

SAVAGE NEXUS

a conversion of *Nexus: the Infinite City*
for *Savage Worlds Explorer's Edition*

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This document is intended to aid roleplayers in using the *Savage Worlds* rules with the *Nexus: the Infinite City* setting. *Savage Worlds* is produced by Pinnacle Entertainment Group; *Nexus* was published by Daedalus Games. You really need both products to be able to use this document. There's not enough detail here to really let you understand the setting, and of course the complete *Savage Worlds* rules are necessary to play.

This document is primarily intended to give players the information they need to make characters, although some material is included for gamemasters.

No challenge to any copyright is intended by this work. You should buy *Savage Worlds* and *Nexus: the Infinite City* (if you can possibly get your hands on it).

INTRODUCTION

Adapted from Appendix B of *Nexus: the Infinite City*

Nexus is a city that exists both everywhere and nowhere. Egyptian pyramids rise beside “mom and pop” pizza joints serving business people bustling out of alien skyscrapers. Nexus is the melting pot of the metaverse, home to alien gangsters, forgotten gods, spell chucking streetpunks, transcendental cyborgs, yuppie assassins, and rickshaw pullers who’ve seen god. The wonderful, the horrific and the baffling mix in equal parts on every street corner in the Infinite City.

The City of Nexus

Physically, Nexus is a mosaic of patches of realities that have been linked together in a seamless urban landscape. This landscape constantly shifts: neighborhoods change position and shift out of the mosaic to make room for new arrivals.

The city defies linear thinking: in Nexus everything is relative, even reality itself. Mapping Nexus is nearly impossible. Navigating Nexus is tricky. Travelers retracing their steps often don’t arrive where they started from; travelers’ means of transportation can be more significant than absolute distance or direction traveled.

Someone traveling through the city actually travels through a series of realities that are connected by interdimensional interfaces. Other than changes in scenery, which often blend together, these transitions can go unnoticed. To those in Nexus, the city appears as a mishmash of vastly contrasting neighborhoods that form a cohesive whole.

Newcomers to Nexus often have to discard their notions of space and order before they can begin to comprehend the city. For some unfortunates, “comprehension” comes only via lunacy or nervous breakdowns.

Nexus’ chaos is not without its unifying harmonies and rhythms. Perhaps the most surprising thing about the city is not its existence but the fact that many of its people manage not only to survive, but to thrive. Residents of Nexus adapt in a variety of ways. Some are quickly able to make intuitive sense of the city’s chaos, while other Nexans only come to understand the city through years of head scratching.

Despite any misgivings they have about the city, most Nexans wouldn’t want to live anywhere else. They tend to perceive the city as the center of all that exists, and they can be snobbish toward inhabitants of mundane cities and outback realities. Any number of cults, religions, and schools of thought depend upon concepts of Nexus’ central place in the universe. Of course formidable cultural barriers usually ensure that one Nexan’s paradise turns out to be another Nexus’ purgatory, prison, or hell.

Interfaces

A reality that is currently present in Nexus is referred to as being “in phase” or “interfaced with” the city. An interface is a phenomenon that allows a traveler to pass from one reality into another. Interfaces range from simple, straightforward portals to

imperceptible transition zones. Each interface in Nexus is unique in some way. Some interfaces alter the things they transport. Some interfaces are one-way; others randomly change destination.

Traveling through most interfaces is extremely straightforward: a traveler steps through and emerges on the other side. Most Nexans step through dozens of interfaces every day without a second thought. Travel through some interfaces, however, can be complex, involving passing through seemingly solid walls, or following the correct sequence of turns through a maze of alleyways. No one knows why this is the case, and the question of why interfaces vary so much in form and function is one of the city's central mysteries.

Many Nexus interfaces behave in an erratic manner. They change position, change their destination, vary their properties and open and close unpredictably. This makes traveling in Nexus extremely difficult for those who aren't accustomed to the city's unusual nature.

Some interfaces change their positions with respect to one another. An interface may lead to the edge of Babel one day and border on the Rock the next. This phenomenon is commonly referred to as "drift," and it makes for a lot of headaches and confusion. Some interfaces stand still, some drift at steady glacial rates, while others drift fast enough that travelers have to run to catch them.

The Pulse of the City

Despite its unusual nature, Nexus is a coherent city to most of its occupants. Experienced residents can find their way around the city with little difficulty. Nexans routinely walk through portals and interface lines between dimensions. A Nexan can be walking through the back streets of Paris at one moment and through a gleaming, alien metropolis the next. Nexans are accustomed to abrupt transitions, the city's non-linear layout, and passing alien beings on the streets.

Although Nexans live in a highly unusual city, life isn't unbearably difficult or strange—no more so than in some mundane cities—as long as you know what places and things to avoid. For the foolish and the adventurous, Nexus has its dangers and its rewards. The city is a junction between realities, a gateway to the metaverse—with challenges and rewards to match its diversity.

Nexus has a dizzying number of neighborhoods within it, each one from a different reality. Most of these places drift through the city and "phase" in and out. Some might linger for years while others are connected only for a few minutes. A few core realities known as "hubs" serve as focal points for the city's traffic. Hubs are neighborhoods which are consistently in phase with the city and fairly easy to find. The people who live in these hubs are largely native Nexans.

The Nexus hubs, at present, are the Rock (aka "Rock of Ages"), Babel, Chimera City, Sky City, and Angel City. Angel City is a version of Los Angeles that came permanently into phase with Nexus in 1993. To Angelinos, it is now 2012, and as they look forward to celebrating their ten years in Nexus, anything is possible.

MAKING CHARACTERS

RACES

It's absurd to say that humans are dominant in an infinite city, but most Nexus campaigns will take place in the part of Nexus where humans have numerical superiority. Keep in mind that a human can be from any time period in any reality, so even an all-human campaign can have very wide-ranging characters.

Still, plenty of other races are in evidence in Nexus. Races from other Savage Settings can certainly be used with GM approval, assuming they are balanced against the races given here.

Saurians

These are bipedal, humanoid descendants of dinosaurs. They do not like to be called "reptiles," which is inaccurate in any case, but humans may have a hard time thinking of them in other terms.

Saurians actually have quite a bit in common with humans, and many of the Saurians in Nexus come from a reality that is identical to the Earth of Angel City, save that Saurians take the place of humans. Saurians have no explanation for this duplication and waste no energy trying to puzzle it out. If pressed, they insist that theirs is the original and Earth the copy.

Saurians are incapable of doing anything halfway. Nuance and subtlety are completely lost on them. Whatever they do, they do it to their limit. Dueling is often a solution to conflict in their cultures, although usually these duels are just to first blood. There is no perceived dishonor in surrendering or acknowledging being beaten.

Dinosaur heritage: Saurians have claws which do STR+d6 damage. They are never "unarmed."

Tough hide: Thick Saurian hide provides 2 points of natural armor.

Nothing halfway: Saurians can't understand hints, subtlety, or innuendo. They always dive into everything with all they have. This will usually give them a -2 Charisma with those who appreciate and use subtlety (most non-Saurians). In many cases, it will also require them to roleplay some version of the Stubborn or Quirk Hindrances.

Slow: Thick Saurian legs are not designed for speed, at least compared to humans. Their base pace is 5".

Resilient: Saurians begin with d6 Vigor.

Skrill

Skrill are hairless feline humanoids obsessed with ideology. Several thousand of them came to Nexus a few years ago, where they have now adopted dozens of new ideologies.

Night adapted: Skril have low-light vision.

Cat ears: Skril get +2 to Notice rolls when listening.

Understand power structures: All Skril characters start with d6 in Knowledge: Ideology.

Ideologically obsessed: Every Skril is devoted to a particular ideology, possibly one the Skril has personally invented. Every action must be scrutinized to make sure it lines up with the ideology. If an ideology fails in practice, or if circumstances change substantially, a new ideology must be developed or adopted.

Winged Folk

Mostly dwelling in Sky City, Winged Folk look like humans with feathered wings. Their personalities and sub-cultures are as varied as humans', though they commonly look with pity on their earthbound neighbors.

Winged: They can fly at their base pace.

Swift as the wind: Base pace is 10".

Hollow bones: Winged Folk are light-boned and less sturdy as a result. -1 Toughness.

SKILLS

The broad Savage Worlds skills fit Nexus perfectly. The same Fighting skill is used to wield a Roman spear, a rapier, or a sonic axe. Repair can be used on wagon wheels, clockwork automatons, quantum flux computers, or nano-probes.

Nexans quickly get used to dealing with the unfamiliar and even the grotesque. Therefore, the Guts skill is not used. On those rare occasions when something is frightening enough to phase a jaded Nexan, simply roll Spirit for the fear check.

Knowledge: Nexus is a crucial skill for almost all characters. It is used for navigating the city efficiently and for knowing anything too specific to be covered by common knowledge rolls. (Common knowledge can be used for major parts of the city, celebrities, and events in the news. Knowledge: Nexus should be used for knowing specific private individuals, history of the city, theories of its existence, and the like.)

When navigating to a location within Nexus, roll Knowledge: Nexus. (If you're navigating to a well-known place and time isn't an issue, don't bother to roll.) Failure means you can't get there or (for a Hub) that it takes far longer than it should: 1d4 hours (can ace). Success means you can get there in about an hour. Each raise cuts time in half.

Hub	+2
Common place	no modifier
Burbs	-2
Tucked away places	-4

Note that for finding or making a particular contact for goods or information, you'd still roll Streetwise as normal. Knowledge: Nexus is just for finding places in the city.

HINDRANCES

A few existing Hindrances are modified slightly in Nexus:

All Thumbs and Illiterate are Major Hindrances.

Clueless characters apply the -2 penalty to Knowledge: Nexus rolls as well as common knowledge rolls.

Outsider is an unlikely Hindrance in this wildly diverse setting.

New Hindrances

Homeless (Minor)

You don't have a place of your own. You have to stay with someone else, pay as you go, or sleep on park benches. This means you can't get replacement gear by going back home. (See the Gear section.)

Narrow Power (Major)

This Hindrance is available only to characters with an Arcane Background. Your Arcane Background only works in your own reality or extremely similar realities, meaning it won't be available to you most of the time if you leave home.

EDGES

Trademarks weapons either will not "translate" or will translate into a functioning equivalent weapon. You still get your bonus with the weapon even if it takes another form, and it will return to its normal form once it goes back to an appropriate reality.

Champion and Holy/Unholy Warrior require Arcane Background: Chosen (instead of Miracles) and Vision d6+ (instead of Faith).

New Edges

Combat Edge

Martial Artist

Requirements: Novice, Fighting d8+, Agility d8+

You are always considered "armed." Opponents get no gang-up bonus against you.

Professional Edges

Jacker

Requirements: Novice, Streetwise d8+, Knowledge: Nexus d6+, Persuasion d6+

Jackers are interdimensional merchants. When making deals/ negotiating or trying to find particular merchandise, you get +2 on Persuasion or Streetwise rolls.

Linguist

Requirements: Novice, Smarts d6+

You know a number of languages equal to your Smarts die. If you make a roll to figure out a language, you get a +2 bonus.

Shawman

Requirements: Novice, Knowledge: Nexus d8+, Vigor d8, Strength d6

Shawmen are professional rickshaw pullers, many of whom see themselves as having a special, even mystical connection to Nexus. Once per session, you can make a Spirit roll to come up with a hunch, insight, or clue that you have no normal way to obtain. The GM decides what this insight is, though you may make suggestions. If the insight has to do with the nature of Nexus, you get a +2 on your Spirit roll.

Third

Requirements: Novice, Connections, Streetwise d8+

Thirds are go-betweens and brokers, often viewed as somewhat shady but necessary. If you set up an interaction between two parties, any negative Charisma between them is reduced by 2. If you act as the go-between in an interaction, negative Charisma penalties are completely eliminated.

Trademark Vehicle

Requirements: Novice, Ace

You have a car, motorcycle, or boat that you are especially attuned to. You get +1 to Driving or Boating rolls with this vehicle. If you take this Edge at character creation, you get the vehicle for free, though the GM can restrict your choice of vehicle. If you take the Edge with an advance, you must have somehow acquired the vehicle first.

LANGUAGES

In my opinion, language trouble seldom makes for good gaming. Fortunately, most of the time when you change realities in Nexus, "translation" makes you able to speak the common language in the new reality.

For those who want to keep track of languages and deal with situations like "Can the professor translate the ancient script in time?" use these rules.

You know languages equal to half your Smarts die.

If you need to *minimally* figure out some other language (such as getting "which way did they go?" across in conversation or figuring out the general topic of a written document), roll Smarts to do so, with increasingly big penalties for the degree of difference between the language you're translating and the most similar language you know.

Common Nexan languages: "Lingua," a Nexan-developed and highly unrealistic patois, English, Spanish, Arabic, Mandarin, Saurian, Skrill

Other languages in use: Most European tongues, especially French, German, and Italian, Latin, ancient Greek, Russian, Mayan

GEAR

Home base

Unless you have the Homeless Hindrance, you have a place of your own to stay and store your stuff. If you are Rich or Filthy Rich, you have a nice or incredibly nice place. Otherwise, it's decent. You can fully own a place in an undesirable location or live in a decent location and either rent it or have a sizeable mortgage on it.

If you can make it back to your home base, you can replace gear that got lost or rendered useless, within reason. You can't do this more than once per adventure, and if you're doing it a lot, the GM will require you to spend plenty of cash to keep restocking home. You can't replace stuff that's intended for one-time use like grenades, potions, or one-time magic items. But if your gun turns into a flute, you can get back home and pull out the backup piece you keep hidden in the closet. And of course you've got plenty of changes of clothing and an outdated spare cell phone in a drawer somewhere. Naturally, the GM has final authority to prevent abuse of this rule.

In general, though, Nexus gear tends to have an "easy come, easy go" feel. Anything other than a Trademark Weapon might get translated into something useless, and powerful or unique items will certainly be the target of theft attempts. If the GM finds it necessary to take away a significant item, the player should probably be given a benny as compensation, but for the most part players shouldn't be surprised if they need to keep finding new interesting items.

On the other hand, GMs should be creative in giving characters access to the items they need to get the most out of their capabilities, particularly Edges. If the merc with Rock and Roll! loses his SMG, put one in the hands of an enemy who can be disarmed or incapacitated to provide it. It doesn't have to be easy for players to get the stuff they need, but mundane items are around, and clever PCs should be able to get them.

Prices are given in Metabucks. Characters start with 1000\$. Most of the items listed in the core rules are available, but prices are modified to reflect the Nexus economy. Once the game starts, these prices are at best estimated starting points. Much depends on where you are, supply and demand, and your Streetwise roll.

Armor

Use listed prices. Powered scout suits (called "camouflage suits" in Nexus) are sometimes available with prices starting at 20,000\$. Hard armor vests (+6, 30 pounds) cost 1000\$.

Hand Weapons

Very popular because of their consistent functioning in most realities. Use listed stats and costs. High quality melee weapons are also available at 3x the listed cost, for a +1 to damage in realities that support high-tech materials.

Ranged Weapons

"Medieval" and "Black Powder" weapons use listed cost. For "Modern" weapons, add 100\$ to listed cost. "Futuristic" weapons cost 10x the amount listed in the core rules.

Gauss guns cost 2x the cost given above, but have 3x the ammunition capacity.

All of these costs assume weapons brought in to Nexus from elsewhere, which means that finding additional ammo requires a Streetwise roll, which can be attempted once per day. (High turnover in the markets is good news for PCs looking for goods.)

For double the cost above, you can buy a gun made in Nexus, which makes ammunition easy to find: automatic in Angel City or Babel, and at +2 on your Streetwise roll in other mod or high-tech realities.

Grenades and Explosives

Death Blossoms are fairly common pre-made, high-tech explosives. (3 lbs., 500\$, 4d6 damage in a medium burst template) If you lack an accurate manual (50\$), setting the delay accurately requires a Smarts roll at -2. Looking up the setting in the manual takes an action.

Grenades cost 100\$ each. Range is 5/10/20, damage in medium burst template. Fragmentation grenades do 3d6 damage. Incendiary do 2d10 and require a check for catching on fire. Stun do 2d6 and cannot do more than Shake a victim.

Drugs

A wide variety of drugs—helpful, harmful, or both—are available in Nexus. Here are a couple that are common enough that starting characters might have them:

Jazz (20\$/dose, duration 20 min.): grants Nerves of Steel Edge while effect lasts
NXL (10\$/dose, duration 3 hours): +2 on Knowledge: Nexus checks; on a failure, end up somewhere known to you that you didn't intend to go

Other

The various items listed in the Nexus book are available, subject to GM approval. A few need rule clarification:

Spinloks cost 500\$ to have installed. They are -4 to pick.

PopClaws are a one-use enchantment (50\$, 1 hour) that give the target claws (Str+d4)

Tattoo enchantments

Black Cross: 500\$, permanent, grants Berserk Edge

Brand of Tlequtul: 3000\$, one year, raises Strength and Vigor by one die type each. If wearer takes Tlequtul's name in vain in that year, she takes a wound and the enchantment ends.

Eye of Pualioize: 1500\$, nine months, Arcane Resistance (+2) against curses

Magic items

Breach Gloves: 3000\$, do STR+d6 damage, and provide 3 points armor to the hands

Douveaux: 100\$ or more, +4 to Vigor rolls to resist poison or disease (see book for limitations)

Grenoble Bread: 100\$ per serving; as nourishing as a full meal, plus removes one level of Fatigue, but can only be used once per day

Mercy Bullets: 100\$ each, do nonlethal damage

Metal T: 3000\$, 1 pound, +2 armor versus metal (only)

Scrith Bullets: 400\$ and up each, do +2 damage to specified target

Xith bones: 1000\$, grant Berserk and Hard to Kill Edges

Yopi potion: 350\$, lasts 1 hour (10 minutes in sunlight); +4 to Stealth rolls to avoid detection in crowds or public places

Most anti-psi tech starts at 3000\$ and increases in price sharply as effectiveness improves. Much of this tech is disruptive to thought (-2 to Smarts and Smarts-linked skills) or tiring (make a Vigor roll each hour or take a level of Fatigue; one hour free of the anti-psi tech restores a fatigue level). Depending on its quality, this tech will generally grant Arcane Resistance or Improved Arcane Resistance to its user.

ARCANE BACKGROUNDS

Miracles

In a realm where various powerful aliens claim to be “gods” and religions proliferate like dandelions, Arcane Background: Miracles doesn’t fit too well. Some powerful beings certainly grant their followers special abilities, but in Nexus these are often straight business transactions and thus function as Gear (or perhaps an Edge).

Magic

In Nexus, anyone with Arcane Background: Magic is presumed to have some familiarity with a variety of magical realities. Normally a magician adapts automatically to different realities as long as magic functions. For especially odd realities, a Knowledge (arcane) or even Investigation roll may be necessary to figure out how magic works.

The AB: Magic covers a wide range of different specific kinds of magic. The player and GM should work out the details of any particular system of magic in terms of what powers and trappings are appropriate. In some parts of Nexus, repeated magic use causes an area to become magically “aspected.” This means that magic of the same type in that area gets a +2, while other types of magic are at -2.

All areas of Nexus are rated as high, moderate, low, or no magic. In low magic settings, all magic use is at -2 and power point recharge rates are halved. In high magic settings, Spellcasting rolls are at +2 and recharging rate is twice as fast as normal. In no-magic areas, no magic of any sort functions. Spellcasters in such an area lose one power point every ten minutes. The points recharge at the normal rate once the magician returns to an area with mana.

It is perfectly appropriate for a the trappings of a mage’s powers to change in different realities according to how magic works locally. GMs shouldn’t make this a chore nor let players constantly adjust their trappings to the greatest effect, but at times it can do a lot to evoke the setting by having all the trapping reflect elemental magic, rune-based magic, or fairy magic, as appropriate.

Psionics

Psionics are much more reliable than magic, but also more limited and better defended against. Realities where psionic powers completely fail are rare. Therefore, powerful individuals and groups take pains to have their own psionic forces or (in high-tech realms) anti-psi tech.

Available psionic powers: Beast Friend, Boost/Lower Trait, Deflection, Dispel, Elemental Manipulation, Fear, Healing, Invisibility, Mind Reading, Mind Shield, Puppet, Speak Language, Stun, Telekinesis, Telepathy, Teleport

Weird Science

This power works as per the core rules. By default, the power source for Weird Science is Nexus itself in some way: “interface differential” or “reality fusion” or whatever. Still, the

devices depend on some mundane technology to function, so they won't work in low tech realities.

Superpowers

Superpowers only work in specific realities that allow them. The best way to handle it is to assign superpowers (using either the core rules or the superpowers companion rules) to characters when they enter an appropriate reality.

Chosen

Arcane Skill: Vision (Spirit)

Starting Power Points: 15

Starting Powers: 2

Some people in Nexus find themselves in touch with some internal power that lets them perform amazing feats. These are often called the "Chosen," though other names are also used.

Chosen powers work only on the Chosen herself, no matter what the power description indicates.

Disconnection: On a roll of 1 on the Vision die (regardless of the Wild Die), the Chosen temporarily loses connection to the power source. All current powers immediately fail, and no new powers can be used until connection is restored. Each round, a Spirit roll may be attempted to restore connection. This requires an action unless a Raise is rolled.

Available Powers: Armor, Boost/Lower Trait, Deflection, Fly, Healing, Quickness, Smite, Speed, Teleport

New Powers

Mind Reading

Rank: Seasoned

Power Points: 3

Range: Smarts

Duration: 3 (1/round)

Trappings: no visible effect (direct mind-to-mind contact)

The psion's most feared ability is the power to snatch secrets right from the mind. The arcane skill roll is opposed by the target's Spirit roll. On a success, surface thoughts can be read. With a raise, deeper thoughts are discovered but may lack context. Two or more raises allows recovery of specific information sought.

If either the psion's skill die or the Wild die comes up 1, the target is aware of the mind reading attempt, though he doesn't necessarily know if it was successful.

Mind Shield

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 3 (1/round)

Trappings: no visible effect

This power allows the psion to shield one person from psionic intrusion. This protects against Mind Reading, Telepathy, and any psionic powers that work by directly

affecting the mind (depending largely on trappings). Success grants the target +2 to resist such powers, or +4 on a raise.

Telepathy

Rank: Seasoned

Power Points: 3

Range: Smarts

Duration: 3 (1/round)

Trappings: no visible effect (direct mind-to-mind contact)

Telepathy allows the psion to send and receive messages mind to mind. It can be resisted with an opposed Spirit roll if the target desires. Otherwise, on a success the telepath can send up to 10 words per round to the target, and the target can likewise reply if desired.

GAZETTEER

The information below reflects what most people in Nexus automatically know without a Common Knowledge roll.

Angel City This is a version of Los Angeles that came into phase with Nexus on February 27, 1993, nearly ten years ago. Angel City is completely separated from its original world, surrounded all on sides by Nexus. It remains a source of movies and culture, now for the Infinite City.

The Architects Depending on who you ask, the Architects built Nexus, or were around when it began, or know its secrets, or don't even exist. But for all the mystery surrounding them, they remain a very popular topic of speculation.

Babel This high-tech hub is composed of alien skyscrapers and elevated highways. Status is reflected by elevation, with the rich and powerful living in the upper strata while the hard-off live at ground level or even underground.

The Blues This Angel City gang was originally composed of former members of the LAPD, and they still see it as their job to provide peace and security to their home.

The Canal A vast network of flowing waterways from many different waterways, used by many Nexans as a means of transport or even a place to live.

Chimera City Although a hub, this part of Nexus sees little traffic. Most technology doesn't function, although magic is powerful. Chimera City has an eerie aura that most find disconcerting.

The Dead Zone A region of several devastated realities. Opinions vary as to whether these are desolate regions brought together by the Nexus law of similarity or a region of Nexus that was destroyed in some cataclysmic event.

The Endless Building An expression of the Nexus rule that similar realities tend to connect, the Endless Building is a maze of various structures connected by interfaces. Some parts of the building, like the MegaMall, are visitor-friendly, but word is some people have starved to death while wandering through its confusing corridors.

Gateway Bell The telecommunications monopoly of Nexus. Maintaining their network and their monopoly is the job of their cadre of identical operatives known as Mr. Blues. Wise Nexans know not to interfere with a Mr. Blue when he is doing his work.

The Infinity Highway A combination of many different roads, all linked through interfaces. Unwary travelers can easily become lost by taking exits at random. The Infinity Highway is very popular with Autophreaks, who use it for racing and fights.

InterNex The Nexus version of the world wide web is far less stable and more diverse than the one we know. Along with the obvious chat rooms, porn sites, and videos of kittens being cute, you can find information on curses, the latest realities in phase with Nexus, and abstract discussions of the nature of reality. As you might expect, it's all best taken with a fair dose of skepticism and pretty good anti-virus/ anti-hacking / anti-ensorcellment software.

The Mallrachen The Mallrachen is the closest thing Nexus has to a government, but it has very little power to enforce its resolutions and regulations beyond a small area of Babel under its direct control. Still, the most powerful people and organizations in Nexus are involved in the Mallrachen, and the Mallrachen Security Force shouldn't be taken lightly in those areas of the city where they are inclined to act.

Maximum Cop This high-tech security company is known for being heavy-handed but providing reliable security for those who can afford their services. The complaints about their brutality are probably just exaggerated, though of course there really is no reliable government that can prevent them from doing whatever they want.

MegaChannel The dominant television network broadcasting from Angel City, MegaChannel offers over ninety distinct channels, seeking to appeal to the broad range of bored Nexans while always having something familiar available for Humans.

Rax The most famous and influential of the Saurian gangsters is Rax, a controversial figure. Many Saurians in Angel City consider him a benefactor and protector, but those who have crossed him or violated his turf know better than to cross him. He is one of the most powerful individuals in Angel City.

The Rock (aka Rock of Ages) A small but densely populated hub in a rocky Mediterranean island. Despite its size, the Rock has a vast number of interfaces, most of which lead to human civilizations at various stages of development (hence its nickname).

Sky City Although considered a hub due to its constancy, Sky City is technically a region made up of various floating cities that come into phase with Nexus. Any given day some combination of floating mass is visible in the sky over Nexus, but exactly what realities compose it vary.

Stleb Many beings in Nexus claim to be gods. One such is Stleb, who also admits to being a vampire. Stleb consumes the blood offered by his worshippers, but they can get magical boons in return, such as "strength of the damned" in unarmed combat for a month in return for 500 metabucks and 5 pints of blood. You can always identify Stleb's worshippers (or "Stlebites") because they are required to wear an obvious piece of jewelry identifying their allegiance.

The Wall of Night A swirling dark purple barrier between Nexus and something else. No one knows what, as most of those who enter the wall never return. Those who do seldom survive long and often aren't stable enough to describe their experience. Many Nexans have been emotionally disturbed just by looking at the wall for too long.