvirate, Tohaa 29, 39, 42
Troublemaker (Career) 71
Troublemaker 68, 78
Tu'di, Umbra 27
Twitcher 54
Ugarat 12, 21, 32, 37, 39, 48, 61, 73, 92, 94
Ugatarak 22
Ulandra 26
Umbra Campaign Scope 34
Umbra Legate 49, 64, 87
Umbra Play Styles 34
Umbra Tensions 34
Umbra Themes 34
Umbra 8, 11-13, 18, 25, 27-28, 31-32, 34, 36, 38, 49, 54-55, 64-65, 87, 89
Upgrade Chao 54, 57
Upgrade Goodnight 54, 57
Upgrade SWORD-2 Puppeteer 54, 57
Upgrades 47-48, 57, 87, 103
Ur Hegemonic Civilisation 5-11, 13-15, 18, 20, 23, 25-26, 28, 59, 61-65, 68, 70-71, 78-81
Ur Hegemony Lifepath Decisions 59-60
Ur Hegemony, 6, 8-18, 21, 23-28, 59-65, 67-72, 74-83, 85, 89
Ur Rationalists, 3-5, 8, 23-24, 26, 28, 34, 38, 44, 59, 61-62, 70, 86, 89
Urat 21-22, 72-73
Urkhara 24
Urkherit Campaign Scope 34
Urkherit Play Styles 34
Urkherit Tensions 34
Urkherit Themes 34
Urkherit 18, 23-25, 31-32, 34, 38, 89
Urkheshie 24
Ur-Probes 12, 14-15, 50
Urtext 62
USAdrian 24
Veve Pod 44-45, 48, 58
Viscera, Shasvastii 2, 45-47, 49-50, 53, 56, 77
Visceral Bio-Morphologist (Career) 75-76, 77
Viscus 47, 49-53, 56, 75, 77. See Also Shasvastii Viscera.
Vivisection, Sacramental 45
Void Charge 54-55, 56
VoodooTech Restrictions 43-44
Voodootech, 2, 39, 43-45, 47-52, 54-55, 85, 89, 100
Voorne, 48
Vorpal Blade 54-55, 57
Vulkan Shotgun 46, 91
Wadakat Air Superiority Aircraft 93
Wadakat Pilot 93
Wilderness of Mirrors 30, 42, 63, 71, 82
Working Guild, Morat 21
Wormhole 3, 6, 11, 15, 20, 29, 31, 39, 42-44, 67, 70
Wulvers 63
Xayixiy 49
Xhantri Bumblebee Drone 31, 95
Xiongxian 100
Yānjīng 35
Yaogat Strike Infantry 96
Yoruba 43
Youth Events (Special) 64
Zeeda 78

A CHRONICLE FOR
VAMPIRE: THE MASQUERADE 5TH EDITION

fall of London

LONDON, 2012.

Mithras, god among vampires, returns from diablerie at the fangs of Montgomery Coven. The Heralds of the Sun awaken from torpor unable to remember who they are, but driven to seek five artifacts to restore their master to his full glory. The Second Inquisition rises to burn London's Kindred to ashes.

What legacy will you leave?

AVAILABLE IN STORES NOW

MÖDIPHÜS™
ENTERTAINMENT



paradox
INTERACTIVE®

VAMPIRE: THE MASQUERADE® Copyright © 2020 Paradox Interactive AB. All rights reserved.

STAR TREKTM

ADVENTURES

**EXPLORE STRANGE NEW
WORLDS ALL ACROSS
THE GALAXY**



Expand the *Star Trek Adventures* Roleplaying Game core rulebook
with the complete collection of quadrant sourcebooks:
Alpha, Beta, Gamma, and Delta.

Each volume presents setting details focused on a specific quadrant,
information to expand the game beyond 2371, descriptions of worlds
and civilizations, many new playable character species themed around
the quadrant, and a wide selection of NPC vessels and characters to
challenge your crew. Set your course and engage warp drive!

MODIPHIUS[®]
ENTERTAINMENT



TM & © 2020 CBS Studios Inc. © 2020 Paramount
Pictures Corp. STAR TREK and related marks and
logos are trademarks of CBS Studios Inc.
All Rights Reserved.

MODIPHIUS.COM
STARTREK.COM