strike!

TACTICAL COMBAT AND HEEDLESS ADVENTURE

Sci-fi Adventure

Sci-fi Scenario

Last year, the TV Presenter cum Software Archaeologist Finpus Blin announced a televised mission to the quarantine zone on Ganymede. The live webcast showed him and his camera crew making their way through the catacombs, looking at the bombed out walls while he described the technology that helped support The Ganymedean, the Artificial General Intelligence that sparked the American-Chinese pre-emptive strike. Apparently sick of handling objects that had obviously been planted there by the Chinese Ganymede Administration, Blin took his camera crew down a sealed off hallway over the protests of their guides.

"Now this is the real stuff," Blin says, with obvious relish. "These generators would have powered one of the massive quantum computing banks which should be just behind this bulkhead." Blin reaches for the wheel on the bulkhead door and begins to turn. "Let's see if we can catch a peek of the beast itself before those nice kids with guns get down here." There was a loud hiss and the last thing the camera caught was the door blowing wide open. The Chinese government has explained that the computing rooms were under pressure and that the explosive door failure killed Blin and his crew. The unsatisfying nature and scant details of this explanation have led to rumours all over the net. The Ganymedean was only damaged, not destroyed. The Chinese have been repairing it. Something else has taken over inside. One thing is certain: The Ganymedean cannot be intact—it would not have waited this long to make its return.

With diplomatic relations already tense between the Euro-American Alliance and the Chinese, word has it that a regime change might be in the winds. There are other forces that are interested in breaking the seal despite the dangers. The Immortal Intelligence Initiative believes that allowing AGIs will lead to human immortality. Their ambitious interstellar colony ship—a plan to allow them to pursue their ambitions away from meddling government—is scheduled to pass by Jupiter for a gravity assist in a few months. "Queen" Gossage the real estate giant and crime boss who owns half of Mars' habitable zone is interested too. She owns enough property that a distributed network version of the AGI would be impossible for the Martian administration to detect. The "League of I's" (an alliance consisting of Iran, India, Indonesia, and the countries of former Indochina) prospered under the directives of the Ganymedean and would love to re-establish their control.

The triple-I have been working on AIs for decades. If they can get an agent into the Ganymede Quarantine for even a brief look, the information they gain could be enough to get them their AGI. Queen Gossage has used her wealth to purchase the keys that would allow her to control The Ganymedean. If she can get in and repair it even partially, she will be all but invincible. The League of I's have launched a commando team. They will get there last, but they have enough personnel and ordnance that they may be able to force the matter. The Chinese may resort to trying to get The Ganymedean back online rather than lose their hold on the Quarantine, but—by treaty—they have not enough troops to repel a determined attacker. Any or none of these factions might prevail. Only one thing is certain: the players cannot stand against The Ganymedean. Even at a fraction of its computing power, if its mass holoprojectors are online and they face it without first making preparations to ensure their safety, they will be forced to flee or be destroyed.

What are Mass Holoprojectors? Why are the Euro-Americans so afraid of The Ganymedean? Make it up. Fill in the gaps together, but make sure you leave some gaps to be filled in during play.

Who are the players? Do they want to free The Ganymedean or to keep it imprisoned? Do they want to work with one of the factions outlined above or do they want to stop them all? They may or may not be a group, but they need to have a reason to work together. Once you've collectively decided on your group goal and picked characters, you're ready to go. The next few pages contain plot points and monsters for the DM to use, modify, or discard as she sees fit.

Plot Points

These plot points are completely optional. When I play, I just start with something like the above and improvise. Even so, it is nice to have ideas to fall back on when my creativity fails me. For a single session, pick three: any three cool scenes or fights. Work towards those three things, and let the rest come naturally.

Remember that this is science fiction, so many things that would be impossible now are easy in this setting, especially communicating through wearable computing. Space travel still takes months, however. Name everything: places, people, spaceships, etc.

If you want a short game, get the players to Ganymede as quickly as possible. For a longer game, start them on Mars and have them looking for information. The travel time can be skipped over in the interest of speed or can have conflict.

The Triple-I colony ship's true goal is the Saturn system where they plan on blowing up the ship, faking their deaths, and secretly building an AI beneath the dark side of Iapetus.

The secret of the Ganymedean is that it used quantum effects to bias outcomes using

objective functions to be maximized and high-fidelity prediction. In essence, it projected every scenario thousands or even millions of times and selected the best outcome. It was defeated when the Euro-Americans caught on to this and used their own temporarily unrestricted AIs to devise an attack that had such a low chance of failure and happened so fast that the Ganymedean did not have time to find a way to survive… or did it?

Chapter One: Big Trouble in Little Mars.

The Spectre. Mars media has been abuzz lately with the news of a strange wireless field disturbance moving around and acting as though being directed. To those with wearables, it shows up as an amorphous blob of static. Because of the "many-winged" shape some observers have seen, it has been nicknamed "the Spectre." It seems to be piggybacking off of unused signal power, yet no entity, organization, or even government should be able to gain access to all the devices the Spectre is using. A top theoretical engineer at Mars Free University hypothesizes that it may be possible given the density of wireless devices in Mars City to use free queries and rejection responses on multiple devices to create an interference pattern that can prompt more such responses in a feedback loop. It would need a lot of processing power to maintain and would be difficult to direct and it remains unclear just what such a pattern could achieve. If the players investigate, the spectre turns out to be operated by a group with goals opposite those of the players.

The Murder. The journalist Marian Kanopoulos has been found dead in her hotel room. She had been doing an investigative report on the Triple-I and had scheduled a dinner meeting with one of their top advisors, an Iranian defector. She had also arranged for a visa to enter the Ganymede quarantine, although all such visas have been put on hold in the wake of Finpus Blin's accident.

All Aboard. Players could take the space elevator to Mars Central Orbital and charter a private vessel to go to Ganymede immediately at great expense (tier 2) or may go aboard a mass shuttle in ninety days at the start of the launch window for a reasonable price (tier 1).

Interlude: We're on a Ship.

The Stowaway. The Iranian defector working for the Triple-I, Nazanin, has managed to sneak aboard and is stalking the players. She wants to infiltrate the Ganymede Quarantine and send information back to the Triple-I. She is not intent on violence but is very capable of self-defense if such is required. If undetected aboard the ship, she will follow the players down to Ganymede and gain entry behind them.

The Blockade. The Chinese Ganymede Administration has blockaded Ganymede. Blockading things in space is hard, but they try to shoot down any vessels landing on the moon.

Chapter Two: Quarantine

Attack at the Landing Pad. One of the players' enemies (likely the Chinese Ganymede Administration, Euro-American special forces) have a team of special forces that will try to pull the players onto the ice where they will be weak.

Ruins. The upper levels are a bombed-out mess. Live ordnance is still lying around and some areas were too heavily irradiated to clean up. The irradiated areas will make you sick if you stay too long but may contain vital clues and items, such as keys or maps.

Traps and Locks. Access to the lower levels is restricted with sealed doors, false doors, automated weapons and anti-personnel mines. The fact that these traps exist is well-indicated to prevent hapless contractors from blundering into a workplace safety complaint of epic proportions, but their exact locations are hidden.

The Spectre in the Armory. A spectre like the one on Mars lurks in the Armory. (The same one? A part of the Ganymedean?) It operates some remote controlled attack vehicles.

Branching Paths. After the Armory, the players may proceed towards the research labs or they may proceed to the primary projection pool followed by the main quantum computing banks.

The Quantum Output Pump. If the players choose the path to the labs, they find an area that was hurriedly abandoned. Most of the technology left lying around is inoperable, but they find one item that looks a bit like a radar gun and seems to be in good condition, labeled QOP. It's just missing a power supply. The QOP can scan objects and has a rather complicated user interface for combining scanned objects to make an objective function. This is the sci-fi equivalent of a cursed item. The players with appropriate skills can determine the object's upsides, but will need an Extra Bonus to see its downsides. Essentially, the intention of the QOP is to use the power of quantum computing and predictive models to grant wishes. You input an objective, it outputs instructions that it predicts will lead with high probability to that objective. Unfortunately it fails to take into account anything outside of the objective function. If you want to save Judy who is dangling from a ledge from falling, the instructions it gives you may include driving a harpoon through her. Its predictions are high-fidelity, so that any mistakes or hesitation on the part of the user in the carrying out of the instructions are also likely to return the desired outcome, even to the point that it is manipulative in its instructions. Once you use it you might not be able to back out: your outcome is happening for good or for ill.

The Projection Pool. A large open room, essentially a TV studio with cameras around, pointed at a yellow tile surface, slightly recessed. This is the primary projection pool, where

The Ganymedean would give directives and take instructions. If the Ganymedean is even partially online, it can ambush the players here with projection streams, projecting a huge enemy to try to grab and imprison the players.

Chapter 3: What Comes Next.

Does the Ganymedean awake? Do the Triple-I get the information they need? Is it time for the players to go to Iapetus to stop them or help them? Is Queen Gossage making off with the plans aboard her personal shuttle? The finale is entirely in the hands of you and the players. Make it big!

Additional Rules

Each genre has its own expectations and its own additional rules. For this sort of sci-fi I went with giving each character an Enhancement: one skill that they have improved beyond natural human levels with the use of technology. Characters using these skills are capable of tasks normally considered impossible. When using such a skill, roll on the following table instead of the Skilled table.

Enhanced	
6	Success with two extra bonuses
5	Success with an extra bonus
4	Success
3	Success with a Strike
2	Twist with a silver lining
1	Twist

It should be pretty self-explanatory. A silver lining is just an extra bonus but happens alongside a Twist – the player gets to pick the silver lining after the DM picks the Twist.

Because this is sci-fi with very dangerous guns, I think that the Take Cover rules work very well here, along with the Exposed optional rule. Of course, if you don't like the danger it brings, you don't have to use it.

The Stalker

If the stalker wants to abduct a player, have her make an opposed roll against the player nearby with the best chance of detecting her. Others can help. If she wins by 3, she succeeds and abducts one, knocking them unconscious and taking them back to her hiding spot for questioning. The other players must figure out what happened and mount a rescue! If she wins by less than 3, the players pick from the list as usual. If they pick "their hold on it is insecure" or "it's not enough to complete their true goal" then Amanita and her victim roll initiative. Acting on a count of 7, Nazanin will go first and gets to roll a grab attack against her victim with advantage. The other players get to roll initiative when the victim escapes the grab or at the start of the second round if the victim does not escape. Note that when Nazanin uses Charge, her simplest attack is "Grab" so that's what she uses. This combat could take place anywhere. Maybe while the players are resting after another combat if you want to re-use the same map.

If you only have 3 players, just give her 2 turns per round, on a 7 and on a 3. For 5 or more players, allow her to regain the Human Shield power when she is bloodied. For 6 players, add one damage to her At-Wills.

Mapping

If the stalker attacks after another fight, you can re-use the previous map. Otherwise, draw narrow branching tunnels with lots of good hiding places and cul-de-sacs. Maybe attach these tunnels to one of the other maps if the players are close to one of those rooms.

Stalker	♥ 40 1x1 ⚡ 6

Champion: Always succeed on saving throws. Three turns per round on initiative counts 7, 5, and 3. Only one turn per round gets a Move Action.

Abductor: Move normally while grabbing, dragging grabbed enemy with you.

Stable Footing: Whenever you would be knocked prone, make a saving throw to avoid it. Reduce forced movement by 1.

Wrestler: Advantage on escape rolls. Enemies have disadvantage on rolls to escape you.

⚒ Grab	↗ At-Will ♦ 3

E: Target is grabbed and cannot speak (escape ends). If this attack was made while hidden, the target may be pulled into the hiding space as well without alerting any others.

⚒ Choke Out	At-Will

Deal 4 damage to one enemy you have grabbed.

⚡ Human Shield	Encounter Interrupt

Trigger: you are hit.

One enemy you have grabbed is hit instead.

⚡ Miss Reaction: One enemy you have grabbed takes 2 damage. If you do not have an enemy grabbed, grab an adjacent enemy.

Ambush!

This combat takes place with the players on the edge of the landing platform. There are some antennae at the edge providing Concealment to anyone hiding in them and scattered Low Cover on the safe area. There is one 2x2 piece of Full Cover, either a rocket or a booth. The enemies like to try to drag and throw the players onto the ice. This combat has one leader with six followers—two of each type. Most of these enemies are Goons. That means that if they take their HP in damage in one hit, they are Taken Out. If they take any less damage, they are considered bloodied and the next time they take damage they will be Taken Out.

For 3 players, remove one of the Snipers and one of the Soldiers. For 5 players, add one Trapper and one Sniper. For 6 players, add one more Trapper and one more Soldier.

Mapping

The map is divided roughly in half with one half being the icy surface of the moon and the other half the landing platform. The ice is difficult terrain and the special forces will have advantage there. They can take cover against the side of the platform and not be seen or shot unless the players come to the edge to peer over. The platform is about 10 feet tall but the soldiers climb up as though it posed no obstacle.

Sniper (Goon) ♥ 4 1x1 ⚡ 6

Used To It: You move normally in the projection pool (on ice) and have advantage on attacks against enemies in that terrain.

⚔ **Searing Shot** ⬊10 At-Will ♦ 2

E: Ongoing 1 damage (save ends).

⚔ **Immobilizing Net** ⬊10 At-Will ♦ 2

E: Target is immobilized (restrained on a 6) (escape ends).

⚡ **Miss Reaction:** Take Aim at the enemy that missed you. You have advantage on ranged attacks against them on your next turn.

Shield Soldier (Goon) ♥ 4 1x1 ⚡ 6

Used To It: You move normally in the projection pool (on ice) and have advantage on attacks against enemies in that terrain.

Reach: The Mercenary has Reach 2.

⚔ **Engage Target** ⬈2 At-Will ♦ 2

E: Target is marked until the end of its next turn.

⚔ **Toss** ⬈2 At-Will ♦ 2

E: Target is thrown 2 squares (and knocked prone on a 6).

⚡ **Miss Reaction:** Until the start of your next turn, Melee attacks against you have disadvantage.

Trapper (Goon) ♥ 4 1x1 ⚡ 6

Used To It: You move normally in the projection pool (on ice) and have advantage on attacks against enemies in that terrain.

⚔ **Grappling Gun** ⬊10 At-Will ♦ 2

E: Pull the target 3 squares (6 squares on a 6).

⚔ **Close Combat** ⬈ At-Will ♦ 2

E: 3 damage if the target is on the ice.

⚡ **Miss Reaction:** Maneuver. Move your speed.

Leader ♥ 10 1x1 ⚡ 6

Used To It: You move normally in the projection pool (on ice) and have advantage on attacks against enemies in that terrain.

Inspiring Leader: Each Goon ally reverts to full health when they start their turn boodied.

⚔ **Inspiring Shot** ⬊10 At-Will ♦ 2

E: One bloodied ally Goon reverts to full health.

⚔ **Command** At-Will

One ally may make an attack.

⚔ **Rallying Cry** Encounter

One ally Goon who was Taken Out revives at full health.

⚡ **Miss Reaction:** One ally may spend a move action.

The Armory

This combat takes place in a large room with a small enclosed area with a single doorway to represent the a repair booth. The opponents are a summoner and an incorporeal terror.

For 3 players, only give the controller two Fire Bots from its Packmaster trait. For 5 or more players, increase Confuse Wearable's damage to 4 and allow the controller to use Protection At-Will. For 6 players, increase the damage by one on all At-Will attacks except the Fire Bots' Sear.

Mapping

A narrow hall leads to a moderately sized room, about 9x12. In the centre of that room stands a small enclosed area, perhaps 3x3, with one doorway leading in. There are large stacks of metal crates around providing Full Cover and single crates providing Low Cover. Another narrow hallway leads out the other side of the room.

Robot Control	♥ 20 1x1 ⚡ 6

Elite: Always succeed on saving throws when not *bloodied*.

Packmaster: When you roll initiative, summon four Fire Bots.

Summoner: When you start your turn, summon two Fire Bots.

⚔ Reignition	⬏10 At-Will 💧 3

E: Revive two Fire Bots that were Taken Out.

⚔ Command	At-Will

Four Fire Bots attack.

⚡ Protection	Encounter Interrupt

Trigger: you are hit.

One adjacent Fire Bot is hit instead.

⚡ **Miss Reaction:** Four Fire Bots spend a move action.

Fire Bot (Stooge)	♥ 1 1x1 ⚡ 6

Coming Online: When the Fire Bot starts its turn it gains 1 HP and increases its attacks damage by 1.

⚔ Sear	↗ At-Will 💧 2

E: None

⚡ **Miss Reaction:** On Fire. One enemy within two squares (preferably the attacker) takes ongoing 2 damage (save ends).

Spectre	♥ 24 1x1 ⚡ 6

Elite: Always succeed on saving throws when not *bloodied*.

Reach: The Spectre has Reach 2.

Incorporeal: Ignore all terrain. You may move through objects.

Opportunist: Deal 3 damage on each Opportunity.

Aura of Fear: When an enemy attempts to move adjacent to the Spectre, they must make a saving throw. If they fail, they may not move adjacent to the Spectre until the start of their next turn.

⚔ Electric Fear	↗2 At-Will 💧 3

E: Target must make a saving throw. If they fail, they must spend their move action on their next turn running away from the Spectre.

⚔ Static Roar	⬏10 At-Will 💧 3

E: Target is slowed and distracted (save ends both)

⚔ Confuse Wearable	⚙10 Encounter 💧 3

E: Target is Panicked on their next turn.

⚡ **Miss Reaction:** Terror. The next time the attacker tries to attack the Spectre they must make a saving throw. If they fail the saving throw, they miss and this effect is renewed. If they pass, they roll the attack as normal.

The Projection

On odd numbered rounds, the Projection lurks beneath the sand and attempts to swallow enemies from below. On its first initiative count of 7, it creates a 9x9 zone on the map. Describe this whirling strengthening vortex and make sure it is clear to your players that they need to get out of this zone. The zone is difficult terrain. On both of its initiative counts of 5 and 3, the Projection pulls enemies in the zone 2 squares towards the centre. Any enemies that remain in the zone at the end of the round are swallowed and immediately Taken Out.

It begins each even numbered round by bursting forth from the ground in the centre of the sand funnel and using Sand Burst on its initiative count of 7. On its other initiative counts it should be moving and lashing its flagella, and attempting to grab and swallow as many characters as possible. At the end of the round, the Projection retreats back beneath the floor, dropping anyone it had grabbed.

If at the end of combat the players win but owe a major concession, I suggest splitting the party: every player that was imprisoned awakens to find that they have been transported to unused prison cells in a far away part of the complex. If the players lose and all get imprisoned, then they all find themselves there.

Mapping

Cover is all but irrelevant in this fight. The Projection won't have it and its attacks generally ignore it. The Projection itself is what will be creating the interesting terrain. But that doesn't mean that you should be playing in a featureless void. Describe and draw all sorts of stuff around: cameras, dollies, forklifts, etc. Then whenever the Projection does anything near those objects, describe how badly they get smashed.

Projection	❤ 48 3x3 🏃 6

Titan: Always succeed on saving throws. Immune to effects that hinder its movement. Three turns per round on initiative counts of 7, 5, and 3. See description.

Reach: The Projection has Reach 3.

Growing: Each odd numbered round after the first, the damage on all the Projection's attacks and Opportunities increases by 1.

Guarded and Brazen: Do not double damage dealt to the Projection when it has no cover.

Transport: If an enemy that is grabbed is reduced to less than 0 HP, the Projection imprisons them and they are immediately Taken Out.

Opportunist: When granted an Opportunity, the Projection may choose to grab the target instead of dealing damage.

⚔ Quantum Virtual Plasma	⚙3 At-Will 💧 2

E: 2 damage.

⚔ Multiple Grab	⚙3 At-Will 💧 2

E: Target is restrained (escape ends). If the target has not escaped when the Projection goes underground, they are slowed until the end of their next turn.

⚔ Transport	At-Will

Deal 2 damage to each enemy you have grabbed. If this brings them below 0 HP, they are Taken Out.

⚔ Photon Burst	⚙5 Encounter 💧 2

E: Target is blinded until the end of its next turn.

⚡ **Miss Reaction:** Trip. Attacker is knocked prone.

Cyborg Ex-cop

Newly retired, Florrie MacBride spends her time messing around with chemicals and blowing things up in her back yard. Twenty five years ago she lost her body attempting to defuse an IED in Cincinnati. Determined to join the Cincinnati Urban Renewal Taskforce and help put an end to the bloodshed, she had her new body equipped with built-in grenade launchers and secure containment canisters. Brave, competent and creative, Florrie was the recipient of numerous medals. Intelligent, strong and built for action, Florrie is finding her retirement a bit dull.

Skills: Crowd Control, Shooting, Policing, Investigation, Singing, [Analytics OR Resilience]

Resources Skills: Ordnance [Finding], My buddy from the force [Connections], Poor [1]

Trick: Breaching: An ex-CURT ordnance officer can always make a new entrance, though unsubtly.

Complications: The blast was too big, [Reliant on Batteries OR Loud]

Gear: Built-in armament, encrypted police radio, a box full of sealable plastic bags

Enhancement: Investigation

Feats:

Lucky (Once per encounter you may add one to an attack roll or saving throw.)

Toughness (+3 HP) OR *Fast Start* (Instead of rolling for initiative, you always get a 7.)

Additional Rules:

Misfire! When a Bombardier rolls a 1 on any attack, she does not take a strike. Instead, she takes damage equal to the damage line of the attack, and the zone it creates is centered on her.

⚒ Kaboom ⬊10 At-Will 💧2

E: Create a 3x3 area *centered* on the target – All creatures in the zone except for the initial target take 1 damage. The initial target may choose to prevent this damage by falling prone and taking 2 additional damage.

⚒ Hot Boom ⬊10 At-Will 💧2

E: Create a 3x3 area including the target – creatures that end their turn in the zone take 3 damage. This zone lasts until the start of your next turn.

⚒ Smoke Boom ⬊10 Encounter 💧3

E: Create a 3x3 area including the target – the zone is totally obscured: creatures in the zone can't see out, creatures outside can't see in. This zone lasts until the start of your next turn.

⚡ Getaway Boom Encounter Reaction

Trigger: An enemy enters a square adjacent to you.

Reaction: Create a 3x3 area centered on your original square. Shift to any square adjacent to that area, then deal 2 damage to all creatures in the area.

Pick a role: Striker(R) or Leader.

All characters start with a base of 10 HP and 6 speed.

Smuggler

As an Outie, Henning Knutsen is small and lean. All the better for hiding. His ship, the Stooping Kestrel, matches his profile. A sharp dresser with a craggy face, Henning can easily pass for a scientist, trader or miner. With aiming augments in his eyes and wrists, Henning is a crack shot. But like any smuggler, he knows that you get more money when you don't get into a shootout crossing through customs.

Skills: Haggling, Hiding, Spaceship Pilot, Cover Stories, Shooting, [Exo-survival OR Xenoscience]

Resources Skills: Black Market [Finding], Bribery and Crooked Officials[Connections], Poor[1]

Trick: The Getaway: When something goes wrong, you saw it coming and have a way out.

Complications: Wanted, [Weak muscles OR Antisocial]

Gear: Automatic Silenced Blaster, spiffy suit, small pistol, snacks

Enhancement: Shooting

Feats:

Fast Archer (When you use an Attack Action to attack an enemy with your Ranged Basic Attack on your turn and the enemy is Taken Out, your Attack Action is refunded.)

Run and Gun (Spend an attack action to move your speed and make a Ranged Basic Attack at any point in your movement.)

Additional Rules:

Archers have a range of 20 on their Ranged Basic Attack.

⚔ Aim — At-Will

Instead of attacking, you pick any target you can see and aim at it. Aiming grants adjacent enemies an Opportunity as though you were making a ranged attack. If your next attack targets the same creature you aimed at, any range restriction is removed and you have Advantage for the attack.

⚔ Flare — ⤢20 At-Will 💧2

E: The projectile attaches to the target and illuminates the area like a torch. The target can't hide. The projectile can be removed as an Attack action but otherwise lasts until the end of the encounter.

⚔ Pin Down — ⤢20 At-Will 💧2

E: If the target moves more than 2 squares on its next turn, it takes 3 damage. If the target had a prepared action, they lose it. If anyone was marked by the target, the mark ends.

⚔ Area Denial — ⤢20 At-Will 💧2

D: 2 damage
E: Create a 3x3 zone centered on the target. Until the end of your next turn, any enemy that ends its turn in that zone takes 3 damage.

⚔ Bullseye — Encounter

Aim and then make an attack against the same target.

⚔ Leg Shot — ⤢20 Encounter 💧3

E: The target is knocked prone and takes 2 ongoing damage (save ends)

Pick a Role: Striker(R) or Blaster

All characters start with a base of 10 HP and 6 speed.

Charming Megacorp CEO

Abeje Adebayo is the proud owner of Interorbit Transport Solutions. Starting as a traffic supervisory assistant, she worked her way up to become head of the corporation and then built it into the third largest corporation in the solar system. Deaf from the age of nine, Abeje chooses not to speak. Under normal circumstances, this presents her with no obstacle: her wearable can display anything people are saying nearby and she can send messages as quickly as others can speak. Under abnormal circumstances, her deafness or her unwillingness to speak might make her life more complicated, but Abeje has never seen an obstacle she could not overcome. In her spare time she enjoys recreational dueling with a variety of weapons in extreme conditions. Weightless or high-grav, low-oxygen or low-temperature, she knows how to win.

Skills: Bargaining, Interplanetary trade, Command, Politics, Dueling, [Weightless movement OR Orbital navigation]

Resources Skills: Vast Wealth [3]

Trick: Rich as Croesus: A Megacorp CEO can pay any monetary price or bribe.

Complications: Deaf, [Lightweight OR Agoraphobic]

Gear: Some awesome weapon (a power-glaive or something), personal space skiff suitable for traveling between stations, cash card (level 1 cash parcel), finest clothes money can buy

Enhancement: Dueling

Feats:

Long reach (+1 Reach)

Weightless Fighting (advantage on all attacks in weightless environments unless enemy also has this trait)

Duel   ⚙10 Encounter   Free Action

Target one creature in the zone. Until the end of the encounter, when you attack the target, any 2's on your dice are treated as though they were 4's.
Special: This power recharges when its target is Taken Out.

⚔ Change Focus   At-Will

Make a Basic Attack against a creature. Then change the target of Duel to that creature.

⚔ Exploit Weakness   ↗ At-Will ♦ 2

E: Target is Vulnerable 1 to all damage with you as the source until the end of the encounter. Applying this effect more than once is not cumulative.

⚔ False Opportunity   ↗ At-Will ♦ 2

E: On the target's next turn, it believes it has Advantage to attack you. If it does attack you, it takes 2 damage. It does not, in fact, have Advantage unless from some other source.
Clarification: The 2 damage in the effect line is dealt before the enemy's attack is resolved.

⚔ No One Else Around   ↗ Encounter ♦ 3

E: 3 damage if neither you nor the target have any other creatures adjacent.

⚔ Perfect Defense   ↗ Encounter ♦ 3

E: Target has Disadvantage to attack you. It makes a saving throw against this condition each time it hits you with an attack.

Pick a Role: Defender or Striker(M)

All characters start with a base of 10 HP and 6 speed.

Advertising Psychometrician

Being an ad-man is all about the personal. Ad-blockers in wearables filter out messages or images intended for broad consumption, so the successful ad-man must be able to target a person's interests narrowly enough to bypass the filters. Hamadi Massri is very good at his job. His psychometric analytics augments allow him to read a person's emotions like a book, while his holoprojection skills allow him to manipulate them in real-time as he gets feedback from his sensors. If Massri has a bridge to sell you, well… congratulations on your new bridge!

Skills: Psychometrics, Holoprojection, Trends, Deception, Wearable Malware, [(Pick an art, e.g. Music, Acting) OR Strength]

Resources Skills: Multimedia [Making], Business networking [Connections], Rich[2],

Trick: Sales: An advertising psychometrician can always convince someone that they need something.

Complications: Cowardly, [Spoiled OR Fresh Off the Shuttle]

Enhancement: Psychometrics

Gear: Wearable Holoprojector, trendy clothes, psychometric scanners, high-end recording wearable

Feats:

Terrifying Necromancer (Whenever you roll a 6 on an attack, your target must make a saving throw. If it fails, it is panicked on its next turn.)

Sprinter (increase base movement to 10) OR *Minor Striker* (Once per encounter, when you hit with an attack, deal an extra 2 extra damage. Additionally, you gain the Striker's Quick Shift power as an encounter power.)

Projected Imitation (Specter) ❤ 1 *See Below* ⇶ 6

Phasing: The specter can move through physical objects, including other creatures.

Life Shape: The specter has the same size and shape in death that it did in life. It must move as it did in life.

⚔ Fright ↗ At-Will 💧 2

E: Target is pushed 2 squares.

⚔ Body Scan ↗ or ⬏5 At-Will 💧 2

E: When the target dies, it stands up on its next Initiative count under your control as a Specter (see the statistics above). The Specter has 1 Hit Point and is Taken Out at the end of its turn.

⚔ Phantasms ⬏5 At-Will 💧 2

E: The next ally to attack the target has Advantage.

⚔ Terrifying Visage ↗ At-Will 💧 2

E: Target must use its move action on its turn to move its speed away from the necromancer or take 3 damage.

⚔ Coopt Projection ⬏5 Encounter

Special: May only target holoprojections.
The target makes a saving throw. If it fails, it is dominated until the end of the encounter.

⚔ Inspiring Vision ⚙5 Encounter

Targets one ally in the zone that has been Taken Out or is at or below 0 HP. The ally may re-enter the fight with 1 HP.

⚔ Greater Propaganda ↗ or ⬏5 Encounter 💧 3

E: When the target is Taken Out, it stands up on its next Initiative count under your control. It has 4 Hit Points and is dominated until the end of the encounter.

Pick a Role: Controller or Blaster

All characters start with a base of 10 HP and 6 speed.

Software Archaeologist

Even before she got her muscular augmentations, Lily Bao was the largest person in the Software Department if not in the whole of Mars Free University. Lily's passion is fighting, but that's not a very solid career path. Her expertise is in Software Archaeology. Enamored with the past, Lily knows about a million obscure topics, from the world's first programming languages to obsolete transmission protocols to banned algorithms for Artificial General Intelligences. That last one got her noticed by the government when she asked about the Ganymede Complex on a public question board.

Skills: Software Archaeology, Programming, Obsolete Hardware, Research, Mixed Martial Arts, [(Pick an art, e.g. Music, Acting) OR Strength]

Resources Skills: Archives Access [Finding], Academia [Connections], Poor[1]

Trick: Identification: When presented with a piece of old code, a software archaeologist can always discern its use.

Complications: On Government Watch Lists, [Spoiled OR Fresh Off the Shuttle]

Enhancement: Mixed Martial Arts

Gear: Bag of adapters, a weapon (or fight unarmed), hard drive full of pirated media, 20th century Nintendo handheld, a nice suit.

Feats: *Freedom of movement* (When subject to forced movement, reduce its distance by 1. When slowed, your speed is 3 instead of 2. When an enemy knocks you prone, roll a saving throw to try to stay upright.),

Sprinter (increase base movement to 10) OR *Minor Striker* (Once per encounter, when you hit with an attack, deal an extra 2 extra damage. Additionally, you gain the Striker's Quick Shift power as an encounter power.)

Additional Rules:

Once per turn, the Martial Artist may spend a Free Action to change stances. She may use only one stance at a time. Start in a basic stance and use Focused Attack to switch to a Greater Style

Weeping Willow Style   Stance

While you are in this stance, add the following effect to all your melee attacks: Slide target 2 squares.

While you are in this stance, you have Reach 2.

Tempest Style   Stance

While you are in this stance, add the following effect to all your melee attacks: Deal 2 damage to a creature adjacent to the target.

While you are in this stance, enemies that end their turn adjacent to you take 1 damage.

Flickering Flame Style   Stance

While you are in this stance, add the following effect to all your melee attacks: Shift 2 squares.

While you are in this stance, you may Shift 2 squares as a move action.

Greater Weeping Willow Style   Stance

While you are in this stance, add the following effect to all your melee attacks: Slide target 4 squares.

While you are in this stance, you have Reach 3.

Greater Tempest Style   Stance

While you are in this stance, add the following effect to all your melee attacks: Deal 2 damage to each creature adjacent to the target.

While you are in this stance, enemies that begin their turn adjacent to you or move adjacent take 1 damage.

Greater Flickering Flame Style   Stance

While you are in this stance, add the following effect to all your melee attacks: Teleport 3 squares.

While you are in this stance, you may Teleport 3 squares as a move action.

Focused Attack   Encounter   Free Action

On your next attack, treat your stances as though they were one tier higher for the effect and add one to the damage line. Until the start of your next turn, treat all your stances as though they were one tier higher for the passive effect.

⚒ Decapitation   ↗ Encounter ♦ 3

E: Target must make a saving throw. If it fails, it is immediately Taken Out.

Pick a Role: Striker(M) or controller

All characters start with a base of 10 HP and 6 speed.

Conspiracy Theorist Hacker

Phil Papadopoulos is unplugged. He wears no wearable, opting instead for a pair of low-tech HUD goggles. Even those he only wears when he's working on a robot. Being unplugged naturally makes Phil harder to track and helps him avoid the backlash from his transgressions, but that's not why he refuses to put on a wearable. It's because he knows that the Triple-I is in league with the Chinese government to co-opt our very minds! Phil doesn't have all the evidence he needs to go public, so he keeps hacking and digging at secure networks and transmissions. Being great with hardware isn't always enough. To get passwords and secure keys, Phil has to bypass the safeguards. Luckily those safeguards are humans, and humans will buy excuses and bend rules if they think they are helping out a colleague. With those passwords, Phil has accumulated quite the collection of gadgets and co-opted robot pals to help him out.

Skills: Reprogramming, Social Engineering, Robot Hardware, Encryption, Conspiracies, [Penetrating Illusion OR Going Off-Grid]

Resources Skills: Co-opted Service Robots[Making], Pockets Full of Gadgets[Finding], Poor[1]

Trick: Little "birds": A robotics hacker can always gain access to surveillance feeds.

Complications: It got loose, Unplugged

Enhancement: Social Engineering

Gear: Multitool, Stack of pamphlets, Pockets full of gadgets, Lead helmet, HUD goggles.

Feats:

Melee Shooter (Ranged attacks don't grant opportunities)

Heightened Senses (See through foes' illusions) OR *Lucky* (Once per encounter add one to an attack or saving roll)

Additional Rules:

Your at-will powers are conjurations – they must be conjured in an unoccupied square, but other creatures may pass through them. They have no hit points, no powers, and cannot be attacked. Your encounter powers summon allies. You may spend a move action to command all your summoned creatures to take a move action. When you summon a creature, you gain access to its associated at-will power. When you use an at-will power associated with a summoned creature, you treat that creature as the origin of the power. Summoned creatures have Basic Attacks, count as allies, and can take advantage of opportunities. You gain your Role boosts and benefit from feats when making attacks through the summoned creatures. Your summoned creatures get the same boosts as you on their Opportunities. When a summoned creature reaches 0 hit points, it is Taken Out and you take one Strike.

When you spend your Rally, do not regain a spent power. Instead, choose one of the following options: restore 5 hit points to one of your summoned creatures; change the Focus of your Drone; or spend an attack action to resummon your Roboguard to a new location, using that encounter power again but without restoring the creature's hit points.

⚔ Scout ⟍10 At-Will ♦ 2

E: Conjure a scout projection in a square adjacent to the target. It lasts until the end of your next turn. You can see as though you were in the spirit's square. Any ally that enters its square may teleport 4 squares.

⚔ Summon Roboguard ⟍5 Encounter ♦ 3

Special: Summon a Roboguard within 10 squares. Make this attack using the Roboguard as the source.
E: On its next turn, the target may not make any movements that take it farther from the Roboguard

⚔ Roboguard Retaliation ⟍10 At-Will ♦ 2

E: If the target attacks the Roboguard on its next turn, it takes 3 damage.

Roboguard ❤ 5 1x1 ⚔ 6

At the end of your turn, pick one creature within 10 squares. That creature is Marked by the Roboguard until the end of its next turn.

⚡ Summon Drone of Vengeance Encounter Interrupt

Trigger: An enemy damages you or an ally

Summon a Drone of Vengeance adjacent to the triggering ally. That ally (or you) is called the Drone's Focus. The triggering enemy takes 3 damage.

⚔ Vengeful Smite ↗ or ⟍5 At-Will ♦ 2

E: Each time the target attacks the Focus, it takes 2 damage (save ends)

Drone of Vengeance ❤ 5 1x1 ⚔ 6

The Drone of Vengeance follows the Focus. When the Focus moves, the Drone shifts to a square adjacent. While the Drone is adjacent, whenever the ally takes damage, the creature that damaged them takes 2 damage.

Pick a Role: Defender or Leader

All characters start with a base of 10 HP and 6 speed.

Striker (Ranged)

The Striker is about damage and mobility. A Striker can deal more damage to one target than any other role. A Striker should be able to move around the battlefield to pick her targets. The Striker's joy comes from bloodying the boss in one round with a couple of lucky rolls.

Damage Boost: When you roll a 2 to 5 on an attack, deal 1 extra damage to the target. When you roll a 6, deal 2 extra damage.

👥 Draw a Bead — At-Will
Pick one enemy within 5 squares you can attack. If you attack that enemy this turn, you may ignore concealment or low cover on that attack.

👥 Lightning strikes — Encounter
Gain an Attack action and use it immediately, but you do not get your Damage Boost on it.

Action Trigger:

⚡ Strike back — Encounter — Reaction
Trigger: an enemy hits you with an attack.

Spend an Action Point. Make an attack against the triggering enemy.

Striker (Melee)

The Striker is about damage and mobility. A Striker can deal more damage to one target than any other role. A Striker should be able to move around the battlefield to pick her targets. The Striker's joy comes from bloodying the boss in one round with a couple of lucky rolls.

Damage Boost: When you roll a 2 to 5 on an attack, deal 1 extra damage to the target. When you roll a 6, deal 2 extra damage.

👥 Quick Shift — At-Will
You may shift 1 square.

👥 Wind up strike — Encounter
Deal extra damage equal to half your level + 3 if you hit with your next attack (round down). If your next attack hits multiple targets, apply this damage only to one of them.

Action Trigger:

⚡ Strike back — Encounter — Reaction
Trigger: an enemy hits you with an attack.

Spend an Action Point. Make an attack against the triggering enemy.

Defender

The Defender is about toughness and protecting his friends. The Defender's joy comes from pinning down the boss while his allies destroy everything else. The Defender's key action is Marking. In this game, Marking simply gives the defender more chances to hurt the monster in question. If they make an attack that does not include you as a target, or if they shift out of a square within your reach, then they grant you an Opportunity. You don't need to be up close to keep monsters marked either – you can deal Opportunity damage at range.

Defense Boost: You Resist 1 all.

Stickiness Boost: When an enemy grants you an Opportunity, it takes 1 additional damage.

👥 Mark — ⌔5 At-Will
Target is marked by you until the end of your next turn.

👥 I'll Cover You! — Encounter
One ally adjacent to you has cover from melee attacks until they are no longer adjacent to you.

Action Trigger:

⚡ You call that a punch? — Encounter — Interrupt
Trigger: an enemy hits you with an attack.

Spend an Action Point. The attack misses instead.

Controller

The Controller is about locking down a single target with nasty effects. A Controller can stack debilitating effects on a single target better than any other role. The Controller's joy comes from curtailing the boss' ability to fight while her teammates do the damage.

Control Boost: When you roll a 3 to 6 on an attack, you may choose to either slow the target until the end of its next turn, or to slide the target 3 squares.

Damage Reduction Boost: Gain the Sap Strength power

👥 Sap Strength	⬈10 At-Will
Target is weakened until the end of its next turn.	

👥 Save or suck	⬈10 Encounter
The target must make a saving throw. If it fails, it is stunned until the end of its next turn. If it succeeds, it is slowed instead.	

Action Trigger:

⚡ Save again	Encounter	Reaction
Trigger: an enemy succeeds on a saving throw.		
Spend an Action Point. The enemy must reroll the saving throw.		

Leader

The Leader is about boosting his allies and healing. Leaders are the main source of in-combat healing in the game. A Leader should enable his allies while getting to do cool stuff himself. The Leader's joy comes from giving everyone the boosts they need to take out the boss in two rounds.

Teamwork Boost: When you roll a 5 or 6 on an attack, you regain the use of the Tactics encounter power.

👥 Tactics	Encounter
One ally of your choice may spend a move action immediately.	

👥 Heal	⬈5 Encounter
Target may regain Hit Points equal to half its maximum (round down). The target may pick one of the following options:	
If the target is prone, they may stand up.	
If this brings the target to full health, they may have Advantage on their next attack.	
Enemies have Disadvantage to attack the target until the end of the target's next turn.	
The target may make a Saving Throw against one condition that allows one or to escape a grab.	

👥 Hit him!	Encounter
One ally may make an attack. They do not get the benefit of their Role's boosts.	

Action Trigger:

⚡ Try again!	Encounter	Reaction
Trigger: An ally makes an attack and dislikes the result.		
Spend an Action Point. The ally may reroll the attack.		

Blaster

The Blaster is about dealing damage to enemies across the map and restricting what the enemies can do on the battlefield while dealing the most total damage. The Blaster's joy comes from ruining the day for many monsters at once.

Multitarget Boost: If you attack with a power with Range X, you may instead make it an Area 3x3 within X targeting all creatures in the zone. If it is a melee attack, you may make it a Close 1 targeting all creatures in the zone. If you forgo the option to make your power a zone, you get the following benefit: When you roll a 3 or 4 on a ranged or melee attack, deal two damage to one additional target within range. When you roll a 5 or 6 on a ranged or melee attack, deal either the power's effect OR two damage to one additional target within range. Note: When making an Area or Close attack, only the first attack roll may generate a strike.

Note: When a creature is included in the same effect multiple times from the same power, it only suffers once.

Precision Boost: Gain the Precision power

👥 Precision	At-Will
Your next Area or Close attack may target one additional creature adjacent to the zone.	

👥 The Not-So-Friendly Zone	Encounter
Create a Zone in an Area 5x5 within 10. Any creature that starts its turn or enters the zone takes 1 damage. This zone lasts until the end of the encounter.	

Action Trigger:

⚡ Consistent Attack	Encounter	Interrupt
Trigger: you miss an enemy with an attack.		
Spend an Action Point. Apply the attack's Effect to another enemy in range.		