

CORVUS BELLI INFINITY

THE ROLEPLAYING GAME



MÖDIPHIUS
ENTERTAINMENT

KICKSTARTER
PREVIEW

POWERED BY
2d20

CHAPTER ONE
THE LIFEPATH SYSTEM

Players create their characters in *Infinity* by walking the character's Lifepath. The Lifepath system begins at the moment of birth and guides the character through nine major Decisions that will chart the course of their personal history and determine their skills, talents, attributes, equipment, and other pertinent details. As you follow your character through the Lifepath, you'll bear witness first-hand to their triumphs and travails, forging a unique and immersive understanding of who they are.

But you do not have to leave your character merely to the whims of fate. During the Lifepath, each player receives five Life Points which they can use to help their character navigate the tumultuous turns of their personal histories. At each Decision point in the Lifepath, you'll be able to invest these Life Points to either influence the outcome of the random tables or override them completely and

guarantee a particular result. (The effect of each Life Point depends on the Decision it is spent to influence, as detailed below. Unless otherwise stated, Life Points spent to override random results must be spent before you roll the dice.)

In this way, the *Infinity* Lifepath system gives you the best of both worlds when creating your character. You can generate a character randomly (discovering the role you'll be exploring), but you also have the power to step in and take direct control (creating the role you want to play). The result is a rich and organic character creation system which you can use to craft multifaceted and dynamic characters ready to leap into the epic stories of the Human Sphere!

SKILLS ON THE LIFEPATH

At various Decision points on the Lifepath, a character will have skills either assigned or chosen. The first time a skill is awarded to a character it

LIFEPATH DECISIONS

DECISION ONE - BIRTH HOST

Default attributes to 7 and adjust their values. Calculate the stats for your birth host and check for an alien heritage.

Life Point Spend: Increase your starting attributes or choose an alien heritage.

DECISION TWO - FACTION AND HERITAGE

Determine your current and past factions. Gain skills based on your current faction.

Life Point Spend: Choose your faction and heritage.

DECISION THREE - HOMEWORLD/HOMELAND

Adjust your attributes, gain skill ranks, and learn languages based on the planet, orbital, ship, or nation where you were raised.

Life Point Spend: Choose your homeworld/homeland.

DECISION FOUR - STATUS

Determine your social status (which will increase one attribute and set your starting earnings rating) and your home environment (which will adjust your attributes and grant you a skill rank).

Life Point Spend: Choose both your social status and home environment.

DECISION FIVE - YOUTH EVENT

Experience a random event that defines your youth.

Life Point Spend: To choose a specific result or, after your initial roll, to reroll the result.

DECISION SIX - EDUCATION

Determine your education. Adjust your attributes, gain skill ranks, gain a signature skill, gain a talent, and gain equipment.

Life Point Spend: Choose your education.

DECISION SEVEN - ADOLESCENT EVENT

Gain a character trait based on a random event during your adolescence.

Life Point Spend: To reroll the random result or, with GM approval, pick your event.

DECISION EIGHT - CAREERS

Work two, three, or four career phases. Your first career will increase your attributes. All of your careers will grant you multiple skill ranks, a talent, and equipment. Gain additional signature skills up to a maximum of three. Increase your earnings rating for particularly profitable jobs and experience career events with various effects. You start Decision Eight at age 18 and you will gain 1d6+1 years of age per career phase.

Life Point Spend: To pick a basic career, to roll on your faction's career table, or to change your faction. You can also spend a Life Point to undertake a third or fourth career phases. Or you can choose to be Unemployed and gain a Life Point.

DECISION NINE - FINAL CUSTOMISATION

Gain two Infinity Points, additional skill ranks, a talent, and (if you don't already have one) a character trait. Calculate your starting assets, incidental damage, and bonus damage. Purchase gear. As an optional rule, determine the effects of aging.

Life Point Spend: Purchase additional Infinity Points, assets, skill ranks, or languages. Change one of your character traits.

should be assigned as an Expertise bonus, after which additional training can be assigned to either Expertise or Focus up to a maximum training of three each. A character's Focus in a skill cannot exceed their Expertise.

If a character has gained a **signature skill**, Expertise and Focus in that skill can both be trained up to a maximum of five each.

During the Lifepath, you may not select the same skill twice from one set of options at the same time.

At any point during the Lifepath where you are allowed to select a skill from a list of limited options (including a list of one), you can choose to spend one Life Point to instead choose a skill not on that list.

TALENTS ON THE LIFEPATH

Talents are specialised uses of certain skills, or the tricks of the trade a character has learned over the course of their career. Each skill has a unique talent tree associated with it, for example:



Talents are acquired from the 'top, down', meaning a character must acquire the topmost talent before those deeper in the tree become available. During the Lifepath, if the same talent is awarded a second time, the player may instead select another talent from the skill's tree that they're eligible for. Their hard work and training has paid off!

TRAITS ON THE LIFEPATH

Traits are a way to portray a character's failings, weaknesses, and foibles, but they are often things that will enhance the experience of playing them: The headstrong soldier who rushes in first, the tactless politician, the boastful thief. Traits also give players a chance to claim Infinity Points when they succumb to their trait (see p. XXX) and GMs can invoke them to create significant complications (see p. XXX). Interesting things happen when character traits come into play, and they should be seen as an opportunity, not as a weakness.

At any point during your Lifepath, you may spend a Life Point to change one of your character traits. Describe how that change in your life happened (perhaps with the old trait somehow being transformed into the new trait).

ASSETS & EARNINGS

Assets are a broad measure of the resources a character can call upon to achieve financial or reputation-based tasks. It includes cash-in-hand, savings, jewellery, deeds, inheritances, and other easily defined assets, but it can also include more conceptual resources like favours, secret contacts, blackmail, and family bonds. Most items, weapons, gear, or services a character may wish to acquire cost a certain number of assets. Your character's starting assets will be equal to their final Personality score (and will be determined at the end of the Lifepath when that score is known).

Earnings represent a character's income, usually tied to a recurring or reliable resource stream (such as drawing a salary, receiving dispensation, regular stock dividends, freelancing contracts, and so on). Your character's Earnings Rating begins at 0, but may be increased by various events on the Lifepath. There is no cap on a character's Earnings Rating and characters are free to reach for the stars in the near-post-scarcity economy of the Human Sphere.

Debts incurred during the Lifepath may not be negated with assets received during character creation. They must be roleplayed, and dealt with, through gameplay.

The use of earnings and assets during play is described in *Part IV: Gear* (p. XXX).

TRANSHUMAN CHARACTERS

The technology of the Human Sphere allows people an unprecedented ability to alter, adapt, and even swap their bodies.

Implants and Grafts: Some forms of biotechnology and cybertech are designed to be used at any time during a person's life. This can even include radical physical alterations like the Runihura super-soldier program or the genetic antagonistic therapies used to create chimera. These can be purchased like any other type of equipment, typically during *Decision Nine: Final Customisation*.

Bioengineered Bodies: In some cases, bodies are genetically engineered before birth or at a very young age. Basic genetic tweaking can be represented by spending Life Points to improve your attributes during *Decision One: Birth Host*.

SIGNATURE SKILL

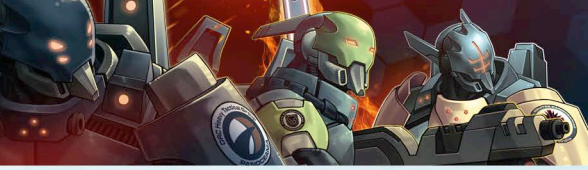
pg. XXX

Signature skills represent areas where a character particularly excels. Once selected, signature skills cannot be changed.

EXAMPLE

SKILLS ON THE LIFEPATH

During a career phase, Gonzalez becomes a Bodyguard. This allows him to pick two skills from the list of Discipline, Lifestyle, and Pilot. Gonzalez loves to fly, so he picks Pilot. He can't pick Pilot again (because he can't pick the same skill twice), so Gonzalez' player decides that he's picked up a few tips by hanging around with the PanOceanian hypercorp exec he's guarding and he chooses Lifestyle as his second skill. After finishing the rest of his career decisions, Gonzalez decides to repeat the Bodyguard career. Now he can pick Pilot for a second time (because this is a different decision point). This time, however, Gonzalez' player decides to spend a Life Point and pick Spacecraft for his second skill. (Even though the skill doesn't appear on the elective list for the Bodyguard career, the Life Point spend allows him to do that.)



OPTIONAL RULE: POINT BUY CHARACTER CREATION

With the GM's permission, a player who wants to design a specific character without any of the random elements of the Lifepath System can choose to receive twelve Life Points. This will give them enough to get exactly the role they want with two Career Phases. This is an all-or-nothing choice, however: Players using point buy character creation do not generate any random elements for their characters and any leftover Life Points are lost and may not be traded for Assets, Skills, Infinity Points, or other resources at the end of character creation.

EXAMPLE BIRTH HOST

Melissa decides that she wants to play a smart, stealthy character. She lowers Brawn from 7 to 6 and increases Intelligence from 7 to 8. She also pays a Life Point to increase her Agility from 7 to 8. She rolls 1d20 to determine her alien heritage and, with a roll of 16, discovers that her character has been born human. She notes that her birth host has Agility +1, Brawn -1, and Intelligence +1.

Lhosts: At several points during their Lifepath, you may discover that your character has died. Don't worry! They'll have been resurrected from their Cube. Such characters inhabit Lhost bodies, as described on p. XXX. Other characters inhabiting Lhosts include aspects of ALEPH and recreations.

Aliens: In *Decision One: Birth Host*, you may discover that your character belongs to one of the many alien species who inhabit the universe of *Infinity*.

DECISION ONE: BIRTH HOST

During character creation, each player receives five Life Points which they can choose to spend at any time as described below.

At the beginning of the Lifepath, all of the character's attributes (Agility, Awareness, Brawn, Coordination, Intelligence, Personality, Willpower) begin at 7. This represents the human average in an era of advanced medical science which has filtered out genetic disparities and physical disabilities.

A player may voluntarily lower any number of attributes by one point (to a minimum of 6) and assign these points to other attributes (to a maximum of 8).

Once they've finished adjusting their attributes, players can then spend Life Points to raise an attribute by one point for each Life Point spent. No attributes can be raised higher than 10 in this way, and any attributes above 8 usually represent some form of genetic tweaking or similar modification.

These decisions must be made now. Points cannot be swapped between attributes and Life Points cannot be spent to increase attribute scores later in the Lifepath.

BIRTH HOST

Once you have finalized your attributes, determine the attribute modifiers of your Birth Host by subtracting the base value of 7 from each attribute and record the modifiers in the Host section of your character sheet. (You can also list your current host as "Birth".) Later events on the Lifepath may further modify the character's attributes, representing how they grow and develop over time, but these initial values represent the natural capacities of the character's body at birth.

This distinction between innate capacity and the expertise gained through training becomes important if the character later switches bodies (see p. XXX).

ALIEN CHARACTERS

The universe of *Infinity* is filled with non-human species: Dogfaces and Helots work side-by-side with humanity. The Tohaa are our allies in war. The Shasvastii, Morat, and Antipodes are our bitter enemies. While any of these species have the potential to become player characters, the Lifepath for most alien characters will be radically different from those experienced by citizens of the Human Sphere. These specialized Lifepaths will appear in the appropriate supplements for *Infinity*.

Born from human wombs and almost always living their lives in human communities, however, Dogface characters can be generated using just the core *Infinity* Lifepath system.

Determining Alien Heritage: Roll 1d20. On a roll of 19 or 20, your character belongs to an alien species. (For the purposes of the core rulebook, this means that you're a Dogface.)

Alien Host: Each alien species has a template. (For example, see the Dogface template in the sidebar.) 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.

Some alien species 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.

DECISION TWO: FACTION AND HERITAGE

Where were you born and to which faction do you owe allegiance? Your faction is the political faction you currently belong to. Your heritage is the faction you were born into.

For most characters, faction and heritage will be the same thing: If you're born in Yu Jing, you'll generally remain a loyal Yu Jing citizen for your entire life.

STEP ONE: DETERMINE FACTION

Roll 1d20 and consult the *Faction Table*. Except as noted below, this single roll will determine both your faction and your heritage. You may pay one Life Point to pick the results (including having a different faction and heritage if you wish).

Additional events later in your Lifepath may change your faction again.

FACTION TABLE

RANDOM ROLL	FACTION/HERITAGE
1-2	Ariadna
3-4	Haqqislam
5-6	Nomads
7-8	Yu Jing
9-10	PanOceania
11-12	Corporation
13-14	Submondo
15-16	Mercenary
17	Minor Nation
18	O-12
19	ALEPH
20	Defection (Roll Again Twice)

Corporation / Submondo / Mercenary: If rolled as a faction, immediately reroll to determine your heritage. If rolled as a heritage, reroll.

ALEPH: If your heritage is ALEPH, you can choose to either be an ALEPH bioform or a recreation. See the sidebars on p. XXX. (If your current faction is ALEPH but you have a different heritage, then you are merely loyal to the AI.)

Defection: You have defected from your faction of birth. Roll again twice – once to determine your faction and once to determine your heritage. If you get the same result on both rolls, then you remain loyal to your faction but, for some reason, your faction believes you have betrayed it (or has otherwise disowned you). If you roll defection again, it means you've swapped factions multiple times: Continue rolling to track your character's spotted history, but only the first faction rolled (your heritage) and the last faction rolled (your current faction) will be significant for the rest of the Lifepath system.

STEP TWO: FACTION SKILLS

Consult the *Faction Skills Table* and refer to the two skills listed for your current faction. Add one rank of Expertise to each skill, then select one of the skills to become your first signature skill. This signature skill gains one rank of Focus and the first talent on its talent tree.

DOGFACE

ATTRIBUTES

Agility	-	Awareness	-	Brawn	-	Coordination	-
Intelligence	-	Personality	-	Willpower	-		

Claws: Melee, 1+2[CD], Subtle 1, Vicious 1

Scent: Dogfaces have an extraordinary sense of smell. When making an Observation test or any other skill test in which scent would play a factor, the character gains +2d20.

Transform: When a Dogface suffers a Wound, they must succeed on a Discipline (D1) test. On a failure, they transform into their dog-warrior form. The Dogface can choose to voluntarily fail this check (although this does not count as a failsafe test).

- +2 BRW, +2 AGI
- +1 soak against attacks dealing Vigour damage
- Transformation while wearing human-sized armour inflicts 2+3[CD] damage and will render the armour in need of repair. (See Dogface armour, p. XXX.)
- Upon transformation, immediately recover all Vigour.
- Gain the character trait Dog-Warrior.
- Monstrous:** A dog-warrior has considerable bulk and mass. 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 one Momentum to add Knockdown to all of their melee attacks for a turn.
- Snarling Beast:** All Personality-based tests that are not based on intimidation are made at +2 difficulty. This penalty does not apply to other Dogface characters.
- Super-Jump:** The dog-warrior gains the Catfall talent. They can also vault over obstacles up to their height without penalty. This also reduces the difficulty of skill tests to move through difficulty terrain by one step.
- Fatigue:** At the end of the current encounter or scene, the Dogface returns to their normal form and suffers 4 points of Fatigue.

Lifepath Special Rules: In Decision Two, unless you roll "Defection" you belong to the Ariadna faction. (If you roll "Defection," roll again twice normally: It's possible you're the incredibly rare Dogface who was born somewhere other than Dawn.)

Life Point Cost: 3

FACTION SKILLS TABLE

FACTION	FACTION SKILLS
Ariadna	Survival, Medicine
Haqqislam	Medicine, Education
Nomads	Hacking, Extraplanetary
PanOceania	Tech, Lifestyle
Yu Jing	Tech, Education
Corporation	Lifestyle, Persuade
Submondo	Observation, Thievery
Mercenary	Athletics, Survival
Minor Nation	Education, Pilot
O-12	Education, Persuasion
ALEPH	Analysis, Education

EXAMPLE

FACTION AND HERITAGE

Melissa rolls 1d20 on the *Faction Table* and gets 15. That means her character is a Mercenary and she immediately rerolls to determine her heritage. With a roll of 9 she discovers she was born in PanOceania. Turning to the *Faction Skills Table*, she checks the entry for Mercenary (her current faction) and gains Expertise 1 in both Athletics and Survival. She then chooses Athletics as her first signature skill, gaining Focus 1 in the skill and the Rigorous Training trait.

ALEPH ASPECTS

Fragments of ALEPH known as aspects are sometimes given enough functional autonomy to be considered individual characters despite their connection to ALEPH's greater consciousness. (In some rare cases, these aspects become completely separated from ALEPH. These renegade aspects, however, are effectively independent — and therefore outlaw — AIs. However, some renegade aspects have disguised themselves as resurrected humans.) If the Lifepath reveals that you are an ALEPH bioform, then the artificial nature of your "birth" will colour the rest of your Lifepath.

Host: Change your current host from "Birth" to "Custom Lhost". (Your attributes do not change under the assumption that the values selected in *Decision One: Birth Host* represent the custom body ALEPH created for you.)

Decision Three: Instead of determining a homeworld, pick any two attributes and increase them by one each. Pick any skill and gain one rank in it. Then roll five times on the *Random Language Table*.

Decision Four: If your faction is ALEPH, then your Social Status is Elite (and you gain the normal benefits for that Social Status). If your faction is not ALEPH, then you have become a renegade and you

determine your Social Status normally. Roll your Home Environment normally. Although this doesn't, of course, describe how you were "raised", it does give some indication of which "flavour" of ALEPH's personality you're predisposed to.

Decision Five: On the event table, interpret any result involving your "family" as "Bureau Toth". (For example, a result of "parents killed" would mean that Bureau Toth agents you were involved with were killed.) Similarly, interpret any event resulting in you contracting a disease as being a quantronic virus.

Decision Six: Roll your Education normally. This represents the skill loadout that the aspect was imbued with when it was created.

Decision Seven: See *Decision Five* (above).

Decision Eight: Careers are resolved normally. These are actual life experiences of the aspect, possibly representing whatever purpose it was originally instantiated for.

Decision Nine: Complete this step normally, except that Lhosts are immune to aging.



ALEPH RECREATIONS

ALEPH is also responsible for the recreations, a combination of innovative biogenics and experimental Cubes. Hosted in sophisticated Lhosts, recreations are faithful simulations of the personalities of important historical figures, although their skills have been adapted to the modern age so they can work as diplomats, soldiers, spokespeople, and artists.

If the Lifepath reveals that you are a recreation, change your current host from "Birth" to "Custom Lhost". (Your attributes do not change under the assumption the values selected in *Decision One: Birth Host* represent the custom body ALEPH created for you.) Then roll again on

the *Faction Tables* to determine which faction ALEPH created you for. Gain a 10 asset debt, owed to whoever funded your creation.

You can then complete the Lifepath normally, although the results of the Lifepath should be interpreted as representing the simulated reality or false memories that ALEPH used to create you.

Alternatively, with the GM's permission, you could choose an actual historical personality and use the optional Point Buy Character Creation (see sidebar on p. XXX) to craft ALEPH's interpretation of that specific person.

DECISION THREE: HOMEWORLD / HOMELAND

Roll 1d20 and consult the Homeworld/Homeland table for your heritage to determine where you were born (and most likely grew up). You may spend one Life Point to pick the result.

After you've determined your homeworld or homeland, make the following adjustments:

- Add the language(s) listed to your list of fluent languages.
- Increase the two listed attributes by one each.
- Gain one rank in the listed skill.

LINGUA QUANTRONICA

There is no single "common tongue" or *lingua franca* in the Human Sphere. English, Yujingyu, and Spanish are all common, but not universal. It's quite possible for a table full of players to end up with characters who can't talk to each other. Fortunately, the quantronic revolution has largely made this irrelevant: Your comlog can translate other languages in real-time, making it simple to talk to people even if you don't share a common tongue. (Unless, of course, you systems are off-line for some reason.)

ARIADNA HOMELAND TABLE

RANDOM ROLL	REGION	LANGUAGE	ATTRIBUTE	ATTRIBUTE	SKILL
1	Antipodean Wilds	Antipode creole (Snarl)*	Willpower	Brawn	Animal Handling
2-6	Caledonia	English (Scots)*	Agility	Brawn	Resistance
7-10	Merovingia	French*	Personality	Brawn	Lifestyle
11-15	Rodina	Russian (Kazak)*	Agility	Brawn	Discipline
16-20	USAriadna	English (American)*	Coordination	Brawn	Survival

HAQQISLAM HOMELAND TABLE

RANDOM ROLL	REGION	LANGUAGE	ATTRIBUTE	ATTRIBUTE	SKILL
1-3	Bourak (Funduq Sultanate)	Arabic, Turkish	Intelligence	Willpower	Lifestyle
4-6	Bourak (Iran Zhat al Amat Shanate)	Arabic, Farsi	Awareness	Willpower	Persuade
7-9	Bourak (Gabqar)	Arabic, Kyrgyz	Brawn	Willpower	Survival
10-12	Bourak (Al Medinat Caliphate)	Arabic*	Personality	Willpower	Science
13-14	Bourak (Islands)	Arabic*	Agility	Willpower	Persuade
15-16	Caravanserai	Arabic*	Awareness	Willpower	Extraterrestrial
17-18	Paradiso	Arabic*	Agility	Willpower	Survival
19-20	Sol	Arabic, Roll on Minor Nations Table	Coordination	Willpower	Pilot

NOMADS MOTHERSHIP TABLE

RANDOM ROLL	REGION	LANGUAGE	ATTRIBUTE	ATTRIBUTE	SKILL
1-5	Bakunin	German, English	Willpower	Agility	Science
6-10	Corregidor	Corregidor (Spanish & Portuguese Creole), English	Brawn	Agility	Resistance
11-15	Tunguska	Russian, English	Intelligence	Agility	Lifestyle
16-17	Human Edge	Roll on Random Language Table*	Willpower	Agility	Tech
18-19	Commercial Mission	Roll on Random Language Table*	Intelligence	Agility	Pilot
20	Sol/Sol Orbitals	Roll on Random Language Table*	Willpower	Agility	Extraterrestrial

PANOCEANIA HOMEWORLD TABLE

RANDOM ROLL	REGION	LANGUAGE	ATTRIBUTE	ATTRIBUTE	SKILL
1-4	Acontecimiento	Hindi, Punjabi, or Portuguese (choose one) and Spanish	Willpower	Intelligence	Animal Handling
5-8	Neoterra	English, Hindi, or Italian (choose one) and Spanish	Awareness	Intelligence	Lifestyle
9-12	Varuna	Spanish, Malay	Brawn	Intelligence	Athletics
13-16	Sol	Roll on PanOceanian Sol Languages Table*	Willpower	Intelligence	Extraterrestrial
17-18	Paradiso	Spanish or English *	Personality	Intelligence	Survival
19	Human Edge	Spanish or English*	Agility	Intelligence	Tech
20	Svalarheima	English or German (choose one) and SvalarNorse	Willpower	Intelligence	Survival

YU JING HOMEWORLD TABLE

RANDOM ROLL	REGION	LANGUAGE	ATTRIBUTE	ATTRIBUTE	SKILL
1-5	Shentang	Yujingyu and Roll on Regional Yu Jing Languages Table	Intelligence	Awareness	Lifestyle
6-10	Yutang	Yujingyu	Intelligence	Awareness	Lifestyle
11-15	Sol (Chung Kuo)	Yujingyu and Roll on Regional Yu Jing Languages Table	Willpower	Awareness	Extraterrestrial
16-17	Paradiso	Yujingyu and Roll on Regional Yu Jing Languages Table	Personality	Awareness	Survival
18-19	Svalarheima	Yujingyu	Willpower	Awareness	Survival
20	Human Edge	Yujingyu	Agility	Awareness	Tech

MINOR NATIONS

RANDOM ROLL	REGION	LANGUAGE	ATTRIBUTE	ATTRIBUTE	SKILL
1-4	Earth	Roll on Random Language Table*	Intelligence	Awareness	Lifestyle
5-7	Lunar Colonies	Roll on Random Language Table*	Intelligence	Awareness	Lifestyle
8-9	Venusian Aerostats	Roll on Random Language Table*	Willpower	Awareness	Extraterrestrial
10-13	Mars	Roll on Random Language Table*	Personality	Awareness	Survival
14-15	Jovian Colonies	Roll on Random Language Table*	Willpower	Awareness	Survival
16-18	Orbitals	Roll on Random Language Table*	Agility	Awareness	Tech
19-20	Human Edge	Roll on Random Language Table*	Willpower	Awareness	Survival

O-12

RANDOM ROLL	REGION	LANGUAGE	ATTRIBUTE	ATTRIBUTE	SKILL
1-6	Concilium	Spanish*	Intelligence	Personality	Persuade
7-12	Concilium	English*	Intelligence	Personality	Persuade
13-18	Concilium	German*	Intelligence	Personality	Persuade
19-20	Concilium	Roll on Random Language Table*	Intelligence	Personality	Persuade

* Roll again on your Homeworld/Homeland table to determine a second language you're fluent with. If you roll the same result, that's the only language you're fluent with.

PANOCEANIA SOL LANGUAGES

1-2	Roll on Random Language Table
3-4	English
5-6	Portuguese
7-8	German
9-10	Italian
11-12	French
13-14	Filipino
15-16	Hindi
17-18	Malay
19-20	Spanish

REGIONAL YU JING LANGUAGES

1	Roll on Random Language Table
2-4	Yujingyu
5-6	Japanese
7-8	Korean
9-10	Laotian
11-12	Thai
13-14	Mongolian
15-16	Uighur
17-18	Cantonese
19-20	Roll Again Twice

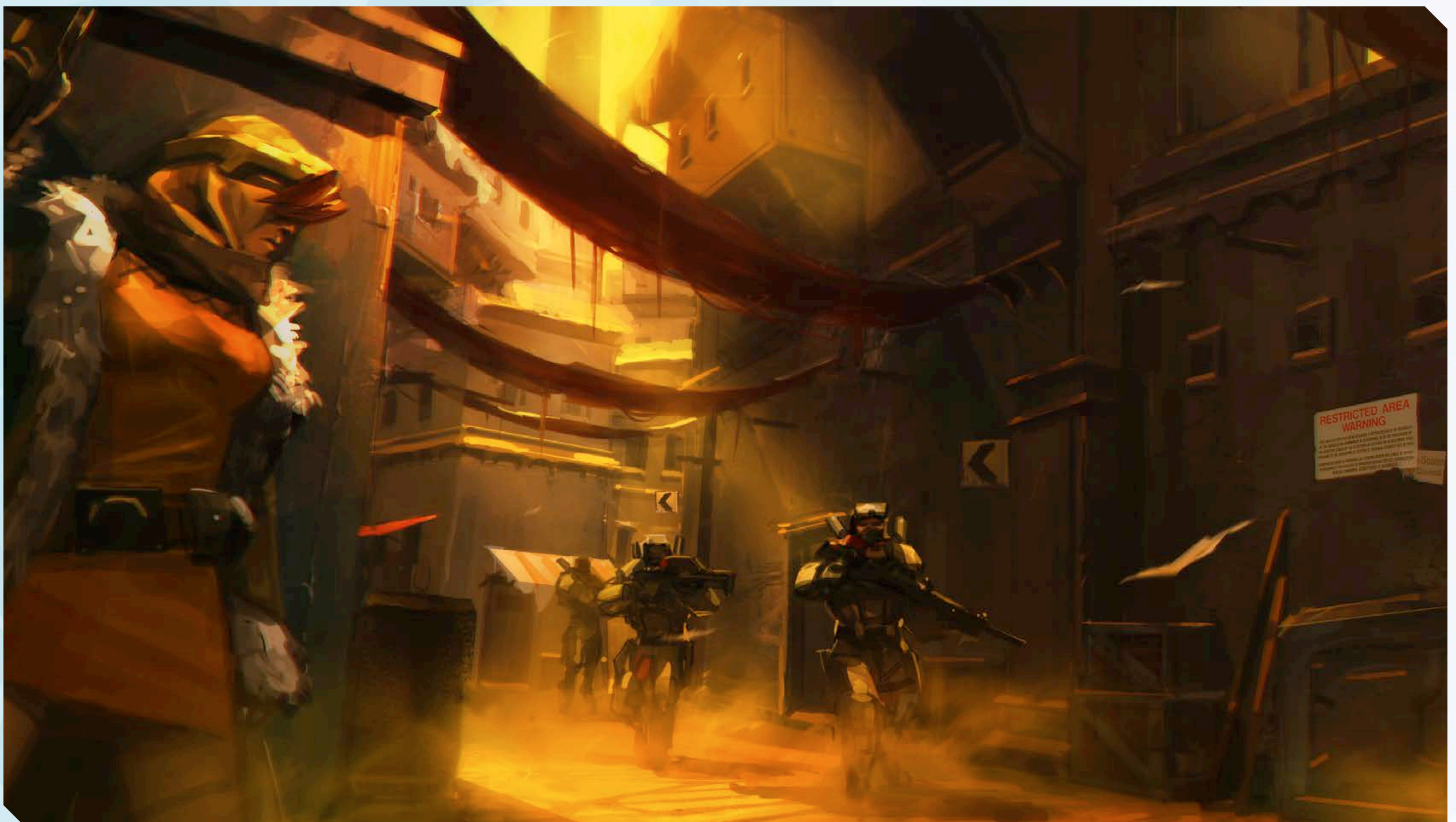
RANDOM LANGUAGES

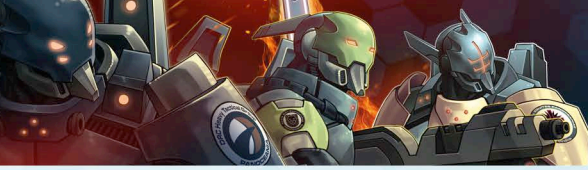
1	Yujingyu
2	Spanish
3	English
4	Hindi
5	Arabic
6	Portuguese
7	Russian
8	Japanese
9	Punjabi
10	German
11	Japanese
12	Malay
13	Vietnamese
14	Korean
15	French
16	Turkish
17	Italian
18	Thai
19	Farsi
20	Roll Again Twice

EXAMPLE

HOMEWORLD

Because her heritage is PanOceania, Melissa rolls 1d20 on the *PanOceania Homeworld Table*. She rolls 20, which means she's from Svalarheima. Her character can speak SvalarNorse and (at Melissa's choice) German. She also increases her Intelligence and Willpower by one point each (to 9 and 8, respectively). Finally, she gains a rank in Survival. Because she already has Expertise 1 in Survival, she could choose to increase either her Expertise or Focus in the skill. She chooses to increase her Focus to 1.





DECISION FOUR: STATUS

Now that you know where you were born and raised, let's find out more about how you grew up. What were your economic circumstances? What was life like and what type of people were you surrounded by?

You may spend one Life Point to pick the result on both the *Social Class Table* and the *Home Environment Table*.

STEP ONE: SOCIAL CLASS

Roll 2d6 and consult the *Social Class Table*. Increase the listed attribute by one point and set your Earnings Rating equal to the number shown.

The wonders of the quantronic revolution have pushed the Human Sphere to the cusp of a post-scarcity economy. The resulting realignment of social classes, and the lives they lead, can be dizzyingly different from what you might expect. Here are some short descriptions to help orient you.

Underclass: Although it's become incredibly difficult for true poverty to exist, there are some people who slip through the cracks. (PanOceanians will talk about the tragic conditions of backcountry Ariadnans, but Yu Jing would be quick to point to the Ateks in PanOceania's own backyard. Elsewhere there are minor nations and small habitats in places like Human Edge.)

Demogrant: The demogrant is a basic income guaranteed to every member of the major powers (and most of the minors powers, too). The immense manufacturing capacity of dedicated nanoassemblers combined with the rich resources available to an automated, interstellar civilization make it possible for all citizens to enjoy a more than comfortable standard of living.

Middle: Most of humanity is living in a golden age of luxury. It's easy for people to be part of the middle class while working twenty hours a week or less. The large middle class is constantly seeking out activities both real and virtual to fill their idle hours.

Upper: This is a life of utter affluence. For the rich of the Human Sphere, thought has become the equivalent of action and desire can be instantaneously met by reality. For the upper class, the physical world can trivially transform itself almost as easily as the virtual playgrounds of the middle class.

Elite: The vast wealth of the elite creates specialist micro-cultures that cater to their needs, a market of ultra-luxury items and bespoke items that are casually created on demand, and a plethora of body modifications unheard of in previous ages. Their lives, swaddled in advanced domotics, are virtually effortless, like endless theme park rides that are malleable to their will.

Hyper-Elite: The hyper-elite flit across interplanetary distances or rule over *de facto* fiefdoms rendered in their own image. Their control over their physical reality is almost unlimited, allowing them to realize their ultimate fantasies in flights of whimsy.

SOCIAL CLASS TABLE

ROLL	SOCIAL STATUS	ATTRIBUTE	EARNINGS RATING
2	Underclass	Willpower	1
3-5	Demogrant	Personality	2
6-8	Middle	Willpower	3
9-10	Upper	Agility	4
11	Elite	Personality	5
12	Hyper-Elite	Willpower	6

STEP TWO: HOME ENVIRONMENT

Roll 1d6 and consult the Home Environment table. The result most likely describes your parents and immediate family, but not necessarily. (For example, if you had a Violent childhood it's possible that you parents were loving, but your neighbourhood was filled with gangs. If you grew up in High Society but your social class was Demogrant, then your family may have worked as servants.)

Increase the listed attribute by one point and gain one rank of training in the listed skill.

HOME ENVIRONMENT TABLE

ROLL	ENVIRONMENT	ATTRIBUTE	SKILL
1	Happy Home	Personality	Education
2	Violent	Brawn	Acrobatics
3	Frontier Life	Brawn	Resistance
4	Rebellious	Awareness	Pilot
5	Regimented	Coordination	Discipline
6	High Society	Willpower	Lifestyle

EXAMPLE STATUS

When she discovers that her character – who she's decided is named Cassandra – was raised on Svalarheima, Melissa has a very strong image of what her childhood was like. She decides to spend a Life Point to choose an Upper social class in a Frontier Life. As a member of the Upper class, she gains one point of Agility and has an Earnings Rating of 4. Coming from a Frontier Life, she gains one point of Brawn and gains one rank of Resistance. (Since she didn't previously have the skill, she has to take this rank as Expertise 1.)

EXAMPLE YOUTH EVENT

On her first roll on the *Youth Event Table*, Melissa gets a 20. So she rerolls on the table twice, getting results of 2 and 11 on a d20 and then results of 4 and 1 on a d6. Cassandra has witnessed an assassination (2,4) and discovered a family secret (11,1). Keen to merge the two results, Melissa decides that Cassandra's mother was a government assassin and that she witnessed her assassinate a defector who was selling surveying data to Yu Jing.

DECISION FIVE: YOUTH EVENT

Roll 1d20 and 1d6 and reference the Youth Event Table below. Each event indicates something that had a massive impact on your youth. It might be something you've long since put past you or it

may still be the core of your later life, but either way, you'll want to use the simple description as a springboard for your imagination and detail exactly what happened.

You can spend a Life Point to choose a specific Youth Event from the table or, after your initial roll on the table, to reroll the result.

YOUTH EVENT TABLE

ROLL	EVENT TYPE	1	2	3	4	5	6
1-2	Witnessed	perjury	a murder	police corruption	assassination	high level corruption	a secret pregnancy
3-4	Witnessed	embezzlement	a violent crime	long term abuse	cybercrime	backroom deals being made	political corruption
5-6	Involved in	an accident	a shooting	a transit disaster	police action	a scandal	mass arrests
7-8	Involved in	a suicide	narcotics sale	Resurrection Lottery	faking a suicide	a cover up	smuggling
9-10	Discovered	your religion	a suicide	a fandom	a secret	an infiltration	elite hypocrisy
11-12	Discovered	a family secret	a body	a valuable secret	sexual attraction	personality tampering	a scandal
13	Family Change	1+ 6[CD] Siblings	parents killed	parent walks out	kidnapped	family member resurrected	population relocation
14	Family Change	divorce	sibling killed at a young age	gained an extended family	parents incarcerated	family member's Cube corrupted	moved to a new planet
15	Media Fad	joined a popular movement	joined a radical movement	got involved in life-streaming	established Arachne nodes	Maya addiction	appeared on a popular Maya broadcast
16	Succumbed to	propaganda	social exclusion	a scam	personality tampering	boredom	brainwashing
17	Social Contacts	escaped the neighbourhood	had brush with opposite social class	gained enemy (roll on <i>Faction Table</i>)	gained contact (roll on <i>Faction Table</i>)	gained mentor (roll on <i>Faction Table</i>)	joined Submondo faction
18	Special	gain a one asset debt	Cube destruction	Cube theft	changed social class	gain one asset	Defection!
19	Special	learned a new language	gained blackmail material	biological/chemical weapons	radical biomodification	serious genetic illness	Died!
20	Re-Roll Twice and Combine Results						

SPECIAL YOUTH EVENTS

Gain a One Asset Debt: You owe someone a debt worth one Asset.

Cube Destruction: The Cube used to store your personality has been destroyed (or perhaps you never had one to begin with). You'll begin play without a Cube and, if you want to have one implanted, you'll need to figure out some way to pay for it.

Cube Theft: Your Cube or the data on your Cube was stolen. Who took it? Do they still have it? What have they done with it?

Changed Social Class: During your youth, your family experienced a shift in their economic status. Roll on the *Social Class Table* and change your social class and Earnings Rating to the new value.

Gain One Asset: You've gained one additional Asset. Add this Asset to your total Assets at the end of character creation.

Defection: You've switched allegiance to a new faction. Roll on the *Faction Table*.

Learned a New Language: Roll once on the *Random Language Table*.

Gained Blackmail Material: You have been given proof that a person or organization has committed misdeeds against another. You can roll twice on the *Faction Table* to determine which factions the two parties belong to. Either party will grant a favour for the evidence.

Biological/Chemical Weapon: You were exposed to some form of biological weapon. Reduce one attribute of your choice by one point.

Radical Biomodification: You gain 5 Assets worth of cosmetic biomodifications or 1 environmental biomodification worth 5 Assets or less.

Serious Genetic Illness: You suffer from some form of serious genetic illness (either inherited or teratogenic). Reduce one attribute of your choice by one point. A cure may be possible, but it's expensive and will cost 5+5[CD] Assets. Each Effect rolled on the [CD] reduces an attribute by an additional point.

Died: Your character died and was resurrected. See the rules for Resurrection on p.XXX.



DECISION SIX: EDUCATION

As we move into the next phase of your life, you may discover that your Lifepath has taken you abruptly in a new direction. Think about how your Youth Event may have precipitated this change, or perhaps it was the last memory you had of your old life.

On the other hand, perhaps your young adulthood will simply flow naturally out of everything you've experienced before. Does that make you feel trapped? Are you comfortable with the path that fate (or your family) has set for you?

To determine the type of Education your character

received, roll 1d20 and consult the *Education Table*. You may spend a Life Point to pick your education. Once you've determined your Education, check the Education Benefit tables.

- 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 eTlective 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 (if any) indicated for your Education.

EXAMPLE EDUCATION

Melissa rolls 14 on the *Education Table*, discovering that Cassandra's mother shipped her off to a military academy after she witnessed the assassination. She gains two points of Brawn and one point of Agility, but her Intelligence decreases by 1. She gains one rank in each of the mandatory skills — Acrobatics, Athletics, Ballistics, Close Combat, and Observation. Since she didn't previously have ranks in most of these skills, she gains Expertise 1 in them. She previously had Expertise 1 and Focus 1 in Athletics, however, and although she would have liked to gain an additional point of Focus, that would make her Focus higher than her Expertise and so can't. She instead increases her Expertise to 2.

Her elective skills for Military training are Command, Education, and Tech. She chooses Education and Tech, gaining Expertise 1 in each. Now she can select her second signature skill: Once again she would like to increase her Athletics skill, but can't because it's already a signature skill. Instead, she selects Ballistics, increasing her rating to Expertise 2 and gaining the Sniper talent. Finally, she adds a military dress uniform, dress pistol, and knife to the *Gear* section of her character sheet.

EDUCATION TABLE

ROLL	EDUCATION	EXAMPLE
1	Grew Up on the Streets	Lazareto district, Atek shanty town, Merovingian urchin gang
2-3	Rural/Colonial Education	Commercial Mission, Acontecimento Farmer, Svalarheima Career Prep
4-5	Creative Education	LoroLocco Youth Program, Maya Virtual Academy, Atek Artist Apprenticeship
6-8	White Collar Education	Tunguska internship, Startecto Corporate Academy, Haqqislamite guild apprenticeship
9-11	Technical Education	Amaravati Institute, Haqq Mutazilite Academy, Imperial Service
12-14	Scientific Education	Black Laboratories, Espiritu Santo University, Talawat University
15-17	Military Training	Yu Jing military academy, Alguaciles Tour, Highlander clan
18-20	Orbital Training	Caravanserai Academy, Corregidor station education, Saturn Star Academies

EDUCATION BENEFITS – MANDATORY

EDUCATION	+2	+1	-1	MANDATORY SKILLS
Grew Up on the Streets	Agility	Brawn	Intelligence	Discipline, Observation, Resistance, Stealth, Survival
Rural/Colonial	Awareness	Brawn	Personality	Education, Pilot, Resistance, Survival, Tech
Creative	Personality	Willpower	Brawn	Discipline, Education, Lifestyle, Observation, Persuade
White Collar	Awareness	Personality	Brawn	Education, Lifestyle, Observation, Persuade, Stealth
Technical	Awareness	Intelligence	Willpower	Education, Observation, Pilot, Tech, Thievery
Scientific	Intelligence	Awareness	Personality	Education, Lifestyle, Pilot, Tech, Medicine
Military	Brawn	Agility	Intelligence	Acrobatics, Athletics, Ballistics, Close Combat, Observation
Orbital Training	Intelligence	Awareness	Personality	Discipline, Education, Pilot, Spacecraft, Extraplanetary

EDUCATION BENEFITS – SKILLS & GEAR

EDUCATION	ELECTIVE SKILLS (PICK 2)	GEAR GAINED
Grew Up on the Streets	Athletics, Close Combat, Lifestyle	None
Rural/Colonial	Animal Handling, Athletics, Observation	Basic Survival Kit
Creative	Analysis, Pilot, Tech	Media Kit
White Collar	Command, Stealth, Thievery	1 Asset
Technical	Hacking, Lifestyle, Extraplanetary	Mechanics Toolkit
Scientific	Medicine, Science, Spacecraft	Laboratory (Personal)
Military	Command, Education, Tech	One set of military dress uniform, dress pistol, knife
Orbital Training	Lifestyle, Resistance, Tech	Vacuum Suit

DECISION SEVEN: ADOLESCENT EVENT

At some point during your adolescence, you experienced a defining event which still shapes who you are today. Roll 1d6 to determine which *Adolescent Event Table* to use and then roll 1d20 to determine your Adolescent Event.

Based on your Adolescent Event, pick one character trait. Each Adolescent Event has a suggested trait listed, but there are many traits you could have and you should feel free to pick any word or short phrase which feels appropriate.

Each Adolescent Event also lists an optional effect which can be used to further customise your character. You can choose whether or not to use the optional effect, but if you do then you must resolve the entire effect.

You can spend one Life Point to reroll or, with GM approval, pick your Adolescent Event. With your GM's permission, you could also design your own event.

ADOLESCENT EVENT TABLES

ROLL	TABLE
1-2	Adolescent Event Table A
3-4	Adolescent Event Table B
5-6	Adolescent Event Table C

EXAMPLE ADOLESCENT EVENT

With Cassandra's education complete and a military career seeming likely, Melissa rolls on the *Adolescent Event Table*. She gets 2 on her d6. Consulting *Event Table A*, she rolls 12 on her d20. Cassandra's parents are killed! Cassandra's Social Status is changed to Middle and she gains the character trait Orphan. She gains 6 assets from the generous Hexahedron pension plan.

ADOLESCENT EVENT TABLE A

ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAIT	ADDITIONAL EFFECT
1	You contracted an alien disease, spore, or macrovirus. It has been forced into remission but only a constant regimen of medication keeps it tame. It doesn't appear to be infectious (yet).	Alien Typhoid	You have a symbiotic organism attached to you that looks like a bad rash. It grants 1 bonus Momentum for Observation tests to determine whether there is anyone hidden within close range, but increases the difficulty of all social tests by 1 step.
2	You were seriously injured and died on the operating table. You were resuscitated but your Cube had a manufacturer's glitch and memories/episodes of a Maya ever-caster became merged with your own.	Dual Identity	Gain 1 asset in compensation and roll a new Youth Event. One of your Youth Events is a fake.
3	While they were on a journey, your sibling vanished. No one has ever discovered what happened to them, but you've been obsessed with figuring it out.	Missing Sibling	Gain 1 rank in Analysis.
4	A stranger visited your home and spoke in hushed tones with a family member. What did they talk about?	Shady Past	Your family's surname is infamous amongst society's elite. Your social tests amongst them are increased in difficulty by 1 step.
5	The personality of your geist radically shifts overnight. You gradually become aware that it has become an aspect of ALEPH.	Watched by the AI	You may switch your faction to ALEPH at this time. You may also choose the Bureau Toth career freely for any of your career phases.
6	You ran away from home.	Low Self-Esteem	Reduce your Social Status by 1.
7	You said "yes" and someone you cared about got hurt.	Weak Willed	Social tests against you receive one bonus Momentum, but your openness to adventure has paid off. Gain one asset.
8	After someone close to you was murdered, your family confessed to you that they were deeply involved in a criminal conspiracy.	Criminal Connections	You may switch to the Submondo faction at this time. You may also freely choose the Criminal career for any of your career phases. You are often a suspect in police enquiries and all social tests with security or police services are increased in difficulty by 1 step.
9	You are a prodigy and excelled at a particular skill from a very young age. You could have been a talented musician or a math whiz. Regardless, your talent got a lot of attention in the media before you grew out of it.	Bitter	Gain 1 level of Social Status or 5 assets. Alternatively, gain a contact in media, academia, or the entertainment industry.
10	You suffered a traumatic head injury.	Slow Thoughts	Reduce Intelligence by 1, but gain 1 rank of training in Discipline.
11	You got mixed up with the wrong people and were involved in a serious crime.	Criminal Record	Spend 1d6 years in jail before starting your first career. Gain a Criminal Record (see p.XXX).
12	Both your parents died in a mysterious accident. You were sent to an orphanage.	Orphan	Reduce Social Status by one (minimum 1). Gain 1d6 assets from an estate left for you.

ADOLESCENT EVENT TABLE A (CONT)

ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAIT	ADDITIONAL EFFECT
13	You became friends with a powerful and important person. Is your relationship with them still solid?	Silver Spoon	If you get a 'Fired' result you can ignore it, but reduce your Earnings Rating by one.
14	At 4am in the morning you were taken from your home. You heard shots and never saw your family again.	Lost Family	You have a mysterious benefactor who saved you, and you grew up with family friends. Decrease your Status by one, but gain a free re-roll on a Career Event.
15	You messed up and were arrested for a minor crime.	Criminal Record	Spend one year in jail before starting your first career. Gain Criminal Record (see p. XXX).
16	You had a terrible childhood accident.	Disabled	All movement related skill tests are one difficulty harder, but you have gained a strong will. All Discipline tests are one difficulty lower (minimum 1).
17	You contracted colonial wasting disease.	Feel Every Punch	Reduce your Vigour by 1.
18	Your body is intolerant to chemical substances.	Allergies	All Resistance tests for artificial substances are increased by 1 level of difficulty. Serum provides no bonuses.
19	A woman in a conservative suit approaches you one day and reveals what really happened to someone that you loved. Then she asks what you want to do about it.	Traitor	You defect to a new faction. Roll on the <i>Faction Table</i> on p. XXX to determine your new allegiance.
20	You died.	Cube Weary	Your character died and was resurrected. See the rules for <i>Resurrection</i> on p. XXX.



ADOLESCENT EVENT TABLE B

ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAIT	ADDITIONAL EFFECT
1	While on a spacewalk, your tether snapped and you were knocked off-station.	Zero-G Terror	You cannot select Extraterrestrial as an elective skill during any career phase. (You can still improve it normally through other means.)
2	Volunteering for "human tests" seemed like easy money. The physical scars healed, but you've never really learned to control your new "gift".	Rogue MetaChemistry	Gain a MetaChemistry, but you must pass a Difficult (D3) Willpower test in order to use it.
3	You were detained by national law enforcement. Although ultimately exonerated, your records are still notated from the incident.	Stained Record	All tests with security forces are 1 difficulty rank greater. Attempts to access classified information expand your complication range by 1 point (most likely resulting in unwanted official attention).
4	You joined a Maya cluster and became obsessed with the infowarrior subculture.	Neophile	Gain 1 rank in Hacking.
5	Your parents or guardians were unexpectedly fired by their corporate employers and blacklisted.	Rage Against the Corporation	Reduce Social Status and Earnings Rating by one (minimum 0).
6	Someone witnessed you do something terrible. They've kept your secret, but they've never let you forget it.	Blackmailed	Gain a debt worth 5 Assets.
7	You had an imaginary friend. Nobody else could see them, but you went on grand Maya adventures together. Now you see hints of your imaginary friend when you're online.	Quantronic Ally	Pick a topic that your imaginary friend was enamoured with. You gain +1d20 when making research tests on Maya regarding that topic.
8	A rogue retrovirus rewrote your genetics, causing a shift in aggression and fight/flight reactions.	Quick with a Fist	You fly off the handle faster than people can react. You gain +1d20 to Surprise tests in Mexcian stand-offs and similar situations.
9	Your parents or guardians became radical converts to a religion. Was your time with their church a happy one?	Religious Upbringing	Gain 1 rank in either Psychology or Command.
10	A distant family member died and unexpectedly named you their executor. Their record keeping was atrocious, though, and their old debts keep coming back to haunt you.	Unexpected Obligations	Gain 10 assets and a debt worth 5 assets.
11	When you first signed up for school a network glitch merged all of your quantronic records with someone else who shares your exact name. Your Maya footprints have never been fully untangled.	Confused Identity	Persuade tests made against remote targets expand your complication range by 1 point.
12	When your first love was forced to move across the Human Sphere by their parents, you both swore to find each other one day.	Lost Love	Gain an ally in a random faction.
13	There was a terrible accident on the orbital you were visiting and you were badly injured due to an equipment failure.	Safety First	Reduce Brawn by 1 point, but gain 1 rank in Extraterrestrial.
14	You spent most of your free time as an urban spelunker, exploring the ruins and hidden places. What was the most unusual place you went?	Killer Curiosity	Gain 1 rank of Stealth.
15	After finding an injured animal, you nursed it back to health.	Bleeding Heart for Animals	Gain 1 rank in Animal Handling.
16	You have a relative or godparent with connections.	Annoying Family	You may reroll your first career, but must accept the new career rolled.
17	You fell in with a bad crowd. Who was your worst "friend" from those days?	Shady Past	Gain 1 rank in Thievery.
18	You tried to upgrade your geist's software... and failed badly.	Faulty Geist	Reduce Firewall by 1.
19	You were awoken in the middle of the night by your parents and told to quickly pack a suitcase. Two days later, you were on a new planet.	True Believer	You defect to a new faction. Roll on the <i>Faction Table</i> on p.XXX to determine your new allegiance.
20	You were murdered.	Paranoid	Your character died and was resurrected. See the rules for <i>Resurrection</i> on p.XXX.

ADOLESCENT EVENT TABLE C

ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAIT	ADDITIONAL EFFECT
1	What your family did haunts you wherever you go.	Infamous	Difficulty to avoid attention is 1 step higher when your true identity is known.
2	While visiting a petting zoo you were bitten by one of the animals.	Animal Hatred	When making Animal Handling tests, expand your complication range by 1 point.
3	You became a local champion in your sport of choice. There was talk about taking it to the next level. Did you? Or did something happen to cut your career short?	Nagging Injury	Gain 1 rank in Acrobatics.
4	Your flight crashed out on the frontier. It was weeks before the rescue teams found you.	Survivor's Guilt	Gain 1 rank in Survival.
5	Either you or your partner became pregnant.	Dependent	Gain a debt worth 3 assets.
6	Once you were exposed to the writings of a political ideologue, you became obsessed with their vision of what the Human Sphere should be.	Disillusioned	Chose a new faction of your choice.
7	You decided to pursue a second degree.	Studious	Gain 1 rank in Education and add 1d6 years to your age.
8	An unexpected boon, random chance, or personal merit allowed you to transfer into an elite training academy.	Overconfident	Increase your Social Status by 1.
9	It was just a minor invention, but it exploded in popularity. Did you sell out or did it just fade away as a seasonal fad?	Mad Tinkerer	Gain 10 assets.
10	Someone dear to you died in a hull breach. You couldn't do anything to save them.	Vacuum Phobia	Gain 1 rank in Extraplanetary.
11	You spent a summer painstakingly restoring a classic car (or other vehicle).	Nostalgia Freak	Gain a vehicle of your choice worth XXX assets.
12	It can be argued that the accident wasn't your fault, but the courts didn't see it that way.	Careless	Gain a debt worth 10 assets.
13	You were framed for a crime you didn't commit. Who framed you? What did they do?	Criminal Record	Spend 1d6 years in jail before starting your first career. Gain a Criminal Record (see p. XXX).
14	It took two years, but you did the training and successfully completed one of the Planetary Ironmen competitions.	Tenacious	Gain 1 rank in Athletics.
15	A stranger came to the house and left a package for you. What is so important about it? How will you know when to open it?	Unwanted Heritage	You gain a package worth 5 assets that you must never lose. You do not know what is inside. Decide when you will know whether to open the package.
16	You spent half a year on a field study. How far did you go? Who ran the study?	Neuroticism	Gain 1 rank in Science.
17	Your best friend joined the military. And then he was killed. You realized all this jingoism doesn't make any sense.	Judicious	You may switch your faction to O-12 at this time.
18	You were kidnapped and tortured. Why?	Skittish	Reduce Resolve by 1.
19	Your first real job took you to a new planet. It felt like home.	Laissez Faire	You defect to a new faction. Roll on the <i>Faction Table</i> on p. XXX to determine your new allegiance. You may choose to roll on that faction's career table for your first career at no cost.
20	You committed suicide.	Suicidal	Your character died and was resurrected. See the rules for <i>Resurrection</i> on p. XXX.

DECISION EIGHT: CAREERS

What career (or careers) do you decide to pursue? Are you doing something that you love? Are you trapped in a job that you hate? What are you good at and what are you learning out among the planets? Are you aggressively seeking promotions or happy where you are?

Mark your starting age as eighteen. You will complete a minimum of two career phases, and you can spend a Life Point for each additional career phase to a maximum of four career phases.

STEP ONE: SELECT CAREER

By default, roll 1d20 and consult the *Basic Career Table*. If it instructs you to roll on the *Faction Career Table*, roll on the table belonging to your current faction.

Alternatively, you can choose to hazard any career. See *Hazarding a Career*, below.

You can also spend Life Points to wield various degrees of control over your career phase.

- Spend 1 Life Point to pick a career from the *Basic Career Table*.
- Spend 1 Life Point to roll on your *Faction Career Table*.
- Spend 1 Life Point to change your faction.

You can also choose to select the Unemployed career to gain 1 Life Point. (You can gain a maximum of two Life Points in this way.)

STEP TWO: WORK CAREER

Once you've selected a career, refer to the description for your career on p. XXX - XXX.

- For your first career (and ONLY your first career), add the attribute improvements listed.
- Gain 1 rank of training in all mandatory skills.
- Pick two of the three elective skills and gain 1 rank of training in each.
- If you have less than three signature skills, choose one of the skills (either elective or mandatory) gained from your career to become a signature skill. Add 1 rank of training to this skill.
- Choose one of the skills gained from this career and select one talent from the associated tree for which you fulfil the prerequisites.
- Roll the career's Earnings Rating. If the result is higher than your current Earnings Rating, increase your Earnings Rating to the new rating. For each Effect rolled, adjust your Social Status one step in the same direction as the Earnings Rating you rolled. (If the rolled rating is lower than your rating, decrease your Social Status; if

it was higher, increase your Social Status.) If this causes your Social Status to decrease, your Earnings Rating also decreases by one point. Regardless of the number of Effects rolled, the maximum change in your Social Status is equal to the difference between your current Earnings Rating and the Earnings Ratings rolled for your career.

- Raise your Earnings Rating to match your career's rating if your current rating is lower.
- Gain the equipment (if any) indicated for your career.

STEP THREE: CAREER EVENT

While working your career, what was the most significant event in your life? Roll 1d6 to determine which *Career Event Table* to use and then roll 1d20 to determine your Career Event.

You can spend one Life Point to reroll or, with GM approval, pick your Career Event. With your GM's permission, you could also design your own event.

STEP FOUR: FINISH CAREER PHASE

As you finish your career, increase your age by 1d6+1 years. (This is in addition to any changes in age as a result of Career Events.)

If this was not your final career phase, return to *Step One: Select Career* and begin your next career phase. However, instead of rolling randomly or hazarding a career, you can choose to simply repeat your current career. If you do so, proceed to *Step Two* and begin working the career (gaining all the usual benefits for doing so).

EXTENDING CAREERS

With GM approval, you may voluntarily spend 1d6+1 additional years in any career phase, rolling again for a Career Event for each extension. You do not receive any other benefits for extending your career phase, nor does it count against the number of career phases you may have. It is simply a way to represent older, more experienced characters who have seen more of what life has to throw at them.

HAZARDING A CAREER

When you attempt to hazard a career, you are taking a big risk and hoping it pays off. Make a Challenging (D2) skill test using one of the mandatory skills listed for the career. On a success you have found employment in your career of choice and can now work that career.

If you fail your hazard test, however, you must either repeat your previous career or become Unemployed. (If this was your first career phase or if you were Unemployed in your previous career phase, you have no choice but to become Unemployed.) You can reduce the difficulty of the hazard test by 1 per Life Point spent.

EXAMPLE CAREER PHASE

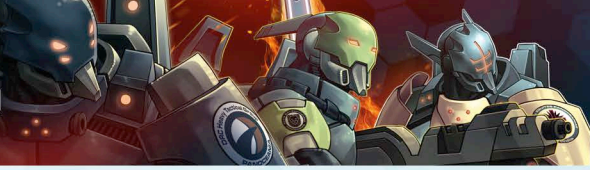
With the death of her parents, Melissa feels that Cassandra has become rudderless. Uncertain of where she might end up, she rolls 1d20 on the *Basic Career Table* and gets 7, discovering that Cassandra ended up falling back on the Military for her first career.

Because this is her first career, she gains the attribute improvements listed for the Military career (+1 Agility, +2 Awareness, +2 Brawn, +2 Intelligence, +1 Personality, and +2 Willpower.) She gains one rank of training in the mandatory skills of Athletics, Medicine, and Psychology (finally gaining Focus 2 in Athletics). She chooses Acrobatics and Tech as her elective skills, gaining one rank in each, and then also chooses Tech as her third and final signature skill. Finally, she chooses to gain a Ballistics talent. Because she already has the Sniper talent for Ballistics, she can choose one of the next talents on the Ballistics tree. She chooses Clear Shot.

Cassandra's Earnings Rating is higher than that granted by her Military career, so it remains unchanged, but Melissa writes down her Military gear.

EXAMPLE CAREER EVENT

After Cassandra completes her Military career phase, Melissa rolls on the *Career Event Table* and discovers that she's been involved in a serious crime: She's Fired, gains a Criminal Record, and rolls 1d6 to determine that she adds 6 years to her life. Melissa chooses not to spend a Life Point to remain in her current career, so Cassandra is drummed out of the Military. Her new Criminal Record reduces her Social Status to Demigrant and her Earnings Rating to 3. She finishes her career phase by rolling 1d6+1 and adding 2 more years to Cassandra's age.



OPTIONAL RULE REARRANGING THE STORY

After completing their career phases, players can choose to rearrange the life history of their character — choosing which career and events came first, second, and so on.

EXAMPLE HAZARDING A CAREER

Melissa decides that Cassandra must have tried profiteering — diverting military equipment from the PanOceanian Military Complex to a mercenary company called SecLock Contingencies. After she's released from prison, Cassandra is in bad shape and unemployed. Cassandra decides to use her mercenary connections and hazard the career of Bounty Hunter: She chooses Athletics as the hazarding skill and spends a Life Point to decrease the difficulty of the check from Challenging (D2) to Average (D1). The target number of the check is 14 (Cassandra has Brawn 12 and Athletics Expertise 2.) On 2d20, she rolls 18 and 4, generating one success and successfully hazarding the career.

This is her second career, so Cassandra doesn't improve her attributes. She's also maxed out with three signature skills, so she won't gain a new one. But she still gains training in mandatory and elective skills, an additional talent, and the career's gear. She then experiences another career event and increases her age by 1d6+1 (3) years. At the end of this career phase, Melissa chooses not to spend a Life Point in order to attempt a third career phase.

CRIMINAL RECORD

If you gain a criminal record, reduce your Social Status and Earnings Rating by one step each. You can also choose to immediately join the Submondo faction if you wish.

Some careers (such as Police) cannot be taken if you have a criminal record unless you spend a Life Point to do so. If you randomly roll such a career while having a criminal record, you must immediately spend a Life Point in order to take it. If you cannot (or choose not to), you can immediately hazard another career, but the difficulty of the hazard test is increased by one step.

If a criminal record is gained during a career phase, you must immediately attempt a hazard test for your current career. If you fail the hazard test, you are also fired (see below).

If you have a criminal record, however, you reduce the difficulty of the hazard check for any Criminal career by 1.

DEFECTION CHECK

If you roll a career on a *Faction Career Table* other than your own, there is a chance that you have defected to that faction. Roll 1d20, on a roll of 1 change your current faction.

You do not have to make a defection check if you hazard a career on another *Faction Career Table*. You only make the defection check if you randomly roll on that table.

FIRE

If you are fired, you may retain all the benefits of your current career but you may not repeat or extend the career unless you spend two Life Points and lose one Earnings Rating.

RESURRECTION

If you die on the Lifepath, it's assumed that you've been resurrected from your Cube.

Losing Current Host: Subtract your host's attribute modifiers from your attribute scores and remove any other special abilities that your current host grants you.

New Lhost: By default, you've been placed in an antiquated Lhost. By spending a Life point, however, you can instead be placed in a standard Lhost. Using the Lhost stat boxes in the side bar, adjust your attributes and note any special abilities granted by your Lhost.

Other Lhosts: Using assets you can purchase an alternative Lhost, either immediately at the time of your resurrection or during *Decision Nine: Final Customisation*.

ANTIQUATED LHOST

Agility	-1	Intelligence	-1
Awareness	-1	Personality	-1
Brawn	-1	Willpower	-1
Coordination	-1		

Special Abilities: Immune to disease.

STANDARD LHOST

Agility	+0	Intelligence	+0
Awareness	+0	Personality	+0
Brawn	+0	Willpower	+0
Coordination	+0		

Special Abilities: Immune to disease, +1 Armour Soak

BASIC CAREER TABLE

ROLL	CAREER
1-2	Unemployed
3-4	Corporate
5-6	Technician
7-8	Military
9-10	Medical
11-12	Academic
13	Criminal
14	Police
15	Frontiersman
16	Media
17	Ship Crew
18	Pilot
19-20	Roll on Faction Career Table

FACTION CAREER TABLE A

ROLL	ARIADNA	HAQQISLAM	NOMADS	PANOCEANIA	YU JING
1	Special Forces	Special Forces	Special Forces	Special Forces	Special Forces
2	Intelligence Operative	Hassassin*	Intelligence Operative	Intelligence Operative	Intelligence Operative
3	Assault Pack Controller*	Corsair	Reverend Agent*	Lobbyist*	Celestial Guard*
4	Sports Personality	Terraforming Scientist	Heavy Industry	Maya Personality	Bōsōzoku
5	Paratrooper	Bodyguard	Investigative Journalist	Corporate Executive	TAG Pilot
6	Roll on Faction Table of Your Choice	Roll on Faction Table of Your Choice	Roll on Faction Table of Your Choice	Roll on Faction Table of Your Choice	Roll on Faction Table of Your Choice

FACTION CAREER TABLE B

ROLL	CORPORATION	CRIMINAL	MERCENARY	MINOR NATION	O-12
1	Special Forces	Special Forces	Special Forces	Special Forces	Special Forces
2	Intelligence Operative	Corsair	Intelligence Operative	Intelligence Operative	Intelligence Operative
3	Corporate Executive	Smuggler	Bounty Hunter	Heavy Industry	Diplomat
4	Trader	Hacker	Remote Operator	Trader	Politician
5	Field Scientist	Bodyguard	Ship Crew	Investigative Journalist	Bureau Toth Agent*
6	Roll on Faction Table of Your Choice	Roll on Faction Table of Your Choice	Roll on Faction Table of Your Choice	Roll on Faction Table of Your Choice	Roll on Faction Table of Your Choice

CAREER EVENT TABLES

ROLL	TABLE
1-2	Career Event Table A
3-4	Career Event Table B
5-6	Career Event Table C

* = Career has a prerequisite of belonging to this faction. You can't hazard this career unless you're of the matching faction. If you roll into this career, you automatically fail your defection check. You can override these limitations by spending a Life Point (in which case you were somehow undercover while working the career).



CAREER EVENT TABLE A

ROLL	CAREER EVENT	GAME EFFECT
1	You develop a rare genetic disorder or are afflicted by a genomic toxin.	Your genetic disorder reduces your maximum Vigour by 1. The treatment required to cure your condition will cost 50 assets.
2	Both the authorities and organised crime are hunting for you. What do you know, or what have you got that they want?	Gain both a criminal enemy and a police enemy. You must pass an Average (D1) hazard test for your current career or you are <i>Fired</i> (see p. XXX).
3	You are on the run. Who is after you, and why?	Gain Trait: Hunted
4	You've accrued the enmity of a powerful enemy. They might be a district authority, well-connected ex-love or a jealous colleague.	Gain Trait: Persecuted
5	An old debt has caught up with you. Who is it to, and what will happen if you do not pay?	Gain a conflict with an organization as a character trait. You have a 20 asset debt that must be paid off with that organisation. Once it is paid, the conflict is removed. This debt does not prevent you from using earnings to make purchases.
6	You're involved in a serious crime. Guilty or not, you are sentenced to hard labour and lose your job.	Add 1d6 years to age. You are <i>Fired</i> (see p. XXX) and gain a <i>Criminal Record</i> (see p. XXX)
7	You develop a fierce rivalry with someone in your organisation or faction.	Gain a character trait describing your rivalry or its consequences.
8	You have an affair with someone wealthy, but it ends poorly. Was it your fault?	Randomly determine the faction your ex-lover belongs to. The GM can use them as a character trait when purchasing complications that affect you.
9	You are called in for questioning by the authorities. What do they want to know? They let you go, but on what condition?	Gain a debt worth 1d6 assets to a random faction.
10	You gain a criminal record. What happened? Are you guilty or innocent?	Gain a <i>Criminal Record</i> (see page XXX).
11	You are injured in a shooting accident. What were you doing? Who shot you?	Roll a random body location. You have a gunshot wound that has not healed well in this location. Gain Trait: Old Wound.
12	Someone has been keeping an eye on you. They always seem to be there when you look around. What do you think they are interested in? Who are they?	Gain Trait: Under Surveillance
13	You become tangled up in a plot being run by a rival faction. What do you do for them? Why do you do it?	You must pass a Challenging (D2) hazard test for your current career or you gain a <i>Criminal Record</i> (see p. XXX).
14	They are on to you! Who are they and what have you done?	Gain Trait: Paranoia
15	Someone you know is a criminal, but you cannot turn him or her in. What hold do they have over you?	Gain Trait: Blackmailed
16	Whatever you did, and it was bad, you've paid for it now – but they will not give up.	Gain a character trait describing your nemesis.
17	You volunteered to take part in a secret medical experiment which succeeded. Well, almost.	Gain Trait: Curse of the Mayfly. You may roll an aging test (p. XXX) to regain an Infinity Point once per session.
18	You are Fired. What did you do?	You are <i>Fired</i> (see p. XXX).
19	While doing your job, you are killed. What happened?	Your character died and was resurrected. See the rules for <i>Resurrection</i> on p. XXX.
20	You are suffering from the Chinese Curse: May you live in interesting times!	Roll again three times on the <i>Career Event Tables</i> for this career phase. (When spending a Life Point to choose a specific event, you may not choose this result.)

CAREER EVENT TABLE B

ROLL	CAREER EVENT	GAME EFFECT
1	You are dating a wealthy and generous person.	Increase Earnings Rating by one (to a maximum of six) whilst they are still in love with you, but they are very demanding or vulnerable (gain Vulnerable Lover as a trait).
2	You are forced to evacuate. What is the threat? Where do you have to go?	Immediately spend 5 assets or gain the trait Homeless.
3	You foil some form of nefarious plot on your own (or with the help of your friends). Why didn't you go to the authorities?	Gain an enemy in a rival faction. Gain 5 assets in 'liberated' equipment.
4	You survive a serious natural disaster.	Gain Trait: Nightmares
5	You are remembered in the will of a relative. Who died? What were your feelings for them?	Gain 2 assets.
6	You help solve a serious crime.	Gain a favour with a senior figure in either law enforcement or the intelligence community in your faction.
7	You discover that you have a talent for something you'd never considered trying before. What happened? Why do you love it?	Gain 1 rank of training in a skill you currently have no training in.
8	You are scouted by an unexpected employer.	If you hazard your next career, reduce the difficulty of the hazard test by two steps. If you stay in your current career or roll randomly, increase your Earnings Rating by one.
9	You discover that your friend is a traitor working for a rival faction. The authorities request your help in arresting them.	If you cooperate with the authorities, gain 5 assets as a reward. If you help your friend, you gain a contact in a random faction but you must make an Average (D1) hazard test in your current career or gain a <i>Criminal Record</i> (see p. XXX).
10	You stumbled on a previously unknown alien ruin (possibly while on vacation). You found something before you got out. What was it?	Gain an item worth 10 assets.
11	Your lucky day! Something paid off – a lottery ticket, a risky business venture, or a hard won contract.	Gain 5 assets.
12	You save someone from a terrible accident.	Gain an ally in a random faction.
13	You achieve notoriety or fame as a minor Maya star.	You gain 1 bonus Momentum on successful Social tests, but all Stealth tests are increased in difficulty by one step in situations where being recognised would cause you a problem.
14	Your Cube experiences a malfunction in which its input is fed back into your brain.	Gain Trait: Cube Echoes. You'll need a completely new Cube to solve the problem.
15	A pseudo-AI personality you've had since childhood begins to degrade, but you can't bear to part with it.	The pseudo-AI provides one momentum to Education tests, but the GM can use it as a trait when purchasing complications that are related to the outcome of the test.
16	You join a new religion. What prompted your conversion? What article of faith is most important to you in your new belief?	Gain a character trait describing your religion or religious experience.
17	You volunteered to take part in a secret medical experiment that succeeded. Well, almost.	Gain a talent in a talent tree of your choice and describe how you can do this as a result of the experiment. However, sometimes you lose the plot or wake up in strange places. Gain the character trait of Experimental Subject.
18	A co-worker frames you for something they did.	You are <i>Fired</i> (see p. XXX).
19	You are violently killed. What happened? Who killed you?	Your character died and was resurrected. See the rules for <i>Resurrection</i> on p. XXX.
20	You are suffering from the Chinese Curse: May you live in interesting times!	Roll again three times on the <i>Career Event Tables</i> for this career phase. (When spending a Life Point to choose a specific event, you may not choose this result.)

CAREER EVENT TABLE C

ROLL	CAREER EVENT	GAME EFFECT
1	A family member tells you a dark family secret. What has been hidden from you for all these years?	Gain a character trait related to your family's secret.
2	You receive exotic cosmetic surgery. What do you look like now? Do you have tapered ears? Lizard scales? A prehensile tail?	Gain a character trait describing your new look and 3 assets worth of cosmetic biomodifications
3	The building you call home burns down.	Gain Trait: Homeless and lose 5 assets (this may result in a debt).
4	Your employer hits a slump and is struggling to make ends meet.	You can either agree to a pay cut (reduce your Earnings Rating by 1) or you can choose to make a Challenging (D2) hazard test for your current career. If you fail the test, you are <i>Fired</i> (see p. XXX). But if you succeed, your Earnings Rating is unchanged as you swap to a new employer.
5	You're betrayed by someone you trust. Who was it? What did they do to you?	Gain Trait: Untrusting
6	You have survived a Combined Army attack. Where were you? What form did the attack take?	Gain Trait: Shell Shocked
7	You get enrolled in an advanced training program at your job (possibly experimental or cybernetic in nature).	Gain 1 rank in the elective skill from your current career that you did NOT choose to advance during this career phase.
8	You are recruited or selected to travel to a different planet in order to continue your career.	Randomly determine which planet and gain the trait Mudhopper
9	A family member is in desperate financial need and they come to you for help. How bad is it and how did they get into this situation?	Gain a debt worth 10 assets or gain the character trait Disowned.
10	You are sent out into the field as a roving specialist (either in person or through immersive VR). Where do you go? What do you experience?	Gain 1d6 languages from the <i>Random Language Table</i> (see p. XXX).
11	A family member is murdered. Who was killed? Do you know who did it? And, if so, why?	Gain Trait: Thirst for Vengeance
12	You are one of the only survivors when a ship you were travelling on broke down or crashed, and rescue was a long time coming.	Add one year to your age and gain the character trait Space Sickness.
13	You earn a big promotion.	Increase Earnings Rating by one.
14	Your childhood friend moves back home. It's great to see them again, but they're acting strangely.	Gain an ally from a random faction.
15	You thought that you'd gotten away with the crime you committed ten years ago, but new evidence has been discovered.	Gain a <i>Criminal Record</i> (see p. XXX).
16	Due to what's claimed to be a clerical error, your stored personality back-up is placed in a Lhost. Your IQ-doppelganger disappears before the error can be corrected.	Gain Trait: IQ-Doppelganger
17	You volunteered to take part in a secret medical experiment. It failed.	Reduce one random attribute by 1 point.
18	You show up for work one day and your employer is gone. The office is empty. Nobody is there. What happened?	You are <i>Fired</i> (see p. XXX). Gain Trait: Surrounded by Conspiracy
19	Your death is a famous event. How did it happen? Why is it so well known?	Your character died and was resurrected. See the rules for <i>Resurrection</i> on p. XXX. You gain 1 bonus Momentum on successful social tests, but all stealth tests are increased in difficulty by one step in situations where being recognised would cause you a problem.
20	You are suffering from the Chinese Curse: May you live in interesting times!	Roll again three times on the <i>Career Event Tables</i> for this career phase. (When spending a Life Point to choose a specific event, you may not choose this result.)

CAREER PROFILE

UNEMPLOYED (SPECIAL)

Tens of billions live scattered throughout the Human Sphere and the unemployed number in the hundreds of millions. Robust demogrants, well-funded support networks, and abundant resources, however, mean that the unemployed generally live comfortably while Maya makes a seemingly infinite variety of entertainment and virtual experiences available.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
2	1	2	1	2	0	2

SKILLS

MANDATORY	Survival	none	none
ELECTIVE	Any 1 other	Any 1 other	

EARNINGS

1[CD] (max. 0)

EQUIPMENT

• None

CAREER PROFILE

ASSAULT PACK CONTROLLER

Assault Pack Controllers guide mind-controlled Antipodes into battle. The fierce lupine natives of Ariadna possess heightened senses and ferocious strength. A Controller must lead these creatures, biochemically manipulated to be pliable and obedient, with equally fierce determination. Assault Pack Controllers use their bestial troops to break through enemy lines and shatter their resolve. Life as a Controller means harsh training and rigorous discipline to carry the strength and presence of an alpha. Controllers face danger every day that they lead their packs, from the savagery of the Antipodes themselves to the missions that require an Assault Pack. Because a Controller must be strong, ruthless, and driven, few forces are more feared on the battlefield than an Assault Pack. Many Controllers form close bonds with their Antipodes.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
1	2	0	2	2	2	1

SKILLS

MANDATORY	Athletics	Animal Handling	Stealth
ELECTIVE	Close Combat	Survival	Ballistics

EARNINGS

2+1[CD]

EQUIPMENT

• Machete • Pack Control unit • Pheromonal Dominance Spray.

CAREER PROFILE

ACADEMIC

Bright minds across the Human Sphere develop and implement the latest technology, direct expansion efforts, and guide humanity in all its endeavours. The Academic can be a brilliant but introverted scientist creating miracles in the lab, or she could be a weathered biologist out working in the field. Historians study the past to glean clues about humanity's future. Roboticists and engineers devise the tools that build the high-tech cities gleaming upon countless worlds. An Academic applies theory, study, and experimentation to solve the problems of the Human Sphere. Knowledge in a wide variety of fields makes the Academic career desirable on every world. Brilliant minds are in perpetual demand, especially in troubled times.

ATTRIBUTES

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

SKILLS

MANDATORY	Education	Medicine	Science
ELECTIVE	Discipline	Education	Tech

EARNINGS

2+1[CD]

EQUIPMENT

• Laboratory (personal) or library (personal).



CAREER PROFILE

BODYGUARD

Bodyguards come in high demand for the rich and important people of the Human Sphere. A Bodyguard might serve as protection for a high-ranking political leader, a controversial Maya personality, or the elite guards of a religious figurehead. A Bodyguard must be quick-witted, tough, and skilled in both offensive and defensive techniques. Bodyguards are usually well-armed and willing to take a bullet for their charges. Consequently, a Bodyguard is well paid, at least if the employer wants any sense of loyalty. The best Bodyguards are prized for their attention to discipline and skill at arms, often heading security details guarding convoys, foreign dignitaries, and important frontier missions. Most Bodyguards also display a variety of other skills picked up during their assignments.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
2	2	2	1	2	0	1

SKILLS

MANDATORY	Observation	Close Combat	Ballistics
ELECTIVE	Lifestyle	Pilot	Discipline

EARNINGS

1+2[CD]

EQUIPMENT

- Fashionable clothing • Bullet proof vest • Multispectral visor
- Handgun with 3 reloads of regular ammo



CAREER PROFILE

BŌSŌZOKU

Bōsōzoku is an illegal form of street racing originating in Yu Jing. It is a cutthroat competition often involving the use of violence in a no-holds barred race. The Bōsōzoku racers are incredibly skilled and daring. They lead a lifestyle steeped in underground fame, danger, and hot-blooded pursuit of victory set amid the backdrop of blazing neon cities. A Bōsōzoku racer must be tough and fast to survive, even outside the races, often forming connections with other underworld elements. Bōsōzoku gangs kill for one another, and a racer often adopts an "us against the world" mentality. With such a risky yet lucrative occupation, most Bōsōzoku racers approach life with a "live fast, die young" outlook.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
2	2	2	0	2	1	1

SKILLS

MANDATORY	Pilot	Thievery	Stealth
ELECTIVE	Pilot	Tech	Hacking

EARNINGS

0+2[CD]

EQUIPMENT

- Motorcycle Armour • Standard model Assault Pistol with 2 reloads of regular ammo

SPECIAL

- Criminal Career

CAREER PROFILE

BOUNTY HUNTER

As spread out as humanity is among the stars, criminals inevitably escape. Outlaws build up power bases away from the centres of law enforcement, pirates retreat to dens of scum after raiding merchant vessels, and unscrupulous executives flee persecution to other countries or other worlds. Bounty Hunters act where traditional law enforcement cannot. The bounties commanded by high-profile criminals are tremendous. Hunters go where others won't in order to bring back their quarry, or maybe just a piece of them. Skilled in tracking, battle, and guerrilla tactics, Bounty Hunters are the basis of countless romanticized legends and thrilling Maya programs.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
0	2	2	1	1	2	2

SKILLS

MANDATORY	Athletics	Observation	Stealth
ELECTIVE	Ballistics	Pilot	Tech

EARNINGS

1+2[CD]

EQUIPMENT

- Restraints • Standard model Heavy Pistol with 4 reloads of regular ammo
- Police Issue Paramilitary Body Armour

CAREER PROFILE

CELESTIAL GUARD

The famed Yu Jing Celestial Guard protect the Imperial Palace and the Celestial Emperor. Their duty even extends to the whole of the Forbidden City. These crack troops specialize in urban warfare, each soldier highly experienced and impeccably disciplined. Only the most loyal and proven members of the Yu Jing military can ascend to the ranks of Celestial Guard. The Guard acts on direct orders from the Emperor, and function as a police unit with vast authority and resources. The Celestial Guard are known to bend or break laws that bind other police units in their pursuit of Imperial justice. Guard members are brutal and decisive, trained to bring a swift end to any threat Yu Jing faces.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
1	2	2	1	2	0	2

SKILLS

MANDATORY	Athletics	Acrobatics	Observation
ELECTIVE	Close Combat	Ballistics	Analysis

EARNINGS

2+1[CD]

EQUIPMENT

- Power Armour (Celestial Guard) • CombiRifle • Pistol • Recorder

SPECIAL

- Cannot be selected by characters with Criminal Record

CAREER PROFILE

CORPORATE EXECUTIVE

Executives in the most influential hypercorps wield more power than many sovereign rulers among the minor nations. With the trade of currency and favours, an Executive alters the course of political development, positions their company to benefit first and foremost from government contracts, and helps shape the Human Sphere. A Corporate Executive swims in shark-infested waters, vying with competitors for the best deals. An Executive is responsible for their company's interests, which often means meeting and negotiating with the most high-powered individuals in human space. They must adapt to constantly changing situations with a quick wit and keen eye for opportunity.

ATTRIBUTES

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

SKILLS

MANDATORY	Persuade	Lifestyle	Command
ELECTIVE	Education	Lifestyle	Discipline

EARNINGS

3+3[CD]

EQUIPMENT

- Fashionable Clothing

CAREER PROFILE

CORPORATE

Corporate workers labour at all levels to keep the megacorps and hypercorps of the Human Sphere running. Managers ply their people skills to keep stressed and overworked staffers productive. Accountants and actuaries calculate risk and determine investments. Working a Corporate career, whether in a small start-up on the frontier or as part of a massive conglomerate, means being perceptive, wary, and opportunistic — always ready to adapt to a changing corporate environment or the fast-paced demands of interplanetary business.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
0	2	1	2	2	2	1

SKILLS

MANDATORY	Lifestyle	Observation	Stealth
ELECTIVE	Lifestyle	Discipline	Education

EARNINGS

2+2[CD]

EQUIPMENT

- Corporate Quality Clothing • Basic Urban Survival Kit



CAREER PROFILE

CORSAIR

Every major nation employs corsairs, privateers commissioned to capture military and merchant ships of enemy nations. Some corsairs hunt other corsairs, but most make a living pursuing less suspecting prey. Authorized to keep part of the loot, corsairs make a profit by targeting the least-protected vessels and keeping more than their contracted allotment of bounty. A Corsair lives a dangerous lifestyle, considered by law to be an enemy combatant but without the honour or respect due the military. Despite their reputation as lawless dogs, most Corsairs stick to a strict code among their own people. Corsairs can be charming and sly in turns, skilled negotiators and dangerous in a fight. Their experience traveling human space is second to none.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
2	2	2	1	2	1	0

SKILLS

MANDATORY	Pilot	Extraplanetary	Thievery
ELECTIVE	Close Combat	Acrobatics	Ballistics

EARNINGS

0+3[CD]

EQUIPMENT

- Armoured Vacc Suit • Handgun
- Boarding Shotgun

SPECIAL

- Criminal Career

CAREER PROFILE

DIPLOMAT

Diplomacy is a fine art in the Human Sphere, especially with a Code Infinity looming over everyone's heads. Diplomats work to smooth over relations between rival nations, force alliances of convenience or sometimes shared ideology, and keep disparate countries connected by more than just trade. A good Diplomat exhibits great personal charm and integrity, conducting business on foreign soil with the utmost of respect and care. Diplomats travel to foreign countries, distant worlds, meeting with envoys of sovereign nations, corporate rule, and new settlements. They broker trade agreements and peace treaties, negotiate political alliances, and defuse tense situations. The life of a Diplomat is one of constant engagement with many different representatives in locales all across the Human Sphere.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
1	2	0	2	2	2	1

SKILLS

MANDATORY	Persuade	Education	Discipline
ELECTIVE	Acrobatics	Pilot	Education

EARNINGS

2+2[CD]

EQUIPMENT

- Fashionable clothing

CAREER PROFILE

CRIMINAL

Perhaps the one profession most common across all factions is that of criminal. Smugglers sneak contraband into and out of system borders. Thieves test the security systems of ships, banks, and corporate business records, looking to steal identities, leverage, access codes — anything that lets them tap into their targets' wealth. Lawless gangs haunt the fringes of civilized society, like the destitute underclass that lurks in the bowels of gleaming mega-cities, or the pirates that attack shipping lanes. Ecoterrorists and those with an axe to grind against the massive economic power players strike out to disrupt the status quo, or take revenge on the ones who took away their livelihoods. It's also possible that one could find themselves trapped in a Criminal life for reasons beyond their control, such as fleeing wrongful persecution or crossing the wrong bureaucrat.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
2	2	2	2	0	1	1

SKILLS

MANDATORY	Thievery	Observation	Stealth
ELECTIVE	Close Combat	Ballistics	Tech

EARNINGS

0+2[CD]

EQUIPMENT

- B&E or Disguise Kit
- Standard model Heavy Pistol with 2 reloads of regular ammo.

SPECIAL

- Criminal Career

ARTWORK IN PROGRESS



CAREER PROFILE

FIELD SCIENTIST

The Field Scientists that work for more advanced nations seek out natural mysteries. They experiment with (or upon) local wildlife and vegetation, they test out new wetware implants or high-tech devices, and their laboratories are often little more than camps set up to brave the elements. Field Scientists aren't afraid to get their hands dirty in order to discover new chemicals or capture promising flora and fauna, and the true field scientist is a renaissance specialist. They study a mixture of biology, chemistry, geology, and the like by immersing themselves in it, rather than isolating it in a lab.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
1	2	1	2	2	1	0

SKILLS

MANDATORY	Science	Education	Survival
ELECTIVE	Observation	Tech	Athletics

EARNINGS

2+1[CD]

EQUIPMENT

• Personal Laboratory • Survival kit

ARTWORK IN PROGRESS



CAREER PROFILE

FRONTIERSMAN

The men and women of the frontier explore the little-known regions of human space. They are the first to expand the maps, eager to set foot on new ground and stake a claim in humanity's interstellar expansion. These rugged folk brave environmental dangers, unknown flora and fauna, and set up trading posts in seldom-travelled regions. A frontiersman is skilled at hunting, gathering supplies, and often in working with technology out away from urban centres, with little to no technical support. Frontiersmen prospect for resources, like the rare and valuable Teseum, or rare herbs and wildlife with properties useful to the medical industry. Some are criminals fleeing the reach of the law by living on the frontier, and others are bounty hunters sent to hunt down those who would otherwise escape justice.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
2	2	1	1	2	0	2

SKILLS

MANDATORY	Survival	Animal handling	Resistance
ELECTIVE	Discipline	Athletics	Thievery

EARNINGS

1+1[CD]

EQUIPMENT

• Colonists Survival Kit

CAREER PROFILE

HACKER

Nearly any conceivable information exists on the Maya network. Hackers make a living breaking down electronic barriers and uncovering secrets, or taking data from others for the purposes of fraud, theft, or mere thrills. Hackers also work with law enforcement, helping to track those with similar skills or counter their efforts. Some specialize in hacking corporate networks, like those of the massive banks and producers of consumer products. Others see it as an art form, hacking challenging military networks or plunging into the depths of Maya in order to find something no one else can.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
1	2	1	2	2	2	0

SKILLS

MANDATORY	Thievery	Hacking	Tech
ELECTIVE	Observation	Ballistics	Stealth

EARNINGS

2+2[CD]

EQUIPMENT

• Basic hacking device • Tech kit

CAREER PROFILE

HASSASSIN FIDAY

No covert operative in human space is deadlier or more feared than those of the Hassassin Society. These mysterious agents act as spies and assassins, completing missions too dangerous for lesser agents. A Hassassin is a protector of Haqqislamic interests as well as a devout believer in the Search for Knowledge. Many Hassassins possess a zeal even their countrymen cannot match. Theirs is dangerous and often thankless work, like the dreaded Fidays who embrace death as part of their duty. In secret camps known only to the Hassassin Society and the Hachib, the President of Haqqislam, Hassassins undergo the most gruelling training. Nearly limitless funds, a long tradition of discipline, honour, and deadly focus, and an unquenchable desire to guard humanity's evolution give the Hassassins incomparable ability.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
1	2	1	2	2	2	0

SKILLS

MANDATORY	Steath	Persuade	Thievery
ELECTIVE	Close Combat	Ballistics	Hacking

EARNINGS

1+2[CD]

EQUIPMENT

• Fake ID (choose or roll for a faction and primary career) • Disguise kit • B&E kit
• Disguised paramilitary armoured suit • Personal Library • Knife • Choice of Hacking Device, Sword, or Collapsible Sniper Rifle with 1 reload

CAREER PROFILE

HEAVY INDUSTRY

While expert systems and automation has reduced the number of workers involved in industrial pursuits, those that remain are all the more critical, providing skills and judgment. Modern materials require vacuum purification in electron-beam furnaces; titanic terraforming processors need calibration and adjustment to local conditions before being set to automated operation; volatile planetary core taps demand human decisions where predictive physics break down; and even automated maintenance systems want for their own upkeep. Industrial specialists are an increasingly rare breed that understand the link between sweat and advanced technology. Their knowledge spans grease guns to exclusion fields, and they have the experience to apply either to a problem. Professionals in this field are the gears that keep the Human Sphere turning.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
1	2	0	2	2	1	2

SKILLS

MANDATORY	Resistance	Pilot	Tech
ELECTIVE	Close Combat	Persuade	Thievery

EARNINGS

2+1[CD]

EQUIPMENT

• Heavy Industry Power armour • Mechanics tool kit

ARTWORK IN PROGRESS



CAREER PROFILE

INTELLIGENCE OPERATIVE

The tense state of conflict in the Human Sphere means every agency looks for an edge over its competitors. Intelligence Operatives conduct corporate espionage, deep-cover spy missions, acts of sabotage, and other acts which risk their life and limb for agencies that would disavow any knowledge of, or connection to, their operations. An Intelligence Operative is quick-witted, highly disciplined, and often alone in a place surrounded by enemies unaware of the traitor in their midst. They trade in secrets – information that can turn the tide of small-scale conflicts, like a raid on secret warehouses holding valuable experimental gear or data, and they can influence the large-scale skirmishes that take place between rival nations. The intelligence an operative collects can cause wars or end them with equal facility.

ATTRIBUTES

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

SKILLS

MANDATORY	Observation	Stealth	Analysis
ELECTIVE	Hacking	Education	Thievery

EARNINGS

3+1[CD]

EQUIPMENT

• Fake ID (choose or roll for a faction and primary career) • Light handgun • Disguise kit
• Disguised paramilitary armoured suit

CAREER PROFILE

INVESTIGATIVE JOURNALIST

Maya has more than its fair share of tabloid reporting and fluff stories, but the Investigative Journalist seeks the real stuff. These Journalists hunt the truth, bringing word to the public about enemy action, the heroic efforts of national forces, and of course the latest scandals to haunt politicians and entertainers alike. Investigative Journalists often face hostility from those they investigate, and tend to have more than a few criminal skills like shadowing, breaking and entering, and sometimes falsifying data to gain admittance to places otherwise barred from them. Some see their cause as bringing the truth to light, while others simply have an insatiable curiosity and a penchant for getting into (and hopefully out of) trouble.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
2	2	0	2	1	2	1

SKILLS

MANDATORY	Stealth	Persuade	Observation
ELECTIVE	Hacking	Stealth	Thievery

EARNINGS

1+2[CD]

EQUIPMENT

- Media kit • Surveillance kit • Sensory recording technology

CAREER PROFILE

MAYA PERSONALITY

Would-be Maya Personalities number in the millions, but the real stars reach hundreds of millions of viewers and devoted, fanatic fans. A Maya Personality might be a popular musician, a comedian, or spiritual speaker. Artists and life-casters broadcast their work and live sensory feeds across the Sphere. The Maya network hosts a staggering variety of content, and talented Maya Personalities rise from the faceless multitudes to become somebody. Popular newscasters and public speakers can gain far more fame and influence through legions of followers than they would have experienced as a government official. Larger-than-life personalities create legions of fans who hang on their every feeling, perception, thought, or word. They spawn both blind conformance and vehement dissent, filling up forums and editorial screeds with endless debate.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
1	2	1	2	2	2	0

SKILLS

MANDATORY	Persuade	Lifestyle	Observation
ELECTIVE	Hacking	Discipline	Tech

EARNINGS

1+4[CD]

EQUIPMENT

- High Quality clothing • 7 free floating recorders • Sensory recording technology

CAREER PROFILE

LOBBYIST

The PanOceanian government is immense, the largest in the Human Sphere, and it has ended the hypocritical separation between political power and economic power. The old political parties, now abolished, have been replaced by a substantial number of lobbies. Lobbyists vie for political favour, coordinate the activities of lobby members, and engage in covert battles of clout with rival lobbies. With the unprecedented level of transparency in modern lobbies, a Lobbyist can be practically anyone – from a citizen with a very active interest in the groups that preside over matters they are about to a prestigious and influential leader intimately guiding the lobby's political fortunes. Any Lobbyist, however, is highly motivated and skilled in whatever arena they choose, and the lobbying game is both robust and demanding.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
1	2	0	2	2	2	1

SKILLS

MANDATORY	Persuade	Psychology	Command
ELECTIVE	Discipline	Lifestyle	Education

EARNINGS

4+2[CD]

EQUIPMENT

- Fashionable clothing • Personal Security Node

ARTWORK IN PROGRESS



CAREER PROFILE

MEDIA

The media is perhaps the single largest industry in all of the Human Sphere, the one constant binding disparate nation-states, cultures, and spiritual organizations together. Despite the glamour accorded to actors, WarCors, event-casters, and the other public faces of news and entertainment, a legion of writers, editors, producers, and effects artists support their work. These media professionals support the select few in the spotlight, always battling for better ratings and the sponsorships that come with them. Despite limited time in the public eye, media corporations covet the most talented behind-the-scenes professionals more than the personalities they support. The Sphere is filled with potential stars, but only a select few can make those stars shine.

ATTRIBUTES

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

SKILLS

MANDATORY	Education	Persuade	Analysis
ELECTIVE	Hacking	Stealth	Tech

EARNINGS

2+1[CD]

EQUIPMENT

- Media kit or surveillance kit

CAREER PROFILE

MILITARY

Military characters run the gamut from professional soldiers employed by nations to loosely-defined mercenary camps. Yu Jing employs the most well-disciplined soldiers as part of its interplanetary armed forces, while PanOceania makes heavy use of mercenaries with little connection to a larger governmental branch. At Paradiso and the front lines, soldiers of all stripes work to halt the Combined Army's advance. ALEPH helps direct these battles, a fact that doesn't always sit well with the soldiers: Nomads would rather strike at the AI's own information centres and mercenaries would prefer to pirate poorly protected vessels carrying sensitive information. As the Human Sphere constantly expands, soldiers stand at the forefront, pushing the boundaries and forming the first line of defence against the dangers of the frontier.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
2	1	2	1	2	0	2

SKILLS

MANDATORY	Athletics	Close Combat	Ballistics
ELECTIVE	Survival	Acrobatics	Tech

EARNINGS

2+1[CD]

EQUIPMENT

- Armoured paramilitary uniform with supplemental Armour plating
- Standard model CombiRifle with 2 reloads of regular ammo

CAREER PROFILE

MEDICAL

Medical science has advanced by leaps and bounds, but Hospitals often see a wide variety of strange cases and few professions can match the Medical career for a wealth of odd experiences. Doctors perform miracles, including resurrections, for those capable of paying the costs. Combat medics save the lives of wounded soldiers, or perform gruesome examinations on the fallen aliens. Some medics seek out new chemicals on alien worlds, hoping for the next big breakthrough. Ambitious medical scientists also push the envelope of human engineering, with advances in biotechnology, cyberotechnology, and genetic therapies producing super-soldiers, making whole regions impervious to disease, or strengthening workforces to perform the most hazardous jobs where lesser people would fail.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
1	2	0	2	2	1	2

SKILLS

MANDATORY	Medicine	Athletics	Psychology
ELECTIVE	Animal Handling	Survival	Discipline

EARNINGS

2+2[CD]

EQUIPMENT

- Armoured paramilitary uniform with medical markings
- Hospital Class Medical Kit



CAREER PROFILE

PARATROOPER

In the advanced warfare of the Human Sphere, Paratroopers drop onto planets and battlefields inaccessible by land. These brave men and women parachute into hostile territory, using high-tech glider suits and stealth chutes to slip past enemy defences. Air support is key to victory in the countless conflicts that grip the Human Sphere, and airborne soldiers engage in dynamic operations all across space. Paratroopers often adopt a "live fast" motto, jumping out of the sky and into combat for a living. This can give them a reputation for wild behaviour, but Paratroopers are every bit as disciplined as their fellow soldiers. A Paratrooper character often finds themselves far behind enemy lines, facing challenges that less elite soldiers could only imagine.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
2	2	2	1	1	0	2

SKILLS

MANDATORY	Survival	Athletics	Ballistics
ELECTIVE	Close Combat	Pilot	Discipline

EARNINGS

2+1[CD]

EQUIPMENT

- Armoured paramilitary uniform with supplemental Armour plating
- Standard model CombiRifle with 2 reloads of regular ammo
- Chameleonic Clothing
- Halo parachute

CAREER PROFILE

PILOT

Atmospheric, suborbital, and intrasystem shuttles ply the skies and space lanes everywhere humanity has touched. From the humble city hopper to deadly assault dropships, pilots ensure these vessels make it from origin to destination, quickly and in one piece, under both mild and dire circumstances. Acceleration crèches, physical alteration, and MetaChemicals help these pilots endure the prolonged periods at high-g with limited ill effect, but it's still a hard, very physical life. Still, very little cargo, passengers, or sensitive data would flow throughout the Sphere without pilots at the controls of a host of scows, skiffs, and couriers. Pilots also helm the military's vast fleet of dropships, high-g interceptors, net weasels, stealth infiltrators, and many other craft for accomplishing their missions.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
2	2	1	2	2	1	0

SKILLS

MANDATORY	Pilot	Observation	Spacecraft
ELECTIVE	Ballistics	Hacking	Tech

EARNINGS

3+1[CD]

EQUIPMENT

- Armoured paramilitary uniform (pilots)
- Standard model Assault Pistol with 2 reloads of regular ammo.

CAREER PROFILE

POLICE

Law enforcement has had to adapt to the advances of the 22nd century in a big way. Humanity is spread so far that just as often police are privately contracted from the best mercenary agencies. Government-employed police forces work to keep the most flagrant abuses at bay, though no law enforcement agency can hope to properly police the nightmare tangle of corporate laws. A police officer is highly trained in combat, negotiation tactics, and technical skills to help them in apprehending criminals. Police employ cutting-edge equipment and an officer also possesses specific skills related to their field: cyber-crime, undercover and espionage, high-pressure hostage situations, and more.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
2	2	2	0	2	1	1

SKILLS

MANDATORY	Athletics	Observation	Persuade
ELECTIVE	Close Combat	Ballistics	Medicine

EARNINGS

2+1[CD]

EQUIPMENT

- Armoured paramilitary uniform with police markings
- Standard model Heavy Pistol with 2 reloads of regular ammo.

SPECIAL

- Cannot be selected by characters with Criminal Record.

CAREER PROFILE

POLITICIAN

Few professions are as simultaneously reviled and necessary as that of a Politician. With so many human souls and so much chaos threatening to engulf the Human Sphere at any moment, Politicians manage states, nations, whole interstellar empires. They conduct debates when the latest discovery of foreign action against their home comes to light. They work to develop and implement laws that better regulate the societies of which they are a part – or apart, if the Politician puts their own interests ahead of the people's. To work in politics is to be a fighter; it is not a profession for the faint of heart. A Politician constantly struggles for influence on their own behalf and that of their constituents. Every new campaign brings with it hostile lobbyists, rival corporate interests, and ideological nemeses, all seeking to tear the Politician's foundation out from beneath them.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
1	2	0	2	2	2	1

SKILLS

MANDATORY	Persuade	Psychology	Discipline
ELECTIVE	Education	Lifestyle	Command

EARNINGS

2+2[CD]

EQUIPMENT

- Fashionable clothing

CAREER PROFILE

REMOTE OPERATOR

Remote Operators pilot advanced combat and exploration machines. Highly advanced interface designs allow these operators to feel like they are right in the action, much like a TAG pilot. Due to their specialized training they come to know their machines as well as any pilot of a manned vehicle. Remote Operators engage in urban warfare, fighting in dense population centres where TAGs and large war-machines can't go, relying on speed, mobility, and a keen sense of the battleground. Many Remote Operators also function in a scientific capacity, piloting submersible or deep-space salvage and forensics units to carry out delicate missions in extreme environments.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
2	2	1	2	2	1	0

SKILLS				EARNINGS
MANDATORY	Pilot	Observation	Tech	2+1[CD]
ELECTIVE	Education	Hacking	Discipline	

EQUIPMENT

• Armoured paramilitary uniform (pilots)



CAREER PROFILE

REVEREND AGENT

The Nomads have secret forces of their own in the Observants, a religious organization ideologically opposed to the likes of ALEPH and technology ruling over humanity. The Observants employ several types of Reverend Agents to carry out their most holy mission of protecting the human race. Reverend Moiras are elite women fighting against technologically superior enemies. They enact terrible vengeance upon those who have wronged the righteous. Reverend Custodiers manage intelligence and technical warfare, waging battles over Maya, intelligence networks, specialists in security programming. Reverend Healers perform field medicine, but they are also skilled warriors fighting alongside their Reverend sisters. Reverend Agents are among the most feared soldiers on the battlefield, and the most inspiring to their compatriots.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
2	2	1	2	2	0	1

SKILLS				EARNINGS
MANDATORY	Extraterrestrial	Athletics	Hacking	1+1[CD]
ELECTIVE	Close combat	Ballistics	Acrobatics	

EQUIPMENT

• Vacuum suit • Paramilitary body armour • Pistol • Hacking device

CAREER PROFILE

SHIP CREW

Millions upon millions of ships fill the interplanetary routes of the Human Sphere. While a few, such as some employed by the AI ALEPH, can operate autonomously, the vast majority require skilled crew. Intrepid crewmembers keep their ships running both in and out of battle. A good crew is worth more than good upgrades, especially in a pinch. Ship Crew tends to form tight bonds with one another and with the ship itself, working in tandem to achieve victory. A wide variety of experience lends ship crew members a versatile set of skills: they have zero-g training, most acquire significant technical skills, and have been in more than their share of scrapes. As a result, crew members tend to be some of the toughest and most experienced travellers in any system.

ATTRIBUTES						
AGI	AWA	BRW	COO	INT	PER	WIL
1	2	1	3	2	0	0

SKILLS				EARNINGS
MANDATORY	Survival	Tech	Extraterrestrial	2+1[CD]
ELECTIVE	Sciences	Spacecraft	Ballistics	

EQUIPMENT

• Vacuum suit (3 oxygen loads) • Tech tool kit • Short range Trollyo lander

CAREER PROFILE

SMUGGLER

Smuggling is a lucrative but highly dangerous career. Skilled Smugglers slip past the constant vigil of advanced nations with weapons and industrial secrets to sell to competitors. Contraband reaches every world with a demand for it, brought in by crafty Smugglers. Scoundrels who smuggle objects from or perhaps through the territories of powerful leaders fetch a high bounty, but they are highly skilled in evading trouble, understanding the behaviour and methods of law enforcement, and above all covering their own retreat.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
2	2	2	1	2	1	0

SKILLS

MANDATORY	Pilot	Observation	Thievery
ELECTIVE	Tech	Hacking	Discipline

EARNINGS

0+4[CD]

EQUIPMENT

- Armoured paramilitary uniform

SPECIAL

- Criminal Career

ARTWORK IN PROGRESS



CAREER PROFILE

SPECIAL FORCES

The most elite soldiers in the Human Sphere carry out spec ops missions across known space... and sometimes upon unknown worlds. Special Forces units operate in covert missions of international warfare, hunting down war criminals, striking important assets and retreating before anyone can blame their acting governments. These elite units also carry out the most difficult ops in the war for Paradiso, attacking Combined Army commanders and bases, rescuing allies caught far behind enemy lines, and countering the threat of elite enemy units. Governments deploy Special Forces when discretion is needed – all too common in the shadow warfare fought between nations of the Human Sphere – and when regular mercenaries or law enforcement simply aren't enough. A Special Forces soldier receives the finest training, equipment, and most important missions, demanding as much from themselves as their people do.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
2	2	2	1	1	0	2

SKILLS

MANDATORY	Survival	Resistance	Ballistics
ELECTIVE	Close Combat	Hacking	Discipline

EARNINGS

2+1[CD]

EQUIPMENT

- Armoured paramilitary uniform with supplemental Armour plating • Standard model CombiRifle with 2 reloads of regular ammo • Chameleonic Clothing

CAREER PROFILE

SPORTS PERSONALITY

Sporting events are a time-honoured tradition of competition between cities, countries, even whole worlds. The greatest sports stars are legends, heroes to their people, larger than life. They possess a sway and a swagger that few political leaders can match, all stemming from their ability to perform incredible athletic feats. With the advances in genetic engineering, wetware implants, and cybernetics, professional athletes boast physiques and abilities the common person could only imagine. A Sports Personality could be a rising star of Dog-Bowl or the Aristeia! Underground. Champions of these bone-breaking contests and professional duels can rise from humble roots to touch immortal fame. Sports Personalities can bear the colours and face of a nation, quest only for the next adrenaline rush, or hunt for personal glory.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
2	2	1	0	1	2	2

SKILLS

MANDATORY	Athletics	Persuade	Close Combat
ELECTIVE	Acrobatics	Athletics	Ballistics

EARNINGS

1+3[CD]

EQUIPMENT

- Uniform • High Quality clothing

CAREER PROFILE

TAG PILOT

TAG (Tactical Armoured Gear) units command a presence on the battlefield with their hulking armour platforms. One part personal tank and one part weapons arrays, TAGs turn pilots into one-person armies. They bear heavy firepower and tremendous strength. Pilots thus develop a certain confidence born of the machines they so skilfully command. TAG pilots often fight on the front lines against the Combined Army, or lead forays into enemy territory when stealth and subtlety are lost. TAG pilots command some of the deadliest forces on the battlefield and they know it. Most are all too happy to show off their skills, eager for the kind of victory only TAGs can bring.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
2	2	1	2	2	0	1

SKILLS

MANDATORY	Pilot	Tech	Ballistics
ELECTIVE	Discipline	Extraterrestrial	Survival

EARNINGS

2+1[CD]

EQUIPMENT

- Armoured paramilitary uniform (TAG pilots)
- Standard model Assault pistol with 2 reloads of regular ammo

CAREER PROFILE

TERRAFORMING SCIENTIST

Terraforming Scientists help transform new worlds into places much more fit for human habitation. Terraforming is an expensive and time-consuming process, so only the brightest minds oversee the work. Characters in this profession possess a wide variety of scientific knowledge, from geology, climatology, and biology, to engineering and chemistry degrees. A Terraforming Scientist is usually adventurous, as she must brave alien environments and potentially dangerous flora and fauna. Every new world is a potential gold mine of resources. A Terraforming Scientist must be ambitious and persistent in order to prosper. She has probably seen stranger things than most, living out on the frontier. Terraforming Scientists are often more rugged than lab-bound folk, though it'd be a mistake to doubt their academic prowess.

ATTRIBUTES

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

SKILLS

MANDATORY	Science	Education	Observation
ELECTIVE	Pilot	Tech	Extraterrestrial

EARNINGS

2+1[CD]

EQUIPMENT

- Personal Laboratory
- Survival kit

CAREER PROFILE

TECHNICIAN

The technician possesses skill desired all across the Human Sphere. Technology-dependent nations like PanOceania need technicians to keep industry booming. Backwater worlds and gleaming metropolises alike need technical knowledge, whether the technician is servicing farm equipment or the latest model of racing cars. Nomads employ technicians to salvage, jury-rig, and dismantle their gains. Their colossal motherships exist in a state of constant repair and modification, with technicians working beneath cascades of welding sparks, stringing cable throughout the hulls, and finding ingenious ways to recycle scrap. PanOceanian or Yu Jing techs produce the latest and greatest models of vehicles and weaponry, working to ensure their nation's continued dominance in the intergalactic arena. Ariadnan technicians possess unrivalled skills in field-testing and repairing rugged equipment, despite their lack of the most modern advances.

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
2	2	1	2	0	1	2

SKILLS

MANDATORY	Tech	Pilot	Hacking
ELECTIVE	Observation	Resistance	Discipline

EARNINGS

1+1[CD]

EQUIPMENT

- Basic toolkit or B&E kit

CAREER PROFILE

TRADER

Trade is the lifeblood of the Human Sphere. Nomads know it better than anyone. Because of their unique lifestyle, trading has become an art for them, maximizing the gains in value for as little as they can trade in return. Other Traders make a living on the frontier, conducting business with settlers and miners, frequenting planetary bazaars where a skilled Trader can find anything for the right price. Some trade honestly with one hand and reach for the valuables with the other, like traders conducting business with Ariadna to bring them the latest in technological wonders... while also looking for ways to strip whatever resources they can manage. Haqqislam caravanserais serve as giant hubs of trade, where buyers can find and acquire (or offload) nearly anything for the right price.

ATTRIBUTES

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

SKILLS

MANDATORY	Persuade	Psychology	Discipline
ELECTIVE	Pilot	Education	Lifestyle

EARNINGS

1+2[CD]

EQUIPMENT

- Choice of Corporate or Fashionable clothing
- Secure cargo container with Nth Gen Security System

DECISION NINE: FINAL CUSTOMISATION

As you complete your final career, you are at the cusp of beginning play. As you perform the final adjustments and calculations which will finish your character, give some thought to what brought you from your last job to where you are now.

For example, if your group is playing as a direct action team for Bureau Noir, did you apply for work with them? If so, why? Or did they actively recruit you? Did you get tangled up in one of their ops and then brought in when the chaos died down? What unique skills or connections made you an appealing recruit for them? Or maybe you were already working for them during your last career. If so, how did your last career event bring you where you are now?

STEP ONE: FINAL TWEAKS

- Set your Infinity Point refresh rate to two.
- You may increase any one attribute by two or any two attributes by one each.
- You may increase two skills from Focus 0 to Focus 1 or Expertise 0 to Expertise 1.
- You may choose one talent for any of your skills.
- You have starting assets equal to your final Personality score (plus any additional assets gained during your Lifepath).
- If your character has not gained a character trait through the event tables, decide on a trait now. (See *Traits* on p. XXX.)

STEP TWO: SPEND REMAINING LIFE POINTS

- You may spend a Life Point to increase your Infinity Point refresh rate by one point, up to a maximum of four. (This will increase the number of Infinity Points you start with at the beginning of each session.)
- You may convert any number of Life Points to assets on a one-for-one basis.
- You may convert any number of Life Points to ranks of training in a skill on a one for one basis, but no Skill Focus or Expertise may be increased more than one in this way.
- You may spend a Life Point to either gain 1d6 rolls on the *Random Language Table* or gain one specific language of your choice.

STEP THREE: INCIDENTAL DAMAGE

A character's incidental damage track determines how long they can stand up under quantronic, psychological, and physical assaults. (See *Damage* on p. XXX.)

- **Firewall** is equal to Intelligence + Hacking Expertise.
- **Resolve** is equal to Willpower + Discipline Expertise.
- **Vigour** is equal to Brawn + Resistance Expertise.

STEP FOUR: BONUS DAMAGE

Characters with above-average attributes have the potential to inflict bonus damage with their attacks. The *Bonus Damage Table* shows the amount of bonus damage a character inflicts with their attacks, depending on the associated attribute.

BONUS DAMAGE		ATTRIBUTES	
ATTRIBUTE	BONUS	TYPE OF ATTACK	ASSOCIATED ATTRIBUTE
8 or less	None	Infowar	Intelligence
9	+1[CD]	Psywar	Personality
10-11	+2[CD]	Melee	Brawn
12-13	+3[CD]	Ranged	Awareness
14-15	+4[CD]		
16+	+5[CD]		

STEP FIVE: GEAR

You may spend your assets to immediately purchase additional equipment, or you can choose to save your assets for later use. You also receive a free, standard geist, which you can update by spending additional assets (see *Supporting Cast*, below).

STEP SIX: AGING (OPTIONAL)

In a cinematic world, age really means nothing. And that's even more true in the world of *Infinity* where advanced genetic therapies and anti-agathic treatments have been made possible through the wonders of biotechnology. However, if you would like age to have some impact on your character (perhaps they're an Atek, old school Ariadnan, or simply bio-conservative) you can use this optional rule.

When a character reaches the age of 30, and every three years thereafter, roll 1[CD]. If an Effect is rolled, roll 2d6 on the *Aging Table* and reduce the resulting attribute modifier of your host by one. (This also has the effect of reducing the current value of your attribute.) You can spend an asset to re-roll your aging test (representing some corrective medical procedure).

AGING TABLE	
ROLL	ATTRIBUTE
2	Intelligence
3	Willpower
4-5	Agility
6-7	Brawn
8-9	Coordination
10-11	Awareness
12	Personality

EXAMPLE

FINAL CUSTOMISATION

Melissa sets Cassandra's Infinity Point refresh rate to two. She increases her Intelligence by two points (to 12). She bumps the Focus on her Ballistics and Stealth skills to 1 and chooses a Stealth talent. Her Personality score is 8, so she adds the 6 assets she gained during the Lifepath and sets her starting assets at 14. She already has several character traits, so she doesn't need to add one.

Melissa has two Life Points remaining. She chooses to spend one Life Point to increase Cassandra's Infinity Point refresh rate to 3. She also decides that Cassandra's bounty hunting has taken her across the Human Sphere, so she spends the other Life Point to roll 1d6 (2) times on the *Random Language Table*, revealing that Cassandra now speaks Italian and Vietnamese. (She'll have to give some thought to how that happened.)

Melissa then calculates her Firewall (12+0), Resolve (10+0), and Vigour (12+1). Then she consults the *Bonus Damage Table* and records her four bonus damage values.

Melissa completes Cassandra's customisation by calculating incidental damage and bonus damage.

SUPPORTING CAST

No man is an island. As you've followed your character's Lifepath you've most likely encountered their friends, family, enemies, allies, and acquaintances. As you're filling in the gaps, there are a few specific connections you'll want to pay particular attention to.

RELATIONSHIPS

The *Relationship Table* can be used to discover the relationships you have with other player characters. Roll 1d20 and check the table. You can pick one of the other characters in the group to have this relationship with or determine it randomly.

RELATIONSHIP TABLE

ROLL	RELATIONSHIP
1	Your parents had some secretive business together. They all disappeared on the same night and you became friends as you tried to find out what happened to them.
2	You were both betrayed by a mutual friend or professional contact. What happened and how are you going to make them pay?
3	You were both on a small orbital that suffered a complete environmental collapse (due to meteor strike, system failure, contamination, or the like). You helped each other escape.
4	A mysterious malfunction stranded you together (100 floors up in a lift, on a deserted island, in a rail car on a broken down train, etc.) and you've been friends ever since.
5	A spacecraft you were on broke down and was adrift in space.
6	You were both briefly arrested and put in the same cell. Were you guilty of the charges or was it all a misunderstanding? Though you were released without charge, you'd already come to a mutual understanding.
7	You've been assigned to work together by your current employers, but you have this odd feeling that you've met before.
8	Someone suspects that there's a mole or a traitor in your group. You've been assigned to make friends with one of them and are ordered to report the first sign of criminal or suspicious behaviour.
9	You both met in a bar fight. You were the only two left standing.
10	You met on a previous contract. What went wrong?
11	Your families were (or are) bitter enemies.
12	You were in a bad relationship and they helped you get out of it.
13	They remind you of someone you used to know. Who? And why?
14	They used to be your boss.
15	They screwed up and you got hurt. Maybe it's not really their fault, but you don't really trust them anymore.
16	ALEPH recommended that the two of you should meet. It has refused to explain why.
17	You owe them a lot of money. How did you get in over your head? Did they bail you out, or are they holding something over you?
18	They saved your life and you've never been able to figure out how to repay them for that.
19	They know a secret about you that you've never told anyone else. What is it? And how do they know it?
20	You both belong to the same esoteric Maya fandom.

FACTION HANDLER

If you're playing in a Wilderness of Mirrors campaign, you'll most likely have a handler that delivers your covert objectives. Work with your GM to develop your handler.

- How did you meet them?
- What do they look like?
- How do they send you instructions? (There may be multiple methods.)
- What's your contact protocol? How do you get in touch with them?
- What resources do they have access to?
- Who do they answer to?
- What is their agenda? (Or the agenda of their organization.)
- Are you a member of their organization? A freelancer? A civilian asset?

It's also possible that you're being handled by a committee. Or perhaps the entire exchange is anonymously handled through a double blind so that, for security reasons, you have no idea who you're ultimately answering to.

GEIST

Geists are pseudo-AIs who act as companions and quantronic assistants. (They are also referred to as domotic partners, domótica, hantu, QPAs (quantronic personal assistants), VPGs (virtual personal guides), and a wide variety of cute nicknames.) Basically everyone in the Human Sphere has one. In fact, most people have had the same geist since they were very young children. Over time, a geist learns your habits and preferences, usually becoming so familiar with you that they can seamlessly predict what you want (sometimes before you even realize it yourself). They become invisible extensions of their partner's will. Their persistent presence and collaboration in every facet of a person's life is a transformative experience. Life without your geist watching over you would be difficult for most people to imagine.

Things a geist will do for you:

- Anticipate your daily needs and arrange for automated services to fulfil them.
- Perform research for you.
- Monitor and maintain your Firewall.
- Coordinate your social mesh.
- Scan Maya channels for search keywords.
- Manage AR support interfaces (like live translation, navigation, etc.).

Most people run an instantiation of their geist on their comlog. Others have their geist running on a remote server and simply communicate with them via Maya. Some people prefer to load their geist into a dronbot or other remote platform in order to have them physically present.

BASIC GEIST

All non-Ariadnan characters begin play with a basic geist. You can upgrade your geist like any other piece of equipment (see *Part IV: Gear*, p. XXX), but even a basic geist has a unique personality shaped by the time they've spent with their owner. In addition to customising their stat block, as shown below, you should also consider what their AR avatar is (their 'physical' appearance in augmented or virtual reality) and what their personality is like.

Customising Your Geist: Chose two of your geist's attributes and increase by one point each. Then add four ranks to any combination of your geist's skills.

BASIC GEIST			
ATTRIBUTES			
Agility	4	Intelligence	4
Awareness	4	Personality	4
Brawn	4	Willpower	4
Coordination	4		
SKILLS			
Any 4 ranks.			
DEFENSES			
Vigour	n/a	Resolve	4
Firewall	Per owner	Soak	0

PLAYTEST TIPS: SPLITTING WITH GEISTS

Using the *Geist on Your Left* option can also make it a lot easier to split the party because many or all of the players who aren't present may still have a geist to play.

GEIST BRIEFING SHEET

Prepping a roleplaying template for your geist (see p. XXX) can be a very effective way to let the player to your left know what your geist is like. It can also be a useful tool for making the geist's personality distinct from the player's character.

CHARACTER ADVANCEMENT

One of the more exciting aspects of a roleplaying game is watching the development and growth of a player character over the course of a campaign. Players in *Infinity* have a number of options available to them in order to develop and customise their characters.

GAINING EXPERIENCE POINTS

After each game session, the GM should award experience points (XP) to each player character.

Base Award: Everyone in the group should receive 300-500 XP based on the amount of progress they've achieved, their level of teamwork, their primary mission goals accomplished, and how well they roleplayed their characters.

Faction Goals: Completing a Wilderness of Mirrors faction goal should be worth 50-100 XP depending on their complexity and difficulty.

Bonus Awards: In addition, based on individual accomplishments or achievements, the GM should award a small amount of bonus experience points to each player character. Each individual award should be 25-50 XP, and the GM should generally award no more than 100 bonus XP to any one player.

INVESTING EXPERIENCE POINTS

Improve Attributes: To improve a character's attribute by one point, spend XP equal to 100 times the new value of the attribute. For example, raising Brawn from 7 to 8 costs 800 XP.

Improve Skills: To improve a character's Skill Expertise or Skill Focus, spend XP equal to 200 times the new ranking. Each type of training (Expertise or Focus) must be acquired separately. A character's Focus in a skill can never be higher than their Expertise. For example, if a character has Expertise 1 and Focus 1 in Tech, they would need to spend 400 XP to improve to Tech Expertise 2 before they could spend an additional 400 XP to improve their Tech Focus to 2.

A character cannot increase their Expertise or Focus in a skill above 3 unless that skill is a signature skill (which cannot be increased above 5).

Acquiring Talents: Talents are acquired 'top down', meaning a character must acquire the topmost talent before those deeper in the tree become available. The first talent in any tree costs 200 XP. Other talents on the tree cost 200 XP for each step away from the first talent. (A step measures the talent's distance from the starting talent and is based on the number of arrows or spaces it takes to draw a path back to that first talent.) Having Focus in a skill, however, represents an intense dedication and a deep, specialised understanding of that skill. Reduce the cost to acquire any talent by 50 XP per level of Focus the character has in that skill, to a minimum cost of 50 XP.

OPTIONAL RULE GEIST ON YOUR LEFT

Most people in the Human Sphere are continuously interacting with their geist from the time they wake up until the time they go to bed. But if you're roleplaying both your character and your character's geist, it can get awkward if you're constantly talking to yourself.

As an option, therefore, we recommend that each player hand their character's geist to the player on their left. That means you'll be simultaneously running your own character and the geist of the player to your right.

OPTIONAL RULE HEATED EXPERIENCE

Instead of awarding an ad hoc base award, the GM can instead choose to award 10 XP per spent Heat to a maximum of 500 XP per session. (Additional bonus awards can still be offered normally.) In other words, player characters only learn from their experiences when the stakes are high and the heat is on!

This optional rule marginally increases bookkeeping for the GM, but it also gives the players an incentive to generate Heat. It encourages the player characters to push themselves to the edge, because it's only when you're pushing yourself to your limits that you can find out what you're capable of.

Cassandra has already gained the Stealth talents of Scout (the first talent in the tree) and Living Shadow. After gaining some XP, she considers acquiring the Infiltration talent. As shown in the talent tree on p. XXX, Infiltration is two steps away from Scout, so it would normally cost 400 XP (2 x 200 XP). However, Cassandra has Stealth Focus 1, which reduces the cost to 350 XP. Infiltration, however, had a prerequisite of Stealth Expertise 2 and she only has Stealth Expertise 1. She decides to get Camouflage instead, which is one step away from Scout and costs her 150 XP (200 XP – 50 XP).

In some cases, the GM may waive the XP cost if the situation described by the character trait has been completely resolved during a session. (For example, if a character has Nemesis: Clara Jamieson as a character trait and they kill Clara Jamieson, the GM may allow them to simply remove the trait.) In many cases, however, the GM may find it more appropriate to change the trait instead of removing it. (For example, if a character is killed, resurrected, and placed in a Lhost their Old War Wound may become Awkward Body Syndrome. Upon killing Clara Jamieson they may discover that Nemesis: Clara Jamieson has become Vengeance of the Jamieson Clan.)

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