

Character Creation

Attributes

Attributes are the foundation of every Diver and they only change under very specific circumstances. All characters have **Primary Attributes** which are used to complete attribute checks and **Secondary Attributes** which are each used differently.

Primary Attributes

- **Strength (STR):** This determines how strong your character is—how capably they perform feats of strength such as lifting heavy objects or breaking things.
- **Dexterity (DEX):** This describes how nimble your character is—how good they are at dodging, jumping, using lockpicks and otherwise using their hands.
- **Constitution (CON):** This measures how physically resilient your character is, including how well they fare against harmful effects such as poisons or diseases.
- **Will (WIL):** This defines mental strength and ego, including your character's ability to stand their ground and to pull themselves together after suffering a knockdown during combat.
- **Intelligence (INT):** This shows how cunning and capable your character is at mental tasks such as solving puzzles and riddles, or thinking things through before acting.
- **Charisma (CHA):** This tells how likable your character is—how easily they can get information and gain advantages with NPCs.

When you first create your Deep Diver, set each Primary Attribute to 8 and then distribute 12 attribute points among them (max of 18). Although Primary Attributes may never be raised above 18 with attribute points (including when leveling up), they may become temporarily higher due to gear or other types of boosts.

During gameplay, Attributes are used to complete Attribute checks. To pass an Attribute Check, roll a D20 and add the asked Attribute's value. If the total is **equal to or higher than 20**, you've succeeded.

Example: While rummaging around an alien warehouse, Aafreen finds an ancient locked container. Lacking the proper tools, Aafreen decides to roll a Strength check to smash it open with their weapon. Aafreen's player takes a D20, rolls a 13 and adds their STR of 12 for a total of 25. The result is higher than 20, so they pass the check and smash open the lid!

Secondary Attributes

- **Luck:** Sometimes, no matter how things seem to be going, fate intervenes and changes everything. A character may spend 1 Luck to re-roll any damage roll or failed check, or spend ALL their Luck to completely negate a killing blow. Player Characters (PCs) start with **3 Luck** and recover 1 (to a maximum of 5) at the end of each game session.
- **Stamina:** A character can only do so much each round. Stamina points are spent to take combat actions, with different costs for different actions. Stamina fully regenerates at the beginning of each round. Player Characters start with **10 Stamina** points.
- **Stress:** Divers must be especially resilient to pressure, but they're only human. Many situations will cause a character to gain Stress. Characters begin their careers with **0 Stress**.
- **Wounds:** There is only so much punishment the human body can take before it gives up. Most characters can only sustain **3 Wounds** before dying.

Skills

A character's Skills (ranging from 0 to 15) represent prowess in a determined field. To pass a Skill Check, roll a D20 and add the asked skill's value. If the total is **equal to or higher than 20**, you've succeeded!

During character creation, **distribute 70 points** among the following skills, spending no more than 10 points on a single skill.

- **Àrsaidh Technology:** Somewhat utilize or partially comprehend a piece of Àrsaidh technology. Required for hacking any Àrsaidh system. Due to Àrsaidh systems' arcane nature, this skill begins at -5.
- **Close Combat:** Fight using close-range tactics with a variety of melee weapons such as knives, clubs or even a wrench.
- **Manipulation:** Talk to an NPC (this is typically more beneficial than shooting at them). Sometimes a silver tongue or well-placed threat is the only way to close a deal.
- **Medical Aid:** Tie a tourniquet or stitch up a wound. This will save your life more than once. Once per Area, after resolving all current Challenges, pass a Medical Aid check outside of combat to remove 1 Wound from your character. Doing so advances the Time Track by 1 and consumes 1 Medical Supplies.
- **Perception:** Find or be aware of things around you. It doesn't matter how many Àrsaidh crystals you are hauling back to the ship if you don't notice the twisted abomination lurking behind you.
- **Pilot:** Pilot any kind of spaceship or vehicle. Most characters aren't pilots, but you never know when it might come in handy.
- **Ranged Combat:** Fight using ranged weapons such as guns, pistols, rifles and anything in between.
- **Resolve:** Withstand the psychological impact of exposure to the void's horrors. Each time a character would gain any amount of Stress, they may roll a Resolve check to reduce the amount to 1.
- **Science:** Recall and implement knowledge of the hard sciences. Whether it's Biology or Physics, this skill determines how knowledgeable a character is in these areas of expertise.
- **Stealth:** If given the opportunity, avoid a potentially deadly combat or perform an action while remaining undetected.
- **Survival:** Orient yourself or stay alive in a hazardous environment. Most Àrsaidh environments are passable without a pressure suit, but that doesn't mean they're suited for human life.
- **Technology:** Use technological devices (computers, electronics, comms) or patch up a system.

Talents

Characters must adapt in extraordinary ways to face the void's horrors. Talents are the unique skills and abilities they learn while exploring the dark, ominous ruins left behind by the Àrsaidh, or the

many worlds they once inhabited. PCs are only human though, so while this will push their human limits, no Talent enters the realm of the superhuman.

Player Characters have 5 Talent slots. Each time a PC gains a level, they roll once on the Talent table. **If a character with 5 Talents learns a new one, they must discard an existing Talent to equip it.** Unequipped Talents are lost, but might be regained if the character rolls that Talent again later. You cannot equip multiples of the same Talent—simply re-roll duplicates.

When creating a Diver, choose 1 Talent. Depending on the role you want to play, we recommend the following starting Talents:

- Close combat expert: Charge
- Ranged fighter: Marksman
- Stealthy attacker: Backstab
- Support: Diligent Medic
- Leader: Everyone, Calm Down!
- Hacker: Hacking

Talents (D100)

1-2 – Aim: Cost: 10 Stamina. Deal double damage on your next attack, if it's with a ranged weapon.

3-4 – Backstab: Cost: 5 Stamina. Following a successful Stealth check, use a knife to perform a powerful surprise attack, dealing an additional +2D10 damage to one enemy. Can only be used when not engaged in combat.

5-6 – Bash: Cost: 10 Stamina. After a successful attack, your base damage with two-handed weapons is 2D10 instead of D10.

7-8 – Bounce Throw: You can re-roll one scatter roll when you fail to throw a grenade (or similar item).

9-10 – Breath Control: You can make each Oxygen Pellet last 2 Time Track resets.

11-12 – Calm: Each time you gain Stress you gain 1 less (minimum 1).

13-14 – Careless: When activated, you gain +5 to your attacks this round but you cannot spend Stamina on defensive moves.

15-16 – Charge: You can barge into melee, gaining +5 Skill and +5 damage during your first turn. Cannot be used in conjunction with any form of stealth.

17-18 – Cleave: Cost: 8 Stamina. When wielding a two-handed melee weapon, all enemies adjacent to your target also take half of the rolled damage.

19-20 – Compartmentalized Mind: When you gain a Negative Trait, roll twice and choose the result you prefer.

21-22 – Counter-Attack: Cost: 5 Stamina. While wielding a melee weapon, if you win the combat roll during an opponent's turn your attack automatically causes 1 Wound.

23-24 – Coup de Grace: Gain +D8 damage against knocked-down enemies.

25-26 – Diligent Medic: You may attempt to heal the same Wound twice per Time Track, instead of once.

27-28 – Discerning: You can perform an INT check to determine if someone's lying or trying to manipulate you.

29-30 – Dual Wielding: Each turn you attack, you may use an off-hand weapon to attack again with disadvantage.

31-32 – Duck!: Cost: 3 Stamina. Shout a warning to an ally, granting them +2 Stamina on their next turn which can only be spent on defensive maneuvers.

33-34 – Everyone, Calm Down!: If you're the Team Leader, you may roll Manipulation to bring an end to an argument, infighting event or confidence crisis. If you succeed, all crew members reduce their Stress by 2. This may only be done once per Time Track reset.

35-36 – Fast Feet: Automatically pass all Escape checks.

37-38 - Fearless: Once per Site you may ignore the effects of Dread.

39-40 – Field Medic: You have Advantage on all Medical Aid checks.

41-42 – Frugal: You can make each ration last 2 weeks instead of 1.

43-44 – Good Negotiator: You take home 60% of your earnings, instead of the standard 50%.

45-46 - Hacking: With uncanny ease, you can attempt to hack not only human computers but also some Àrsaidh technology.

47-48 – Hard to Kill: Gain +1 max Wounds.

49-50 - Ignore Cover: Cost: 8 Stamina. Fire at an enemy behind cover as if they had no cover at all.

51-52 - Lucky: Each time you roll a natural 11 on the D20, you gain 1 Luck. You may not earn Luck any other way.

53-54 – Marksman: Gain +2 damage on ranged attacks.

55-56 – Momentum: Cost: 5 Stamina. Deal an extra +1D6 damage to a downed opponent, in an attempt to eliminate them. If the opponent is eliminated, gain +2 damage for the rest of the combat. This effect stacks with itself.

57-58 – Movement Economy: You only spend 3 Stamina per round while in Stealth.

59-60 – Multi-Target: Cost: 10 Stamina. Target 3 adjacent enemies with a single ranged weapon attack.

61-62 – Neutralize: Cost: 10 Stamina. Carefully observe your opponent, then perform an attack to neutralize one of their unique abilities. If you hit and the damage would surpass the target's CON, they can no longer use that ability. No Wounds are caused with this attack.

63-64 – Overpower: If you roll max damage (e.g. a result of 16 on D10 + 6), you automatically inflict a Wound.

65-66 – Overwhelm: After a knocked-down opponent recovers, their Recovery Status roll is modified by +3.

67-68 – Pack Rat: You perfectly arrange the things in your bag, gaining +2 Gear Slots.

69-70 – Parry: Cost: 3 Stamina. When hit by an attack, roll your weapon's damage. If the damage you roll is equal or higher than the attacker's, you parry it and receive no damage.

71-72 - Point-Blank Expert: You suffer no penalty when using a ranged weapon in melee.

73-74 – Quiet: All rolls on the Site Activity table are reduced by 1 (minimum 1). This effect does not stack.

75-76 – Rend Armor: Cost: 8 Stamina. Tear through an enemy's defenses, causing them to permanently lose 2 Armor.

77-78 – Resilient: You no longer suffer -2 to all actions while injured.

79-80 – Resist the Taint: You may ignore the negative effects of a Taint.

81-82 - Resuscitate: Within 1 minute after another character dies, you may perform a Medical Aid check. If you roll an Impressive success or more, the character is revived. They will remain unconscious for D10+10 hours with 1 Wound remaining.

83-84 - Skill Boost: Cost: 1 Luck. Gain +5 to your next skill check.

85-86 – Step Where I Step!: You lead the way while sneaking, granting the rest of your team +2 to their next Stealth check.

87-88 – Stout: You have Advantage on all Resolve checks.

89-90 – Strong: Deal +2 extra damage on melee attacks.

91-92 – Targeted Strikes: Gain +1 to all rolls on the Hit Location table.

93-94 – Tough: You roll Recovery checks with +2 WIL.

95-96 – Vigorous: Gain +2 extra Stamina per turn.

97-98 – Weak Spot: Cost: 2 Stamina. Re-roll a damage roll after successfully attacking.

99-100 - Well Connected: You have friends everywhere in Karum Station, which allows you to find rare gear with a roll of 12+.

Background

Most of Karum Station's residents are desperate individuals with little to lose who, after a lifetime of saving or by winning the yearly Karum Scholarship Lottery, secured a ride into the stars. You had a life on old Earth before you became a Deep Diver. Whatever reason you have for leaving that life behind, it still informs your actions and who you are as a person. First roll or pick a background from the following list (or come up with your own), then roll a life-changing event and roll to see how you ended up on Karum Station.

Background (D10)

- 1 - Algae Farmer
- 2 - Blue Collar Worker
- 3 - Celebrity
- 4 - Data Miner
- 5 - Hedge Fund Kid
- 6 - Ocean Sweeper
- 7 - Petty Criminal
- 8 - Plastic Miner
- 9 - Scavenger
- 10 - Warlord

1. Algae Farmer

You spent most of your life working one of the giant algae farms that feeds most of the world, probably after inheriting the job from your parents.

Choose: +1 Resolve or +1 Survival

2. Blue Collar Worker

You're just another of the million workers that maintain the machinery—always unseen, always abused. When the opportunity arrived to leave it all behind, you just took it. Screw being poor, the world shall be your oyster!

Choose: +1 Technology or +1 Perception

3. Celebrity

Back on Earth (or maybe even Mars), when your millions of followers seemed ready to turn their fleeting attention to the next big thing, it was time for the ultimate publicity stunt: becoming a Deep Diver and blogging about your experiences. Your agent thinks you've lost your mind, and you know that this is a potentially deadly decision, but what's worse: to die and have millions remember you, or to slowly fade into anonymity?

Choose: +1 Manipulation or +1 Perception

4. Data Miner

After years of 16-hour shifts in front of a screen, you had enough. Sure, things could be much worse (you could be picking through the garbage mounds outside of town, like so many others), but you knew you were destined for greater things. So you left it all behind, eyes firmly set on the future, whatever it may hold.

Choose: +1 Science or +1 Technology

5. Hedge Fund Kid

You're one of the lucky ones—living the high life far from the rest of the world's hardships. Still, life became stale after a while and you couldn't just sit on your hands while others made history. You left it all behind, and now you have nothing but your determination.

Choose: +1 Manipulation or +1 Resolve

6. Ocean Sweeper

The oceans may be dead, but they're full to the brim with plastic and other useful materials. You and your crew spend months in the world's silent, eerie waters, the smell of rotten matter and toxic algae forever a part of your life. Surely this is not all life has to offer? With that question in mind, you left the oceans behind in search of a better future.

Choose: +1 Technology or +1 Pilot

7. Petty Criminal

Small robberies and hustles got you by, day to day. You made some enemies, the kind that can't be simply paid off, and you had to get as far from them as possible.

Choose: +1 Manipulation or +1 Close Combat

8. Plastic Miner

Years spent in the old world's plastic deposits were enough to make you want to leave the planet for good. Nothing out here could be possibly worse.

Choose: +1 Medical Aid or +1 Survival

9. Scavenger

As millions of others, you carve your life from the old world's remnants and the garbage of those who came before. It's not a pretty life and most of the time it's a short one. After a close call with one of the garbage gangs, you had enough. Whether your money was stolen or saved, you took your ticket and never looked back.

Choose: +1 Stealth or +1 Survival

10. Warlord

The 22nd century is as rife with conflict as ever. You managed to take advantage of that situation—a situation you did not create. Someone had to do the killing, it might as well have been you.

Choose: +1 Ranged Combat or +1 Manipulation

Life-Changing Event (D20)

- 1 - Abandoned by the love of your life
- 2 - Involved in a terrible accident
- 3 - Someone died because of you
- 4 - Had a religious experience
- 5 - Witnessed a random kindness or cruelty that changed your opinion of humanity
- 6 - Learned something you shouldn't have
- 7 - Were forced to act against your morals
- 8 - Had the chance to stand up against a powerful figure, but didn't
- 9 - Fought off a terrible addiction
- 10 - Discovered you have a secret half-sibling
- 11 - Became imprisoned
- 12 - Risked your life for someone
- 13 - Someone died to save your life
- 14 - Got caught in a big scandal
- 15 - Suffered amnesia, blocking out a terrible event you cannot remember
- 16 - Made a terrible enemy
- 17 - Fell to ruin at the hands of someone's pettiness
- 18 - Had a sibling who was murdered
- 19 - Discovered you have a talent you didn't know of
- 20 - Found fame

How Did You Earn Your Place in Karum Station? (D4)

- 1 - You saved for years to buy a ticket
- 2 - You won the annual Karum Scholarship Lottery
- 3 - You had family money
- 4 - You got the money through illicit ways

Drive

Although most folks join the Karum Station initiative to chase wealth or fame, that's not true for everyone. Pick a main Drive for your Deep Diver—the reason why they risk their life in the void. This is something very personal that most characters rarely share with others.

- **Wealth:** It's what makes the world spin and the stars shine. You figure being set for life is easily worth a few months of pain and suffering.
- **Power:** Drake Industries is the largest, most powerful corporation in all of human space. If you want some of that power, there's no better way to get in than impressing the big guys with your feats and discoveries at Karum Station. This is the fastest, straightest path to power, and you are taking it.
- **Fame:** What good is being alive if nobody knows who you are? Sure, money can build companies, buy buildings or surgeries or a place on one of those talk shows, but the kind of glory a Diver gets? That's unmatched. You just need one big, juicy mission to send you into the world of paparazzi and millions of sycophants dying to know what you had for breakfast.
- **Wanderer's Lust:** Earth, Moon and Mars are not enough for you. You need more. There's a whole universe out there to explore and you want to see as much of it as possible.
- **Knowledge:** Learning the universe's secrets never seemed as possible as it does now. The *Àrsaidh* are humanity's shortcut to it all, the key to a thousand million doors. You must be the one opening as many of them as you can.
- **Information:** A family member or friend disappeared during an expedition and you just couldn't let it go. You have come to search for them, even if you don't know where to begin.
- **Espionage:** Whether you work for Chou Technologies, Eclipse or even Whirlwind News, you're here to see the Station's inner workings, to learn first-hand how the Karum Station Authority operates.
- **Somewhere to Belong:** You've been alone (or at least felt that way) for your whole life. You're sick of it. It's time to find a cause larger than yourself, a place you can call home, a family that will risk their lives for you. Bonds forged in the void are forever and that is all you want.
- **Nothing Can Stop You:** You're here to prove—to yourself, to the world, to that asshole back on Earth—that there is nothing you cannot do, if you dedicate enough time and effort to it. You will become the most successful Diver ever to travel the galaxy and nobody will ever doubt you again!
- **Adrenaline Junkie:** You've walked the Paris wastes alone, climbed inside the Johannesburg reactor crate and done enough space diving that it's essentially routine. The only thing that's left to do is explore the universe, and you are *so* ready for it.

Mannerisms

To define your character a bit further, pick one from each category.

When you are feeling confident, you...

- Walk straight, with squared shoulders
- Stand with your feet apart
- Talk loudly
- Are ready to help anyone
- Feel like wearing something flashy
- Interrupt those who know less than you
- Boast about your accomplishments
- Smile a lot

When you're feeling shy or lacking confidence, you...

- Avoid eye contact
- Walk looking down
- Cross your arms
- Apologize a lot
- Keep your hands in your pockets
- Fix your hair constantly
- Speak softly
- Laugh nervously during awkward silences

When you're bored, you...

- Yawn a lot
- Stare into the distance
- Hum to yourself
- Tap your fingernails on surfaces
- Toy with rings or other accessories
- Twiddle your thumbs

When you're feeling happy, you...

- Laugh a lot
- Smile at everyone
- Touch others affectionately
- Chit-chat constantly
- Comment on nice things like the food or the view
- Tell jokes

When you're feeling frustrated, you...

- Shake your head in constant disapproval
- Roll your eyes
- Crack your knuckles
- Exhale sharply and slowly
- Pace
- Tap your foot

Nervous Tic

When the pressure starts to accumulate, stress manifests differently for everyone. Unfortunately for everyone, all PCs start with a nervous tic they use to cope with stress. Most are totally involuntary,

but after days upon days in close quarters with others, even the slightest spark can light a fire.

Nervous Tic (D20)

- 1 - Coughing
- 2 - Blinking
- 3 - Wrinkling your nose
- 4 - Clicking your fingers
- 5 - Bouncing your leg
- 6 - Touching other people
- 7 - Touching others' things
- 8 - Humming
- 9 - Grunting
- 10 - Sniffing
- 11 - Repeating a phrase
- 12 - Biting your nails
- 13 - Flipping a coin or other small item
- 14 - Fiddling with a pendant or bracelet
- 15 - Pulling your hair
- 16 - Cracking bones
- 17 - Swaying
- 18 - Pacing
- 19 - Laughing loudly and nervously
- 20 - Sighing constantly

Improving Your Character

As they spend time venturing into the void and recovering pieces of valuable technology or knowledge, your Deep Diver will progress. Only by successfully delivering valuables to the KSA will you earn **Experience Points (XP)**.

All Deep Divers start at level 1. Each time a Diver (or crew) submits 1,000 DC in valuables to the Karum Station Authority (netting them 1,000 XP), they increase their level by 1. This does not have to be all at once. You may level up by recovering 400 DC in one mission, 300 DC in the next and another 300 DC later on for a cumulative 1,000 DC (and therefore 1,000 XP). All characters that took part in the mission earn the same amount of XP—it is not divided per character.

When your level increases, you gain the following benefits:

- Every level grants you 1 roll on the Talent table (pg XXX)
- On even levels (2, 4, 6, 8, etc.) you gain 1 Skill point
- Every 3 levels (3, 6, 9, 12, etc.) you gain 1 Attribute point

Core Rules

Across a Thousand Dead Worlds is a game of risk-taking, constant dread, a dash of boredom coupled with stress, sheer violence, bright moments and casual brutality. It is a game for exploring the insignificance of humanity, how its greed, wants and desires come to bear in the face of a cold, unknowable universe. To play, all you need is a complete set of polyhedral dice, a copy of the character sheet shown at the back of the book and a pencil. With those in hand, you can gather a group of friends, one of whom will take the role of Game Master (GM), or even go at it totally alone!

This chapter describes all the core mechanics and gameplay options of *Across a Thousand Dead Worlds*. You will learn how to perform the different kinds of checks and rolls, how to perform an attack, how to use your character's skills, how stress affects them and much more. With these rules in mind, you will be ready to start exploring the universe. You don't need to memorize everything here, simply familiarize yourself with the ideas. You can always come back later.

Attribute Checks

When a situation challenges a specific Attribute, the affected player must perform an Attribute Check. To make an Attribute Check, roll a D20 and add your Attribute score. If the result equals 20 or higher, you have succeeded! Attribute Checks include things like surviving being poisoned (CON), opening something by force (STR) or avoiding a trap (DEX). If the situation requires an Attribute Check, it will explicitly say so or the GM will ask for it.

Skill Checks

The other type of challenge found frequently in the world is the Skill Check. As detailed alongside the skill list in the Character Creation chapter, to make a Skill Check you roll a D20, add the appropriate Skill and add or subtract any situational modifiers. If the result equals 20 or more, you have succeeded! Skill Checks include things like using weapons, finding things or persuading others. Situational modifiers are specifically stated in the rules (enemy abilities, environmental conditions, a task's difficulty) and can positively or negatively affect a Skill Check.

Performing Non-Skill Actions

This game's skill list is not exhaustive. When a character inevitably attempts an action not covered in the skill list, simply use the most appropriate Attribute. For example, if a character needs to run very fast while jumping over obstacles, we would use DEX. If they must run for a very long distance we could use STR or even CON. Use common sense and don't let doubt slow down the action. Remember, menial tasks do not need a Skill or Attribute check, only actions that pose a challenge or whose failure would make the scene interesting.

Assisting on a Skill Check

One character may help another perform a Skill Check if they are in the position to do so. This requires both characters to be undistracted and able to see the same task simultaneously. When these conditions are met, the character receives +2 to any applicable Skill Check that does not

involve combat.

Opposed Checks

When a player character is in direct competition with another character (PC or NPC), an Opposed Check is used to determine who is successful. Whether this is an Attribute check (such as STR versus STR) or Skill check (such as Manipulation versus Manipulation), both parties must make a standard roll. Whoever rolls the highest result wins the contest. If there's a tie (failure or success), both characters re-roll until there's a clear victor.

Advantage & Disadvantage

Some situations, skills, gear or effects may influence your capabilities in a positive or negative manner. When for any reason you have Advantage, you perform the check by rolling 2D20 and choosing the more favorable of the two results. On the other hand, when you have Disadvantage you must roll 2D20 and choose the less favorable result.

Difficulty

Sometimes an action's circumstances will make success easier or more difficult. On those occasions, one of the following difficulty modifiers will be added to (or subtracted from) the check's total. If you are unsure of an action's difficulty, you can also determine it randomly by rolling a D8.

Difficulty Modifiers (D8)

1. Child's Play +15
2. Effortless +10
3. Easy +5
- 4-5. Normal 0
6. Demanding -5
7. Hard -10
8. Almost Impossible -15

For example, aiming at someone a hundred feet away on a moonlit night might be considered Hard, while shooting at a sitting target ten feet away would be considered Easy. Use logic and common sense to judge each situation.

Critical Failure & Success

Rolling a 1 on a D20 (a *natural 1*) during either type of check is considered a Critical Failure: the worst possible consequence takes place. On the other hand, rolling a 20 (a *natural 20*) grants a Critical Success: the best possible result takes place. Combat-specific consequences are detailed on the combat section, but on other occasions the PCs and GM decide on the most appropriate consequence.

Success Levels

For most checks, like combat rolls and tracking checks, it is enough to know whether you succeeded or failed. For other checks however—such as social Manipulation—it is useful to know how well you succeeded. Measuring Degrees of Success is straightforward: compare your check's total with the table below and then you (or the GM) interpret the results. Some tasks require a

greater-than-normal success level. These occasions will be pointed out clearly in the rules.

Success Level
20-24 Normal
25-30 Great
31-35 Impressive
36+ Incredible

Example: Abayomi finds herself once again at the Red Asteroid, wanting to impress a team captain so she can join their crew. Within view of the captain, she gets into an arm-wrestling competition with another patron. The GM rules that the difficulty is Normal (+0), and Abayomi has a neural implant that allows her to roll STR Checks with Advantage, so she is confident this is going to work out. This is an Opposed Check: the patron (STR 12) rolls a 10, for a total of 22, while Abayomi (STR of 9) first rolls a 1, which is a Critical Failure! Thanks to her Advantage she can roll again though, this time obtaining a 7 on her D20 for a 16 total. Since the patron's roll is higher than Abayomi's, they win the match and embarrass her in front of the captain, who walks away shaking their head.

Tracking Gear

All Deep Divers are issued a standard collection bag for holding personal gear and objects of interest found during a mission. Write down the objects your character is wearing or carrying (e.g. their jacket and weapons) in their respective slots in the character sheet. This limits the amount of gear a character may wear at a time (technically humans can wear two shirts at once, but this is not allowed in *Across a Thousand Dead Worlds*), because a character only benefits from the effects of a specific piece of gear if they are wearing it!

- All characters carry a backpack which can hold a total of 15 GS. Characters cannot use more than one bag at a time.
- All items take up the number of Gear Slots (GS) noted in their descriptions.
- Only *Light* items fit in Pocket slots.
- 10xLight items occupy 1xBackpack slot.
- An item's GS is only counted when carried, not worn, so Armor (GS: 3) takes up 3 spaces in a character's bag, but 0 if the character is wearing it.

Hands

Weapons require either one or two hands to be wielded (as specified in its description). A two-handed weapon takes both Hand slots—simply write it down in one Hand slot and mark the other with an "X." One-handed weapons allow the PC to carry something else in the free hand.

Pockets

Aside from their backpack, characters also have pocket slots which can hold 1 Light item each. Characters start with 10 pockets, but some gear grants additional pockets.

Combat

While journeying through the void, you will undoubtedly be assaulted by terrible creatures,

newcomers zealously protecting their treasures and ancient guardians of left-behind relics. Most of these violent encounters are incomprehensible visions from hell, turned real and loosed upon the galaxy—these creatures will not be open to dialogue, to say the least. Your only option is to fight for your life.

Every detail of combat is important, so what follows is a quick summary of each stage for easy reference:

Before Combat Begins

- **Stealth:** If any PC is being stealthy, they might gain advantage or avoid the combat altogether, depending on their results and choices.
- **Encounter Reaction:** Almost everything the PCs encounter during their travels will attack on sight, but there is always a chance, however small, that they get lucky. Roll a D10: 1-8 the creature attacks; 9-10 the creature ignores the party and leaves the Area.

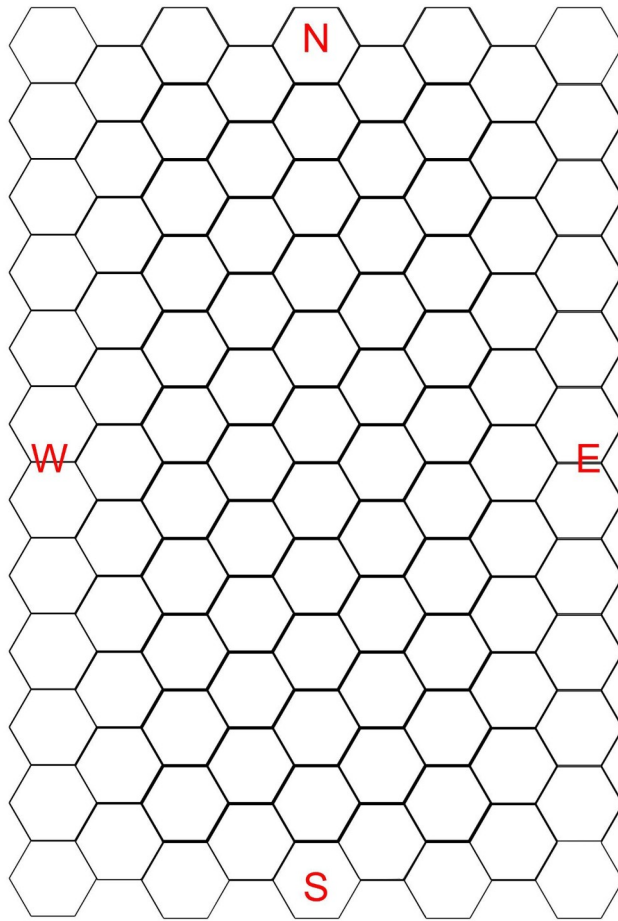
Combat Set-up:

1. Take a blank Combat Grid or pre-existing battle mat
2. Randomly place cover (or identify the pre-existing map's cover)
3. Determine position
4. Call for Initiative rolls and begin combat

Combat Sequence

- PCs (and fully fleshed out team members) spend Stamina to attack and take other actions during their turn. Meanwhile, enemies follow their combat behavior pattern and simplified team members make one attack per round.
- **Movement:** All combatants (enemies, PCs and NPCs) can move **once per round** during their turn.
- The goal of combat is to deal high enough damage to bypass the target's CON. Unless you're using Lingered Damage, damage only measures if the attack Knocks Down or Wounds the enemy.
- When PCs receive Wounds, they must roll on the Injuries table. Most PCs can only suffer a maximum of 3 Wounds before dying. When an enemy receives a Wound they get closer to being defeated, but if they recover from being Knocked Down they roll a special recovery status.

Combat in *Across a Thousand Dead Worlds* takes place in a hexagonal **Combat Grid**. All combatants are physically represented with miniatures or tokens to help players clearly visualize the action round after round and avoid potential confusion during fights with many combatants. If your group wants an alternative to the Combat Grid, we have included advice on running zone-based combat, which requires no physical aids.



The Combat Grid

Cover

Whether you're calculating line of sight or taking shelter from ranged attacks, cover is an important factor in combat. Ranged Combat skills have -2 to target combatants behind partial cover and -5 against combatants behind full cover. When playing with a group, the GM can place any cover they want or none at all. When playing GM-less there are two options:

- Place 3 pieces of cover: The largest crosses 3 hexes and offers partial cover. The next crosses 2 hexes and offers full cover. The last grants 1 hex full cover.
- Alternatively, roll on the Random Cover table.

Placing Characters in the Combat Grid

With the combat area determined, it's time to place all the combatants (enemies, characters, other NPCs) on the Combat Grid and determine if either group has the element of surprise. If the PCs are being Cautious, disregard surprise.

Placement (D4)

- 1 - North
- 2 - East
- 3 - South
- 4 - West

Surprise (D6)

- 1-2 - No surprise
- 3-4 - PCs are surprised
- 5-6 - Opponents are surprised

- Roll for Placement, once for each group. If both groups must be placed on the same side, they must be as separate from each other as possible, while remaining on the same side.
- Combatants are placed on the first hex row of their side. If the first is full, place them on the second (and so on).

Surprise

If one side surprises another, they gain +2 to their Initiative. If the party surprises their opponents, they can choose their positions after the enemies are placed. Otherwise, they deploy on their side's first hex row, as usual.

If the PCs have surprise (or if neither side has surprise), roll on the Encounter Activity table to determine what the enemy was doing before the encounter. These results might alter the nature of the encounter—for example, a sleeping opponent would be much easier to surprise or even kill without retaliation. Use common sense when determining what to do in each case.

Encounter Activity (D8)

- 1 - Resting or eating (if appropriate)
- 2 - Fighting another of its kind
- 3 - Fighting another creature (determined randomly)
- 4 - Patrolling or keeping watch
- 5 - Fleeing
- 6 - Recovering from a recent battle
- 7 - Preparing a base or lair
- 8 - Behaving according to its species (grooming, marking, on stand-by, etc.)

Initiative

Set-up ends when each combatant rolls a D10 (plus Speed if applicable) to determine their **Initiative**. Higher rolls act first, with tied combatants re-rolling against each other. Initiative is only determined once, at the beginning of combat. This order of action is maintained unless otherwise specified. For example, **combatants may spend 5 Stamina once per round to increase (or decrease) their place in the initiative by 1.**

- **Speed (X):** Grants the combatant a bonus to Initiative rolls equal to the number in brackets. This can come from many sources, including gear, talents and inherent abilities.

Turn vs Round

To understand combat you must know the difference between a **turn** and a **round**. A turn is a single combatant's chance to act, while a round is the sum of all combatants' turns (both Player and Non-Player Characters). When all combatants have taken one turn, that round ends and another begins.

Stamina

When it's a PC's turn in combat they must choose which actions to take, but a person can only do

so much. Every combat action costs Stamina, with different actions requiring more or less. PCs start with **10 Stamina** to spend every round (which can be modified with special Talents, enhancers and gear). If a combat situation takes place underwater or in zero-G, every PC's **max stamina is reduced to 8** to reflect the awkwardness of the environment—they must spend the rest of their energy remaining stable!

Stamina Costs

- Standard Attack: 5 Stamina
- Heavy Attack: 8 Stamina (with a *Powerful* weapon, +1D6 damage)
- Fast Attack: 3 Stamina (with a *Quick* weapon, -2 to Combat skill)
- Defensive Maneuvers: Variable (see below)
 - Switch/Draw Weapons: 5 Stamina
 - Use or Retrieve an Item: 5 Stamina
- Stand or Help Someone Stand: 5 Stamina
 - Adjust Initiative by 1: 5 Stamina
 - Maintain Stealth: 5 Stamina/round

Optional Rule: Combat Stance

After initiative is rolled, players can choose their PC's Combat Stance (NPC stances are described on their profile or picked by the GM). A Stance's benefits and drawbacks last for as long as the character maintains that stance, both while attacking and defending. PCs can only change their Combat Stance when a new round begins—before any combatant has acted that round.

Combat Stance (D6)

- 1-2 Defensive
- 3-4 Neutral
- 5-6 Aggressive

Defensive Stance

- -2 Initiative
- Must spend 6+ Stamina on defensive maneuvers each round
- -4 Attack
- +4 Defense

Neutral Stance

This stance has no effect on a character's statistics.

Aggressive Stance

- +2 Initiative
- Must spend 6+ Stamina on offensive maneuvers each round
- +4 Attack
- -4 Defense

Moving

All combatants (enemies, PCs, NPCs) can move **once per round** during their turn. Unless otherwise specified, unenhanced bipedal humanoids (and mobile creatures without feet) can move 1 hex/round. Quadrupedal and sexapedal creatures can move 2 hexes/round. The following considerations apply:

- Combatants can move before OR after they take all their actions.
- No combatant can move twice, no matter their speed or enhancements.
- A combatant may forfeit their action (i.e. all their Stamina) to move one extra hex.
- Combatants may move freely through hexes occupied by allies, but cannot finish their movement in an occupied hex.

Combat Resolution

To attack, combatants roll a D20 and add their Close Combat or Ranged Combat skill, depending on their weapon. This may be modified by different factors such as enemy abilities or wounds received.

- Close Combat: In melee, the attacker gains an **Attacker Bonus of +2**. All combatants add their corresponding attack skill and modifiers, and whoever rolls highest scores a hit. Yes, this means that an attacker may end up receiving damage in their turn!

- Ranged Combat: The attacker rolls to attack while the target tests DEX. If the attacker rolls higher, they score a hit. Targeting an enemy in your melee range inflicts a -2 penalty. Even at range though, a shot fired into a melee has a 50% chance of hitting the wrong target.

- If there's a tie, the combatant with the highest Attribute or Skill value wins (ignoring the rolls and modifiers). If there's still a tie, the attacker wins.

- If the attack is successful, roll a Hit Location and calculate damage. All PCs have a base damage of **D10 plus their weapon's damage** and any modifiers from the Hit Location.

- **When attacking a Swarm**, do not roll on the Hit Location table—all damage is automatically modified by +1.

- If the damage total exceeds the target's CON, the target is **Knocked Down**—they can only move 1 Hex per turn, cannot spend any stamina and, if they are hit while Knocked Down, they receive a **Wound**.

- Being knocked down only ends with a **Recovery Check**—pass a WIL check and spend 5 stamina to get back up.

Enemy Combat Resolution

As opposed to PCs, opponents have a single Attack Skill and act by following their behavioral matrix. If they get Knocked Down, they roll a Recovery check on their turn as normal. If successful, they can act but have Disadvantage to all rolls for the rest of combat (except for Synthetics, which act normally). If unsuccessful, they remain Knocked Down and as such cannot attack, performing all defensive rolls with Disadvantage until they succeed at a Recovery Check.

- When an NPC combatant makes their first attack, roll to determine who they target (or who they target next, once that target is incapacitated). If a result doesn't apply, they default to attacking the closest threat.

NPC/Creature Target (D10)

1-2 - Closest threat

3-4 - Most wounded opponent

5-6 - Ranged opponent

7-8 - Most protected opponent

9-10 - Most dangerous opponent

- **If the enemy has a Defense stat, they can subtract that many points from Attack rolls** in the same way PCs use Stamina for defensive maneuvers. Defense will be subtracted from attacks in the order they take place, you don't need to decide which attacks the creature defends from.

- When an enemy recovers from being Knocked Down, roll a D6 to determine their Recovery Status: 1-2 Bloodied, 3-4 Cornered, 5-6 Overwhelmed. Each status modifies the enemy's behavior or abilities, as detailed in their description. Guardians are not affected by this rule.

Hit Location

As mentioned above, once an attack is successful we must determine where it hits, depending on the creature's shape. Don't forget that successful enemy creature attacks must also roll on the Hit Location table.

Hit Location - Humanoid (D10)

Roll	Location	Damage Modifier
1	Feet	-1
2	Legs	-1
3	Waist	0
4	Hands	0
5	Arms	0
6-8	Torso	+1
9	Back	+2
10	Head	+3

Hit Location - Quadruped/Sextuped (D10)

Roll	Location	Damage Modifier
1-2	Hindlimb	-1
3-6	Forelimb	0
7-9	Body	+2
10	Head	+3

Hit Location - Serpentine (D10)

Roll	Location	Damage modifier
1-2	Lower Body	-1
3-6	Middle	0
7-9	Upper Body	+2
10	Head	+3

Defensive Maneuvers

When targeted by an attack, a PC can spend Stamina to dodge and parry. Each point spent inflicts a cumulative **-1 modifier to the chosen opponent's attack roll** (whether melee or ranged). For example, a PC facing two opponents could spend 5 Stamina to give one -3 to attack and the other -2 to attack.

Armor

There are many different varieties of Armor in *Across a Thousand Dead Worlds*, from a Diver's full body armor to the strange protective shells of alien beasts, but it all works the same way.

- **Armor (X):** This insulates the wearer from incoming damage, making it less likely that they take a Wound. The number between brackets indicates how many damage points are blocked per attack.
- **Armor Penetration (X):** Attacks which penetrate armor ignore an equal number of armor points.

If the Hit Location is protected by a piece of armor, the player may **choose to sacrifice that section of armor to avoid receiving a Wound**. The armor piece is destroyed and the armor's total protection is reduced by one.

A "Hands" result damages the character's gloves (if worn) or their weapon. A damaged weapon may be repaired with a Technology check outside of combat, but this advances the Time Track D4 positions.

Example: Richard scores a hit against the terrifying beast that devoured Amalia. He rolls 15 damage, but the beast's protective chitin grants it 5 Armor (15 damage - 5 armor = 10 total). The beast's CON is 12, so that's not enough to knock it down. Later in the round, the creature hisses and hits Richard with an attack while he's Knocked Down. He's in a bad spot—this Wound would have been fatal, but fortunately the creature rolled Head as its Hit Location and he's wearing a sturdy helmet. He lets the helmet absorb the Wound, leaving it useless in the process. With a groan, Richard throws what's left of his helmet to the ground and empties a full clip of Armor Penetration (2) bullets into the creature's face. He rolls 20 damage, and while the beast has 5 Armor, the Armor Penetrating bullets bypass 2 points of it, (20 damage - 3 armor = 17), which is more than enough to bypass the beast's CON of 12. The creature is Knocked Down!

Line of Sight

When using the Combat Grid, it is crucial to know what each combatant can see—that is, what is in their Line of Sight (LoS). To determine whether a combatant can see a target, trace an imaginary line from one side of their hex to any part of the target's hex. If the line doesn't pass through or touch an object or an effect like a wall or cloud of smoke, they can see their target. If their LoS intersects with cover, their view is partially blocked—ranged attacks are at -2 for partial cover and -5 for full cover, as described in the Cover rules.

Thrown Explosives

Whether it's a grenade or a smoke bomb, a successful DEX check is required to land a thrown explosive on target. If successful, the explosion happens right where you wanted it to. On a failure, the explosive lands D4 hexes away from the target hex in a random direction (D8: 1 North, 2 North-East, 3 East, 4 South-East, 5 South, 6 South-West, 7 West, 8 North-West). If this causes the explosive to exit the combat grid, it is lost without consequence.

Areas of Effect

Explosives (including explosive creature attacks) have one of several Areas of Effect (AoE), specified in its description. The most common are:

Blast

Affects hexes directly in front of the user. As shown below, a Blast 2 would affect the two most adjacent rows while a Blast 4 would affect 4 rows.

Burst

Affects all hexes adjacent to the user—potentially more, depending on its strength. The user's hex is not affected by a Burst AoE.

Explosive

Affects the target hex and all adjacent hexes—potentially more, depending on its strength. This is typical of grenades and similar weaponry.

Row

Affects the hexes directly in front of the character, as shown below.

Wall

Affects 3 (or more) hexes in a row chosen by the user. The Wall AoE can be placed as far from the user as its range allows.

Critical Hits and Misses

Luck plays a factor in every combat, no matter how experienced its participants.

- Critical Hit: Rolling a 20 (what is called a *natural 20*) while using a Combat skill results in a Critical Hit. This means you bypass the enemy's defenses and automatically Knock Down (if standing) or Wound (if already Knocked Down) the opponent.

- Critical Miss: Rolling a natural 1 while using a Combat skill results in a Critical Miss. Roll on the appropriate Critical Miss table to see what happens.

- All combatants can perform Critical Hits, but only PCs and human NPCs may suffer the effects of a Critical Miss—on a natural 1, non-human opponents simply miss.

Critical Miss – Melee (D10)

1 – Swung Too Hard: Without the resistance of a successful strike, you lose hold of your weapon. Spend 5 Stamina to either recover it or draw a different weapon.

2 – Slipped: You step on something slippery. Test DEX or be Knocked Down.

3 – Moved Wrong: You overdo it and pull a muscle. Test CON or reduce your Stamina by 3 for this encounter.

4 – Lost Confidence: Now that you think about it, this is not looking good. Reduce your Initiative by 2.

5 – Panic Attack: Test WIL or reduce your Combat skills by 2 for this encounter.

6 – Twisted Ankle: You step the wrong way and now it hurts each time you move. Add +2 to all incoming damage.

7 – Exposed: You swing ungraciously and leave yourself exposed. All enemies targeting you get a free attack.

8 – Unguarded: You are fighting recklessly. You cannot spend Stamina on defensive maneuvers for the rest of this encounter.

9 – Exhausted: The fight's weight suddenly overwhelms you. Roll Recovery Checks with disadvantage for this encounter.

10 – Terrible Swing: You miscalculate badly, not only missing your target but hitting yourself. Roll for damage as normal.

Critical Miss – Ranged (D10)

1 – Jammed Weapon: It won't fix itself! Either spend all your Stamina unjamming it or spend 5 Stamina to drop it and draw a different weapon.

2 – Slipped: You step on something slippery. Test DEX or be Knocked Down.

- 3 – Dropped Weapon:** Your weapon slips from your sweaty hands. Spend 5 Stamina to either recover it or draw a different weapon.
- 4 – Loss of Confidence:** Now that you think about it, this is not looking good. Reduce your Initiative by 2.
- 5 – Panic Attack:** Test WIL or reduce your Combat skills by 2 for this encounter.
- 6 – Shattered:** Instead of firing, your weapon blows up in your hands. You are unscathed but your weapon is scrap.
- 7 – Exposed:** You step to the wrong side, leaving yourself exposed. All enemies targeting you get a free attack.
- 8 – Unguarded:** You are fighting recklessly. You cannot spend Stamina on defensive maneuvers for the rest of this encounter.
- 9 – Exhausted:** The fight's weight suddenly overwhelms you. Roll Recovery Checks with disadvantage for this encounter.
- 10 – Bad Luck:** In a twist of fate you not only miss your target, but the bullet ricochets and hits you. Roll for damage as normal.

Suppressive Fire

Instead of targeting an enemy, a combatant wielding a *Full-Auto* weapon can spend 10 Stamina to deter enemy action within 3 hexes in the weapon's range. Any combatant who enters the suppressed hexes instantly suffers the weapon's damage. This action consumes 1 Ammo and lasts until the combatant's next turn.

Overwatch

A character can choose to delay their action until an enemy enters their line of sight or attacks them. When this happens, they immediately act regardless of initiative order.

Flanking

When two allied combatants occupy opposite sides of an enemy's space, they are Flanking that enemy. Each of them receives +2 to combat rolls against that enemy.

Desperate Attack

A melee combatant can cast all caution aside to focus on their attack (adding an extra D10 to their Combat Skill), but doing so leaves them open to potential attacks. The next attack against them adds a D10 as well.

Disengaging & Attacks of Opportunity

To escape from a melee, a combatant must pass an opposed DEX Check against the opponent with the highest DEX. If the character avoids their most agile opponent, they easily do the same with the others. If they fail, they can still move away but all enemies in the melee will perform an **attack of opportunity** that hits automatically.

Escaping Combat

A combatant is considered to have escaped combat completely when they exit the area from any side of the Combat Grid.

*Combat example: Amelia, who has lost all her gear except her trusty crowbar (an improvised weapon), finds herself engaged in combat with a strange mechanical guardian. Both Amelia and her opponent **roll a D10 for Initiative**. Amelia rolls a 6 and the guardian a 3, so unless something drastic happens Amelia will go first for the combat's duration. As her turn begins, it's time to **spend Stamina** (like most Divers, she has 10). She wants to keep 5 in reserve for dodging attacks, so she spends the other 5 on a Close Combat attack with her crowbar. To **make a melee attack**, she rolls a D20 for herself and another for her opponent. She rolls a 17 and **adds modifiers**—plus 8 for her Close Combat skill, plus 2 for being the attacker—her total is 27, while the guardian rolls a 6. Success! Time to **roll damage**. She rolls D10 (the base damage) **plus the weapon's damage modifier** (+4) and rolls a D8 to **determine the hit location**. The crowbar's damage is 6 + 4 and the hit location was a 3—a hit to the waist which doesn't modify the damage—for a total of 10. **Did the damage exceed its CON?** She checks the guardian's CON, which is also 10—a tie means it resisted her attack. Having taken all the actions she wants, Amelia's turn is over. **Now the enemy attacks!** Both Amelia and the guardian roll a D20, but Amelia chooses to spend her other 5 Stamina on defensive maneuvers to modify its attack by -5. Unfortunately, the guardian rolls a natural 20—a critical hit that automatically bypasses Amelia's defenses and causes her to be Knocked Down. This marks the end of round one.*

*Onto round two, Amelia acts first again. She is **Knocked Down**, so she can only try to get back up by performing a **Recovery Check**. She rolls a 14 on her D20 and adds her WIL of 6, which is just enough to get up! The Recovery Check costs her 5 Stamina though, so she ends her turn without taking an action—she plans to spend the other 5 Stamina dodging the guardian's attack. It's the creature's turn and it attacks again, so both it and Amelia roll a D20. The guardian rolls a 7 (+2 as attacker, -5 from Amelia's defenses) for a total of 4. Amelia rolls a 12 (+8 from her Close Combat skill) scoring a 20! Despite being on the defensive, she scores a hit. Her D10 damage roll is 8, + 4 (from the crowbar), - 1 (for rolling the hit location Feet) = 11. The guardian's CON is 10, so it is Knocked Down! This marks the end of round two.*

Amelia acts first as usual, so this is her opportunity to end the combat once and for all! This time, she decides to spend 8 Stamina on a heavy attack (for +D6 damage), since her crowbar is a two-handed weapon. This leaves her with only 2 Stamina for defensive maneuvers, so she better not miss! Her roll is a 12, +8 (Combat skill), +2 (Attacker Bonus) = 22, while the guardian rolled 13 and 15 and must take the 13 (enemy combatants roll with Disadvantage while Knocked Down), so Amelia scores a hit. Her damage is 6 (base D10) + 4 (from the crowbar) + 3 (for rolling the Hit Location 10. Head) +4 (on the Heavy Attack's bonus D6) = 17. The result is higher than the guardian's CON (10), and since it's already Knocked Down the attack inflicts a wound. Since the creature can only endure 1 Wound, Amelia kills it, putting an end to the combat.

Optional Rule: Random Combat Events

Once per combat, to spice up the encounter, a PC may spend **1 Luck** to trigger a Random Combat Event. These generally only affect their opponents, but some of them affect all combatants.

Random Combat Events (D10)

- 1-2 - A random opponent trips violently and gets Knocked Down.
- 3 - A random opponent gets entangled with the scenery (e.g. cables, vine-like flora) and loses their next turn completely.
- 4 - A tremor forces all combatants to test DEX or become Knocked Down.

- 5 - A random opponent's weapon becomes jammed—they must spend a round fixing it.
- 6 - A new, random opponent joins the fight, attacking both sides.
- 7 - A crew member's bag is struck, destroying 1xOxygen Pellet.
- 8-10 - A random opponent is overcome with pain or malfunction, losing the ability to attack or defend for D4 turns.

Optional Rule: Lingering Damage

Usually, damage that does not Knock Down or Wound a combatant has no lasting effect. To reduce the frustration this can cause when fighting opponents with very high Armor or CON, or to play a faster, higher stakes game, use Lingering Damage.

Each time a combatant damages their target but doesn't knock them down, they add a D4 to subsequent damage rolls. This cumulative damage pool benefits any combatant attacking that target, but resets when the target is finally Knocked Down. This emulates the many small bruises, cuts and gashes that slowly but surely build up during a fight, eventually causing death by a thousand cuts.

Example: Igor uses his combat knife to strike the terrible cat-like creature that has been hunting his party for the last two days. Unfortunately, his 2D10 damage roll (plus his modifiers) is a 9—it's lower than the creature's CON of 12, so it is only slightly bruised. Next up, Sasha (Igor's partner) also hits the creature with a combat knife (2D10) but also adds a D4 for the Lingering Damage. The result is a mere 4 damage! In the next round, Igor once again manages to score a hit. This time he rolls 2D10 + 2D4, for a total of 15—enough to knock the creature down! All Lingering Damage is now reset back to 0.

Wounds, Healing & Death

Wounds and Injuries

During combat (and sometimes outside of it), characters will receive Wounds and become injured. Each time a character receives a non-fatal wound (that is, if they can sustain more than 1 Wound) they suffer a cumulative -2 to all actions and must roll on the Injuries table. This determines the nature of the injury and its effects on the character. Rolling a natural 1 on the Injuries table indicates a Critical Injury—the effects of such a Wound may not be healed, ever. The effects of most other injuries end when the Wound is healed.

Treating Wounds

Once combat is over a character may attempt to treat a Wound (theirs or somebody else's) by rolling a Medical Aid check and expending 1xMedical Supplies. This can be done only once per Wound per Time Track. On a success, the wound is healed and the injury effects are removed. On a failure, the wound is still present and the injury's effects are still in play—you may attempt to heal it again once the Time Track resets. On a **critical failure**, the wound is not only not healed but also becomes Infected (pg XXX). Get some Antibiotics quickly—a PC with 0 max Wounds is dead.

A Medical Aid check moves the Time Track forward by 1 whether it was a success or a failure.

Wounds & Damage Received Out of Combat

When a character receives damage out of combat (by falling, triggering security measures, etc.), they take the listed amount of damage. If the damage exceeds the PC's CON they automatically receive a Wound. Falling inflicts 1 Wound for every 10' of height (rounded down).

Injuries (D20)

- 1 - Critical Injury:** The character suffers an especially severe wound. Roll on the Critical Injuries table.
- 2 - Gash:** A deep wound cuts into the character's chest (-5 CON).
- 3 - Impaired Arm:** The hit wounds the character's arm, making it difficult to move (-5 to all actions that imply the use of hands).
- 4 - Impaired Leg:** A direct hit to the leg causes the character to lose mobility (-5 DEX).
- 5 - Infected Wound:** The wound has been quickly infected—it requires Antibiotics soon or it may never heal (see Infected, pg XXX).
- 6 - Broken Ribs:** A violent hit to the rib cage shatters a few ribs (-2 Stamina).
- 7 - Slashed Leg:** The character's leg suffers a deep cut, making it difficult to maneuver (no defensive maneuvers allowed).
- 8 - Banged Head:** The character suffers a hit to the head. The shock makes them lose their next turn.
- 9 - Damaged Vision:** The character suffers a hit to their face, blurring their vision (-5 to all actions).
- 10 - Brain Damage:** The character suffers a severe hit to the head, damaging their brain and causing partial amnesia (-80 Experience Points).
- 11 - Crushed Fingers:** A direct hit to the character's hand damages their fingers (-5 to Combat skills).
- 12 - Superficial Wound:** The character suffers an ugly-looking but superficial cut. No effect.
- 13 - Bruised Brain:** The character suffers a blow to the back of the head, temporarily confusing them (-5 INT).
- 14 - Slashed Ear:** The character's ear is damaged, reducing their hearing (-5 Perception).
- 15 - Slit Bicep:** The character receives an ugly cut to the bicep (-5 STR).
- 16 - Scratched Brow:** Their brow suffers a deep scratch, not dealing much damage but bleeding profusely. They must spend the next round wiping the blood from their eyes, clearing their vision.
- 17 - Damaged Nerves:** The character suffers some form of nerve damage that induces seizures. Roll a D6 every turn—on a 1 they cannot act during their turn.
- 18 - Blood Loss:** A deep wound to their stomach begins bleeding profusely (+2 to all damage received).
- 19 - Savage Blow:** The injury was so violent that the character gains 1 Trauma (pg XXX).
- 20 - Torn to Pieces:** Miraculously, the blow was completely absorbed by the character's clothing. Any gear worn on the wound's location is automatically destroyed.

Critical Injuries (D10)

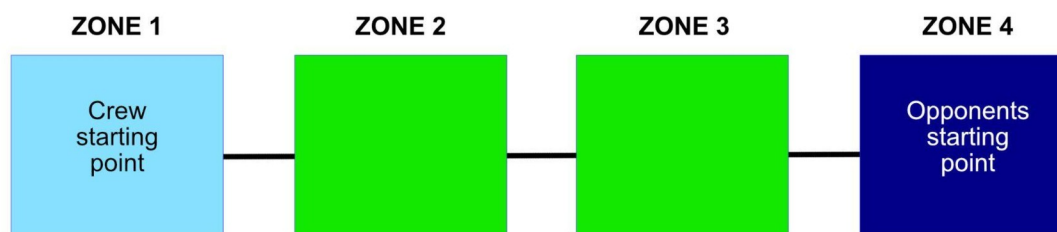
- 1 - Crushed Skull:** The character suffers a fatal wound to the head. They are dead.
- 2 - Destroyed Ear:** The hit cuts the character's ear off (-5 Perception).
- 3 - Missing Fingers:** The character lost a few fingers from the powerful blow (-5 to Combat skills).
- 4 - Punctured Lung:** The character's lung is permanently damaged (-5 Stamina).
- 5 - Cut Nose:** The character lost their nose (-5 CHA).
- 6 - Swollen Brain:** The character suffered a severe brain injury (-5 INT).
- 7 - Damaged Tendons:** The character's arm tendons have suffered irreparable damage (-5 STR).
- 8 - Nerve Damage:** Permanent nerve damage means the character can only spend 3 Stamina points on defensive maneuvers each round.
- 9 - Minor Artery Severed:** The maximum number of Wounds the character may receive is reduced by 1.

10 – Weakened: The injury has left the character's constitution weakened (+2 to all incoming damage).

Zone-Based Combat

For players who don't have (or don't enjoy) minis and tokens, or who play RPGs online with voice chat and little else, *Across a Thousand Dead Worlds* has an alternative to the Combat Grid that requires very little adjustment to the core combat rules: **Zone-Based Combat**. This somewhat simpler method uses the same combat rules in a more streamlined fashion.

In Zone-Based combat, the battlefield is divided into four abstract zones, numbered from Zone 1 to Zone 4. These represent the area where combat takes place without getting into too much detail. The Deep Diver crew always begins in Zone 1, while their opponents always start in Zone 4.



All normal combat rules apply, with the following exceptions and changes:

- Cover: One Zone contains Full Cover (-5 to incoming ranged attacks). Roll a D4 to determine which.
- Movement: Combatants can move a number of Zones equal to their movement (usually 1).
- Melee Combat: To engage in melee combat, combatants must be in the same Zone.
- Ranged Combat: Ranged weapons target combatants in *adjacent* Zones (targeting someone in your Zone inflicts -2 to your Ranged Combat rolls). Ranged weapons have the following ranges:
 - Pistol, Shotgun: Short (1 Zone)
 - SMG: Medium (2 Zones)
 - Rifle: Long (3 Zones)
- Thrown Explosives: Thrown explosives have short range (1 Zone). On a hit, the explosive hits its target and any other combatants engaged in melee with it. On a miss, it explodes near a random combatant in the target Zone, harming them and any other combatants engaged in melee with them.

Stealth and Being Cautious

Before determining an Area's contents, you may preemptively roll a Stealth check to avoid any potential enemies. This is an opposed check versus the enemy with the highest Awareness. If there are enemies and you win the opposed check, you have two options:

- Avoid Combat: Move along, leaving the Area undetected, after seeing what's within.
- Initiate Combat: Gain +5 Initiative and automatically hit with your first attack.

Because maintaining Stealth costs 5 Stamina per round, this attack will usually be Fast or Normal (most PCs won't have enough Stamina for anything else). Since you are moving slowly and measuring your steps, you automatically detect any security measures hidden in the area but the Time Track advances by 2.

Example: Ruth, the group's sneakiest crew member, scouts ahead into the derelict structure. She rolls a Stealth check: 13, +5 from her Stealth skill, for a total of 18. After the GM determines that there are, in fact, potential enemies in the area, they roll a 6 on the opposed Awareness check, +6 for the enemy with the highest Awareness, for a total of 12. Ruth takes a look inside and sees a group of bizarre, multi-limbed creatures. Unseen, she exits the area and returns to report her findings.

Conditions

During a fight (and sometimes outside of it), specific attacks or situations can inflict negative statuses that must be removed in specific ways. All characters (players, NPCs, enemies) may be affected by conditions, unless stated otherwise. The most common ones are:

Blinded

When blinded by complete darkness or other circumstances, the afflicted gains 2 stress and suffers -5 to combat and sight-related skills for as long as the circumstances remain.

Burning

The afflicted character is in flames—they must pass a DEX check or take 1 Wound per turn. If failed, re-attempt each round until success (or death). Their allies may attempt to put the flames out as well.

Dazed

The afflicted rolls all their checks with disadvantage for the daze's duration. This is expressed as Dazed (X), where X represents the number of rounds the character remains Dazed.

Freezing

The afflicted has -5 to all skills and acts last during combat. They must pass a CON check after the first round to recover. If failed, re-attempt each round until success (this does not cost Stamina). Humanoids will worsen every 10 rounds or each Time Track Reset, first falling into hypothermia (-10 to all actions) then death.

Infected

One of the afflicted character's wounds is infected. If they don't take antibiotics before the Time Track resets, their maximum wounds are decreased by one, **permanently**. Sometimes the Time Track will provide plenty of leeway, other times the infection will quickly take hold—this reflects the different nature of each particular wound or infection.

Parasitic Infection

Some records tell of parasitic alien organisms that can lay eggs or larvae within a human body, infecting them and turning them into involuntary hosts. An infected character (usually after failing a CON check or being wounded by a parasitic creature), is as good as dead, but there are two ways to save their life:

- Reach the KSA by some miracle before the gestation period is over. The parasite can be removed safely by KSA medics.
- Return to a ship, remove any armor and perform a field surgery. No such attempts have succeeded without the death of the host. To safely remove the parasite, the Medical Aid check must be an *Impressive (11-15)* success or higher.
- **Gestation Duration:** The parasite gestates within its host for D20 Time Tracks, until it no longer depends on them for survival and it bursts out. All characters witnessing this earn 20 Stress as the parasite bursts out of their former colleague. Roll on the Parasite Attack table to determine its behavior.

Parasite Attack (D6)

1-3 Escape: With a terrifying shriek, the parasite attempts to flee at a speed of 10 feet/round. It will search for a difficult-to-access place and hide there until it matures into its adult form (D10 Time Tracks). Then it will be ready to start stalking the characters.

4-5 Leg bite: With a snarl, the parasite attacks the nearest character's leg (Attack Skill 8, D10+5 damage).

6 Face attack: The creature jumps to attach itself to the closest character's face (Attack Skill 8, D10+5 damage).

Poisoned

The afflicted suffers negative effects according to the Poison's potency, noted from most to least potent as Poison I, Poison II, Poison III or Poison IV.

Poison Potency (D4)

I – Take 1 Wound and roll a CON check. On a failed roll, the character will die in D20 rounds (or 1 Time Track reset) unless administered an antidote.

II – Take 1 Wound and roll a CON (+5) check. On a failed roll, the character will die in D20 rounds (or 1 Time Track reset) unless administered an antidote.

III – Pass a CON check or receive 1 Wound.

IV – Pass a CON check or be Knocked Down (no effect if already Knocked Down).

Radiation

Space travel, alien environments and Àrsaidh sites—the second the crew leaves the safety of A-metal or Àrsaidh ships, the risk of Radiation is a nearly unavoidable certainty. Radiation damage and danger is measured in **rads**. A rad is a unit of absorbed radiation. Once a Diver has absorbed enough of them, they'll suffer the effects of radiation. The early symptoms may pass with time or anti-rad drugs, but the absorbed rads will remain until treated (usually with anti-radiation therapy, back at Karum Station).

As detailed on the chart below, a Diver can absorb 150 rads acutely without fatality, but as the whole-body dose approaches 300 rads even the primary effects will take their toll. This is worsened by the fact that all effects are cumulative (exposure to 300 rads at once would reduce STR and CON by 1, inflict 1 Wound AND give -2 to all actions). A total whole-body dose greater than 500 rads

will almost certainly be fatal.

Direct Radiation Exposure	Effects
50 or less	None
51-150	Nausea and general dizziness, -2 to all actions
151-300	Headache and vomiting, 1 Wound
301-500	Hair loss, fever, 1 Wound, -2 to all actions
501-700	Death after D10 hours of agony

Cumulative Radiation Exposure	Effects
50 or less	None
51-150	-1 CON
151-300	-1 STR
301-500	-1 CON & STR
501-700	Death after D10 hours of agony

Suffocating

Without proper gear, a character who cannot breathe immediately begins losing 1 CON per round until death (0 CON). Lost CON is restored as soon as breathing returns to normal.

Vacuum Exposure

A character exposed to the vacuum of space without a vacc suit has 1 round before the air is pushed out of their lungs, knocking them out (a rebreather isn't enough—the pressure difference would rupture their lungs). Unless returned to a pressurized, oxygenated environment, an unconscious character will die in D4 minutes. Direct exposure to the vacuum of space also inflicts 50 rads per minute.

Zero Gravity

All Àrsaidh facilities and ships have artificial gravity fields, but when those systems are damaged or a character is forced to do some spacewalking, it's time to rely on their magboots if they have them, or their Zero-G skills if they don't. In order to control their movement, a character must have at least one free hand and pass a DEX check each turn. Failure means they've lost control and fly in a random direction determined by a D8 scatter die, as explained in the *Thrown Weapons* rules.

Stress

The pressures of Diving will slowly but surely erode one's determination. Long hours, close quarters, not knowing what dangers lie in wait at your destination (if you arrive at all). It's enough to break even the soundest person. The following (non-exhaustive) list details times a Diver is guaranteed to earn Stress:

- Boarding a ship to start a new mission (+5 Stress)
- Facing danger (+2 Stress)
- Getting into a heated argument (+1 Stress)
- Tolerating someone's nervous tick for a long time (+1 Stress)
- Being in darkness in a hostile or unknown environment (+1 Stress/round)
- Not sleeping for 24 hours (+5 Stress)
- Rationing food (+5 Stress/day)
- Seeing an ally gain a Trauma (+10 Stress)
- Entering a Negative Emotional State (+1 Stress)
- Being Blinded or suddenly thrown into unexpected darkness (+2 Stress)
- Being the sole survivor of a mission (+10 Stress)
- Learning the team lacks adequate supplies (oxygen, food, water) for a return trip (+15 Stress)
- Seeing a crew member die (+15 Stress)
- Facing an Aberration encounter (+5 Stress)

Fortunately, a character's Resolve skill can slow down the accumulation of Stress. Each time a character is confronted with a situation that would make them gain any amount of Stress, they may roll a Resolve check to reduce the amount to 1 (unless the GM or encounter explicitly specifies that is not possible).

Consequences of Stress

Stress buildup has dire consequences for a character's mental health:

- **3 Stress:** Their nervous tic starts to appear. It will only disappear after losing any amount of stress.
- **10 Stress:** They might React Negatively to Stress (see below).
- **15 Stress:** They perform all actions at -10.
- **20 Stress:** They earn a permanent Obsession (ideally related to their stressor), discard all stress and **gain 1 Trauma**.

Reacting Negatively to Stress

When a character has accumulated 10 Stress (or when the GM decides), they must roll a Resolve check to avoid having a negative reaction. If they fail, roll on the appropriate Stress Reaction table—characters react differently alone than they do in a group.

Stress Reaction - Around Others (D10)

- 1-2 - Starting an Argument.** Use their relations, stories and past events to logically decide which team member makes the most sense.

3-4 - Isolating or Seeking Solace. The character withdraws as much as possible—both physically and psychologically. Whether they lock themselves away or grab the nearest bottle of whisky is up to the player or GM.

5-6 - Becoming Anxious. The character succumbs to anxiety, making things clearly worse for others. Everyone gains 1 Stress and the character is of little help.

7-8 - Lashing Out. The character not only starts an argument but becomes actively aggressive, potentially causing a fight (see Lashing Out, pg XXX).

9-10 - Becoming Uncooperative. The character blames others for their current situation, becoming stubborn and unwilling to cooperate.

Stress Reaction - Alone (D10)

1-2 - Hyper Focusing. The character chooses a hyperfocus activity. They gain +5 to any rolls associated with it, but suffer -5 to any other activity.

3-4 - Timing Out. The character needs to take a break. They spend a whole Time Track reset trying to calm themselves.

5-6 - Anxiety. The character feels overwhelmed by the current events, suffering -2 to all checks.

7-8 - Binging or Hyperventilating. If aboard a ship, the character attempts to distract themselves by eating until they can't take another bite (-D6 Rations). If exploring, the character starts hyperventilating, rapidly consuming oxygen before they manage to calm themselves (-D4 Oxygen Pellets).

9-10 - Getting Overwhelmed. The character is starting to reach their limit and is feeling less and less secure. Their Resolve checks are at -2 for the rest of the mission.

Most Stress Reactions will naturally fade, but if they don't (or duration is unspecified), the effect ends after losing any amount of Stress.

Obsessions

When a character has accumulated 20 Stress, they clear their stress but also gain an obsession—a permanent feature of their personality. Obsessions don't have mechanical consequences, but they should alter the character's behavior, personal goals and preferences, making them even more difficult to work with.

If a character rolls the same obsession twice, the obsession worsens significantly.

Obsessions (D12)

1 - Frugality. Frugality and minimalism are the truest virtues, in all aspects of life.

2 - Suffering. All in life is suffering, there is no escaping it.

3 - Excellence. I must become the best at everything, the strongest, most beautiful, most intelligent person around, all the time.

4 - Connection. Only human interactions give meaning to life. Socializing and spending time with others is the most valuable thing a person can do.

5 - Iconoclast. Nothing is sacred, all beliefs are lies. This character will do everything they can to reveal the lies of tradition, rules and religion to the whole world.

6 - Chosen One. They have chosen you—their secrets have been revealed to you alone. You must learn more, uncover the Truth, and others must help you no matter what.

7 - Exclusion. Strangers are not to be trusted. Only those who you already know are worth your time and help.

8 - Anger. It's not your fault, it's the world's fault. You know how everything should be, but everybody else gets it wrong and you hate them for it.

9 - Protector. You must help and protect others (often even from themselves). Only you can save them all.

10 - Hedonism. Life's short, you better enjoy it while you can. Nothing's gonna stop you from having a good time, all the time.

11 - Shame. You try your best, but you're useless. Everything you do is wrong and you cannot stop apologizing for not measuring up.

12 - Rightfulness. There's only one way of doing things: the Right Way. Follow the rules, obey your superiors and everything will go smoothly. Those who disobey protocol are a danger to us all, and they must be stopped.

Losing Stress

Characters can reduce their Stress (to a minimum of 0) in the following ways:

- Lashing Out (-10 Stress)
- Gaining a Trauma (-20 Stress)
- Arriving at their destination (-10 Stress)
- Returning to Karum Station (removes all Stress)
- Having a good night's sleep—*not possible during an expedition* (-5 Stress)
- Getting drunk or taking drugs (-5 Stress)
- Having sex (-10 Stress)
- Meditating (pass a WIL check for -5 Stress, once a day)
- Having a good workout (pass a CON check for -5 Stress, once a day)
- Entering a Positive Emotional State (-1 Stress)

Lashing Out

Someone's behavior strains the team, a nervous tic gets to be too much, stress boils over. At times like these, a character may choose to lash out at those around them. Lashing out reduces one's Stress by 10, but it may easily spiral out of control. When an aggressor lashes out, the confronted character must pass a WIL check or Lash Out in return. If rebutted in this way, the aggressor must also pass a WIL check or perform a melee attack against their victim. From there, things can only get uglier.

Trauma

The human mind is a fragile thing. It was never prepared to endure the horrors, the incomprehensible vistas and situations, which the infinite void contains. Slowly but surely, the psyche will deteriorate and break down. There are some ways to push the trauma away though, to delay the inevitable a bit longer.

This incremental trauma is measured in Trauma points. Each time a character accumulates 20 Stress, they receive 1 Trauma point and roll on the Trauma table. These results are long-lasting: Trauma points (and effects) can only be reduced by a Psychiatrist (pg XXX), while Negative Trait results can only be removed by sacrificing Talents. The more Trauma points a character has, the closer they are to losing themselves—a character who accumulates 10 Trauma is considered lost and dead.

Trauma (D10)

- 1-2** – Roll on the Negative Traits table.
- 3** – The extreme nervousness you feel just makes things worse. Gain 5 permanent Stress.
- 4** – Your shaking hands can barely hold a thing. Take -1 to either Close Combat or Ranged Combat.
 - 5** – Distracted by shadows, you can't focus on anything. Take -1 Perception.
 - 6** – Your heart is fluttering and you have problems breathing. Take -1 Stamina.
 - 7** – You feel as if something broke inside of you. Take -1 WIL.
- 8** – You hyperventilate when you enter combat, immediately expending 1 x Oxygen pellet.
- 9** – Stressful situations fill you with a deep anxiety that can only be suppressed with physical pain.
 - Each time you gain stress, receive 1 Wound.
- 10** – This stress is so intense that you suffer a heart attack. Pass a CON check or die.

Talents and Negative Traits

Due to several reasons (usually Trauma), your character will likely acquire some Negative Traits. These traits can become problematic, but luckily you can permanently remove one by forfeiting a Talent. If you have 5 Talents and are about to acquire a new one, you can instead discard it (or an equipped Talent) to remove a Negative Trait.

Negative Traits (D20)

- 1 – Hyperventilation:** Increase the amount of oxygen you consume per Time Track reset by 1.
- 2 – Marked by Fear:** The horror you felt left a permanent physical mark on you. Whether it's a twitchy eye, a shaky hand or a streak of white hair, the effects are visible (-1 CHA).
- 3 – Weakened Constitution:** The constant stress has left your heart weakened (-1 CON).
- 4 – Paranoia:** You don't really trust other people, and it shows (-2 Persuasion).
- 5 – Overly Cautious:** You know the horrors that are out there, and you are not going to rush into them. In solo play, +1 🕒 each time the Time Track is reset. In group play, always attack last.
- 6 – Death Wish:** Sick with stress and desperation, you just want it to be over. Rolling a 1-3 on a Recovery check means you give up and remain Knocked Down.
- 7 – Unfocused:** You have problems focusing your attention on complicated tasks (-1 INT).
- 8 – Phobic:** Even the slightest shadow terrorizes you. Each time you gain Trauma, gain 1 extra.
- 9 – Damaged Memory:** The intense trauma has damaged your brain. Each time you earn XP, you earn $\frac{1}{3}$ less (rounding up).
- 10 – Apathetic:** You no longer feel the urge to fight for anything (-1 WIL).
- 11 – Apprehensive:** You start doubting your combat capabilities (-2 to all Combat skills).
- 12 – Insecure:** You are afraid to jump into the fray (-1 Initiative).
- 13 – Unbeliever:** It is difficult for you to see your destiny (re-rolls now cost 2 Luck points).
- 14 – Let It End:** You are tired of trying and failing at life (+1 to incoming Injury rolls).
- 15 – Unreliable:** You doubt your own skills and can no longer roll critical successes.
- 16 – Tired:** Lacking the fighting capability you once had, standard attacks now cost 6 Stamina.
- 17 – Careless:** You don't really want to be bothered by dodging attacks. Dodging costs 1 more Stamina.

18 – Clumsy: Your hands shake and you drop things easily. Perform DEX checks with Disadvantage.

19 – Foggy Mind: You can't concentrate on tasks for long. Perform INT checks with Disadvantage.

20 – Marked: The darkness within calls the darkness without. Each Site has 2 additional Known Threats (pg XXX). This is stackable, if other characters are also marked.

Hacking

Although the Technology skill can be used to hack human-made systems, dealing with Àrsaidh technology is riskier and a bit more complex. More art than science (plus a huge component of luck), few individuals attempt it and even fewer survive. Still, it is possible. There are stories of expeditions saved by a savvy Diver who took control of a security system on a rampage.

Only characters with the Hacking talent may attempt to hack a system.

How It Works

All Àrsaidh systems have a difficulty level from 1 to 6. This is determined by the GM with a D6 roll or with the system's details. For example, each Guardian has its own Hacking difficulty. If something is hackable, proceed to follow these steps:

- The player rolls a D6 for each difficulty level.
- If any rolls are a 1, the system is locked.
 - A successful Àrsaidh Technology roll allows 1 re-roll.
 - A Cipher allows 1 re-roll.
 - A Black Cipher allows 2 re-rolls.

Hacking an Àrsaidh system takes **1 round per difficulty level**.

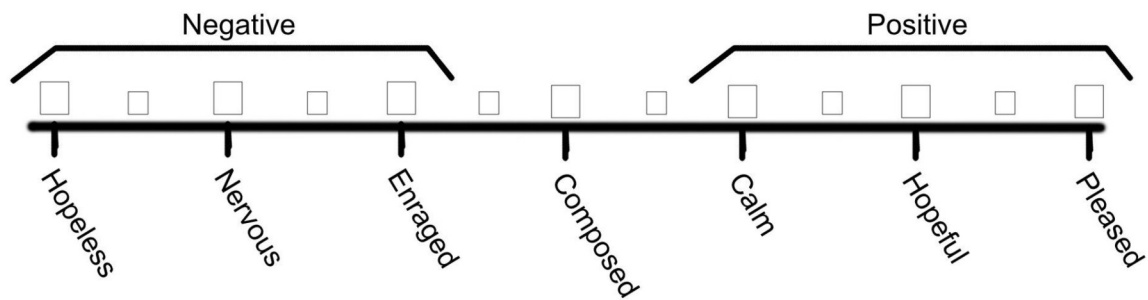
Emotions (Optional Rule)

Humans are emotional beings. We are often led on by them despite all our attempts at being rational and in control. This can lead to dire situations where people lose the ability to control themselves. In *Across a Thousand Dead Worlds* characters are passionate creatures whose emotions will help them or hinder them along their journey.

Tracking emotions may be a bit confusing at first, so we suggest new players ignore the following rules until they are more comfortable with the wider game.

The Emotional Matrix

To determine a character's emotional state we use the Emotional Matrix:



All characters begin the game **Composed**. They remain this way until certain situations (described below) challenge their emotions, forcing them to make an **Emotional State Check**. In these situations a character must pass a WIL check to avoid being led by their emotions into a different emotional state.

Moving along the Emotional Matrix is simple: if the Emotional State Check was brought on by a Negative Emotion trigger, failure moves the character one step to the left. If it was a Positive Emotion trigger, failure moves them one step to the right. If a situation would move the character toward a positive emotional state, the player can choose to forfeit the WIL check and simply let the emotion overtake them.

These are the effects of each emotional state:

- A **Hopeless** character has completely given up and sees no point in continuing to try (-2 to all skills, +D4 damage).
- A **Nervous** character feels uneasy and apprehensive (-1 Resolve, +1 Stamina only for defensive maneuvers).
- An **Enraged** character has no more patience left and will snap at or attack anyone (+1 to Combat skills, -1 Manipulation).
- A **Composed** character is serene and in control. They gain no benefits or disadvantages.
- A **Calm** character feels peaceful and free of worry (-1 Combat skills, +1 Manipulation).
- A **Hopeful** character feels optimistic about their current situation (+1 to all non-combat skills, -1 to Combat skills).
- A **Pleased** character feels at ease, satisfied with the current situation (+2 to all skills).

In addition to specific events, discoveries and GM decisions, the following example situations require an Emotional State check:

- Negative Emotion triggers:
 - Entering combat
 - Suffering a Wound
 - Triggering security measures
 - Gaining a Negative Trait
 - Rationing
 - Seeing an ally die
 - Gaining 5 Stress at once
 - Gaining a Trauma
- Positive Emotion triggers:
 - Helping an ally
 - Healing a Wound
 - Clearing a Site

- Gaining a level
- Persuading an NPC to help
- Losing Stress
- Losing Trauma

Example: Jay is feeling Composed, but as he enters combat he must perform an Emotional State check. He has a WIL of 13, but rolls a 3—the sum is less than 20 so he fails the check. Entering combat is a Negative trigger, so Jay moves one step to the left along the Emotional Matrix. No effect yet, but if he suffers a Wound and fails his WIL roll again, he will move another step along the Emotional Matrix and become Enraged.

Playing the Game

The core of *Across a Thousand Dead Worlds* holds an endless universe to travel, full of dangerous sites for characters to find and explore. Players will set their sights on a Site, make the often-perilous journey there and search it for answers and artifacts. Understanding the following rules will allow you to jump straight into the action, with no previous preparation whatsoever.

Standard Gameplay Structure

- The PCs report to Karum Station's Mission Control, usually around 24 hours before launch, to select a destination and a starship.
 - The three starships are the 1-person KRM-01 "Circle," the 3-person KRM-03 "Triangle" and the 5-person KRM-05 "Pentagon." A starship must be fully-staffed to be approved for launch, so NPC crewmembers will be assigned to any remaining seats.
- A crew can choose either a known destination (one which they have visited or a random one marked by another crew) or unknown destination. The former is safer since the crew will have information on the Site and the voyage there, but there will always be fewer artifacts than in an untouched Site.
- Next, the crew gathers their gear, decides what supplies they'll take (within the constraints imposed by the KSA and the ship's size, of course) and boards the ship.
- After the journey, the crew can explore the Site while documenting their findings on their Site Report sheet.
- Finally, whenever the crew is ready, they can return back to Karum Station and report their findings.

Scheduling a Mission

When the PC's crew is ready, they must report to Mission Control. As we mentioned before, the KSA will only allow a full crew (of 1, 3 or 5 crew members, depending on their ship) to make a voyage.

For crews of 3 or 5, a **Team Leader** must also be chosen by voting or chance. The Team Leader has authority over the mission, so the crew is encouraged to listen to them as long as their orders are reasonable and for the greater good of the team or its mission.

Choosing the Right Spaceship

The main difference between Àrsaidh spaceship models is how many crew members they hold. Since the KSA strongly recommends (and generously provides) the minimum supplies for each crew member, there isn't much free space left, even in the larger models. Of course, the crew can remove oxygen tanks and rations to make room, if they feel confident about not needing them.

KRM-01 "Circle"

Number of Passengers: 1

Supply & Gear Slots: 50 (32 free)

A perfectly round ship with a diameter of 32 ft, made of a single smooth piece of A-Metal. As all Àrsaidh spaceships, it hovers 20 inches above the ground at all times and needs no landing gear.

KRM-03 "Triangle"

Number of Passengers: 3

Supply & Gear Slots: 150 (96 free)

Easily identified by its sharp triangular shape, it is 60 ft. long and 40 ft. wide on its widest side. It has no discernible surface features, other than a single aperture in the back side (purpose unknown).

KRM-05 “Pentagon”

Number of Passengers: 5

Supply & Gear Slots: 250 (160 free)

Colloquially known as a “Pentagon”, this model has a diameter of 70 ft. As all Àrsaidh ships, it has a single, smooth floor, no discernible controls and a constant, diffuse light emitted by something behind the polished walls, which turns itself on as soon as someone boards the ship.

Picking a Name

In what is both superstition and tradition, all crews choose a name for the ship they’re going to board. This also has practical uses, for when a ship takes the crew to a place worth returning. Use the following tables to determine the ship’s name.

Spaceship Name (D100)

1 – Prophet	26 – Cosmos	51 – Centurion	76 – Peregrine
2 – Hannibal	27 – Aurora	52 – Chronos	77 – Sparrow
3 – Magnolia	28 – Nemesis	53 – Firmament	78 – Viper
4 – Saratoga	29 – Freedom	54 – Elysium	79 – Invincible
5 – Trinity	30 – Empress	55 – Victory	80 – Prometheus
6 – Harmony	31 – Babylon	56 – Bishop	81 – Ballista
7 – Vengeance	32 – Pelican	57 – Drake	82 – Corsair
8 – Scavenger	33 – Romulus	58 – Beluga	83 – Dagger
9 – Typhoon	34 – Mars	59 – Phoenix	84 – Shadow
10 – Zenith	35 – Titan	60 – Manticore	85 – Neutron
11 – Dauntless	36 – Luna	61 – Anthem	86 – Kraken
12 – Falcon	37 – Arcadia	62 – Ulysses	87 – Oni
13 – Genesis	38 – Triumph	63 – Wanderer	88 – Pandora
14 – Providence	39 – Royal	64 – Legacy	89 – Yucatan
15 – Fortune	40 – Phobos	65 – Neptune	90 – Euphoria
16 – Emissary	41 – Lightning	66 – Rio	91 – Storm
17 – Chimera	42 – Charm	67 – Orion	92 – Hammer
18 – Raven	43 – Verdant	68 – Eagle	93 – Unity
19 – Goliath	44 – Dream	69 – Aeon	94 – Siren
20 – Scythe	45 – Hope	70 – Atlas	95 – Fate
21 – Specter	46 – Albatross	71 – Courage	96 – Tranquility
22 – Razor	47 – Pinnacle	72 – Desire	97 – Discovery
23 – Peacock	48 – Cyclone	73 – Damascus	98 – Valhalla
24 – Striker	49 – Refuge	74 – Talon	99 – Watcher
25 – Javelin	50 – Avalon	75 – Heart	100 – Utopia

Spaceship Adjective (D20)

- 1 - Last
- 2 - Red
- 3 - Ultimate
- 4 - Blue
- 5 - Immaculate

- 6 - Anointed
- 7 - Black
- 8 - Smooth
- 9 - Golden
- 10 - Atomic
- 11 - Astral
- 12 - Wicked
- 13 - Empyrean
- 14 - Immortal
- 15 - Mortal
- 16 - Green
- 17 - Molten
- 18 - Bright
- 19 - Twilight
- 20 - Valiant

Traveling to a Known Destination

The safest option for novices and Deep Divers who want to take it easy. While *anything* can happen at any moment, visiting a known destination gives the crew access to all previous reports so they know more or less what to expect.

There are two types of known destination: Sites they themselves have explored and Sites which a different crew has explored. If the crew is returning to a Site they have explored, they simply take the same ship and continue exploring (with the same Site Report sheet) where they left off.

If instead the crew chooses to visit a Site which has been partially explored by another team, the Site will be randomly assigned by the KSA (mostly to avoid accusations of favoritism). The previous crew's report will detail which type of Site it is and what they encountered. To show this, simply **black out half of the Resources and Xenoanthropological Finds slots**, and **generate half of the potential encounters**. The rest of the sheet is blank as usual, to be discovered by your crew.

Traveling to an Unknown Destination

Most Divers eventually choose to bite the bullet and risk it all by voyaging toward one of the thousands of unknown destinations logged in the ships' navigational systems. This type of expedition holds many unknowns, so crews must prepare for all eventualities. This usually means bringing a variety of gear (within the crew's means), including medical supplies and weapons.

When traveling to an unknown destination, the crew starts with an entirely blank Site Report sheet (pg XXX).

Choosing Supplies for an Expedition

More often than not, an expedition's success depends on what the crew brought and what they didn't. The KSA grants each crew member a basic survival package of rations and oxygen, but crews who can afford the space and the cost usually pack extra provisions, medical supplies, weapons, scanners and other useful devices.

Any extra purchases of food and water Supplies are not refunded, even if they're not used during a

mission. The only exception to this is if the Site has nothing of interest, forcing the team to return empty-handed.

KSA Basic Survival Package:

- 1xLevel B Hazmat Suit
- 1xVacc Suit
- 5xOxygen Pellet
- 5xBattery
- 1xAlprazolam Pill
- 1xKSA Service Pistol
- 1xCombat Knife

All Divers suits are equipped with a gear harness, an oxygen pellet converter, two shoulder-mounted LEDs and internal comms.

KSA Crew Package (1 per crew):

- 1xSurvey Scanner
- 1xMedical Kit
- 1xThruster Pack
- 1xSurvival Kit
- 6xOxygen Tanks per crew member
- 6xSupplies (food & water) per crew member

Voyage Through the Black

Reaching the Destination

When traveling to an unknown destination, use the Voyage Time rules. When traveling to a known destination, there are two options:

- **Returning to a Site:** The voyage lasts the same number of weeks as it did the first time.
- **Traveling to a Site Explored by Another Crew:** The voyage lasts D6+1 weeks.

Random Travel Events

Whether or not the crew knows how long the trip will last, something will almost always go sideways.

- **Each week has a cumulative 20% chance of a Random Travel Event**, checked at the end of the week. This percentage resets to 20% upon arrival to the Site.
- When an event occurs, roll a D4 to determine the type (aboard a Circle, treat a Social result as a Mental or Physical Issue). When an entry involves specific crew members, choose them randomly.
- Ship Malfunctions almost exclusively deal with parts added by KSA engineers, such as life support or the sensor array. Arsaidh technology has only ever malfunctioned due to direct damage or tampering.

Random Travel Event Type (D4)

- 1 - Social
- 2 - Ship Malfunction
- 3 - Space Anomaly
- 4 - Mental or Physical Issue

Social Travel Event (D10)

- 1-5 - Two crew members start a conversation. Use the Random Conversation rules.
- 6 - Two crew members have an incident (roll a Conversation Topic or Action & Theme, or infer the context from their history). If they were bonded, their bond is now broken.
- 7 - One crew member becomes sullen and uncommunicative (-2 to all their actions for the next week).
- 8 - Two crew members bond, gaining +1 to actions involving each other.
- 9 - One crew member is celebrating—a birthday, religious event or something else. It improves morale and everybody loses 5 Stress.
- 10 - The crew conducts a routine training exercise covering depressurization, fire and injury. All crew members receive +1 to their next skill check.

Ship Malfunction Travel Event (D10)

- 1 - The cabin begins to depressurize—intentional sabotage? Each crew member may attempt one Hard **Technology** check to fix it, but if all fail they must don vacc suits or pass a CON check to avoid passing out. After 1 hour, any characters without a vacc suit die.
- 2 - The cargo shifts during a grav compensator malfunction. Pass a Normal STR check to place them back by force, before they become a serious problem.
- 3 - Sensors are producing false readings—they say you exited warp space. Are the sensors correct? If so, what happened?
 - 4 - A cargo container explodes, causing a chemical fire which destroys D6 Supplies.
 - 5 - General power failure. Crew is forced to wear their Site breathing gear and consume Oxygen Pellets. Each Technology check to fix the problem consumes 1xOxygen Pellet per crew member.
- 6 - An issue with the air recycler causes D4 oxygen tanks to be consumed before the crew realizes it and fixes the problem.
- 7 - The battery array is leaking radiation. All crew members receive D100 rads before they realize and fix it.
 - 8 - A malfunction with the rudimentary onboard kitchen irremediably ruins D4 Supplies.
- 9 - The lavatory malfunctions, causing an unpleasant mess. All crew members gain D10 Stress.
- 10 - Life support's temperature regulator stops working. Temperature drops steadily 1 °F each minute, until it's repaired.

Space Anomaly Travel Event (D10)

- 1 - An unknown radiation knocks the ship from warp space. The system reboot takes a whole week without progress, during which the helpless crew earns 5 Stress per day.
- 2 - An unusually large micro-asteroid strikes the ship during route recalibration. The ship suffers no damage, but the crew members are sent tumbling. Each receives 1 Wound.
- 3 - The warp shield fails in warp space, resulting in a temporal anomaly. When (if) the crew returns to Karum Station, months have passed—the crew was declared lost.
- 4 - Tapping noises from outside the ship, voices when no one's there, shadows and shapes are seen in the corner of the eye. This continues for D10 days, inflicting 5 Stress per day.
- 5 - The ship exits warp space within a gas nebula. The crew can hear corrosive gasses slowly eating away the ship's hull. All crew members gain D10 Stress.
- 6 - An electromagnetic disturbance fries the ship's survey equipment. This can only be fixed with a successful Hard **Technology** check.
- 7 - Some external force causes the ship to exit warp space. As the ship re-enters, a **misjump** takes place.
- 8 - Recalibration takes unusually long (D6 hours). If the crew uses the external visors, they see they are in the shadow of a colossal ship. It slowly scans them before moving away and disappearing into the black. Moments later, the PC's ship re-enters warp space.
 - 9 - The ship shakes during warp travel. All crew members must pass a DEX check to strap

themselves in time, or suffer 1 Wound due to the violence of the event.

10 - With a loud groan, the ship drops out of warpspace as if it had been pulled. The ship's lights flicker within the silence of space. If the crew uses the external visors they appear to see Karum Station, but it clearly can't be. Àrsaidh ships fly in and out of the asteroid until, moments later, the crew's ship activates its warpdrive and continues its journey.

Mental or Physical Issue Travel Event (D10)

1 - A tool falls from its maintenance shelf, injuring a random crew member for 1 Wound.

2 - The spaceship attempts to interface with a random crew member. For D6 long days they suffer visions of their destination, intrusive thoughts not meant for human minds, voices speaking a language never heard by anyone alive. They suffer D10 Stress each day because of it.

3 - The ship attempts to interface with a crew member, resulting in a **misjump**.

4 - Each day of the week a different crew member experiences visions of a loved one. They are extremely vivid, but never interact with the crew and only appear when nobody else can see them.

5 - A random crew member falls ill, suffering high fever and difficulty breathing. A successful Medical Aid check must be made each day for the next D10 days (failure increases the sickness duration by one day). If the character is not healed before the ship arrives, they suffer -5 to all rolls this mission.

6 - A random crew member suffers a sudden anxiety attack, regardless of their Stress levels. Roll on the Stress Reaction table.

7 - A random crew member swears they saw another crew member hiding some alcohol on board. It really looks like it's all in their head, though.

8 - A random crew member is coping poorly. They must pass a Resolve check or attempt to binge-eat the provisions, consuming their week's rations in one sitting, unless they're somehow stopped.

9 - A random crew member has extremely vivid, prophetic dreams. Next time they enter combat, they remember a dream, allowing them to surprise their opponents.

10 - A random crew member suddenly enters a catatonic state, only to wake up a day later as if nothing happened. They lose all Stress and Trauma.

Misjump

Àrsaidh technology never fails on its own, but external factors can cause malfunctions. The most terrifying of these is the so-called "misjump." This common term belies the fact that Àrsaidh ships don't "jump" anywhere, they fold timespace and travel within a "warp bubble," but regardless of the terminology, a misjump can range from annoying to a matter of life and death. Use the following tables after determining that a misjump is taking place.

If a time dilation takes place, randomly determine if the time difference is positive (time passes aboard the ship but not elsewhere), or negative (time passes elsewhere but not on the ship).

Consequences of a Misjump (D6)

1-2 - A loud boom, systems reboot but nothing else happens

3-4 - Time Dilation

5-6 - Transit Dilation

Time Dilation Misjump (D6)

1-2 - D10 hours difference

3-4 - D10 weeks difference

5-6 - D10 months difference

Transit Dilation Misjump (D6)

1-2 - Instantaneous

3-4 - D4 weeks shorter

5-6 - D4 weeks longer

Secondary Misjump Effects (D6)

- 1 - D6 randomly determined personal batteries are depleted
- 2 - Drinking water is gone—halve remaining supplies
- 3 - All crew members suffer a terrible headache and gain +5 Stress
- 4 - The crew has problems remembering random details about their past
- 5 - All onboard data has been wiped
- 6 - Each crew member receives a Negative Trait

Arriving at the Expedition Site

After weeks of travel, you've reached your destination. Of course, this isn't always good news. The coordinates are thousands of years old, so the destination might be missing or dangerous. Roll on the Arrival table to find out what happens next (ignore results below 16 if it is a known Site).

Arrival (D100)

- 1-2** - The ship exits its final jump within a star that has recently expanded into a Red Giant. The ship, and all those within it, are destroyed.
- 3-15** - The ship exits warp space revealing nothing but debris and dust. Perhaps there was once something here worth visiting, but now it is forever lost to the void.
- 16-35** - The Site is a large derelict ship! The ship automatically docks in it.
- 36-60** - The crew's ship touches down on a planet.
- 61-80** - This Site is a station or outpost orbiting a planet or moon.
- 81-100** - The ship docks in an A'saidh base inside an asteroid or planetoid.

Tracking Time

Voyage Time

The toughest part of a Deep Diver's job is not the exploration of potentially deadly alien worlds and ruins, but the interminable **Voyage Time** spent getting there. The uncertainty over whether or not the team will have enough supplies for the round trip is a mind-killer for most.

Space voyages take 1-7 weeks, with each crew member consuming 1xOxygen and 1xSupplies each week. The duration of a spaceship's trip to its destination is determined as follows:

- Reaching any destination takes a minimum of 1 week.
- At the end of each week roll a Destination Check. There is a 40% chance (+10% each week) that the ship arrives at its destination.
- Roll each week until the Destination Check is a success, the odds reach 100% or the crew runs out of reserves and dies.

Rationing

Karum Station Authority recommends carrying a minimum of 6 Oxygen tanks and Supplies per crew member on any given voyage. But, in times of need, a character may consume half their allotted food and water Supplies per week, instead of the full amount. This allows the crew to hold

longer when necessary, but it also saps their strength. At the end of each week without full rations, a character's Maximum Wounds is reduced by 1. The character recovers from this as soon as they eat normally for a week. If Maximum Wounds are reduced to 0, the character dies.

Oxygen may not be rationed.

Site Time

While exploring the strange and alien Sites frequented by the Àrsaidh, the passage of time will be an ever-present threat. Events will move forward, your batteries and oxygen will run out, and you will get hungry, among other things. All this is tracked with the help of the **Time Track**. As a rule of thumb, the Time Track advances in increments of 10 minutes, so each Time Track represents 1 hour. Events which move the time track forward mark 1 square and are noted with a +1 🕒. For example:

- Using Stealth (Being *Cautious*): +2 🕒
- Exploring an Area: +1 🕒
- Searching an Area: +1 🕒
- Entering Combat: +1 🕒
- Completely Exploring a Site: +1 🕒
- Moving Between Large Hexes: +1 🕒
- Treating a Wound with Medical Aid: +1 🕒
- Having an Extended Discussion: +1 🕒
- Working a Complex Device (e.g. an LKPK): +1 🕒
- Taking a Break: +1 🕒
- Scavenging an Area +1 🕒

When the Time Track fills, each character removes 1xBattery and 1xOxygen Pellet from their supplies, and removes 1xAmmo if they fired their weapon during the previous Time Track circle. They should also update any ongoing effects that progress when the Time Track resets. Then start a new time track..

When among a crew, if one character performs an action that advances the Time Track, the rest of the crew can also take an action without further advancing the Time Track. For example, if one character attempts to work a console, another can treat the wounds of a friend while a third character searches the place. These three different actions, if performed simultaneously, will advance the Time Track by one instead of three.

You can also voluntarily let time pass. Whether you are waiting for a negative effect to pass or want to trigger a certain event, you can pass as much time as you want, so long as you are not in a combat situation.

Generating the Expedition Site

After determining that there is in fact something worth exploring, it's time to detail what it looks like and what the crew can expect from it.

General Site Details

All Sites share these few very basic but key details which influence the way the crew navigates them.

- Àrsaidh facilities have non-toxic but extremely oxygen-poor atmospheres, forcing all characters (except those equipped with an LCR 3000) to always wear their oxygen masks. There is a **20% chance a Site also requires a haz-mat or vacc suit**. If so, there's a 40% chance conditions are so dangerous as to require Level A protection.
- All Àrsaidh facilities have an artificial gravity of 1.5 g unless otherwise specified.

Random Site Name Generation

New Sites are named by the KSA naming convention algorithm (and often adjusted by the crew who found it).

Random Site Name (3D100)

D100	First Syllable	Second Syllable	Numeric Designation
1	Cha-	-mun	603451
2	Tho-	-ran	530132
3	Ero-	-eah	555035
4	Yut-	-lam	120402
5	Rhj-	-tho	908764
6	Der-	-vom	493054
7	Kla-	-ent	182954
8	Tro-	-juu	934252
9	Waa-	-fre	056900
10	Net-	-ije	776853
11	Vro-	-vli	758223
12	Cra-	-fra	959432
13	Min-	-kle	102035
14	Dsa-	-xet	565433
15	Wre-	-gat	345021
16	Kae-	-maz	898345
17	Vli-	-kra	093412
18	Xri-	-ale	593839
19	Qua-	-tro	983456
20	Yui-	-maa	100054
21	Lot-	-pro	554932

22	Pli-	-ioy	230295
23	Klu-	-ble	839506
24	Hle-	-ben	933349
25	Fla-	-cla	382920
26	Zem-	-mle	455467
27	Qlu-	-ten	499912
28	Fru-	-tla	559302
29	Bli-	-jok	034561
30	Mle-	-kon	888234
31	Kri-	-los	938562
32	Gri-	-art	744582
33	Zas-	-ort	665949
34	Oer-	-plo	695921
35	Ylo-	-jho	223955
36	Azt-	-tyo	445912
37	Ert-	-moo	779223
38	Vol-	-que	493952
39	Vra-	-nne	142532
40	Lil-	-moi	432988
41	Noa-	-boa	758392
42	Kra-	-gho	559923
43	Yil-	-tro	456921
44	Cla-	-zot	098923
45	Wek-	-not	336278
46	Olg-	-ion	234592
47	Plo-	-erg	009645
48	Fre-	-fri	289540
49	Tyo-	-zer	829395
50	Nil-	-fis	928395

51	Laa-	-ezy	882245
52	Kri-	-max	548921
53	Don-	-khe	230011
54	Rea-	-aer	334412
55	Din-	-ohl	554291
56	Gar-	-anh	899876
57	Veg-	-ebe	837455
58	Ali-	-fre	235511
59	Joa-	-kir	344321
60	Arb-	-ens	323116
61	Imb-	-act	626233
62	Glo-	-men	774198
63	Tru-	-jar	900882
64	Nao-	-kle	458382
65	Mom-	-fra	621776
66	All-	-gen	141125
67	Cob-	-dad	229925
68	Ret-	-tri	050091
69	Yeo-	-gla	448392
70	Mal-	-fer	343560
71	Deo-	-dru	883418
72	Var-	-gry	456612
73	Blo-	-ope	323301
74	Hoj-	-eme	413445
75	Qon-	-tri	999771
76	Tri-	-nae	223008
77	Kol-	-onu	449923
78	Dlo-	-dos	220958
79	Emr-	-otr	592934

80	Fio-	-dar	781234
81	Par-	-tea	855183
82	Hon-	-mak	432099
83	Hok-	-epi	050529
84	Tra-	-mil	144102
85	Hoc-	-las	456177
86	Vli-	-mat	882345
87	Gho-	-try	922384
88	Dra-	-axe	346258
89	Kro-	-eta	456176
90	Tho-	-rge	717314
91	Tuy-	-yol	558213
92	Vil-	-nes	235019
93	Chu-	-thi	293758
94	Xat-	-tha	948459
95	Oom-	-pha	000223
96	Klo-	-rid	589212
97	Gan-	-gys	385175
98	Fyr-	-mef	239278
99	Elo-	-ert	857720
100	Kal-	-tit	837190

Main Site Purpose

Although the Àrsaidh's true intentions are unfathomable, it is possible to guess the purpose of their facilities based on their general appearance, location, size and main features. When first determining a Site's details, roll on the Site's Original Purpose table.

Site's Original Purpose (D20)

- 1 - Prison
- 2 - Refinery
- 3 - Bio Research and Containment
- 4 - Temple
- 5 - Data Storage

- 6 - Military
- 7 - Aesthetic
- 8 - Communications
- 9 - Residential
- 10 - Teaching
- 11 - Spaceport
- 12 - Watchpost
- 13 - Vault
- 14 - Medical Research and Care
- 15 - Refuge
- 16 - Power Center
- 17 - Government
- 18 - Entertainment
- 19 - Tomb
- 20 - Industrial Production

- **Prison:** An unfortunate necessity in any society, or perhaps a place to contain external threats.
- **Refinery:** A place for refining the Àrsaidh's many materials and sources of energy.
- **Bio Research and Containment:** A place to study, evaluate and even contain the many lifeforms the Àrsaidh came across.
- **Temple:** Whether or not the Àrsaidh were religious, some of their facilities offer no purpose other than a space for spiritual enlightenment and contemplation.
- **Data Storage:** Facilities necessary among any sufficiently advanced society, in which all their information and knowledge is stored.
- **Military:** The Àrsaidh were as familiar with war as humanity, judging by their many weapon-looking devices. Unfortunately (or fortunately, depending on who you ask), the KSA's scientists have been unable to figure out how any of them work. Military facilities are always a priority for Drake Industries, so finding one is always good news.
- **Aesthetic:** A Site built purely for enjoyment, be it an architectural wonder, or impressive garden. These Sites are often close to spectacular views such as nebulae or gorgeous planetary landscapes.
- **Communications:** A sort of relay center, usually full of data storage and interesting technology.
- **Residential:** Small colonies or stations, ranging from a few hundred homes to incredibly complex megacities.
- **Teaching:** A center of knowledge and study designed to facilitate access to databases and the imparting of said knowledge to large groups of students.
- **Spaceport:** A key part of any interplanetary travel network. Unfortunately, the few spaceports that have been found had no ships whatsoever.
- **Watchpost:** The Àrsaidh seem to have identified many threats, most of them hopefully long gone. Most watchposts offer little explanation of their placement, while others may have been built to keep tabs on dangerous astronomical or planetary phenomena.
- **Vault:** A Site built to protect something of value (at least to the Àrsaidh).
- **Medical Research and Care:** These Sites are of great interest to xenobiologists, who hope to learn more about Àrsaidh physiology.
- **Refuge:** Judging by their construction and the weapon systems within, these Sites were built to protect occupants from some kind of external threat.
- **Power Center:** This can be anything from an energy production facility to a fuel relay station.
- **Government:** A place built to house government officials in charge of a planet or sector. Or at least that is the current theory, as nothing is known about the structure of Àrsaidh society.

- **Entertainment:** A place to relax and be distracted, usually among soothing shapes, bathing areas and entertainment technology.
- **Tomb:** A place to remember the fallen. These facilities range from singular monolithic tombs to large cemeteries and memory halls. Despite the name, no Àrsaidh corpses have ever been recovered—these places are always empty.
- **Industrial Production:** A Site for producing Àrsaidh goods and technologies. They range from small-scale labs to cavernous halls full of strange machinery.

A Site's Story

Hundreds of thousands of years have passed since the Àrsaidh disappeared without a trace, but the places they left behind didn't simply remain empty or static, frozen in time. All places have a history. Use the Site Story table if you want to discover an event from the recent past.

Site Story (D10)

- 1 - Overrun by creatures
- 2 - Became unstable
- 3 - A source of corruption
- 4 - Associated with wondrous technology
- 5 - Overrun by synthetics
- 6 - A powerful item is or was housed within
- 7 - Has or had the answer to a big mystery
- 8 - The place of a terrible tragedy
- 9 - Associated with a terrible power
- 10 - Terribly affected by a cosmic event

Overall Site Descriptor

Use these tables for more details about a Site's first impressions. If the Site is on a planet, also roll on the Planetary Site Descriptor table.

Remember, Àrsaidh ships will always take the characters to Àrsaidh locations, regardless of what has happened since their disappearance. This means all Sites share design principles and overall architectural appearance: massive cyclopean constructions, plain unadorned surfaces (or adorned with geometric shapes or patterns), almost always built with A-metal or local stones. Their standard layout is organic, sprawling when possible and somewhat maze-like. This is not to say that all Àrsaidh locations are exactly identical, but these design throughlines can be found and recognized across all their Sites.

Overall Site Descriptor (D12)

- 1 - Wet and cold
- 2 - Dry and warm
- 3 - Covered in strange moss-like substance
- 4 - Large and spacious
- 5 - Tight and cramped
- 6 - Overrun with plant life
- 7 - Constant strange noise
- 8 - No artificial gravity
- 9 - Partially operational
- 10 - Thick with smoke or mist
- 11 - Visibly plundered or partially destroyed
- 12 - Built in a characteristically non-Àrsaidh style

Planetary Site Overall Descriptor (D10)

- 1 - Near some ancient, barely recognizable ruins
- 2 - Prone to cave-ins
- 3 - Near flowing lava
- 4 - Near a body of water
- 5 - In a jungle-like environment
- 6 - In a barren place
- 7 - Within a mountain
- 8 - Home to an active animal
- 9 - Partially buried
- 10 - Flooded

Site Activity & Known Threats

After rolling a Site's purpose and descriptors, roll a D6 to determine the maximum number of potential ambushes. Ambushes are not your usual encounters—these “Known Threats” (or “Chasers” in Diver lingo) are independent from the Site's standard encounters.

Each time the Time Track resets, roll a D10 to perform an **Activity Check**. If the result is 1-2, you are ambushed by a randomly determined Known Threat. These encounters are considered ambush attacks, so the enemies receive +2 to their Initiative roll.

Site Activity (D6)

- 1 - Deathly Quiet – One possible encounter
- 2 - Quiet - Two possible encounters
- 3 - Fairly Quiet – Three possible encounters
- 4 - Active – Four possible encounters
- 5 – Busy – Five possible encounters
- 6 – Extreme – Six possible encounters

Known Threats (D6)

- 1 - Spitter
- 2 - Clobber
- 3 - Taker
- 4 - Psybane
- 5 - Bomber
- 6 - Cecaelia

Dominant Site Hazard

Most Àrsaidh Sites have a dominant hazard that forces the crew to adapt their approach. In conjunction with the Hazard Manifestation table, we can determine what sort of complication the crew will face throughout their exploration. But remember, these hazards are not necessarily monolithic and unchangeable. An “Extreme Temperature” result could be the product of a malfunctioning life support system. If the characters somehow fix that, the hazard would disappear. There are no limits to what you can do.

Site Hazard (D8)

- 1 - Psychic Disturbances
- 2 - Toxic Atmosphere
- 3 - Collapsing
- 4 - Overrun
- 5 - Lockdown
- 6 - Extreme Temperature
- 7 - Distorted
- 8 - Vertical

1 - Psychic Disturbances. *Something terrible happened here, something that still echoes through its dark, cavernous halls. You can feel it, simply by standing within these cursed walls.*

All Resolve rolls are considered **Demanding** (-5).

2 - Toxic Atmosphere. *Not only is the atmosphere unbreathable to humans (as usual), but it's also corrosive when in direct contact with skin.*

All characters not wearing a Level B hazmat or better suffer D20 damage every round.

3 - Collapsing. *Something worse than the simple passage of time has caused this Site to begin slowly falling apart.*

Each Time Track reset, a random character must pass a DEX check or take 3D10 damage as they are struck by falling debris.

4 - Overrun. *There's nothing but hungry shadows with vicious teeth in here...*

All encounters are with Aberrations, which leads to instant combat.

5 - Lockdown. *This facility is in complete lockdown, making it difficult to get inside and explore.*

Every single Area's access point is locked (Technology check to open).

6 - Extreme Temperature. *Whether the Site is exposed to the vacuum or life support systems are not working as intended, this is not a place you'd like to spend too long in.*

If not using a vacc suit of some type, this place is impossible to explore.

7 - Distorted. *This place twists, its corridors turning and spiraling without reason. Even time seems wrong here—hours turn to minutes, and minutes to days with no discernible pattern.*

Each time the Time Track progresses, there's a 50% chance it goes back one step instead of forward.

8 - Vertical. *This place stretches as far vertically as it does horizontally, with constant changes in layout and height that force you to spend valuable time navigating them.*

In order to move between Areas, characters must climb D10 feet.

Site Areas

After establishing a Site's basic facts, it's time to characterize its locations of interest, called **Areas**. These vary depending on the nature of the Site. In a maze-like underground habitat, Areas might be actual rooms. In an overgrown biological research facility, they might be open containment clearings with direct access to a planet's surface. Areas are simply those few places (possibly among hundreds of empty rooms, corridors and service spaces), where something interesting can be found.

Site Size (D4)

- 1 - Small
- 2 - Medium
- 3 - Large
- 4 - Huge

Site Expedition Report

A Site's size determines how many Areas, resources, Xenoanthropological finds and unique encounters it will contain. This is crucial for properly filling out the Site & Expedition report sheet. The KSA demands crews use this to detail all their findings and discoveries, as well as all the Site's details: Name, appearance, location, suspected original purpose, etc. The crew can leave at any time, but once the sheet has been filled the crew can be certain there's no reason to linger or return to the Site.

- Small Site: D4+10 Resources, D4+10 Xenoanthropological finds, up to 4 unique encounters
- Medium Site: D10+20 Resources, D10+20 Xenoanthropological finds, up to 6 unique encounters
- Large Site: D20+20 Resources, D20+20 Xenoanthropological finds, up to 8 unique encounters
- Huge Site: D20+40 Resources, D20+40 Xenoanthropological finds, up to 12 unique encounters

Since it doesn't make sense for a station or other self-contained area to have an infinite diversity of creatures, you must roll on the Site's encounters table (found on the Site Report sheet) before each encounter. This table will start off empty, but as empty slots are rolled it will continually fill up. Keep in mind, this table only tracks different creature *types*. Creatures can still appear in different difficulties, depending on the Encounter in question.

Example: Luis' character Amanda has just had her first Site encounter: a Titan. Since she is exploring a small Site, she writes "Titan" in the first of her Site Report sheet's 4 encounter slots. Next time Amanda encounters an enemy, Luis must roll a D4 on his Site Encounters table. If Luis rolls a 1, it will be another Titan! Otherwise, it will be a new creature type.

Area Connectors

When you can't decide how one Area connects to the next, roll on the following table. This doesn't have to be literal—feel free to place empty rooms or sections between Areas as needed.

Area Connector (D20)

- 1-10 - Simple hallway (20% chance of an ambush)
- 11 - Stairs going down
- 12 - Stairs going up
- 13-16 - Grand, wide hallway (20% chance of an ambush)
- 17 - Bridge
- 18-20 - Areas are directly connected

Area Events & Exploration

When the crew moves to a new Area of interest, we must roll on the Site Exploration table (and the appropriate sub-tables) to determine what they find. If the Site Report Sheet shows there are no more Resources or Artifacts, re-roll those results.

Site Exploration (D10)

- 1-2 - Encounter
- 3 - Resources
- 4 - Xenoanthropological Artifact
- 5 - Hazard Manifestation

- 6 - Locked Access Point
- 7 - Dread Event
- 8 - Automated Security Measures
- 9 - Fixed Event
- 10 - Random Occurrence

- **Encounter:** The crew runs into *something*. This is rarely good news.
- **Resources:** Tools, data crystals, A-Metal cubes—these are what Divers risk their lives for (and what the KSA is willing to pay for).
- **Xenoanthropological Artifacts:** Cultural, historical or ethnologically interesting finds. These include notes on architectural elements, pictograms, art—anything that might describe the Àrsaidh (or another civilization).
- **Hazard Manifestation:** An encounter with the Site Hazard (the Site’s defining threat or obstacle).
- **Locked Access Point:** A closed door (or similar barrier) that the crew must bypass to progress.
- **Dread Event:** Not everything a crew encounters has a direct, rational explanation. The universe is a big place and the insignificant human mind cannot comprehend its vastness.
- **Automatic Security Measures:** At the end of the day, a crew of Divers are no better than tomb robbers breaking into places they shouldn’t be in. Sometimes those places fight back.
- **Fixed Event:** A clearly defined problem or circumstance for the crew to deal with.
- **Random Occurrence:** This result requires the GM or solo player to interpret a few words, in the light of recent events and the type of Site the crew is, in order to produce some unique challenge or situation.

Encounters

Encounter Type & Difficulty

The first thing you must determine when facing an encounter is what exactly you are encountering. This varies depending on whether the crew is one, three or five members.

Encounter Difficulty (D20)

- 1-5 - Easy
- 6-13 - Standard
- 14-18 - Elite
- 19-20 - Overwhelming

Next, turn to the Antagonists chapter to generate the opponent in question (unless you already encountered it so you know what creature it is).

For a more variable difficulty, roll below for each encounter, whether it has been registered in the Expedition Report sheet or not.

Variable Combat Encounter Difficulty (D10)

- 1-2 Easy: -5 to Combat Skills
- 3-8 Average: No changes
- 9-10 Hard: +5 to Combat Skills

Resources

Aside from report data and scavenged scraps, resources are almost always things like Àrsaidh **Data Crystals** (small multifaceted purple crystals likely for data storage, based on years of KSA research) and A-Metal **Alloy Cubes**, the only inactive (and therefore malleable) form of A-Metal found.

- Data Crystals are *Light*. The KSA pays 50 DC for each.
- Alloy Cubes occupy 1 Gear Slot. The KSA pays 75 DC for each.
- Each time the Resources result appears on the Site Exploration table, the crew finds **D10 Data Crystals** and **D6 Alloy Cubes**.

Scavenging Alien Technology

Sometimes, an unlucky crew will find a Site almost depleted of Data Crystals and Alloy Cubes. Still, even Àrsaidh junk can be of interest to the KSA. An ambitious crew can spend time (+1 🕒) and **make a single Àrsaidh Technology check** to scavenge for scrap. If they succeed, they find 1 Gear Slot worth of scrap with a combined value of D100 DC.

Backtracking

As the crew's bags start to get full, players might decide to backtrack and deposit their finds in the ship's cargo. This is perfectly possible, so it's recommended to draw a schematic of the Site. After all, characters will still spend resources on their way back to the ship, and combat encounters are still possible (depending on the Site's activity and how many encounters are left).

Xenoanthropological Artifacts

Àrsaidh tools, weapons and other historical or archeological finds are of real interest to the KSA. With these, humanity is attempting to piece together the answer to a very important question: *Exactly who were the Àrsaidh?* Each time the Xenoanthropological Artifact result appears on the Site Exploration table the crew finds **D4 Artifacts**.

The nature of these finds varies immensely, but you may use the following table to get a basic idea:

Xenoanthropological Artifact (D20)

- 1 - A gold ring engraved with a short Àrsaidh inscription. (*Light*)
- 2 - A silver sphere with a smooth mirror-like surface. (*Light*)
- 3 - A metal bar with spaced incisions—some type of specialized tool? (*Light*)
- 4 - A wood-like box engraved with gorgeous geometric patterns. (1 GS)
- 5 - A 6" concave metal disc that hovers above any surface. It is warm to the touch. (*Light*)
- 6 - A flat piece of unbreakable glass(?) in a small silver frame. (1 GS)
- 7 - An empty vase-like object decorated with a constellation. (1 GS)
- 8 - A small metal pyramid. A piece of glass protrudes from one of its sides. (*Light*)
- 9 - A rigid plastic-like tube that ends in a flexible appendix. (*Light*)
- 10 - Small coin-shaped fragments of an unknown, extremely hard material. One side of each is engraved with a sigil. (*Light*)
- 11 - A small textured sphere—perhaps an extremely detailed replica of a planet? (1 GS)
- 12 - A stone cube that fits in the palm of the hand. Confounds KSA scanners. (*Light*)
- 13 - A glass-like hexagonal rod, 10" long. It feels sticky to the touch. (1 GS)
- 14 - A metal rod, a handle at its bottom and a blue sphere at its top. (1 GS)
- 15 - A fabric-like material, impossible to break. (*Light*)

- 16 - A small plastic-like sphere. If it collides with a surface, it bounces and lights up, emitting a clean, bright blue light. (*Light*)
- 17 - A small metallic box containing a pink paste. The paste bursts into flames if taken out of the box. (*Light*)
- 18 - A 5" metal blade covered in intricate sigils. (1 GS)
- 19 - A small dodecahedron split in 3 rotating sections. (*Light*)
- 20 - A red gem-like stone the size of a fist, beautifully cut. There is a strange flicker within. (*Light*)

Interacting With Artifacts

When a crew member (stupidly or desperately) attempts to activate an artifact, they must make a Technology check. If they succeed, use the following table to determine the results.

Activating an Artifact (D12)

- 1 - It breaks down.
- 2 - It explodes, dealing D20 damage within a 6' radius.
- 3 - It opens a nearby door or access point.
- 4 - It projects a cosmetic hologram on the user, changing their appearance.
- 5 - It activates a piece of technology within the Site.
- 6 - It quickly heats up or cools down.
- 7 - It grants the user a random Talent as long as they remain within the Site.
- 8 - It shocks the user, dealing D20 damage.
- 9 - It sprays the user with a toxic liquid which destroys a random item.
- 10 - It does nothing.
- 11 - It shows the user horrific visions of their close ones being burnt alive. (+1 Trauma)
- 12 - It soothes the user, who *knows* everything's going to be okay. (-10 Stress)

Determining the Value of Artifacts

The PCs will not know an artifact's exact value until it's been evaluated by KSA experts. Roll below to find out how much each one is worth.

Artifact Value (D6)

- 1 - Worthless
- 2 - Trivial: 10 DC
- 3 - Interesting: 25 DC
- 4 - Valuable: 50 DC
- 5 - Precious: 75 DC
- 6 - Priceless: 100 DC

Additionally, characters get paid **5 DC per find type** (Resources or Xenoanthropological) and per each recorded Encounter.

Site Hazard Manifestation

When a crew encounters a *Hazard Manifestation*, use the following table (in conjunction with the dominant Hazard) to learn more about it. Keep in mind, the results might not always be literal. Here are a few examples:

- Rolling “*Drains a character’s resources*” on a Vertical Site could mean batteries or oxygen pellets are dropped down a precipice.
- Rolling “*Destroys a piece of gear*” while in a Lockdown Site could mean an automatic door suddenly shuts, smashing a character’s Medical Kit.
- Rolling “*It Affects a character in a way that doesn’t manifest for days*” within an Overrun Site could mean a character is infested with a parasitic creature which will burst out of their chest a few days later, when the crew is in their ship heading back to Karum Station.

As always, keep it simple and don’t let the action be slowed down by doubt! As long as things move forward and the story is interesting, everything works itself out.

Hazard Manifestation (D20)

- 1 - Drains a character’s resources
- 2 - Assaults a character’s senses
- 3 - Destroys a piece of gear
- 4 - Creates a biohazardous danger
- 5 - Assaults a character with visions
- 6 - Produces loud noises
- 7 - Forces a character into unconscious
- 8 - Closes off the path behind the crew
- 9 - Terribly assaults a character’s mind
- 10 - Hides something of value
- 11 - Opens a path to a new Area
- 12 - Removes an advantage or strength
- 13 - Affects a character’s recovery (psychological or physical)
- 14 - Affects the Time Track
- 15 - Attracts the unwanted attention of a creature
- 16 - Affects a character in a way that doesn’t manifest for days
- 17 - Affects a relationship
- 18 - Forcibly moves the crew to a different Area
- 19 - Forms a trap
- 20 - Provides a benefit

Locked Access Points

While exploring an Area, some access points and entries will be closed. When this happens, roll below to determine what type of door it is. If the characters are lucky and get it open, they might find something special on the other side. But if they want to progress and can’t get through, they will have a difficult path ahead. To open a locked door, a character must use a lockpick device as described below. Each attempt advances the Time Track by 1.

- Generate the Firewall: Roll 2D10, arranging the lower result on the left and the higher on the right.
- Attempt to Lockpick: The player must guess whether a third D10 will land outside or inside the Firewall. Once they guess, roll the D10. If they're correct, they located the Access Node and unlocked the door. If they're wrong or the third die matches either Firewall number, it remains locked.

Example: Albert is attempting to open a locked door. First, he rolls 2D10 to generate the Firewall, obtaining a 7 and a 3. He evaluates his chances and decides there’s a bigger chance the Access Node is outside 3 and 7, so that’s what he guesses. Unfortunately, he rolls a 5 which means that the

Access Point was actually within the two numbers. The door remains firmly locked and the Time Track moves forward by 1.

Upon encountering a locked access point, roll to determine the Door Type.

Door Type (D10)

- 1 - Alarm Door
- 2 - Dread Door
- 3 - Electric Field Door
- 4 - Flame Door
- 5 - Flesh Door
- 6 - Heart Door
- 7 - Mind Door
- 8 - One Way Door
- 9 - Secure Door
- 10 - Standard Door

1 - Alarm Door: Tampering with this door will trigger a silent alarm. A Perception check is required to detect the alarm and a Technology check is required to turn it off. Failure to pick the lock or disable the alarm will trigger an **Encounter**.

2 - Dread Door: Something feels wrong about this door—your head feels dizzy when you look at it. Characters must pass a Resolve check to interact with it.

3 - Heart Door: Crossing this door's threshold causes all characters to become **Composed**.

4 - Secure Door: A particularly difficult door. When attempting to open it with a LKPK, roll two Access Node dice and pick the worse result.

5 - Flame Door: This door's threshold has extra security measures. When crossed, a sheet of intense flames jets from the top. This requires a Perception check to detect and a Technology check to disarm.

6 - Mind Door: Upon crossing this door's threshold, it becomes patent that this was not meant for a human mind. A sharp psychic pain strikes all characters (+D20 Stress), leaving them convulsing until they can crawl away from the door.

7 - Electric Field Door: This door has a powerful electric field which causes batteries to explode. Upon crossing its threshold, a random character loses 1xBattery and receives D10 damage.

8 - Flesh Door: A mass of fleshy matter blocks the way, with only a valve-like orifice allowing passage through. Squeezing through is not actually difficult, but the experience causes all characters to gain D4 Stress.

9 - One Way Door: This innocuous threshold allows characters to cross it in one direction, but a force field blocks any attempts to cross back through it.

10 - Standard Door: A normal door made of strong metal.

What's Behind the Door?

Most access points were locked for security reasons, but thousands of years have passed since these facilities were used and it's likely things changed during that time. Each time a locked door is opened, there is a **10% chance** the crew finds something more than a dusty room or Area on the other side.

What's Behind the Door? (D4)

- 1 - The vacuum of space (ignore if on a planet's surface)
- 2 - A dangerously corrosive gas (D20 damage/round without a Level A Hazmat suit)
- 3 - The nest of some abomination (elite)

Alternate Access Point

If a crew cannot go through an access point, they must find a way around it. This usually means taking a more dangerous route: crawling through vents and maintenance tunnels, retracing their steps to find other paths that didn't look as safe and being forced to deal with potential enemies.

To find an alternate access point:

- Advance the Time Track +1 🕒.
- Roll a D10: 1-5 the crew must face an Encounter (pg XXX), 6-10 they run into Automated Security Measures (pg XXX). Roll on the appropriate table to find out the details.

Dread Event

Exploring an alien site is not for the faint of heart. Knowing that danger and death lurk behind every corner takes a toll, and there are many unknown horrors that can slowly eat at a team's chances of coming out alive. Whenever the GM or the circumstances require it, roll on the Dread table.

Dread (D20)

1 - *There's nothing you can do. You cannot stop the Darkness. It has come for you.*

Roll on the Taints table.

2 - *What was that noise? Is something lurking around that corner?*

All characters gain D4 Stress.

3 - *I had it right here, hanging from my belt!*

Every character must spend 1 Luck or lose 1 random piece of gear.

4 - *You are surrounded and alone, it doesn't matter how fast you run.*

Any character that flees gains +D10 Stress.

5 - *Paralyzed by fear, indecision and exhaustion, you can barely keep it together.*

As long as they remain in this Site, a random character cannot use or benefit from the effects of a random Talent.

6 - *It's over there, don't you see? Kill it!*

All characters spend 1xAmmo shooting at shadows.

7 - *Breathe, breathe...*

A random character hyperventilates, spending 1xOxygen pellet.

8 - *A wave of panic invades you with thoughts of humanity's insignificance and its desperate struggle for survival.*

All characters gain +15 Stress.

9 - *They're everywhere!*

The crew suffers an ambush attack.

10 - *It hurts so bad you can feel your very soul twisting in agony.*

For each Wound a character currently suffers they gain 10 Stress.

11 - *Looks like we triggered some defense protocol.*

All Guardians encountered have +1 Max Wounds.

12 - *Just a bit longer, don't let the fear overtake you.*

A random character must pass a Resolve check or else roll on the Trauma table.

13 - *How are they so fast?!*

All Aberrations encountered have +1 Initiative.

14 - *We should have never come here, this place is cursed, I tell you.*

While at this Site, anytime a character rolls a natural 6 on a Resolve check they must roll on the Dread table.

15 - *A strange shadow clouds your vision, a darkness both terrifying and illuminating.*

All characters earn 50 XP and D20 Stress.

16 - *You interpret a recent event as a dark omen of things to come.*

All characters gain +1 Luck and D20 Stress.

17 - *You can hear the screams of a thousand worlds dying in your head.*

All characters receive D10 Stress for each Dread effect active in this Site.

18 - *The more your resolve falters, the more vicious the creatures seem to become.*

All Abominations and Guardians gain **Tough**.

19 - *They know you're here!*

Next time the crew faces a combat encounter, it automatically becomes an ambush.

20 - *Looking back at your life's deeds, an immense sense of self-doubt whispers that you've achieved nothing.*

All characters perform all skill checks with -1 to their skills.

Taints (D10)

1 – Contaminated Surge. *A dark feeling pushes the pain away—an exhilarating rush akin to diving into water from high above.* Your max Wounds are reduced by 1 but once per Site you may heal all Wounds and Conditions.

2 – Necrotic Skin. *Your skin feels different, as if it were quickly dying and peeling off, only to regrow in a matter of seconds.* You suffer an extra D4 damage when receiving any damage, but permanently gain Armor (2).

3 – The Hunger. *A weakness takes hold, something you cannot shake off. It makes you vicious, seeking violence's temporary relief.* You lose 2 CON but gain Armor Penetration (5).

4 – Puppet of the Gods. *Your will snaps, leaving your destiny in the hands of the gods.* You lose 2 WIL but start every Site exploration with +1 Luck.

5 – Scrambled Memories. *Your past blurs and you remember things wrongly. You find yourself incapable of doing some things but have gained new skills.* Lose 5 skill points in one skill, but redistribute them among any others.

6 – Dark Essence. *Your constitution drains, leaving you sick and nauseous, yet a newfound viciousness sprouts forth, making you implacable during combat.* Lose 1 max Wound but deal an extra D10 damage with each attack.

7 – Distorted Reality. *Your experience of reality shifts, making it difficult to distinguish what's real from what is not.* You earn half the XP you normally would, but are immune to the effects of Stress.

8 – Infested Arm. *Your left arm is taken by the Taint, becoming totally unresponsive.* You can only use one-handed weapons, but you're filled with an ecstatic urge to survive which grants you +1 max Wounds.

9 – Poisoned. *You feel the Taint running through your veins—you're unsure if you can hold back its malignant effects much longer.* You start every Site exploration with Poisoned (I), but have advantage on all non-combat related CON checks.

10 – Blinded. *The Taint takes over your sight—you can barely see anything but silhouettes—but as your body adapts, you feel as if nothing could possibly poison you.* You are Blinded, but become

immune to radiation and poison.

Automatic Security Measures

The crew will encounter Automatic Security Measures whenever their actions trigger the Àrsaidh defense systems. These systems' sophistication makes them impossible to detect unless the characters are being Cautious, but even when triggered there is a possibility the characters will manage to avoid the consequences.

Automatic Security Measure (D10)

- 1 - Alarm
- 2 - Combustible Gas
- 3 - Electricity Field
- 4 - Gravity Reversal
- 5 - Lock Down
- 6 - Nanites
- 7 - Sonic Blast
- 8 - Stasis
- 9 - Teleport
- 10 - Turret

1 - Alarm: A disquieting sound emerges from everywhere at once. A character must pass a Technology check to turn it off, or else an **Encounter** takes place.

2 - Teleport: Each crew member is teleported to a random location:

Random Teleportation (D10)

- 1-3 - To a new, unexplored Area
- 4-6 - To the Site's entrance
- 7-9 - Inside a locked room
- 10 - Outside (the planet's surface or the vacuum of space, depending on the Site)

3 - Stasis: A force field traps two random crew in permanent stasis—unable to move or act in any way. A Science check will reveal how to undo the Stasis (e.g. overloading the stasis field, finding the source of the field, disabling its power source). Characters in stasis remain there indefinitely, until they can be rescued.

4 - Nanites: A cloud of aggressive nanites is released. They surround a random character, inflicting 1 Wound/round. The most effective way to deal with them is with fire, but be open to alternate solutions such as freezing them or electrocuting them. They will move from character to character until there's nobody left.

5 - Combustible Gas: The Area is filled with highly combustible gas, only detectable via an active Atmospheric Sensor which should give the crew enough time to exit the Area. If undetected, the gas combusts moments later, causing D20 damage to all characters within the Area.

6 - Electricity Field: Bolts of electricity shoot from all directions, inflicting D10+10 damage to all characters within the Area. The field lasts 1 round, but reactivates each time any character enters the Area.

7 - Lock Down: The site enters a Lockdown protocol. All undiscovered Areas become Locked, including the one the characters are presently in.

8 - Sonic Blast: An extremely unpleasant noise fills the Area. All characters suffer minor hearing damage and a -2 to Perception checks for the remainder of the expedition.

9 - Turret: An automated turret emerges from the wall (Ranged Weapon skill 12, D20 damage),

shooting at a random character each round until deactivated or destroyed.

10 - Gravity Reversal: Upon entering this Area, all characters must pass a DEX check to avoid receiving 1 Wound as they suddenly “fall” toward the ceiling. Not only is the gravity flip permanent, but there’s a 20% chance that the whole Site has had its gravity reversed.

Fixed Events

The following events are more clearly defined. As such, they can quickly become repetitive, so feel free to modify them or come up with your own, adapting them to the crew’s current Site.

Fixed Event (D20)

- 1 - A random character is assaulted by terrible visions: incomprehensible creatures emerge from the walls, leaving bloody trails in their wake. The character gains D10 Stress and must pass a WIL check to avoid firing at will (other Divers must pass a DEX check or be hit)
- 2 - Strange growth covers this room, a moss-like tumor the color of rotten leaves that is somehow corroding even A-metal! Characters must make a DEX check or lose a random piece of gear.
- 3 - A throne-shaped structure has been erected in the middle of this room, made entirely of different kinds of bones. A Perception check reveals a surprise among the bones: a human skull.
- 4 - This section’s floor has completely crumbled away, revealing a deep black hole below.
- 5 - A random character hears an insistent voice asking, “*Why are you here?*” The character gains 5 Stress.
- 6 - Two random crew members get the very strong impression they are being followed. Is it true, though?
- 7 - Right as the crew enters this room, they catch a glimpse of someone leaving it. Pursuing results in nothing—did that actually happen, or was it all in their heads?
- 8 - A mix of mud and slime covers this unusually warm room, filth dripping from its walls. In the corner, a pile of what appears to be large eggs shivers slightly. Something stirs inside of each egg.
- 9 - As the crew enters this Area, all their electronic devices and light sources stop working for as long as they remain within.
- 10 - Distracted, a random crew member is bitten on the hand. There’s nothing around, but the bite is clearly real. Is the bite dangerous?
- 11 - Strange fungi cover this Area, bulbous, pale and wet. Walking close to them causes them to burst in a cloud of spores. If any character has exposed skin, they suffer the effects of Poison II.
- 12 - This Area’s floor is completely frozen and covered with a sheet of ice, making it difficult to traverse. Advance the Time Track +1 🕒.
- 13 - This Area is riddled with small tunnels that form the hive of a local Abomination. Excess noise could awaken the Hive: each character must pass a Stealth check or they’re in trouble. Use the Swarm enemy profile (Hard). The creatures will not give chase beyond the hive.
- 14 - As soon as the crew enters this Area they fall to their knees, heads spinning. They see themselves from outside their own bodies and hear a loud grating while their vision fluctuates. When it stops, something’s terribly wrong: each player swaps their character sheet with the player to their left. This lasts until the Time Track resets. If alone, the visions overload their senses, leaving them confused as the Time Track advances +1 🕒.
- 15 - This room is at least 5 times taller than the others, with a stela or decorative column in its center. Approaching it has a 50% chance of granting or consuming 1 Luck.
- 16 - A dull metallic box sits in a corner of this room. About 1’ tall and deep, it has a clear lid that can be easily opened. There’s a 50% chance opening it reveals a valuable artifact (pg XXX) and a 50% chance it sets off an explosive (D20 damage).
- 17 - A ladder in this room leads to a hatch in the ceiling. This is a direct exit point from the Site.
- 18 - A subtle humming can be heard, slowly but surely increasing in intensity. If the characters

remain here for longer than a minute, they must pass a CON check or take D10+5 damage and start bleeding from their ears.

19 - A strange sense of calmness invades all characters who enter this area—the feeling of having recovered a lost, cherished memory. Remaining here for a while (+1 🕒) restores D20 Stress but makes it difficult to leave voluntarily. Characters must pass a WIL check to leave, and can only attempt it once every 10 minutes (+1 🕒).

20 - A bright light burns in the center of this Area—like a miniature sun floating upon a pedestal. This was probably some sort of power source, but unfortunately it is unstable and leaking radiation. Anyone not wearing protective gear is exposed to D100x3 rads.

Random Occurrences

Every Site had an original purpose. This purpose, combined with its story and overall description, are meant to be used as reference points to create unique discoveries and challenges with the help of the following tables. As usual, the Action & Theme tables may help you further refine these results.

Type of Occurrence (D4)

- 1 - Danger
- 2 - Discovery
- 3 - Event
- 4 - Situation

Danger (D6)

- 1 - Security Measure
- 2 - Combat Encounter
- 3 - Explosion
- 4 - Environmental (ceiling or ground collapsing, pipe leaking hot gas, etc.)
- 5 - Radiation
- 6 - Psychic disturbance

Discovery (D20)

- 1 - Collapsed or exposed section
- 2 - Bones or remains
- 3 - Artifact
- 4 - Dead creature
- 5 - Locked access point
- 6 - Alloy cubes
- 7 - Unique art display (mural, statue, etc.)
- 8 - Strange atmospheric readings
- 9 - Data crystals
- 10 - Unexpected plant or fungal life
- 11 - Junk or debris
- 12 - Strange or out of place building style
- 13 - Aural or visual illusions
- 14 - Signs of a fight
- 15 - Strange conditions: gravity, magnetic push or pull, teleportation, quantum effects
- 16 - Tracks or marks
- 17 - Out of place object
- 18 - Site exit

- 19 - Pit or shaft
- 20 - Àrsaidh ship

Event (D10)

- 1 - Unexplainable event (psychic visions, extra-dimensional portal, temporal anomalies, etc.)
 - 2 - Ancient danger awakening
 - 3 - Strange noises
 - 4 - An event directly related to the Site's original purpose
 - 5 - Depressurization, one Area at a time
 - 6 - Perfect human conditions (gasses, pressure and gravity)
 - 7 - Uncontrolled fire
 - 8 - A blinding light shines here, making it very difficult to see anything
 - 9 - A character is assaulted by visions of the place's past
 - 10 - Some type of temporal field restores the crew to how they were 2 Time Tracks ago—all lost resources are recovered, wounds received are healed (or re-opened), etc.

Situations

This section contains a list of general verbs and specific nouns for suggesting situations that could arise between existing elements (people, creatures, etc.). When using them, interpret the words loosely and even non-literally. Roll as many times as you need, to generate something interesting that the characters can interact with.

Verbs (D100)

1 – Abandon	26 – Conceal	51 – Engage	76 – Hurry
2 – Accuse	27 – Confront	52 – Engineer	77 – Hurt
3 – Aggravate	28 – Confuse	53 – Enlighten	78 – Inflame
4 – Aid	29 – Contaminate	54 – Ensnare	79 – Infest
5 – Alert	30 – Corrupt	55 – Enter	80 – Inform
6 – Ambush	31 – Damage	56 – Exchange	81 – Instigate
7 – Alter	32 – Dare	57 – Evacuate	82 – Mutate
8 – Astonish	33 – Decay	58 – Evade	83 – Obscure
9 – Banish	34 – Decline	59 – Examine	84 – Obstruct
10 – Beckon	35 – Dedicate	60 – Exchange	85 – Perform
11 – Beguile	36 – Deface	61 – Explode	86 – Prohibit
12 – Blast	37 – Defeat	62 – Fake	87 – Provide
13 – Bother	38 – Defend	63 – Fall	88 – Pursue
14 – Break	39 – Defuse	64 – Follow	89 – Repair
15 – Broadcast	40 – Deliver	65 – Force	90 – Research
16 – Capture	41 – Destroy	66 – Foretell	91 – Reward
17 – Carry	42 – Discover	67 – Fracture	92 – Scavenge
18 – Challenge	43 – Discuss	68 – Free	93 – Segregate
19 – Charm	44 – Disperse	69 – Frighten	94 – Seize
20 – Chase	45 – Disturb	70 – Frustrate	95 – Speak
21 – Choke	46 – Divert	71 – Gather	96 – Tempt
22 – Claim	47 – Elude	72 – Give	97 – Transform
23 – Climb	48 – Endanger	73 – Glimpse	98 – Vanish
24 – Collapse	49 – End	74 – Grab	99 – Warn
25 – Collide	50 – Enforce	75 – Guard	100 – Witness

Aesthetic Nouns (D20)

- 1 - Art
- 2 - Sense
- 3 - Abstract
- 4 - Subjective
- 5 - Vision
- 6 - Design
- 7 - Harmony
- 8 - Concept
- 9 - Pleasure
- 10 - Relaxation
- 11 - Esthetic
- 12 - Creative
- 13 - Reflection
- 14 - Experience
- 15 - Sculpture
- 16 - Value
- 17 - Sophistication
- 18 - Leisure
- 19 - Variety
- 20 - Diversion

Communications Nouns (D20)

- 1 - Tower
- 2 - Console
- 3 - Sign
- 4 - System
- 5 - Access
- 6 - Connection
- 7 - Array
- 8 - Display
- 9 - Communication
- 10 - Network
- 11 - Channel
- 12 - Content
- 13 - Symbol
- 14 - Sound
- 15 - Signal
- 16 - Technology
- 17 - Receptor
- 18 - Facility
- 19 - Interface
- 20 - Satellite

Data Storage Nouns (D20)

- 1 - Data Point
- 2 - Terminal
- 3 - Server
- 4 - Library
- 5 - Maintenance
- 6 - Database
- 7 - Facility
- 8 - Security

- 9 - Hardware
- 10 - Software
- 11 - Information
- 12 - Interface
- 13 - Access
- 14 - Link
- 15 - Node
- 16 - Virtual
- 17 - Storage
- 18 - Circuit
- 19 - Disposal
- 20 - Process

Entertainment Nouns (D20)

- 1 - Amusement
- 2 - Joy
- 3 - Technology
- 4 - Device
- 5 - Interface
- 6 - Machinery
- 7 - Music
- 8 - Display
- 9 - Digital
- 10 - Distraction
- 11 - Gratification
- 12 - Interaction
- 13 - Amplifier
- 14 - Creation
- 15 - Reality
- 16 - Wavelength
- 17 - Channel
- 18 - Ceremony
- 19 - Data
- 20 - Festival

Government Nouns (D20)

- 1 - Executive
- 2 - Control
- 3 - Administration
- 4 - Archive
- 5 - Data
- 6 - Chart
- 7 - Public
- 8 - Authority
- 9 - Measure
- 10 - Law
- 11 - Organization
- 12 - Supervision
- 13 - Institution
- 14 - Establishment
- 15 - Overseer
- 16 - Domain

- 17 - Council
- 18 - Nation
- 19 - Planet
- 20 - Sector

Industrial Production Nouns (D20)

- 1 - Manufacture
- 2 - Product
- 3 - Technology
- 4 - Machinery
- 5 - Power
- 6 - Factory
- 7 - Mine
- 8 - Metallurgy
- 9 - Chemical
- 10 - Biological
- 11 - Infrastructure
- 12 - Storage
- 13 - Development
- 14 - Automation
- 15 - Military
- 16 - Architecture
- 17 - Supply
- 18 - Utility
- 19 - Construction
- 20 - Engineering

Medical Research and Care Nouns (D20)

- 1 - Trauma
- 2 - Injury
- 3 - Patient
- 4 - Technology
- 5 - Data
- 6 - Research
- 7 - Infirmary
- 8 - Pathology
- 9 - Infestation
- 10 - Morgue
- 11 - Treatment
- 12 - Specialist
- 13 - Disease
- 14 - Medicine
- 15 - Treatment
- 16 - Discovery
- 17 - Theory
- 18 - Experiment
- 19 - Seeker
- 20 - Genetics

Military Nouns (D20)

- 1 - Defense
- 2 - Attack

- 3 - Weapon
- 4 - Warfare
- 5 - Garrison
- 6 - Force
- 7 - Technology
- 8 - Mission
- 9 - Invasion
- 10 - Conflict
- 11 - Security
- 12 - Enemy
- 13 - Authority
- 14 - Strategy
- 15 - Martial
- 16 - Gear
- 17 - Guard
- 18 - Oppression
- 19 - Barracks
- 20 - Service

Power Center Nouns (D20)

- 1 - Energy
- 2 - Fuel
- 3 - Power
- 4 - Coil
- 5 - Storage
- 6 - Battery
- 7 - Engine
- 8 - Generator
- 9 - Electricity
- 10 - Field
- 11 - Station
- 12 - Grid
- 13 - Control
- 14 - Development
- 15 - Line
- 16 - Pipe
- 17 - Conductor
- 18 - Factory
- 19 - Research
- 20 - Equipment

Prison Nouns (D20)

- 1 - Punishment
- 2 - Crime
- 3 - Inmate
- 4 - Panopticon
- 5 - Ward
- 6 - Jail
- 7 - Authority
- 8 - Guilt
- 9 - Innocence
- 10 - Abuse

- 11 - Justice
- 12 - Seclusion
- 13 - Deprivation
- 14 - Wall
- 15 - Freedom
- 16 - Containment
- 17 - Death
- 18 - Time
- 19 - Loneliness
- 20 - Security

Refinery Nouns (D20)

- 1 - Plant
- 2 - Smelter
- 3 - Container
- 4 - Factory
- 5 - Refiner
- 6 - Pipeline
- 7 - Machinery
- 8 - Hazard
- 9 - Crystal
- 10 - Reactor
- 11 - Crucible
- 12 - Mill
- 13 - Oleum
- 14 - Alloy
- 15 - Furnace
- 16 - Gas
- 17 - Smithing
- 18 - Creation
- 19 - Destruction
- 20 - Refuse

Refuge Nouns (D20)

- 1 - Safety
- 2 - Barricade
- 3 - Guardian
- 4 - Sanctuary
- 5 - Habitat
- 6 - Hideout
- 7 - Colony
- 8 - Threat
- 9 - Resource
- 10 - Camp
- 11 - Settler
- 12 - Nest
- 13 - Ark
- 14 - Accommodation
- 15 - Remains
- 16 - Ward
- 17 - Host
- 18 - Solace

19 - Sustenance

20 - Shroud

Residential Nouns (D20)

1 - Housing

2 - Building

3 - Shelter

4 - Protection

5 - Zone

6 - Industrial

7 - Facilities

8 - Subsistence

9 - Community

10 - Individual

11 - Institution

12 - Population

13 - Lodging

14 - Storage

15 - Host

16 - Construction

17 - Habitat

18 - Dormitory

19 - Denizen

20 - Dome

Spaceport Nouns (D20)

1 - Ship

2 - Anomaly

3 - Danger

4 - Fuel

5 - Supplies

6 - Technology

7 - Launchpad

8 - Maintenance

9 - Station

10 - Barge

11 - Weapon

12 - Flight

13 - Gravity

14 - Pilot

15 - Observatory

16 - Surface

17 - Navigation

18 - Satellite

19 - Control

20 - Astronautics

Teaching Nouns (D20)

1 - Lesson

2 - Science

3 - Mystic

4 - Mind

- 5 - Education
- 6 - Program
- 7 - Knowledge
- 8 - Instructor
- 9 - Study
- 10 - Development
- 11 - Tutor
- 12 - Inspiration
- 13 - Academia
- 14 - Power
- 15 - Progress
- 16 - Idea
- 17 - Institute
- 18 - Data
- 19 - Legacy
- 20 - Authority

Temple Nouns (D20)

- 1 - Shrine
- 2 - Worship
- 3 - Spirituality
- 4 - Deity
- 5 - Prayer
- 6 - Sacrifice
- 7 - Ancient
- 8 - Augur
- 9 - Belief
- 10 - Ritual
- 11 - Cult
- 12 - Religion
- 13 - Practice
- 14 - Sacredness
- 15 - Ceremony
- 16 - Offering
- 17 - Pilgrimage
- 18 - Stele
- 19 - Icon
- 20 - Schism

Tomb Nouns (D20)

- 1 - Mausoleum
- 2 - Burial
- 3 - Memorial
- 4 - Stele
- 5 - Monument
- 6 - Guardian
- 7 - Decoration
- 8 - Stonework
- 9 - Necropolis
- 10 - Sepulcher
- 11 - Grotto
- 12 - Shrine

- 13 - Altar
- 14 - Ruin
- 15 - Artifact
- 16 - Death
- 17 - Rest
- 18 - Peace
- 19 - Crypt
- 20 - Grove

Vault Nouns (D20)

- 1 - Security
- 2 - Guardian
- 3 - Danger
- 4 - Information
- 5 - Resource
- 6 - Chamber
- 7 - Hideout
- 8 - Storage
- 9 - Gate
- 10 - Wall
- 11 - Alarm
- 12 - Container
- 13 - Access point
- 14 - Barrier
- 15 - Device
- 16 - Button
- 17 - Shield
- 18 - Bastion
- 19 - Ward
- 20 - Hold

Watchpost Nouns (D20)

- 1 - Turret
- 2 - Citadel
- 3 - Observatory
- 4 - Analytics
- 5 - Technology
- 6 - Discovery
- 7 - Surveillance
- 8 - Lookout
- 9 - Danger
- 10 - Alarm
- 11 - Vigilance
- 12 - Information
- 13 - Reconnaissance
- 14 - View
- 15 - Mission
- 16 - Personnel
- 17 - Automation
- 18 - Evaluation
- 19 - Security
- 20 - Control

Taking a Break

A crew must rest every hour or so while exploring Àrsaidh Sites. This represents the amount of mental and physical energy it takes to explore a perilous, high-gravity environment. Resting progresses the Time Track by 1 (+1 🕒). Being unable to rest triggers a roll on the Dread table.

Site Construction and Exploration Example

- Ship: KRM-03 “Triangle”, christened the “Valiant Scythe”
- Traveling to a new, unknown destination
- Crew: Derick Baker, Numa Salloum and Team Leader Aysu Kekilli

After saying their good-byes and gathering their supplies, the crew sets off. Each crew member immediately gains 5 Stress, as described on the Stress rules.

- As per the Voyage Time rules, there’s a 20% chance of an issue appearing during the first week and a 40% chance the crew arrives at their destination. The crew rolls a 34 for issues, which means all is quiet, but a 62 for travel, which means they're trapped for at least another week inside the Valiant Scythe. The crew removes 1xOxygen and 1xSupply from their ship supplies.

- During the second week, the chances are 40% for an event and 50% for arrival. First, the crew rolls a 17, which means something happens! They roll a 1 on the Random Travel Event Type table, which indicates a social event. The crew rolls 5 on the Social Travel Event table, which means two random characters (Numa and Derick) start having a conversation. They each roll an attitude—Numa's is “Confused” while Derick's is “Excited.” They talk about their hopes, which explains Numa's confusion since Derick really believes they'll find some sort of paradise to claim for their own, according to some visions he's had. The conversation quickly dies off, but Derick’s positive attitude during the conversation lowered Numa’s Stress by 1.

- Next they check if they arrived (50% chance), and roll a 23 which means that after only two weeks, they've made it. They remove 1xOxygen and 1xSupply from their supplies and start figuring out where they are.

- Some rolls on the Arrival tables reveal they have arrived at the newly-designated Site *Plomoi 882245*, a space station orbiting a planet. Preliminary analysis suggests this place was a religious site and, although the crew doesn't know this, the place fell due to being overrun by creatures.

- Rolling on the Overall Descriptor tables reveals the Site has no gravity—they’ll manage with the magnetic boots they purchased, so long as they don’t have to run or jump—and the atmosphere is non-toxic yet non-breathable (standard for Àrsaidh sites). They all decide to leave their vacc suits behind.

- Next they roll to figure out how active the Site is and get a 4. The place is “active,” which is not great for the crew.

- Next, the GM rolls the Site's Dominant Hazard: “Lockdown.” Makes sense, if the place was overrun by creatures the security measures probably tried to stop them from spreading too far into the facility.

- With the Site's basic features in mind, the GM rolls its size. It turns out this is a Huge Site with a maximum of 55 potential Resources and 57 Xenoarchaeological discoveries, according to the Site's Expedition Report. This is a big place—the crew won’t be able to explore it all at once, but they're eager to start.

- After clearing the entry hatch, the crew enters the first Area of interest: time to roll on the Site Exploration Table. The GM’s roll reveals a Fixed Event takes place: “Two random crew members (Aysu and Derick) get the strong impression they are being followed.” Since they've basically just

entered, the players interpret this as feeling watched instead of followed. Aysu immediately calls for a stop. Using the Prediction Subroutine, the GM determines that no, nothing is observing them, but the crew doesn't know that. They allow the Time Track to advance by 1 while they check for threats or clues, and decide this unnerving experience grants each character 1 Stress.

- There's nothing else in this Area, so the GM rolls on the Area Connector table, getting a simple hallway with a 20% chance of an ambush. A roll of 56 on a D100 decides the crew is safe, for now—the only thing between them and the next Area is a locked access point (the Lockdown locked every access point). A roll on the Door Type table says this is a “Secure Door,” meaning they'll have bigger problems going through it. But after fiddling a bit with her LKPK device (and passing a Technology check), Numa manages to open it and the crew moves on.

- As usual, the GM rolls on the Site Exploration table for this Area: a “Random Occurrence.” of the type “Discovery.” Flipping to the Discovery table, they roll “Signs of a fight.” Needing more details, the GM decides to get a verb and a noun from the Situations tables: “Disperse cult.” It sounds like the fight was not recent, but one from thousands of years ago while the Site was still a religious site? A quick check with the Augur confirms this. It sounds like a sinister end: an attacking force (maybe from within) aiming to destroy the facility's cult? Taking a closer look, the crew finds charred bullet holes and even claw marks which damaged the otherwise pristine metal walls and floors as if they were made of wood. Let's hope that whatever did this died a long time ago.

- Happy to leave this Area behind, the crew moves on. Having explored their 2nd Area, the Time Track up by 1 (putting it at 2/6, still plenty of time left until it resets). The crew passes a few empty rooms and finds some stairs heading down to the next significant Area. As usual, this one's also locked, but it's a “Heart Door,” so not bad! They unlock it and move forward, feeling a bit better about their situation.

- The crew rolls again on the Site Exploration table for this Area, obtaining a 2: an Encounter. Using the tables from Antagonists chapter, they determine it's an Elite encounter—what a way to start! Since this is the crew's first combat encounter, they use the rules in the Antagonists chapter to learn what they're facing.

- After dealing with the combat encounter and its consequences, the crew will continue its exploration of *Plomoi 882245*.

Planetside Exploration

When a crew touches down on a planet's surface, it is necessary to generate all the details concerning its nature and characteristics. As usual, it is unknown why the Àrsaidh chose the planets they did, especially considering many documented by KSA crews had no interesting features whatsoever. Still, despite the chances of encountering hostile creatures, dangerous geography and often inhospitable conditions, it's possible to come across an Àrsaidh facility and most crews deem that worth the risks.

Planetary Details

Use the following tables to determine a planet's atmosphere type, amount of water and other things. Regardless of atmosphere, the KSA has not yet discovered a planet with the right mix of gasses for humans to breathe freely without a mask (not to mention the potential for biohazards and xenoviruses). As described in the Average Planetary Climate table, the Àrsaidh also gave preference to planets that, while often uncomfortable for humans, are not as extreme as most in the galaxy—a rare blessing for a team of Deep Divers.

Planet Designation (3D20)

D20	Letter	Noun	Number
1	AB	Cornix	2002
2	RT	Ionia	3918
3	TO	Tereus	5560
4	YU	Maera	7192
5	HK	Menoetes	0159
6	VN	Mysia	7342
7	GK	Thoon	3421
8	CX	Nomios	4300
9	ZS	Panes	2948
10	FW	Kobaloi	3859
11	NP	Aello	3950
12	IO	Allecto	5978
13	AQ	Thaumas	6688
14	JS	Cerastes	4811
15	TB	Asbolus	3990
16	LE	Dictys	8237
17	HB	Kobaloi	4162
18	SD	Nomios	5693
19	PL	Mormo	4472
20	WJ	Aella	3457

Planetary Diameter (D10)

- 1 - 1,000 miles
- 2 - 2,000 miles
- 3 - 3,000 miles
- 4 - 4,000 miles
- 5 - 5,000 miles
- 6 - 6,000 miles
- 7 - 7,000 miles
- 8 - 8,000 miles
- 9 - 9,000 miles
- 10 - 10,000 miles

Atmospheric Density (D10)

1-2 - Very Thin. Comparable to Earth's atmosphere at an altitude of 5 miles.

3-4 - Thin. Comparable to Earth's atmosphere at an altitude of 2-3 miles.

5-6 - Optimum. The atmosphere's density is perfectly optimal for humans.

7-8 - Dense. These heavy atmospheres would be difficult to breathe in, provided they had the right balance of gasses for a human being.

9-10 - Thick. The constant pressure of these dense atmospheres is almost comparable to being underwater.

Average Planetary Climate (D10)

1-2 - Extremely Hot (160 °F)

3-4 - Hot (140 °F)

5-6 - Temperate (85 °F)

7-8 - Cold (40 °F)

9-10 - Extremely Cold (10 °F)

Biomes

When the crew first arrives on a planet, their landing location will be a place that held some interest to the Àrsaidh, at least hundreds of thousands of years ago. Without the time or resources to explore the whole planet, the GM only needs to generate that area's specific biome. This doesn't mean the whole planet is dominated by a single biome type, but it's possible.

Is This a Single Biome Planet (D10)

- 1-8 No
- 9-10 Yes

When the crew first lands, roll a D10 on the Biome Type table to determine which Biome it is. Every other time, such as when the crew reaches a Biome's border, roll a D12 to determine the adjacent Biome (unless it's a single-biome planet).

Biome Type (D12)

- 1 - Barren
- 2 - Exotic
- 3 - Frozen
- 4 - Irradiated
- 5 - Lush
- 6 - Scorched
- 7 - Toxic
- 8 - Urban Ruins
- 9 - Volcanic
- 10 - Water
- 11-12 - Same as current biome

1 - Barren

These places are devoid of life. Their dusty and rocky surfaces have no water present, similar to the surface of Earth's moon.

2 - Exotic

Populated by uniquely uncommon features such as rivers of molten metal, strange rock formations and any combination of flora, fauna and weather conditions. Light is generally refracted by the planet's atmosphere in a single, unusual color that can go from bright red to dark purple or strong green.

3 - Frozen

This biome is completely covered in ice, making movement slow and difficult.

- Characters without a Thermic Layer suffer -3 to all actions.
- Traveling from one Hex to another causes +2 🕒 instead of +1.

4 - Irradiated

Irradiated biomes are generally created by an artificial cataclysmic event like an ancient military conflict or ancient powersource collapse. Occasionally though, the radiation comes from natural vents steaming radioactive gasses from the planet's depths.

- Characters without a Radiation Reflector Layer or Level A Hazmat suit receive 20 rads/hex.

5 - Lush

The most inviting biome, at least by its looks. Vibrant flora and fauna of all types abound. This is still an alien planet though, so abundance of life rarely means anything good.

6 - Scorched

These hard, rocky biomes are characterized by extremely high temperatures and the lack of any type of flora. They also feature the occasional lake or river of molten metal.

- Characters without a Coolant Layer suffer -3 to all actions and spend 2xOxygen Pellets each hex instead of one.

7 - Toxic

A high concentration of biochemicals covers every surface with a bright film, or endlessly falls from the sky. Despite it all, an unwelcoming kind of life usually manages to thrive in these environments.

- Characters without a Toxin Suppressor Layer or a Level A or B Hazmat suit suffer the effects of Poison III each time they enter a new Hex.

8 - Urban Ruins

The remnants of a civilization long gone, a once sprawling city reduced to little more than rubble. Still, many opportunities lie here for those with the patience to scavenge for what is left.

- Traveling from one Hex to another causes +2 🕒, instead of +1.

9 - Volcanic

Similar in many ways to a Scorched biome, a Volcanic biome takes the danger one step further. Active volcanoes and flowing lava lakes and rivers cover most of the visible area, making travel a serious endeavor.

- Characters without a Coolant Layer suffer -3 to all actions and spend 2xOxygen Pellets instead of one each hex.
- Traveling from one Hex to another causes +2 🕒, instead of +1.

10 - Water

Whether a large lake or ocean, this biome is almost exclusively a large body of water with no shore in sight. Ships landing on Water biomes usually do not stop at surface level—they go deep underwater, all the way to the bottom. Anything's possible down there, but one thing's for sure: deep below the sea on an alien planet, there's little difference between it and the open space.

- Traveling from one Hex to another causes +2 🕒, instead of +1.

Other Planetary Details

5. There's a 50% chance the crew lands during daytime.
6. When the crew lands, half of the day or night remains(e.g. on a planet with 30 hours of daylight, only 15 hours would remain).

How Many Hours of Daylight/Nighttime Does the Planet Have? (D20)

- 1 - 10 hours
- 2 - 15 hours
- 3 - 20 hours
- 4 - 25 hours
- 5 - 30 hours
- 6 - 35 hours

- 7 - 40 hours
- 8 - 45 hours
- 9 - 50 hours
- 10 - 100 hours
- 11 - 200 hours
- 12 - 300 hours
- 13 - 400 hours
- 14 - 500 hours
- 15 - 600 hours
- 16 - 700 hours
- 17 - 800 hours
- 18 - 900 hours
- 19 - 1,000 hours
- 20 - 1,200 hours

What's in the Sky? (D20)

- 1 - An ominous black hole looms over the planet, not a star in sight.
- 2 - Three moons orbit the planet, of different sizes and at different speeds.
- 3 - Ancient battle debris litters the sky and occasionally falls to the planet. Most of them burn during re-entry.
- 4 - An artificial ring surrounds the planet across its equator.
- 5 - Thick yellow clouds cover the sky completely.
- 6 - Enormous creatures float high above, their bloated bodies too delicate to ever touch the surface.
- 7 - Clouds of artificial satellites orbit the planet.
- 8 - A thick column of black smoke, its place of origin past the horizon.
- 9 - A large meteor on a collision course with the planet. You probably have a few weeks, though.
- 10 - An asteroid belt.
- 11 - The fragments of what must have been a very large moon.
- 12 - Ominous lightning can be seen in the distance.
- 13 - Flocks of bat-like creatures fill the skies by the thousands, their shrieks sending a chill down your spine.
- 14 - Rock formations, some as large as mountains, defy gravity by floating in the air.
- 15 - A strange, cobweb-like substance falls from the sky, slowly but surely covering the surrounding landscape.
- 16 - An inconceivably large spaceship floats in low orbit, getting dangerously close to the planet.
- 17 - Colored air currents criss-cross the sky, creating a layered, painting-like spectacle.
- 18 - The planet's magnetic field creates an effect very similar to Earth's Aurora Borealis, visible even during daytime.
- 19 - During daytime, a bright red sun shines high above, bathing the planet with its red light.
- 20 - Strange floating sheets of vegetation, impossibly large, carried high by atmospheric currents.

Biome Activity

Similar to exploring a site, before the crew begins exploring a Biome you must roll a D6 to determine how many Known Threat ambushes await them. Remember, these are independent from the standard encounters the crew will face within the Biome. Each time the party enters a new hex, roll D10: a result of 1-2 means they encounter a Known Threat. These are always ambush attacks, so the enemies receive +2 to their Initiative roll.

Biome Activity (D6)

- 1 - Deathly Quiet – One possible encounter

- 2 - Quiet - Two possible encounters
- 3 - Fairly Quiet – Three possible encounters
- 4 - Active – Four possible encounters
- 5 – Busy – Five possible encounters
- 6 – Extreme – Six possible encounters

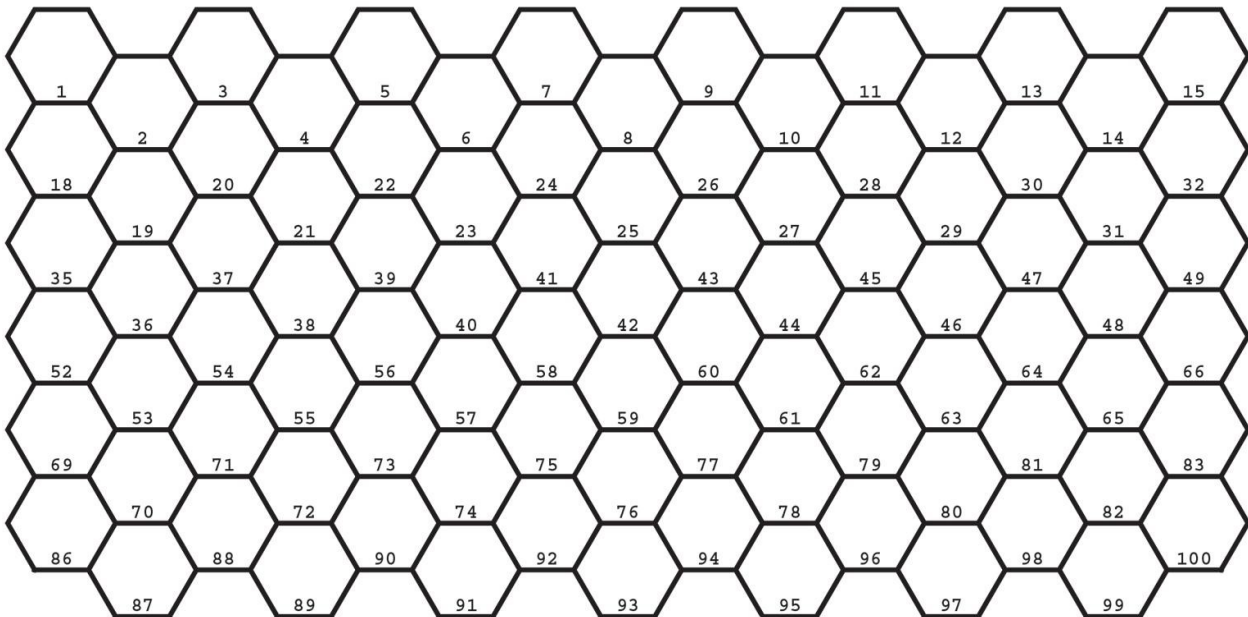
Known Threats (D6)

- 1 - Spitter
- 2 - Clobber
- 3 - Taker
- 4 - Psybane
- 5 - Bomber
- 6 - Cecaelia

Exploring the Planet

Once they have learned the planet’s general details, the crew is ready to explore the planet using the Biome Exploration hex grid. Deep Diver crews travel from hex to hex, slowly uncovering anything that might be of interest to them.

Each Biome is composed of 100 different hexes. To determine the landing spot, roll a D100. Each hex is 3 miles in length, so under normal circumstances moving from one hex to a different one advances the Time Track by 1 and triggers a roll on the Planetside Exploration table.



Just like with Sites, Biomes have a dedicated info sheet for tracking the different details and a table to fill with the encounters the crew comes across during their exploration. Make sure you update it when necessary!

Terrain Difficulty

Each time you enter a new hex, roll on the Terrain Difficulty table to learn more about its terrain. This doesn’t precisely describe the terrain, just how difficult it is to traverse. This step is ignored if the party is traveling through a Water Biome.

	Previous Hex				
D20	Hazardous	Convolutated	Inhabited	Biome-Dependant	Easy Going
1-10	Hazardous	Convolutated	Inhabited	Biome-Dependant	Easy Going
11-16	Convolutated	Hazardous	Easy Going	Convolutated	Inhabited
17-18	Biome-Dependant	Biome-Dependant	Biome-Dependant	Hazardous	Biome-Dependant
19	Inhabited	Inhabited	Hazardous	Inhabited	Convolutated
20	Easy Going	Easy Going	Convolutated	Easy Going	Hazardous

- **Hazardous:** This hex's terrain is not easy to deal with. Whether it's steep cliffs, bubbling lava lakes or swift rivers, the crew takes +1 ⚠ to move across it, and all characters must pass a DEX check or suffer D20 damage.
- **Convolutated:** Unclear pathways go through jungle, dunes or other tricky terrain. Crossing this type of terrain takes +1 ⚠.
- **Biome-Dependant:**
 - Barren: Impact-craters cover this whole hex, making it difficult to navigate(+1 ⚠).
 - Exotic: A river of molten metal, liquid methane or similar hazard blocks the way. The crew has to either figure a way across or go around it, causing +3 ⚠.
 - Frozen: A dangerous glacier, full of crevasses and sleek blocks of ice, slows down the crew. There's a 1 in 10 chance that a random character falls down a crevasse, suffering 1 wound and losing 1 piece of gear (+1 ⚠).
 - Irradiated: A radiation storm takes the crew by surprise. All characters suffer 200 rad unless shelter is found.
 - Lush: Thick overgrowth makes progress slow and tiresome. Each character spends 1 extra Oxygen Pellet and the Time Track advances by +1 ⚠.
 - Scorched: A very active volcano blocks the way. The only solution is to go around it (+3 ⚠).
 - Toxic: Staying still in this hex causes gear to start malfunctioning due to the corrosive nature of the air. The crew is forced to run across this hex, spending 1 extra Oxygen Pellet each.
 - Urban Ruins: Although the terrain is uneven and somewhat treacherous, the party can make good time crossing it. No effect.
 - Volcanic: This whole hex is a lava lake. The crew is forced to go around it (+3 ⚠).
- **Inhabited:** This hex is actively populated by some form of animal life, either as a hunting ground, nest or gathering spot. An encounter with Local Fauna is triggered automatically.
- **Easy Going:** This hex offers no obstacles whatsoever—perhaps it is a hidden or secluded area, protected from the dangers that lurk outside. No combat encounters can take place here.

The Exploration Tables

Finally, during planetary exploration you should roll on the current biome's Planetside Exploration tables to determine what else they encounter. Many results are similar, but the current Biome might

play a role, so be sure to use the correct Biome tables when exploring a planet's surface.

Biome Sights

For more flavorful expeditions, roll on the appropriate Sights table every 5 hexes.

Water Biomes

When in a Water Biome, there is no need to roll for terrain, because the ship will land at the bottom of the body of water. This means that crew members must wear a full vacc suit or something better to endure the water's extreme conditions.

Planetside Exploration (D10)

- 1-2 - You find something that might be of interest to the KSA. Roll on the **Findings** table.
- 3-5 - You find nothing of interest.
- 6-9 - You encounter a hazard. Roll on the appropriate Biome's **Hazards & Obstacles** table.
- 10 - You encounter an **Àrsaidh Site**. Follow the standard Site creation procedure to explore it.

Findings (D10)

- 1-4 - **A particularly interesting geological formation.** Procedure dictates you must spend a whole Time Track documenting your findings, but you will be compensated with 25 DC once you return.
- 5-7 - **A fascinating mineral growth.** Taking the appropriate samples and videos takes +1 🕒 and is worth 20 DC.
- 8-9 - **An Àrsaidh monument.** There are no clues as to its meaning, if it ever meant anything to begin with. Careful documentation takes +3 🕒 and is worth a bonus of 25 DC.
- 10 - **A Xenoanthropological artifact.** Roll on the appropriate table to determine what it is.

Planetside Encounters (D10)

- 1-6 - **Combat encounter.** Follow the steps described on the combat section.
- 7-10 - **Close encounter.** Roll on the Close Encounters table.

Close Encounters (D20)

- 1 - Strange, four-winged creatures circle high above.
- 2 - A pack of lupine creatures follow the crew for a while, before losing interest.
- 3 - Two very large creatures battling up in the sky.
- 4 - Snarls and growls can be heard around the crew, before dying off.
- 5 - A herd of very large creatures, seemingly heading your way, which turn away at the last moment.
- 6 - Bones litter the area, most of them ancient but some more than a few days old.
- 7 - A large standing stone covered with deep claw marks.
- 8 - A haunting, ululating howl can be heard not too far away
- 9 - An enormous creature, dozens of feet tall, wanders near the crew and either ignores them or simply doesn't notice them.
- 10 - Thousands of small creatures burrow out from the ground, surrounding the crew before simply moving away from the area as fast as they can.
- 11 - The remains of a large creature, partially devoured, block the path forward. It's a fresh kill—whatever took this thing down is likely nearby.
- 12 - Fresh tracks, like those of a large snake, crisscross ahead.
- 13 - Tentacle-like appendages burst up around the crew, missing them by mere inches.
- 14 - A wailing creature with dozens of small, extremely long legs runs ahead of the crew, chased by a lizard-looking beast.

- 15 - A crew member unknowingly steps on some sort of fungal growth. Seconds after the crew moves ahead, a cloud of spores explodes behind them with a violent burst.
- 16 - A swarm of extremely delicate creatures suddenly surrounds the crew, momentarily blinding them. As they collide with the crew, they burst and dye all their gear and suits a bright pink.
- 17 - Whisper-like sounds surround the crew, their source impossible to pinpoint.
- 18 - A few feet ahead of the crew's current path, a single burst of laser fire leaves a scorched mark on the soil.
- 19 - A blood-chilling roar freezes the crew in place, lasting several seconds and echoing across the landscape.
- 20 - A large creature, 10' long and with a menacing horned head, lies dead ahead. Upon close inspection, the cause of death is, without a doubt, firearm wounds. It seems recent.

Barren Sights (D10)

- 1-5 - Nothing but gray rocks and dust
- 6 - A large meteorite crater
- 7 - Large rock formations
- 8 - A steep valley, dead and silent
- 9 - A group of metal monoliths, arranged in rows
- 10 - A large plain, covered in thousands of small impact craters

Barren Hazards & Obstacles (D10)

- 1-2 - Encounter. Only Guardians may be encountered here.
- 3 - A steep cliff forces the crew to go around this hex.
- 4 - An electro-magnetic disturbance fries your GPS—you've lost track of where the ship landed. Each time you enter a Hex (explored or not), there's a cumulative 10% chance that the ship is there.
- 5 - A storm of micro-meteorites slams all around you, forcing you to spend +D4 ☹ taking cover.
- 6 - A thin, bridge-like stone structure seemed the only way to cross a dangerous spot. Unfortunately, it collapses under the weight of a random character, who takes D20 damage and must find a way back up the 20' fall.
- 7 - A random character steps into some sort of quicksand and must pass a Normal difficulty DEX check or slowly sink. With each failed check, the difficulty increases by one step (from Normal to Almost Impossible). Failing the last check means they're gone for good. Other characters may assist with ropes or any other available gear.
- 8 - The ground falls out from under the characters' feet. Every character takes D20 damage and they must find a way back up the 20+D20' fall.
- 9 - A dust storm impedes visibility, forcing the crew to wait in place for +D4 ☹.
- 10 - The earth starts to shake violently as large cracks open all around the crew. All characters must spend 1 Luck or fall inside, never to be seen again.

Exotic Sights (D10)

- 1 - A quiet plane, bathed in the pale purple light that filters through the atmosphere.
- 2 - A mercury lake, its still surface as reflective as a mirror.
- 3 - A field of strange flower-like ice formations.
- 4 - A stunning multi-colored arch, clearly the result of erosion but nonetheless breathtaking for its otherworldly beauty.
- 5 - Large tentacle-like biological structures rising several dozen feet from the ground, swaying in the wind.
- 6 - A waterfall, hundreds of feet tall, more likely liquid hydrogen or methane than water.
- 7 - Bulbous egg-like formations grow out from the side of a cliff. It's unclear if they're organic or a product of the planet's chemistry.
- 8 - Sharp, dagger-like rock formations rise from the soil, hundreds of feet tall and wide.
- 9 - An enormous cave, its ceiling far above and at least a mile wide.

10 - An enormous metal spire, clearly artificial, erected atop a hill that appears to be a giant diamond.

Exotic Hazards & Obstacles (D10)

1-2 - Encounter. Roll a Planetside Encounter.

3 - A steep cliff forces the crew to go around this hex.

4 - A field of loose gravel makes crossing this hex a difficult task (+1 🕒).

5 - Small frozen balls of an unidentified substance cover the next several miles, making progress difficult and treacherous. Characters must pass a DEX check or fall and twist their leg (-2 DEX until they can rest properly).

6 - A thin, bridge-like stone structure seemed the only way to cross a dangerous spot.

Unfortunately, it collapses under the weight of a random character, who takes D20 damage and must find a way back up from the 20' fall.

7 - Acid rain begins to pour relentlessly, forcing the crew to find cover fast or suffer real damage. Each crew member can attempt one Survival check to find the crew proper cover. Each failure causes 2D20 damage.

8 - The ground falls out from under the characters' feet. Every character takes D20 damage and they must find a way back up the 20+D20' fall.

9 - A hailstorm impedes visibility, forcing the crew to wait in place for +D4 🕒.

10 - If every character fails a Perception check, they fail to realize they're walking on thin ice. With a loud crack, a random character falls into the icy cold water—they must pass a CON check (unless they're wearing a thermal layer) or pass out and sink to their death, unless somehow rescued by another character.

Frozen Sights (D10)

1 - A large, furry creature, scurrying away.

2 - A huge, violent snowstorm, fortunately very far from your position.

3 - Incredible ice pillars, eroded by centuries of wind.

4 - A frozen waterfall, hundreds of feet wide.

5 - A strange, perfectly circular hole, approximately 50' in diameter.

6 - Enormous blocks of ice, 300' on each side, spread across a wide plain.

7 - A desolate plain crisscrossed by large crevasses.

8 - Strange tree-like formations made entirely of ice.

9 - An enormous ice cave, its stalactites the size of buildings.

10 - A column of fire, belched from the depths of an ice crevasse. Reddish snow covers its perimeter. A Science roll reveals the red snow is most likely methane snow, contaminated by traces of hydrocarbons.

Frozen Hazards & Obstacles (D10)

1-2 - Encounter. Roll a Planetside Encounter.

3 - A steep cliff forces the crew to go around this hex.

4 - A huge frozen lake, sleek and mirror-like, makes crossing this hex a difficult task (+1 🕒).

5 - Razor-like shards of ice cover this area, making progress difficult and dangerous. There's a 1 in 6 chance a random character slashes their vacc or hazard suit (unless it's armored).

6 - A thin, bridge-like stone structure seemed the only way to cross a dangerous spot.

Unfortunately, it collapses under the weight of a random character, who takes D20 damage and must find a way back up from the 20' fall.

7 - Large sharp ice shards fall from above in a violent hail. Unless a crew member passes a Survival check, every crew member takes 3D10 damage.

8 - The ground falls out from under the characters' feet. Every character takes D20 damage and they must find a way back up the 20+D20' fall.

9 - A thick, smoke-like fog impedes visibility, forcing the crew to wait in place for +D4 🕒.

10 - If every character fails a Perception check, they fail to realize they're walking on thin ice. With a loud crack, a random character falls into the icy cold water—they must pass a CON check (unless they're wearing a thermal layer) or pass out and sink to their death, unless somehow rescued by another character.

Irradiated Sights (D10)

- 1 - Large cracked towers, visually similar to hyperboloid cooling towers.
- 2 - A large field littered with pieces of twisted, broken metal, clearly manufactured.
- 3 - A plain covered with the bleached bones of large creatures, probably hundreds of years old.
 - 4 - A lush, vibrantly red forest.
 - 5 - Some sort of urban ruins.
 - 6 - Small, almost bucolic rolling hills, as far as the eye can see.
- 7 - A deep canyon. The rushing wind flows through it, producing a disquieting whistling.
- 8 - A broken mountain, its peak covered in the impact craters visible from miles away.
 - 9 - A crater-filled plain, each hole filled with water.
 - 10 - Deep fuming cracks in the earth.

Irradiated Hazards & Obstacles (D10)

- 1-2 - Encounter. Roll a Planetside Encounter.
- 3 - A deep lake of highly radioactive water, which forces the crew to go around this hex.
 - 4 - A sludge-covered plain, difficult to traverse (+1 ☹).
 - 5 - A thick cloud of radioactive gas floats over this hex. Entering it inflicts 50 rads.
 - 6 - A thin, bridge-like stone structure seemed the only way to cross a dangerous spot. Unfortunately, it collapses under the weight of a random character, who takes D20 damage and must find a way back up from the 20' fall.
- 7 - A sudden flash flood of toxic water emerges from behind the crew. Unless one character passes a Perception check, all characters must pass a DEX check to jump to safety in time or else take D100 rads and be dragged D6 miles away.
- 8 - The ground falls out from under the characters' feet. Every character takes D20 damage and they must find a way back up the 20+D20' fall.
 - 9 - A thick, smoke-like fog impedes visibility, forcing the crew to wait in place for +D4 ☹.
- 10 - Strange, mushroom-like lifeforms, like 7' tall white, sticky balloons, extend for miles around the crew. They are very sensitive to noise—all characters must pass a Stealth check to avoid disturbing them. On failure, the lifeforms shrivel and die, but not before shooting an extremely acidic substance in a 5' radius. Adjacent characters suffer 3D10 damage (unless they are wearing DrakeSkin with an Armor Module Class C).

Lush Sights (D10)

- 1 - A spectacular field blooming with plant life.
- 2 - A flock of larged winged creatures, several miles above.
- 3 - Dark blue plant-like lifeforms, covering a nearby hill.
- 4 - A drove of hooved creatures running at incredible speed across a field.
 - 5 - A lake covered in floating, ambulating lifeforms.
- 6 - Large tree-like lifeforms forming a field, many miles wide, each one separated from each other by exactly 346 feet.
 - 7 - An inconceivably large creature, slowly making its way across a valley.
 - 8 - A strange gaseous iridescence, a few miles away.
 - 9 - A series of stone arches covered with hanging vine-like lifeforms.
- 10 - A wet swamp-like area, its strange sounds and sights almost overwhelming.

Lush Hazards & Obstacles (D10)

- 1-4 - Encounter. Roll a Planetside Encounter.

- 5 - If every character fails a Perception check, they fail to realize they're about to step onto a thin membrane. With a violent contraction, a random character is slowly but surely enveloped—they suffer D10 damage every round until freed, whether by another character or with their own tools and quick thinking.
- 6 - A shrieking, flying creature suddenly appears and attempts to grab a random character. They must pass a DEX check or be taken away to the creature's nest on a high mountain peak D20 miles away.
- 7 - A blood-curdling howl freezes the whole crew in place. All characters must pass a Resolve check or gain 10 Stress.
- 8 - The ground falls out from under the characters' feet. Every character takes D20 damage and they must find a way back up the 20+D20' fall.
- 9 - A thick, heavy fog impedes visibility, forcing the crew to wait in place for +D4 🕒.
- 10 - A random character must pass a Perception check or step on a strange translucent sack. If they fail, it explodes and releases a spider-like creature which immediately attempts to bite them. Only a DrakeSkin with an Armor Module Class A or higher can resist the attack. If bitten, the character must pass a CON check or become infected.

Scorched Sights (D10)

- 1 - A river of molten metal, slowly oozing downhill.
- 2 - An everburning pillar of fire, a dozen feet tall.
- 3 - A lake of boiling water.
- 4 - A large plain covered in a knee-deep layer of ash.
- 5 - A volcanic eruption, far in the distance but still dramatic and awe-inspiring.
- 6 - A steaming rock surface, its surface recently congealed into strange, smooth shapes.
- 7 - A deep chasm, the glow of molten lava far below.
- 8 - An artificial structure resembling a chimney. Black smoke emerges from the top.
- 9 - A valley carved by the passage of molten lava, which left behind gigantic diamond-like pillars.
- 10 - A clearly artificial channel dug in the hard stone surface, somehow still flowing with cold running water, which quickly plunges off a mountainside.

Scorched Hazards & Obstacles (D10)

- 1-2 - Encounter. Roll a Planetside Encounter.
- 3 - A treacherous geyser field. While crossing, steaming water unexpectedly bursts from the ground—characters must pass a DEX check or suffer D20 damage from the boiling water.
- 4 - A sludge-covered plain, difficult to traverse (+1 🕒).
- 5 - The ground shakes violently, throwing all crew members to their knees. There's a 1 in 6 chance boulders fall from a nearby mountain—each crew member must pass a DEX check or suffer D4 wounds.
- 6 - A winged horror the size of a horse suddenly appears, diving toward a random character—they must pass a DEX check or be snatched away by the creature, who drops them from a height of 2D20 feet.
- 7 - A stone structure, clearly artificial, stands amid a lake of lava. When approached it begins to vibrate, causing a deep bone-shattering sound. All characters must pass a CON check or simultaneously vomit and relieve themselves inside their suits (-2 to all actions until they can clean themselves).
- 8 - The ground collapses out from under the characters' feet. Every character takes D20 damage and they must find a way back up the 20+D20' fall.
- 9 - A thick cloud of dense smoke impedes visibility, forcing the crew to wait in place for +D4 🕒.
- 10 - A strong wind which quickly turns into a violent hurricane of ash and dust. The crew must find shelter and remain there for D10 Time Tracks.

Toxic Sights (D10)

- 1 - Yellow fumes emerging from the earth's depths.
- 2 - A field of eerie phosphorescent plant-like lifeforms.
- 3 - A narrow valley carpeted with thorny vines.
- 4 - A waterfall, thick and slimy and green with algae.
- 5 - Yellow sulphuric clouds, forming strange patterns.
- 6 - A soft, almost ash-like substance floating on the wind, sticking to all surfaces and dyeing them red.
- 7 - Dozens of small creatures feeding off a large, days-old carcass.
- 8 - Rock formations, corroded by the toxic elements, left with serrated edges and bone-like patterns.
- 9 - The bleached bones of dozens of large creatures, somehow impervious to the elements.
- 10 - Large clouds of insect-like creatures, far away but still clearly visible due to their number.

Toxic Hazards & Obstacles (D10)

- 1-2 - Encounter. Roll a Planetside Encounter.
- 3 - A poisonous marsh, its toxic fumes hell on any suit's air filters. If crossed, there's a 1 in 6 chance the air filtration system in a suit fails, requiring a successful Technology check to be repaired.
- 4 - A sludge-covered plain, difficult to traverse (+1 ☹).
- 5 - A jungle-like area full of prehensile vines which attempt to grab the crew members. All characters must pass a DEX check to avoid being entangled (STR check to escape). Each failed attempt causes +1 ☹.
- 6 - A random character suddenly realizes they have been poisoned somehow (random severity).
- 7 - A perfectly spherical metal globe, the size of a small house, sits in the middle of an empty field. If approached, roll a D20: 1-10) its surface is textured to reveal the contents of all adjacent hexes; 11-19) a blast of energy shocks a random character, dealing 2D20 damage; 20) an orifice opens in its side, revealing a strange metal gauntlet that immediately adjusts itself to the wearer's anatomy. The wearer can somehow move metal objects no larger than a beach ball at a distance of 20'.
- 8 - The ground collapses out from under the characters' feet. They fall inside a spongy but highly corrosive surface. They must climb out the 10' hole in less than 5 rounds or their boots to dissolve (followed by their feet, legs, etc.).
- 9 - A large lake of acid occupies this area, forcing the crew to go around it +2 ☹.
- 10 - A field of fungal lifeforms—small, white and spherical—covers this whole hex. They explode in a splash of acid when touched, dealing D20 damage in a 3' radius, so all characters must pass a Stealth check to avoid disturbing the fungi.

Urban Sights (D10)

- 1 - A colossal tower with no visible entrance or windows, topped by a minaret.
- 2 - A steep canyon, its walls covered with hanging buildings.
- 3 - Rubble-covered terrain, as far as the eye can see. The only remains of what once must have been a large city.
- 4 - A large dome, covering the ruins of some sort of square.
- 5 - A multi-leveled road system, criss-crossed a hundred different ways.
- 6 - A series of arches rising above the rubble.
- 7 - A pair of tall skyscrapers creating an artificial valley.
- 8 - A wide, circular plaza, stairs spiraling downwards to a collapsed underground facility.
- 9 - A wide avenue, surprisingly free of rubble, with low, square buildings at each side.
- 10 - A series of pools, in neat rows of three, extending for miles into the distance.

Urban Hazards & Obstacles (D10)

- 1-2 - Encounter. Roll a Planetside Encounter.
- 3 - The ground shakes violently, throwing all crew members to their knees. There's a 1 in 6 chance rubble from the nearby buildings falls down on the characters—each crew member must pass a

DEX check or suffer D4 wounds.

- 4 - An impossibly high barrier blocks the crew's path, forcing them to walk around it (+1 🕒).
- 5 - A thick cloud of radioactive gas floats over this hex. Entering it inflicts 50 rads.
- 6 - An ancient bridge made of some concrete-like material is the only way to get across a canyon. Unfortunately, it collapses under the weight of a random character, who takes D20 damage and must find a way back up from the 20' fall.
- 7 - A swarm of small bat-like creatures emerges from a nearby building, crowding around the crew. All characters must pass a Resolve check or gain D10 Stress.
- 8 - The ground falls out from under the characters' feet. Every character takes D20 damage and they must find a way back up the 20+D20' fall.
- 9 - A thick, smoke-like fog impedes visibility, forcing the crew to wait in place for +D4 🕒.
- 10 - The crew inadvertently activates an automated defense system. Ancient turrets emerge from the ground and spray a quick-set foam that solidifies on contact, becoming as hard as concrete. Characters must pass a DEX test to avoid being hit, failing means they're stuck in place and must find a way of freeing themselves

Volcanic Sights (D10)

- 1 - An erupting volcano, far in the distance.
- 2 - Black, menacing clouds gathering above.
- 3 - A spectacular lightning storm, illuminating an apocalyptic landscape.
- 4 - Two different lava flows, meeting and merging into a wide slow-flowing river of molten rock.
- 5 - Large boulders falling from a mountain and splashing into a lake of lava.
- 6 - A rare bout of rain, sizzling a recent lava flow, hardening it and creating huge steam clouds.
- 7 - A large pool of bubbly molten metal.
- 8 - Ancient metal archways, the remains of an old lava tunnel that passed through and melted an iron vein.
- 9 - A lava "waterfall," dripping from a mile-high volcano.
- 10 - A field of lava geysers, each creating a column of fire dozens of feet tall.

Volcanic Hazards & Obstacles (D10)

- 1-2 - Encounter. Roll a Planetside Encounter.
- 3-4 - The ground shakes violently, throwing all crew members to their knees. There's a 1 in 6 chance rubble from nearby buildings falls onto the characters—each crew member must pass a DEX check or suffer D4 wounds.
- 5-6 - An impossibly high volcano blocks the crew's path, forcing them to walk around it (+1 🕒).
- 7-10 - Lava covers this whole area, making it completely inaccessible. The crew must find a different hex to pass through.

Water Sights (D10)

- 1 - A kelp forest, its long, thick vines extending towards the surface.
- 2 - A creature so large it is difficult to comprehend, slowly swimming in the distance.
- 3 - A field of bioluminescent life-forms that look like corn ears.
- 4 - A dark, narrow canyon with serrated clam-like organisms attached to both sides, making it look like a gaping mouth.
- 5 - Incredibly long fragile-looking organisms, gently floating in the current.
- 6 - Hundreds of small organisms devouring the carcass of a larger creature.
- 7 - Coral-like formations, spanning hundreds of feet, creating incredible spirals and other exotic shapes.
- 8 - Large, ancient pipelines, big enough to fit a standing human.
- 9 - The rusty remains of some sort of boat or ship.
- 10 - Small jellyfish-like organisms float in all directions, as far as the eye can see.

Water Hazards & Obstacles (D10)

1-4 - Encounter. Roll a Planetside Encounter.

5 - A swarm of small snake-like creatures emerges from below, crowding around the crew. All characters must pass a Resolve check or gain D10 Stress.

6 - A random character is attacked by some sort of tentacled creature emerging from a rock formation. The character (or their companions) must pass a STR check before D4 rounds end, or be pulled into a dark, ominous-looking hole. Failure means the character is stuck inside the hole until the crew can figure out how to pull them out.

7 - A steep rock formation, rising from the depths, blocks the crew's path and forces them to go around it (+2 ⌚).

8 - The water here is highly radioactive. All characters receive 50 rads.

9 - A pod of clearly predatory organisms head towards the crew. If any character passes a Perception check, they manage to spot them just in time, earning the crew a chance to hide. Failure means the crew is attacked by an Elite encounter.

10 - The crew enters a strong underwater current—each character must pass a DEX check to swim away from the current or else they are quickly swept away to a random adjacent hex.

Antagonists

Creating Antagonists

When the crew faces an Encounter result on the Site exploration table, it is time to define what exactly they ran into. Following the next steps will give a clearer picture of what they must deal with, its capabilities, strengths and weaknesses.

To create an antagonist for the crew:

- Choose the correct difficulty
- Generate its characteristics (Type, Size, Drive, Intelligence, Stat Block, Role)
- Use the appearance tables to define how it looks

Choosing the Correct Difficulty

An encounter's difficulty is determined with the Encounter Difficulty table.

Encounter Difficulty (D20)

- 1-5 - Easy
- 6-13 - Standard
- 14-18 - Elite
- 19-20 - Overwhelming

Creature variety and encounter size vary depending on the number of crew members (e.g. one, three or five). Even if crew members die, the difficulty will remain the same for that expedition. This means a five member crew that loses two members will still roll on the five-member crew tables when generating encounters.

Creature Variety in a Single Encounter

When encountering a creature, always begin by rolling on the Site Expedition Report sheet's creature table to check if it's a creature you've already encountered, regardless of its difficulty. Many of the encounters list creatures of varying difficulties (e.g. "1xStandard + 2xEasy Creatures" or "2xElite + 4xEasy Creatures"). When this happens, all the creatures are the same type and must be generated accordingly. This means crews won't face an Àrsaidh Guardian fighting alongside an Aberration, or an Aberration hunting humans with the help of the local fauna.

Although the creatures share a Type, they often come in different difficulties. When this is the case, generate the base creature Type and then modify it to the correct difficulty, effectively creating different versions of the same base creature. Remember, these are new creatures, so each one must be added to the Site Expedition Report sheet separately!

One-Crew Encounters:

One-Member Crew Easy Encounter

1xEasy creature

One-Member Crew Standard Encounter (D20)

1-12 - 1xStandard creature

13-20 - 2xEasy creatures

One-Member Crew Elite Encounter (D20)

1-10 - 1xElite creature

11-15 - 2xStandard creatures

16-18 - 1xStandard + 2xEasy creatures

19-20 - 3xEasy creatures

One-Member Crew Overwhelming Encounter (D20)

1-8 - 1xOverwhelming creature

9-10 - 2xElite creatures

11-12 - 1xElite + 2xStandard creatures

13-14 - 1xElite + 3xEasy creatures

15-16 - 3xStandard creatures

17-18 - 2xStandard + 3xEasy creatures

19-20 - 4xEasy creatures

Three-Member Crew Encounters:

Three-Member Crew Easy Encounter (D20)

1-12 - 3xEasy creatures

13-20 - 1xEasy + 1xStandard creature

Three-Member Crew Standard Encounter (D20)

1-10 - 3xStandard creatures

11-13 - 2xEasy + 2xStandard creatures

14-16 - 4xEasy + 1xStandard creatures

17-18 - 6xEasy creatures

19-20 - 1xElite + 2xEasy creatures

Three-Member Crew Elite Encounter (D20)

1-8 - 3xElite creatures

9-10 - 2xElite + 2xStandard creatures

11-12 - 1xElite + 4xStandard creatures

13-14 - 2xElite + 4xEasy creatures

15-16 - 1xElite + 8xEasy creatures

17-18 - 6xStandard creatures

19-20 - 10xEasy creatures

Three-Member Crew Overwhelming Encounter (D20)

1-6 - 3xOverwhelming creatures

7-8 - 2xOverwhelming + 2xElite creatures

9-10 - 1xOverwhelming + 4xElite creatures

11-12 - 2xOverwhelming + 8xStandard creatures

13-14 - 1xOverwhelming + 12xStandard creatures

15-16 - 2xOverwhelming + 16xEasy creatures

17-18 - 1xOverwhelming + 20xEasy creatures

19-20 - 24xEasy creatures

Five-member Crew Encounters

Five-Member Crew Easy Encounter (D20)

- 1-10** - 5xEasy creatures
- 11-15** - 2xStandard + 1xEasy creatures
- 16-18** - 1xStandard + 3xEasy creatures
- 19-20** - 1xElite + 1xEasy creatures

Five-Member Crew Standard Encounter (D20)

- 1-2** - 5xStandard creatures
- 3-4** - 4xStandard + 2xEasy creatures
- 5-6** - 3xStandard + 4xEasy creatures
- 7-8** - 2xStandard + 6xEasy creatures
- 9-10** - 1xStandard + 8xEasy creatures
- 11-12** - 2xElite + 1xStandard creatures
- 13-14** - 1xElite + 3xStandard creatures
- 15-16** - 2xElite + 2xEasy creatures
- 17-18** - 1xElite + 6xEasy creatures
- 19-20** - 10xEasy creatures

Five-Member Crew Elite Encounter (D20)

- 1-6** - 5xElite creatures
- 7** - 4xElite + 4xEasy creatures
- 8** - 3xElite + 8xEasy creatures
- 9** - 2xElite + 12xEasy creatures
- 10** - 1xElite + 16xEasy creatures
- 11** - 4xElite + 2xStandard creatures
- 12** - 3xElite + 4xStandard creatures
- 13** - 2xElite + 6xStandard creatures
- 14** - 1xElite + 8xStandard creatures
- 15** - 20xEasy creatures
- 16** - 10xStandard creatures
- 17** - 1xOverwhelming + 1xElite creatures
- 18** - 1xOverwhelming + 2xStandard creatures
- 19** - 1xOverwhelming + 4xEasy creatures
- 20** - 5xStandard + 10xEasy creatures

Five-Member Crew Overwhelming Encounter (D20)

- 1-7** - 5xOverwhelming creatures
- 8** - 4xOverwhelming + 2xElite creatures
- 9** - 3xOverwhelming + 4xElite creatures
- 10** - 2xOverwhelming + 6xElite creatures
- 11** - 1xOverwhelming + 8xElite creatures
- 12** - 4xOverwhelming + 4xStandard creatures
- 13** - 3xOverwhelming + 8xStandard creatures
- 14** - 2xOverwhelming + 12xStandard creatures
- 15** - 1xOverwhelming + 16xStandard creatures
- 16** - 10xElite creatures
- 17** - 20xStandard creatures
- 18** - 40xEasy creatures
- 19** - 8xElite + 4xStandard creatures
- 20** - 10xStandard + 20xEasy creatures

Defining Creature Type

Creatures are categorized into Types depending on their general characteristics and origin. This helps the GM (or player) determine some details about their capabilities and behavior.

Creature Type - Off-Planet (D6)

1-2 - Guardian

3-4 - Aberration

5-6 - Synthetic

Creature Type - Planet Surface (D6)

1 - Guardian

2-3 - Aberration

4-6 - Local Fauna

- **Guardian:** Constructs found in essentially all Àrsaidh facilities, which act to protect said sites at any cost. They are relentless and will only stop once they've eliminated all intruders, or been destroyed. Most are the same few standard models with easily-recognizable A-metal bodies and sleek designs.
 - *Guardians are immune to any morale or psychological effects.*
- **Aberration:** Creatures that are just too strange and mind-bending to be considered fauna. Many suspect they're the result of Àrsaidh experimentation, or something worse.
 - *Facing an Aberration always causes 5 Stress.*
- **Synthetic:** Biomechanical life-forms commonly found around Àrsaidh facilities or places of interest, probably the result of experimentation.
 - *Synthetics can act normally the same turn they pass a Recovery Check.*
- **Local Fauna:** Although most planets are cataclysmic wastelands devoid of life, some Àrsaidh ships land on planets with some form of local fauna. They are as varied as life is on earth, and often relentlessly dangerous.
 - *Local Fauna always possess a minimum of 1 Defense.*

Defining Size

Knowing a creature's size not only helps the players imagine how it looks, it also affects its capabilities. Size has a lot to do with how much melee damage a creature can deal, as shown in the following table.

Size & Damage Modifier (D20)

1-3 - Rodent to housecat (-2 damage).

4-8 - Large dog to wildcat (-1 damage).

9-16 - Humanoid in size (no changes).

17-18 - Larger than human—like a large gorilla (+1 damage).

19-20 - Cow to alligator (+2 damage).

Movement

Movement rates differ from creature to creature. As a rule of thumb bipedal creatures (including unenhanced humanoids) or creatures with no legs move 1 Hex per round, while quadrupedal and sexapedal creatures move 2 hexes per round. If the stat block of a creature or NPC shows a different Movement rate, use that one.

Generating a Creature's Drive

Not all alien creatures are killing machines. Use the following table to determine the creature's drive and if you wish, alter its behavior accordingly. If you want to ignore this, simply assume any creatures who confront the crew are only interested in killing and feeding. A Guardian's drive is always *Territory Control*.

Creature Drive (D4)

- 1 - Territory Control
- 2 - Predation
- 3 - Destruction
- 4 - Parasitization

1 - Territory Control. This creature dominates this territory, claiming it as its own. Any intruders are swiftly dealt with or at least chased off. Territorial creatures don't pursue any character(s) that exit the Area where they were first encountered.

2 - Predation. An insatiable hunger pushes this creature to devour almost anything it comes across. It lives for the hunt. A predatory creature will stop to devour any fallen character instead of dealing with other potential threats, unless it is attacked.

3 - Destruction. This creature is only interested in destroying everything in its path, be it gear, buildings or the characters themselves.

4 - Parasitization. This creature relies on other living beings for its reproduction. It will choose a host and use it to grow its offspring, until they're devoured from the inside out. A character wounded by a parasitic creature must pass a CON check or succumb to a parasitic infection (pg XXX).

Defining a Creature's Intelligence (optional rule)

Instead of using a stat block's suggested intelligence, you can choose to randomize it. While most creatures have animal intelligence, some of them might be much more cunning. Use the following table to determine the intelligence of an Abomination, Synthetic or Local Fauna.

Creature Intelligence (D10)

- 1-7 - Animal-like (6-1D4)
- 8-9 - Human-like (6+1D8)
- 10 - Above human (12+1D8)

Generating an Antagonist's Stat Block

Next, pick the Stat Block matching the encounter's difficulty. When a choice is presented between two options (such as more damage or more attack skill), pick one randomly by giving each option a 50% chance to appear.

Easy

STR	DEX	CON	WIL	INT	CHA
8	4	8	6	6	0

- Damage: Attack Skill +2 and D10+5 Damage
- Wounds: 1
- Awareness: 5

- Number of rolls on the Ability table: 1

Standard

STR	DEX	CON	WIL	INT	CHA
12	12	10	10	8	0

- Damage: Attack Skill +5 and D10+5 Damage OR Attack Skill +2 and 2D12 Damage
- Wounds: 1
- Awareness: 10
- Armor 2 OR Defense 2
- Number of rolls on the Ability table: 1
- Recovery Reactions:
 - Bloodied: +2 Damage OR Attempts to flee
 - Cornered: +2 Defense OR +2 Attack Skill
 - Overwhelmed: -2 Defense OR Attempts to flee

Elite

STR	DEX	CON	WIL	INT	CHA
14	14	12	12	8	0

- Damage: Attack Skill +8 and 2D12 Damage OR Attack Skill +4 and 2D10+5 Damage
- Wounds: 2
- Awareness: 15
- Armor 4 OR Defense 4
- Number of rolls on the Ability table: 2
- Recovery Reactions:
 - Bloodied: +5 Damage OR +2 Defense
 - Cornered: +5 Defense OR +5 Attack Skill
 - Overwhelmed: -2 Defense OR Attempts to flee

Overwhelming

STR	DEX	CON	WIL	INT	CHA
16	14	15	14	8	0

- Damage: Attack Skill +10 and 3D12 Damage OR Attack Skill +5 and 3D10+5 Damage
- Wounds: 3
- Awareness: 20
- Armor 5 OR Defense 5
- Number of rolls on the Ability table: 3
- Attacks 2 times on its turn
- Recovery Reactions:
 - Bloodied: +7 Damage OR +5 Defense
 - Cornered: +7 Defense OR +7 Attack Skill
 - Overwhelmed: -2 Defense OR Attempts to flee

Defining the Enemy Role

All antagonists have a role that changes their combat behavior, Stat Block and other characteristic details. **All Easy, one-crew member opponents are Brutes.** The rest are determined randomly:

Enemy's Role (D10)

- 1-3 - Brute
- 4-5 - Lurker
- 6-7 - Ranged
- 8-9 - Swarm
- 10 - Psychic

While in combat, roll every turn on the creature's Combat Behavior table to see how it acts. All creatures have a ranged

Brute

These creatures attack head-on, with no regard for tactics or caution. What they lack in finesse they make up with strength and ferocity.

- +1 to Hit Location rolls
- Brutes have no ranged attacks
- Brutes can move twice per turn
- +1 STR, -1 DEX, +1 CON
- +2 Damage
- -2 Attack Skill
- -2 Awareness

Combat Behavior - Brute (D10)

Behavioral Guidelines: *Charges head first into combat, without subtlety.*

- 1-7** - Makes a Melee attack OR rushes toward the closest opponent
- 8-10** - Uses a special ability/skill (if applicable) OR makes a Melee attack

Lurker

Enemies that prefer to wait for the perfect moment to strike. They work best in groups, so they can swiftly attack and return to the shadows.

- Lurkers do not suffer an attack of opportunity when disengaging from combat
- Lurkers favor melee combat over their ranged abilities
- +2 DEX, -1 CON
- +5 Attack Skill against opponents not directly targeting them
- +2 Awareness

Combat Behavior - Lurker (D10)

Behavioral Guidelines: *Avoids direct confrontations in favor of ambushing or taking opponents by surprise.*

- 1-4** - Initiates combat with a surprise attack OR attacks someone already engaged with another opponent
- 5** - Uses its Main attack
- 6-7** - Maneuvers, either to change targets (roll on the Target table, pg XXX), to avoid being surrounded or to leverage the terrain or situation
- 8-9** - Uses a special ability/skill (if applicable) OR uses its Main attack
- 10** - Uses a piece of gear (if applicable) OR uses its Main attack

Ranged

Opponents that always attempt to stay at range and prioritize ranged attacks. While capable of

melee combat, their skill clearly lies in ranged attacks using sophisticated weaponry or biological projectiles.

- Ranged creatures favor ranged attacks over their melee abilities
- -1 STR, +1 DEX, -1 CON, +1 WIL
- +1 to Hit Location rolls
- +2 Ranged Attack skill, -2 Melee Attack skill
- +2 Awareness

Combat Behavior - Ranged (D10)

Behavioral Guidelines: A balanced combatant who attempts to stay at range and avoid melee combat.

1-4 - Uses its main attack (always Ranged unless forced into melee)

5 - Uses its secondary attack (if applicable) OR uses its Main attack

6-7 - Maneuvers, either to change targets (roll on the Target table, pg XXX), to avoid being surrounded or to leverage the terrain or situation

8-9 - Uses a special ability/skill (if applicable) OR uses its Main attack

10 - Uses a piece of gear (if applicable) OR uses its Main attack

Swarm

A Swarm is a group of dozens or even hundreds of smaller, single individuals acting as a single opponent. They are almost impossible to avoid completely, but fortunately no single creature is very strong. While each individual's size is always tiny, the Swarm can be as large as a large animal, engulfing all creatures in range.

- Swarms have no ranged attacks
- Swarms can move twice per turn
- +5 Attack Skill
- -1D10 damage
- Swarms larger than a single human (made by rolling 19-20 on the Size table) attack every single character at once
- Attacks against Swarms do not roll on the Hit Location table—all damage is automatically modified by +1

Combat Behavior - Swarm (D10)

Behavioral Guidelines: Closes the gap as fast as possible, rushing forward to surround its target.

1-7 - Makes a Melee attack OR rushes toward the closest opponent

8-10 - Uses a special ability/skill (if applicable) OR makes a Melee attack

Psychic

An umbrella designation for creatures with abilities that defy our understanding of physics. These encounters are often the most terrifying due to the inability of our scientists to explain them and the lack of conventional ways of dealing with them.

- Psychic creatures favor ranged attacks over their melee abilities
- Psychic opponents always roll on the Psychic Ability table instead of the standard one
- -1D10 damage
- -1 CON, +3 WIL

Combat Behavior - Psychic (D10)

Behavioral Guidelines: If fighting alone, it attempts to keep its distance. In a group, they stay grouped, supporting and attacking from a ranged position.

1-4 - Uses any abilities they have OR attacks normally

5-6 - Uses its Main attack

7 - Maneuvers, either to change targets (roll on the Target table, pg XXX), to avoid being

- surrounded or to leverage the terrain or situation
- 8-9** - Uses a special ability/skill (if applicable) OR uses its Main attack
 - 10** - Use a piece of gear (if applicable) OR uses its Main attack

Adding Unique Traits

After generating a creature's capabilities, roll on the Unique Trait table. Only Standard, Elite and Overwhelming creatures must roll.

Creature Unique Trait (D10)

- 1** - +1 Armor/-1 Defense
- 2** - +1 Defense/-1 Armor
- 3** - +5 Attack Skill/-5 Damage
- 4** - +5 Damage/-5 Attack Skill
- 5** - +1 Wound/-1 Ability
- 6** - +2 CON/-2 WIL
- 7** - +2 WIL/-2 CON
- 8** - +2 STR/-2 DEX
- 9** - +2 DEX/-2 STR
- 10** - +1 Wound/-1 CON/-1 WIL

Enemy Abilities

Most creatures encountered possess unique abilities. Use the following tables to define which ones they are.

Enemy Ability (D20)

- 1** - Acid Blood
- 2** - Acid Spray
- 3** - Carapace
- 4** - Cleave/Spread Shot
- 5** - Crawler
- 6** - Dazzle
- 7** - Drain
- 8** - Entangle
- 9** - Explosive
- 10** - Flame Attack
- 11** - Immune
- 12** - Infectious
- 13** - Metallic Claws
- 14** - Paralyzing Bite/Shot
- 15** - Putrid
- 16** - Rebirth
- 17** - Regenerate
- 18** - Tough
- 19** - Uncanny Speed
- 20** - Vicious

1 - Acid Blood

Passive

Each time the creature receives damage, it deals D20 damage to any character within melee range and has a 50% chance to destroy a piece of their equipped gear.

2 - Acid Spray

Active

The creature spits an acidic substance against its opponent. The attack deals 2D12 damage on a hit and has a 50% chance to destroy a piece of the target's equipped gear (see Damaged Gear, pg XXX).

3 - Carapace

Passive

This creature's hard carapace grants it +3 Armor.

4 - Cleave/Spread Shot

Active

If the creature passes a skill check, it makes a wide attack that hits all opponents in range, dealing 2D10 damage.

5 - Crawler

Passive

This creature can crawl on any surface—even walls or ceilings—allowing it to potentially be out of range from most Melee weapons.

6 - Dazzle

Active

The creature emits a sudden, bright flash, blinding any opponent situated in front of it for D4 rounds.

7 - Drain

Active

The creature aims an attack at the target's neck. This might be a bite in melee or a called shot at range. If successful, the target immediately receives 1 Wound, and the creature heals 1 Wound.

8 - Entangle

Active

This creature entangles its target (with tentacles, a web-like substance or plant-like tendrils). To escape, the entangled target must perform a DEX check every round until freed or cut out by someone else.

9 - Explosive

Passive

After being dealt a fatal wound, this creature explodes dealing D20 damage for 30' in all directions.

10 - Flame Attack

Active

The creature sprays its opponent with a flammable chemical substance that ignites when it comes into contact with oxygen (only works in oxygenated environments). It attacks as normal, but instead of dealing damage, its opponent receives the Burning condition.

11 - Immune

Passive

This creature is immune to the effects of heat, cold and even radiation.

12 - Infectious

Passive

All Wounds caused by this creature become Infected.

13 - Metallic Claws

Passive

This creature deals an extra +1D4 damage per melee attack.

14 - Paralyzing Bite/Shot

Active

The creature has an attack that forces the target to make a CON (-5) check or be paralyzed for D4 rounds.

16 - Putrid

Passive

Each time this creature deals damage, its target loses 1 CON. This loss persists until healed with a Medical Aid check.

16 - Rebirth

Passive

After being killed, the creature partially regenerates and now has one Wound left. Only works once.

17 - Regenerate

Active

If the creature has received a Wound, it spends this turn healing it.

18 - Tough

Passive

This creature is immune to Critical Hits.

19 - Uncanny Speed

Active

For 1 Turn after activating this ability, the creature is completely immune to ranged attacks.

20 - Vicious

Passive

When this creature causes a Wound, its target adds +2 to the Injury table roll.

Psychic Abilities (D10)

1 - Buffer

2 - Control

3 - Distressing

4 - Dread

5 - Inspire Terror

6 - Mind Lash

7 - Organize

8 - Stun

9 - Suffocate

10 - Telekinetik Push

1 - Buffer

Active

The next time the creature is hit by an attack, they suffer 50% less damage.

2 - Control

Active

The creature attempts to control the actions of its target. The target must pass a WIL check to avoid being controlled. A controlled creature may only attempt to free themselves every 2 rounds.

3 - Distressing

Passive

Any character in combat against this creature gains 1 Stress/round.

4 - Dread

Active

The creature triggers a roll on the Dread table.

5 - Inspire Terror

Active

The creature causes all characters within 30' to gain 5 Stress.

6 - Mind Lash

Active

The creature assaults its target's mind—pass a WIL check or be Knocked Down.

7 - Organize

Passive

This creature grants +2 Attack skill and +1 WIL to all surrounding creatures (except the PCs).

8 - Stun

Active

This attack stuns the target for D4 rounds (has 50% Stamina, can only take actions to move).

9 - Suffocate

Active

The target suffers the effects of Suffocation.

10 - Telekinetic Push

Active

The creature pushes its target away with its mind, slamming them against the nearest solid object and causing 2D10 damage.

Appearance

The final step to generating a creature is determining what it looks like. Feel free to bend the results from the following tables to match the creature's abilities, role and type.

General Appearance (D20)

- 1 - Avian
- 2 - Arachnid
- 3 - Insectoid

- 4 - Apeish
- 5 - Reptilian
- 6 - Serpentine
- 7 - Canine
- 8 - Feline
- 9 - Antilopine
- 10 - Bovine
- 11 - Cancrine
- 12 - Chelonian
- 13 - Amorphous
- 14 - Ichthyic
- 15 - Glirine
- 16 - Octopine
- 17 - Fungine
- 18 - Plantlike
- 19 - Petrous
- 20 - Vermian

The creature is covered with... (D8)

- 1 - Scales
- 2 - Feathers
- 3 - Skin
- 4 - Fur
- 5 - Chitin
- 6 - Crystal
- 7 - Ooze
- 8 - Stone

Number of Limbs (D4)

- 1 - None
- 2 - Bipedal, mostly upright
- 3 - Quadrupedal
- 4 - Sexapedal

Hind Limbs (Terrestrial) (D6)

- 1 - None
- 2 - Claws
- 3 - Hooves
- 4 - Feet
- 5 - Talons
- 6 - Tentacles

Fore Limbs (Terrestrial) (D10)

- 1-5 - Same as Hind Limbs
- 6 - None
- 7 - Claws
- 8 - Talons
- 9 - Tentacles
- 10 - Pincers

Limbs (Aquatic) (D6)

- 1-2 - None

3-4 - Tentacles

5-6 - Flippers

Mouth (D6)

1 - None

2 - Beak

3 - Mouth

4 - Tentacles

5 - Snout

6 - Trunk

Eyes - Type (D10)

1-2 - None

3-4 - Front-Facing

5-6 - Side-Facing

7-8 - Eystalks

9-10 - Compound

Eyes - Number (D10)

1-2 - One

3-5 - Two

6-7 - Four

8 - Six

9 - Eight

10 - Ten

Unique Feature (D10)

1 - Wings

2 - Horns

3 - Mane

4 - Several mouths

5 - Numerous limbs

6 - Bright colors

7 - Suckers

8 - Tail

9 - Tendrils

10 - Translucence

Random Creature Name

Although not strictly necessary, it helps to name the creatures we come across, in order to be able to discuss them more easily.

Number of Syllables (D10)

1-2 - One

3-6 - Two

7-10 - Three

Once you've determined the number of syllables, roll once on each column as needed. When rolling a name with a single syllable, feel free to duplicate any consonant or vowel in it.

D100	First Syllable	Second Syllable	Third Syllable
-------------	-----------------------	------------------------	-----------------------

1-2	Ael	Hu	Mus
3-4	Ar	Hol	Myn
5-6	At	Has	Med
7-8	Af	Hof	Mol
9-10	Am	Hev	Mec
11-12	Ain	Io	Nio
13-14	Bo	Im	Nu
15-16	Baf	Ir	Ner
17-18	Bet	Iok	Nas
19-20	Bin	Iv	Or
21-22	Buk	Ix	Otu
23-24	Bon	Jo	Owa
25-26	Bru	Je	Ogi
27-28	Cal	Jun	Ofe
29-30	Cor	Jas	Ovy
31-32	Cen	Jho	Olo
33-34	Col	Jen	Oma
35-36	De	Jiv	Pro
37-38	Dra	Jox	Pem
39-40	Din	Jer	Pas
41-42	Deo	Jis	Pu
43-44	Dak	Kro	Puc
45-46	Dot	Ke	Pyf
47-48	Er	Kal	Piz
49-50	Eo	Koe	Qu
51-52	Eni	Klu	Reo
53-54	Eto	Kyn	Rin
55-56	Eal	Kva	Ra
57-58	Eth	Kol	Rol

59-60	Emi	Kes	Se
61-62	Eos	Kut	Sov
63-64	Foh	Kso	Sag
65-66	Fel	Kae	Siz
67-68	Fan	Kib	Suf
69-70	Fri	Li	To
71-72	Fik	Lon	Til
73-74	Faw	Ler	Tra
75-76	Flo	La	Tuv
77-78	Gru	Loy	Uo
79-80	Gon	Lun	Un
81-82	Gas	Les	Ven
83-84	Gy	Lam	Vo
85-86	Gli	Lef	Vas
87-88	Gea	Luz	Xa
89-90	Got	Lop	Xon
91-92	Hun	Mo	Yeo
93-94	Hol	Met	Yl
95-96	Hra	Maf	Yt
97-98	Hib	Mig	Zas
99-100	Had	Mox	Zo

Enemy Morale

Although Àrsaidh Guardians are immune to fear and will fight to the death, most other creatures may become demoralized and change their behavior during combat. When a living creature faces one of the following situations, they must **pass a WILL check to test their morale** or roll on the appropriate Demoralized Reaction table. Some creatures, including those without any WIL, are immune to the effects of morale.

- In a group situation, when their first ally is killed.
- When fighting against an impossible foe.
- When Knocked Down (-2 to the morale roll). They will act out the roll's result once (if) they recover.

- After failing a Recovery Check (-3 to the morale roll). They will act out the roll's result once (if) they recover.

Demoralized Reaction - Aberration / Local Fauna / Synthetics (D6)

- 1 - Panics, immediately attempts to flee
- 2 - Snarls and growls, but ceases to attack for D4 rounds
- 3 - Confused by fear, it attacks the nearest target, friend or foe
- 4 - Attempts to pull back to assess the situation
- 5 - Confused, it attacks a downed opponent or freezes if none are downed
- 6 - Ignores everything for a round

Demoralized Reaction - Humanoid (D6)

- 1 - Panics, immediately attempts to flee
- 2 - Ceases to attack for D4 rounds while it cowers in fear
- 3 - Confused by fear, it attacks the nearest target, friend or foe
- 4 - Attempts to pull back to assess the situation
- 5 - Freezes in confusion, losing its turn
- 6 - Blindly attacks the nearest opponent at -5 to its combat skill

When an opponent flees, any character engaged with it in melee can perform a free **attack of opportunity**. If the combatant is simply attempting to pull back, they must pass a DEX check or remain in combat, having lost their turn attempting to pull back.

Running the Game

This chapter holds all the necessary tools to run the game for others as a Game Master (GM) or to play without one, either by yourself or with others. There are also detailed rules on how to create NPCs and determine their interests, motivations, and more.

As the GM, it is your responsibility to fill in the gaps and iron out any logical inconsistencies produced by this book's many generators. This is your chance to add your personal flavor, to connect seemingly disconnected results into one narrative. It is tempting to re-roll results that don't make sense at first glance, but with a bit of work these can become the most interesting ones.

Don't forget that this book's rules are here for you to break and bend to your will. If something doesn't work, take it apart, remove it or expand it. The void is vast, and it is impossible to cover everything your Divers can find there.

Do not relax the pressure you put on your players. The galaxy cares little for a bunch of humans who are clearly out of their depth. Make them assume all events and creatures are out to kill them. It is your role to present them with these problems. Although you may be tempted to create solutions, the game will be more intense and fun for everyone if you let the players come up with them.

Try to keep the game as open as possible. This book is full of tables that allow you to cover almost all circumstances on the fly, so allow the players to take their characters wherever they want. This not only adds to the world's credibility, making it feel less like a theme park and more like an actual real place, but means when the players inevitably do something or go somewhere that puts them in danger, they will only have themselves to blame.

Designing a Mission

One of the GM's most important duties is the creation of interesting Sites and Planets for players to explore. This can be done by following the steps described in the Playing the Game chapter, just as if you were playing alone. The only difference is that as a GM, you are not only free to alter, add or remove any of the results, you *should* be tailoring the results to the particularities of your group and their story so far.

If your group has a history of backstabbing, you might want to shorten the travel time and prepare a Site with plenty of hazards that they can only survive if they cooperate. If this is a new crew, you might want to hand-pick some results to dial down the potential fatality of the mission. Whatever the case, generate all the details beforehand. It is perfectly possible to wing it thanks to all the random generation tools, but the more you have prepared in advance the easier your life will be.

Across a Thousand Dead Worlds' gameplay favors a more sandbox, open-ended style of campaign. Instead of having one narrative thread, campaigns are typically a series of exploratory missions in self-contained Sites which the crew is unlikely to return to, along with the occasional event and diversion taking place on Karum Station. This means that it is not that important to tie the events of one game to what happened before.

Don't hesitate to create false leads and connections to previous events, to increase the players' paranoia and the appearance of a larger conspiracy. Alternatively, you might create a "meta-narrative" between the Sites. A series of ruins might all touch on some ancient species (other than the Àrsaidh) and their tragic downfall, with artifacts and clues as grim fragments of their ancient tale. Even if players don't investigate these connections, knowing their secret purposes and constructions will give you the hints you need to build things out properly.

Ensuring Everyone at the Table Has Fun

Across a Thousand Dead Worlds deals with pretty serious themes—trauma, death, even body horror. As the GM it is your job to make sure everyone at the table is comfortable with these themes and any others that you wish to introduce. Fortunately, smarter people than this author have already come up with very simple tools for this purpose:

- **The X-Card:** Since most RPGs are improvisational and we don't know what will happen, it's possible the game will go in a direction people don't want. The X-Card is an optional tool created by John Stavropoulos that can fix these problems as they arise, allowing anyone in your game (including the GM) to edit out content they're uncomfortable with. **To use, at the start of your game, simply say:** *"I'd like your help to make this game fun for everyone. If anything makes anyone uncomfortable in any way, [draw X on an index card], just lift this card up, or simply tap it [place card at the center of the table]. You don't have to explain why. It doesn't matter why. When we lift or tap this card, we simply edit out anything X-Carded. If there's an issue, anyone can call for a break and we can talk privately. I know it sounds funny but it will help us play amazing games together—in fact, usually I'm the one who uses the X-card to help take care of myself. Please help make this game fun for everyone. Thank you!"*
- **Lines & Veils:** First suggested by author Ron Edwards, Lines & Veils are limits established ahead of time, usually at the beginning of a new game or whenever a new player is introduced. A Line is anything a player considers a hard limit, something they do not want to appear in the fiction. A good example of this would be torture. A Veil is something players are okay with being part of the game so long as it's not focused on—they prefer to "pan away." to keep it away from the spotlight. A typical example of this would be sex scenes.

Most groups will never need these tools. Some groups have been playing together for years and know what they can and cannot do in a game. These tools are here for those cases when they might be necessary, though. Better to have them and not need them, than need them and not have them!

Game Master Emulation

Sometimes, nobody in the group wants to take up the mantle of GM. Other times, you might want to make a character and play the game completely alone. In these cases, you can use randomly-generated prompts to emulate the GM's decision-making process. The following pages explain this process in detail, allowing you to have a sandbox experience that will take your character(s) in completely unexpected directions.

Gameplay Structure

1. Establish a **Scene** and roll the **Twist** die to determine if there's a Surprise Event.
2. Answer any questions about the scene or create detail, and move the plot forward.
3. Use the normal gameplay rules and mechanics to resolve any situation that arises.
4. Update (add or resolve) the **Story Arcs**, add or remove **Characters**, adjust the Twist modifier, then establish the next Scene.

The Scene

Every **Scene** has a **Setting** (where the action takes place) and some **Characters** (all PCs and NPCs present). Unless this is your first session with new characters, these elements will organically flow from your previous scene. For your first session (and first scene), you can simply generate a mission and start things with a bang, loiter a bit around Karum Station to follow up on rumors, or even use

the Action and Theme tables to generate a Scene of your own.

- After establishing a Scene, roll to see if there's a **Twist**. At first, there is a 1-in-6 chance a **Surprise Event** is introduced (pg XXX).

- At the end of a Scene, the players must evaluate if they were in control of the situation. If they were not, the chance of a Twist goes up by 1 (to a max of 3-in-6). These odds reset each time the Time Track resets.

Asking Questions

A roleplaying gaming session is essentially a conversation between the player(s) and the GM. When the players want to know something about the world or its inhabitants, they ask the GM about it (at least in traditional RPGs). Things are different without a GM though. Players still have questions about the world, but answering them for themselves kills all the surprise and wonder that makes a story interesting. Fortunately, there are ways of answering virtually any question while still retaining that surprise element, as long as the question is properly formulated.

Running a Prediction Subroutine (Yes/No Questions)

To determine whether something is one way or another, use the Prediction Subroutine. First, ask the question in a “yes or no” fashion (e.g. “*Will the Guardian turn around and come my way?*”) and determine the likelihood of the event. Then compare the likelihood with the table below and roll a D20. Keep in mind, a natural 1 is considered an *Exceptional No*, while a natural 20 is an *Exceptional Yes*. This means that whatever the result is, it’s an extreme and absolute version of it.

For a more nuanced result, roll an extra D6 to determine if there’s a **Qualifier** and therefore a **Complication** (if needed). If there is, simply logically decide for yourself what it refers to, or use the Surprise Event, Action & Theme tables if there’s no clear answer.

Prediction Subroutine (D20)

If the action or event is...	Then...
Almost Impossible	It happens on a 16 or higher
Very Unlikely	It happens on a 14 or higher
Unlikely	It happens on a 12 or higher
Fifty-Fifty	It happens on a 10 or higher
Likely	It happens on an 8 or higher
Very Likely	It happens on a 6 or higher
Almost Certain	It happens on a 4 or higher

Qualifier (D6)

...but... – 1

No qualifier – 2-5

...and... – 6

Complication (D6)

1 – There’s an unexpected event at a very good or bad moment

2 – Something that appears to be one way is actually another

3 – A new character(s), or an existing character’s true nature, is revealed (reinforcements appear, a

harmless NPC is actually an enemy agent, etc.)

4 – The physical environment changes (weather, floor collapse, security systems activate, etc.)

5 – A useful item (key, gear, a letter) is found or lost

6 – The social environment changes (a character's mother is actually their aunt, a PC is mistaken for someone else, etc.)

Example: A terrible explosion tears a hole in the sector Eduardo's team was exploring. Taken by surprise, they see the atmosphere is being vented, fast. There's a chance they will be pulled out before they can activate their magnetic boots, so Eduardo's player runs a Prediction Subroutine to ask, "Is there anything around I can grab to avoid being sucked out?" They decide the odds are 50-50, which means they need a 10 or higher on a D20. Eduardo's player rolls a D20 and a D6 (for the qualifier). The results are 14 and 6, which means yes, there is something that Eduardo can hold onto. Not only that, but the qualifier is "...and..." which they interpret as the handhold is not only enough for Eduardo, but for the rest of the crew as well. They decide the explosion dislodged a cable which is long and thick enough for the whole crew to attach their suits to. They're safe, for now.

Surprise Events ("What happens?")

When a situation's outcome is uncertain or when you simply need to know what happens next (like for a Twist), use the following method to learn more details:

- Roll a D8 for the column and another for the row to generate a Surprise Event. Alternatively, pick a Descriptor that makes sense in the scene's context.

- Then roll on the Action and Theme tables to further refine the result, if necessary.

Example: After weeks of being cooped up in a Triangle with no end in sight, Daiyu's crew realizes they're running out of oxygen. Daiyu's player is unsure how the NPCs, particularly Henry, will react to this news. She could use the different NPC behavior tables to find out, but decides to use the "Non-Player Character" row on the Events table instead. She rolls a single D8 and obtains a 2 ("Behavior Change"). Daiyu's player immediately thinks that Henry will attempt something extreme to solve the oxygen problem, probably something dangerous to herself. Now the question is: is Henry plotting something, or does he just attack one of his crewmates immediately? Time to run a Prediction subroutine check!

Surprise/Unknown Events (2D8)

Descriptor	1-2	3-4	5-6	7-8
1 – Encounter	Hostile	Neutral	Neutral	Friendly
2 – Physical	Struggle	Illness/Curse	Trap	Labor
3 – Environment	Natural	Weather	Unnatural	Deprivation
4 – Knowledge	Forbidden	Secret/Hidden	Research	Historical
5 – Player Character	Gear	Relationship	Health	Emotional
6 – Non-Player Character	Behavior Change	Misunderstanding	Disappearance	Assistance Required
7 – Location	Assault	Gathering	Hidden	Destroyed
8 – Faction/Crew	Internal Struggle	External Aggression	Struggle	Disappearance

- **Encounter:** This is the most basic type of Event. The PC(s) encounter someone or something. Roll on the appropriate tables depending on the Event result. A hostile encounter in a Site is clearly a combat encounter, but a hostile encounter on Karum Station could simply be a

drunk tourist.

- **Physical:** This is a non-combat Event that requires the use of physical skills. Maybe you need to haul some fallen debris blocking your path, or maybe you activated a security system and need to see if you react on time.

- **Environment:** An Event related to your surroundings—often a sudden change of weather or unexpected depressurization.

- **Knowledge:** This type of Event relates to information the characters have or need to acquire. Maybe they discover something crucial about the Àrsaidh supply station they're on, or maybe they learn about an important event from years ago that explains their current situation.

- **Player Character:** This focuses on situations that affect the PCs directly, such as the sudden appearance of an old rival, a sudden gear malfunction or even a mental breakthrough that resolves past trauma.

- **Non-Player Character:** These situations indicate something unexpected happens to a relevant NPC. Perhaps the players learn that a character who helped them in a previous Scene is now in trouble, or they discover an ally is actually plotting against them. Determine which NPC randomly or logically.

- **Location:** These Events describe the current location or a nearby location relevant to the story. Maybe a nearby volcano is erupting or the Site is not as described by previous expeditions.

- **Faction/Crew:** This covers struggles caused by the different factions, or within a crew of Deep Divers. Maybe the KSA discovers an enemy informant, maybe a long time crew member disappears.

Remember, this table helps determine the details of any unforeseen circumstances, not just Twists!

NPC Behavior (“What do they do?”)

Knowing how other Non-Player Characters (especially NPC crew members) behave or think is a crucial element of any good RPG. As usual, if there isn't a GM to decide, use these random tools to get an inkling of what is going on in their minds.

Character Motivations (D100)

1 – Acceptance	26 – Knowledge	51 – Pride	76 – Hostility
2 – Addiction	27 – Adventure	52 – Asceticism	77 – Entertainment
3 – Power	28 – Approval	53 – Survival	78 – Altruism
4 – Conformity	29 – Compassion	54 – Gain the upper hand	79 – Hatred
5 – Greed	30 – Debt	55 – Desperation	80 – Devotion
6 – Charity	31 – Boredom	56 – Nihilism	81 – Envy
7 – Follow orders	32 – Faith	57 – Fame	82 – Revenge
8 – Gain favor	33 – Well-being	58 – Hedonism	83 – Impress someone
9 – Confusion	34 – Status	59 – Justice	84 – Tradition
10 – Jealousy	35 – Love	60 – Loyalty	85 – Control
11 – Mastery	36 – Wealth	61 – Fear	86 – Glory
12 – Obligations	37 – Patriotism	62 – Honor	87 – Peace
13 – Anger	38 – Peace	63 – Misguidedness	88 – Personal growth
14 – Wantonness	39 – Freedom	64 – Enviousness	89 – Philanthropy
15 – Pleasure	40 – Strength	65 – Prejudice	90 – Rebellion
16 – Sow discord	41 – Redemption	66 – Belief	91 – Respect
17 – Security	42 – Domination	67 – Take power	92 – Social Cohesion
18 – Protection	43 – Spiritual power	68 – Immortality	93 – Reputation
19 – Stability	44 – Destroy the status quo	69 – Corruption	94 – Teach a lesson
20 – Recognition	45 – Self-esteem	70 – Pride	95 – Safety

21 – Cause harm	46 – Lust	71 – Transcendence	96 – Wanderlust
22 – Blackmail	47 – Desperation	72 – Hate	97 – Self-improvement
23 – Fulfill plan	48 – Conspiracy	73 – Responsibility	98 – Mental illness
24 – Help Others	49 – Pressured	74 – Victim of blackmail	99 – Prove oneself
25 – Harm their enemies	50 – Health	75 – Independence	100 – None

NPC Knowledge

Whether it's during a brutal interrogation or a friendly round of drinks, characters may learn interesting things from the NPCs they cross paths with. Combine the following tables with the others found in this chapter (particularly the Action and Theme tables) to determine what an NPC knows. Roll once for each column.

NPC Information

D20	Type	Topic
1	A loss of opportunity involving...	A corporation
2	The location of...	A planet
3	A connection between the character and...	Karum Station
4	A connection between an NPC and...	An Àrsaidh Site
5	Background knowledge about...	A famous Deep Diver
6	Positive news about...	Karum Station Authority
7	Negative news about...	Àrsaidh technology
8	A change related to...	An enemy agent
9	The identity of...	A traitor
10	A loss involving...	The enemy's plans
11	An important insight related to...	The current situation
12	A gain involving...	
13	An emotional change involving...	
14	A financial change involving...	
15	A status change involving...	
16	An opportunity involving...	An ally
17	A spiritual/mental change involving...	Someone familiar with the current situation
18	A gain of power involving...	A benefactor

19	A loss of power involving...	A crew member
20	The acquisition of an ability involving...	An unknown party

NPC Starting Attitude

Use the following tables to determine an NPC's initial reaction. This is not always a requirement—it would be pretty bizarre for a newly-introduced NPC to simply attack. As always, use common sense and consider the usual social norms and cues when using and interpreting these tables.

NPC Starting Attitude (D6)

- 1-2 – Hostile
- 3-4 – Neutral
- 5-6 – Friendly

Based on their starting attitude, use the following tables to learn more specifically how the NPC reacts to the PCs.

Hostile NPC (D10)

- 1-2 – Attacks without warning
- 3-4 – Threatens or harasses
- 5-6 – Demands something
- 7-8 – Denies access
- 9-10 – Tries to trick or deceive

Neutral NPC (D10)

- 1-2 – Is uninterested
- 3-4 – Offers a job or needs help with a task
- 5-6 – Opens themselves to trade (items or information)
- 7-8 – Needs a favor or has a job
- 9-10 – Tries to trick or deceive

Friendly NPC (D10)

- 1-2 – Talks or gossips
- 3-4 – Offers direct assistance (gear, info, medical care, etc.)
- 5-6 – Asks to trade
- 7-8 – Offers gifts (basic gear, cash, etc.)
- 9-10 – Wants to share a lead or clue

NPC Morale

Most Deep Divers are civilians at heart, so most of them aren't willing to sacrifice their lives or hold their ground in difficult or deadly situations. When an NPC faces one of the following situations, they must **pass a WILL check to test their morale** or roll on the Demoralized Reaction table:

- When a team member is killed.
- When fighting against an impossible foe.
- When witnessing vicious acts of violence or inexplicable feats.
- After taking a 2nd Wound in combat.
- After receiving 10+ Stress at once.

Demoralized Reaction (D6)

- 1 - Panics, immediately attempts to flee
- 2 - Cowers in fear and ceases to attack for D4 rounds, if in combat

- 3 - Confused by fear, lurches against the nearest character or enemy
- 4 - Attempts to pull back to assess the situation
- 5 - Freezes in confusion and does not act for D4 rounds, if in combat
- 6 - Runs towards the nearest danger, screaming in rage and fear, and attacks at -2 if they reach an opponent

NPC Motivation

Use this table to determine a character’s interest in a situation or course of action.

NPC Motivation (D10)

- 1-2 - Unmotivated or resistant
- 3-5 - Uninterested, but will go with the flow
- 6-8 - Moderately interested and motivated, will cooperate
- 9-10 - Highly motivated and fully committed

NPC Details - Who are they?

Use these tables when needed, to learn more details about an NPC.

Gender (D6)

- 1-2 Female appearance
- 3-4 Male appearance
- 5-6 Androgynous appearance

Age (D6)

- 1-2 Young
- 3-4 Middle-aged
- 5-6 Elderly

NPC Character Descriptor (D100)

1 – Poor	26 – Wealthy	51 – Clean	76 – Dirty
2 – Rough	27 – Fancy	52 – Polite	77 – Rude
3 – Trained	28 – Skilled	53 – Educated	78 – Ignorant
4 – Common	29 – Intelligent	54 – Unusual	79 – Sweet
5 – Foul	30 – Beautiful	55 – Driven	80 – Small
6 – Large	31 – Loud	56 – Fast	81 – Slow
7 – Quiet	32 – Exotic	57 – Uninformed	82 – Interesting
8 – Colorful	33 – Informative	58 – Ugly	83 – Dangerous
9 – Inept	34 – Clumsy	59 – Capable	84 – Intrusive
10 – Respectful	35 – Primitive	60 – Elegant	85 – Armed
11 – Different	36 – Young	61 – Difficult	86 – Helpful
12 – Harmful	37 – Disciplined	62 – Erratic	87 – Wild
13 – Commanding	38 – Meek	63 – Humorous	88 – Frightened
14 – Strong	39 – Impulsive	64 – Naive	89 – Surprising
15 – Calculative	40 – Sophisticated	65 – Old	90 – Crazy
16 – Confident	41 – Passive	66 – Bold	91 – Careless
17 – Cautious	42 – Sneaky	67 – Intimidating	92 – Powerful
18 – Unhinged	43 – Powerless	68 – Hurt	93 – Gracious
19 – Caring	44 – Honorable	69 – Principled	94 – Arrogant
20 – Gentle	45 – Brave	70 – Weak	95 – Curious

21 – Supportive	46 – Heroic	71 – Distrusting	96 – Pious
22 – Generous	47 – Posed	72 – Greedy	97 – Nervous
23 – Hopeless	48 – Sociable	73 – Sketchy	98 – Disdainful
24 – Reserved	49 – Proud	74 – Optimistic	99 – Humble
25 – Shy	50 – Calm	75 – Courteous	100 – Formal

Character Names (D100)

1 – Lilian	26 – Clarita	51 – Dorris	76 – Jazmine
2 – Lecia	27 – Kyoko	52 – Clemencia	77 – Lorri
3 – Kasha	28 – Li	53 – Rashida	78 – Delila
4 – Susana	29 – Milja	54 – Tawanda	79 – Allene
5 – Margaret	30 – Jean Marie	55 – Myrtis	80 – Nerissa
6 – Kena	31 – Inge	56 – Oretha	81 – Lisha
7 – Huong	32 – Hwa	57 – Jesse	82 – Cristy
8 – Miesha	33 – Kiara	58 – Nita	83 – Ayana
9 – Nakisha	34 – Annetta	59 – Phyllis	84 – Chrystal
10 – Ketura	35 – Nona	60 – Suanne	85 – Verla
11 – Mimi	36 – Adriana	61 – Pamela	86 – Neoma
12 – Tasha	37 – Cecil	62 – Mayra	87 – Felicia
13 – Jenice	38 – Phoebe	63 – Rohi	88 – Nasra
14 – Wasim	39 – Lammert	64 – Vishal	89 – Paolo
15 – Elario	40 – Maximilian	65 – Aram	90 – Poldie
16 – Kaneshiro	41 – Toda	66 – Bok	91 – Shakti
17 – Anuj	42 – Xia	67 – Goran	92 – Lalit
18 – Sharif	43 – Nikita	68 – Artem	93 – Lei
19 – Ju	44 – Kang	69 – Won	94 – Viktor
20 – Luka	45 – Arita	70 – Dabir	95 – Tristan
21 – Andreas	46 – Jimoh	71 – Elvan	96 – Reth
22 – Dursun	47 – Huw	72 – Marko	97 – Faisal
23 – March	48 – Emre	73 – Kenyada	98 – Simba
24 – Amana	49 – Llewelyn	74 – Deng	99 – Zhao
25 – Hadyn	50 – Ismael	75 – Alim	100 – Ramadhani

Character Surnames (D100)

1 – Howells	26 – Niazi	51 – Loxley	76 – Harvard
2 – Neel	27 – Perrin	52 – Keer	77 – Caruso
3 – Bush	28 – Megumi	53 – Martínez	78 – Ai
4 – Dong-Yul	29 – Kang	54 – Lanfen	79 – Xiang
5 – Doshi	30 – Borroni	55 – Dee	80 – Sharif
6 – Alexeev	31 – Galla	56 – Egorov	81 – Galindo
7 – Tenny	32 – Okafor	57 – Nobuo	82 – Nagel
8 – Azikiwe	33 – Trivedi	58 – Wynne	83 – Magoro
9 – Ince	34 – Taylor	59 – Yilmaz	84 – Rahim
10 – Charron	35 – Vogt	60 – Yaozu	85 – Közen
11 – Kou	36 – Sokolov	61 – Jee	86 – Faure
12 – Hargest	37 – Robson	62 – Dua	87 – Hosseini
13 – Ilgaz	38 – Asena	63 – Tew	88 – Pennoyer
14 – Lang	39 – Campos	64 – Protz	89 – Trahern
15 – Goswami	40 – Govannon	65 – Lombardo	90 – Mohanty
16 – Harper	41 – Legrand	66 – Sunder	91 – Ishani

17 – Kyu	42 – Cornog	67 – Mercier	92 – Glover
18 – Ayim	43 – Kulikov	68 – Mi-ok	93 – Budak
19 – Noak	44 – Smith	69 – Rad	94 – Zhu
20 – Ping	45 – Keshawn	70 – Jovanović	95 – Ali
21 – Necci	46 – Dhingra	71 – Tinibu	96 – Liqin
22 – Porcher	47 – Popov	72 – Steele	97 – Beaulieu
23 – Daewon	48 – Azizi	73 – Hyuk	98 – Eynon
24 – Jie	49 – Mancini	74 – Siegel	99 – Moussa
25 – Onabanjo	50 – Pryce	75 – Guerra	100 – Fu

NPC Nature (D10)

- 1 - Stoic
- 2 - Shady
- 3 - Cautious
- 4 - Curious
- 5 - Learned
- 6 - Social
- 7 - Practical
- 8 - Friendly
- 9 - Confrontational
- 10 - Pessimistic

NPC Quirks (D20)

- 1 - Loves gossip
- 2 - Acts extremely shy
- 3 - Tends to interrupt others
- 4 - Makes bad jokes
- 5 - Constantly picks their nails
- 6 - Always has a relevant story about one of their uncles
- 7 - Always flipping an old coin
- 8 - Unusually provincial
- 9 - Constantly making references to old, obscure sit-coms
- 10 - Picks their nose
- 11 - Always prays before doing something dangerous
- 12 - Is addicted to nicotine gums
- 13 - Always wears something red
- 14 - Carries a little sketch book
- 15 - Always has messy hair
- 16 - Gets distracted easily
- 17 - Constantly cracks their knuckles
- 18 - Insists on being called “Doc”
- 19 - Always tries to avoid paying for stuff
- 20 - Loves humming the same song

NPC Details - How are they feeling?

Roll 1-3 dice on the following tables when you need to find out how an NPC is feeling (in general or about a specific situation).

- For a general mood, roll a D8 on the leftmost column. In most cases this is enough, especially for a first impression.
- For more detail, or after talking for some time, roll on the row matching their general mood.

This is a D4, D6 or D8 roll, depending on the number of options available.

- To get at the root of an NPC's emotion, roll a D4 on the appropriate emotion's sub-table.
- You can roll directly on any subtable to refine an existing emotion. For example, if you know an NPC is feeling angry due to the current circumstances, you can simply roll on the Angry row of the table.

D4								
D6								
D8								
How are they Feeling?	1	2	3	4	5	6	7	8
1 - Happy	Playful	Content	Interested	Proud	Accepted	Peaceful	Trusting	Optimistic
D4	1-2 Aroused	1-2 Free	1-2 Curious	1-2 Successful	1-2 Respected	1-2 Creative	1-2 Sensitive	1-2 Hopeful
	3-4 Cheeky	3-4 Joyful	3-4 Inquisitive	3-4 Confident	3-4 Valued	3-4 Loving	3-4 Intimate	3-4 Inspired
2 - Surprised	Startled	Confused	Amazed	Excited				
D4	1-2 Shocked	1-2 Disillusioned	1-2 Awed	1-2 Eager				
	3-4 Dismayed	3-4 Perplexed	3-4 Astonished	3-4 Energetic				
3 - Sad	Lonely	Vulnerable	Despairing	Guilty	Depressed	Hurt		
D4	1-2 Isolated	1-2 Victimized	1-2 Grief-Stricken	1-2 Ashamed	1-2 Empty	1-2 Embarrassed		
	3-4 Abandoned	3-4 Fragile	3-4 Powerless	3-4 Remorseful	3-4 Inferior	3-4 Disappointed		
4 - Disgusted	Disapproving	Disappointed	Awful	Repelled				
D4	1-2 Judgmental	1-2 Appalled	1-2 Nauseated	1-2 Horrified				
	3-4 Embarrassed	3-4 Revolting	3-4 Detesting	3-4 Hesitant				
5 - Bad	Tired	Stressed	Busy	Bored				

D4	1-2 Sleepy	1-2 Overwhelmed	1-2 Pressured	1-2 Indifferent				
	3-4 Unfocused	3-4 Out of Control	3-4 Rushed	3-4 Apathetic				
6 - Angry	Let Down	Humiliated	Bitter	Mad	Aggressive	Frustrated	Distant	Critical
D4	1-2 Betrayed	1-2 Disrespected	1-2 Indignant	1-2 Furious	1-2 Provoked	1-2 Infuriated	1-2 Withdrawn	1-2 Skeptical
	3-4 Resentful	3-4 Ridiculed	3-4 Violated	3-4 Jealous	3-4 Hostile	3-4 Annoyed	3-4 Numb	3-4 Dismissive
7 - Fearful	Scared	Anxious	Insecure	Weak	Rejected	Threatened		
D4	1-2 Helpless	1-2 Overwhelmed	1-2 Inadequate	1-2 Worthless	1-2 Excluded	1-2 Nervous		
	3-4 Frightened	3-4 Worried	3-4 Inferior	3-4 Insignificant	3-4 Persecuted	3-4 Exposed		
8 - Difficult to Tell								

Non-Player Character Relations

When your crew contains NPCs (especially when playing without a GM), you can use the following tables to determine their relationships to each other (or even non-crewmate NPCs). This creates more three-dimensional characters that are more than just a bunch of numbers on a sheet. Simply assign a number to each NPC and roll until all NPCs you want have clear relationships with the others.

Relations (D20)

- 1 - Ignores
- 2 - Hates
- 3 - Admires
- 4 - Knows a secret
- 5 - Loves
- 6 - Sexual partner
- 7 - Long-life friend
- 8 - Enemy
- 9 - Is jealous
- 10 - Envyies
- 11 - Depends
- 12 - Rivalry
- 13 - Inseparable
- 14 - Blames for a past event
- 15 - Owes a debt

- 16 - Respects
- 17 - Related
- 18 - Shares a secret
- 19 - Blackmails
- 20 - Harasses

Random Conversation

Sometimes, two characters will chat and you want to know how it affects them or what they discuss. This can be between two NPCs, two PCs or one PC and one NPC. The results of the following tables can be further refined with the Action & Theme tables.

If the conversation takes place during a voyage, a negative (-) reaction will inflict 1 Stress to the PC (or both PCs), while a positive (+) reaction will reduce their Stress by 1.

Character's Reaction (D12)

- 1 - Dismissive (-)
- 2 - Interested (+)
- 3 - Bored (-)
- 4 - Grateful (+)
- 5 - Angered (-)
- 6 - Confused
- 7 - Distracted (-)
- 8 - Disapproving (-)
- 9 - Excited (+)
- 10 - Amazed (+)
- 11 - Sad
- 12 - Nervous

Conversation Topic (D66)

- 11 - A recent event in their family
- 12 - Heritage and family
- 13 - Earth's future
- 14 - The current (if applicable) or a recent expedition
- 15 - Death
- 16 - The food at Karum Station
- 21 - Gear
- 22 - Their fears
- 23 - A cherished experience
- 24 - Gossip
- 25 - Earth's past
- 26 - The Àrsaidh
- 31 - Their failures
- 32 - Useful contacts
- 33 - The KSA
- 34 - Their hopes
- 35 - Famous people
- 36 - Famous KSA debaucheries
- 41 - A particular skill they possess
- 42 - Conspiracy theories
- 43 - Famous places
- 44 - Their life on Earth
- 45 - Their motivations

- 46 - Their flaws
- 51 - Antagonists
- 52 - Entertainment
- 53 - A previous expedition
 - 54 - Health
- 55 - The nature of reality
 - 56 - Religion
 - 61 - Friends
- 62 - Relationships
 - 63 - Each other
 - 64 - Wealth
 - 65 - Secrets
- 66 - Recent events

Updating Story Arcs

Story Arcs are the overarching themes, scenes and threads that form the backbone of the story. Once a Scene is completed (the crew arrives back at Karum Station, the interrogation yields interesting information, the tense chase abruptly end when the crew falls into a ravine), it is time to tally up your progress:

- Have you completed a Mission or similar, clearly defined goal?
- Are there no more leads to follow?
- Are all involved characters dead or no longer relevant to the story?
- What are the next steps to take? Who or what do you need to talk to, fight, follow, visit or investigate?

All these questions (and more, these are just examples) will let you know whether you should consider the Story Arc as over or continue it with another scene. For example, if your active Story Arcs is “find the missing crew” and you find them, then you can consider that Arc closed. This doesn’t mean the end of the story—more questions will arise which will lead to a new arc. Was the crew found alive and well, or were they dead? If the crew was found dead, the next Arc could be “Find out how the crew met their end.” If they were alive and well, maybe they went missing because they were taken by someone with a specific purpose and the next Story Arc could very well be “Find a way to rescue the captured crew,” or “Find the last living crew member within the Àrsaith complex.”

As you open and close Story Arcs, characters will appear organically, maybe as friends, maybe as foes. In the example above, the characters would include the rescued crew member and the person (or persons) that asked the PCs to find them. Either of those characters might be removed from the list or remain on it—stories have interesting ways of taking us back to places we’ve already been. As always, let your intuition and logic lead the way when deciding which characters you think may play a role, directly or indirectly.

Failing Forward

Remember: You are the master of the story, so you are in charge of making it move forward. Do not let a failed Perception or Manipulation roll stop the story’s flow—incorporate failures as narrative elements. Did the character fail to spot the secret exit because a sudden gust of air pushed dust into their eyes? Or maybe they didn’t really fail, they just took so long to find it that their enemies caught up with them. Be creative with your failures and look for alternative, realistic solutions to what may seem like forced endings.

Flashbacks

Sometimes your story will require you to learn more about a specific situation. Where and how did

you meet this new NPC who is supposed to be your “old companion?” What’s the story behind the scar that you unconsciously scratch while worried? You can quickly answer these questions by simply making something up or using the Action & Theme tables, but you may want to play out a flashback. These are scenes in the past which detail what brought you to the current situation. This could be its own adventure unrelated to your current campaign, or a roleplaying scene just long enough to detail how the NPC is the girl you were hitting on as a teenager at a cattle fair, so many years ago. Use flashbacks like this to flesh out both your character, their story and their world.

The Action & Theme Tables

The last fundamental tools you'll need to solve problems as a GM, whether you're figuring out a scene's direction or the result of a Surprise Event, are the Action and Theme tables. These two tables combined give you a seed of an idea, something to interpret in the context of any given moment.

To use the tables, roll once on each table and combine the result. If the first pair needs more details, you may roll again to refine it.

Example: After an awkward silence that has lasted well over 20 minutes, Ola tries to start a conversation with Igor, who is just sitting beside him, staring at the wall. He rolls on the Conversation Topic table and gets “Gossip.” He clearly needs more details, so decides to roll on the Action & Theme tables, resulting in “Neglect” and “Blood.” Interpreting “blood” to mean “family,” he immediately asks Igor if he’s heard how Susan, the cashier back at the 1,001 Bites, abandoned her only child to work at the Station. At least, that’s what Kentaro told him the other night at the Red Asteroid...

Action (D100)

1 – Antagonize	26 – Reveal	51 – Hunt	76 – Alert
2 – Violate	27 – Defend	52 – Uphold	77 – Take
3 – Assault	28 – Focus	53 – Move	78 – Withdraw
4 – Attach	29 – Hold	54 – Deliver	79 – Debate
5 – Assist	30 – Breach	55 – Reject	80 – Cause
6 – Care	31 – Restore	56 – Avoid	81 – Travel
7 – Lie	32 – Transform	57 – Begin	82 – Swear
8 – Develop	33 – Defy	58 – Uncover	83 – Build
9 – Return	34 – Block	59 – Betray	84 – Deflect
10 – Inquire	35 – Neglect	60 – Surrender	85 – Search
11 – Usurp	36 – Abuse	61 – Share	86 – Learn
12 – Bestow	37 – Open	62 – Risk	87 – Preserve
13 – Oppose	38 – Carry	63 – Capture	88 – Evade
14 – Fight	39 – Attract	64 – Challenge	89 – Destroy
15 – Increase	40 – Punish	65 – Release	90 – Create
16 – Waste	41 – Guide	66 – Escort	91 – Attain
17 – Inform	42 – Fortify	67 – Seduce	92 – Communicate
18 – Decrease	43 – Gather	68 – Guard	93 – Harm
19 – Postpone	44 – Withhold	69 – Inspect	94 – Gratify
20 – Propose	45 – Break	70 – Break	95 – Guard
21 – Suppress	46 – Dominate	71 – Locate	96 – Imitate
22 – Explore	47 – Evade	72 – Serve	97 – Tolerate
23 – Secure	48 – Investigate	73 – Control	98 – Trust
24 – Abandon	49 – Impress	74 – Finish	99 – Deceive

25 – Ask	50 – Distract	75 – Endure	100 – Help
-----------------	----------------------	--------------------	-------------------

Theme (D100)

1 – Dispute	26 – Trial	51 – Gear	76 – Life
2 – Death	27 – Danger	52 – Action	77 – Path
3 – Energy	28 – Weapon	53 – Belief	78 – Disease
4 – Outside	29 – Anger	54 – Ally	79 – Creature
5 – Friend	30 – Peace	55 – Opinion	80 – Prize
6 – Enemy	31 – Information	56 – Debt	81 – Expedition
7 – Emotions	32 – Location	57 – Safety	82 – Pain
8 – Plans	33 – History	58 – Reverence	83 – Fame
9 – Possessions	34 – Land	59 – Misfortune	84 – Magic
10 – Advice	35 – Price	60 – Fortune	85 – Travel
11 – Rumor	36 – Secret	61 – Ability	86 – Attention
12 – Knowledge	37 – Innocence	62 – Battle	87 – Benefit
13 – Power	38 – Community	63 – Tool	88 – Prison
14 – Fight	39 – Faction	64 – Nature	89 – Conspiracy
15 – Message	40 – Blood	65 – Problem	90 – Survival
16 – Environment	41 – Trade	66 – Loss	91 – Adversity
17 – Opposition	42 – Advantage	67 – Shelter	92 – Mystery
18 – Trust	43 – Health	68 – Guidance	93 – Wealth
19 – Animal	44 – Idea	69 – Opportunity	94 – Leader
20 – Riches	45 – Duty	70 – Direction	95 – Agent
21 – Victory	46 – Time	71 – Deception	96 – Obstacle
22 – Friendship	47 – Hope	72 – Memory	97 – Sanity
23 – Wishes	48 – Bond	73 – Burden	98 – Expectations
24 – Liberty	49 – Fear	74 – Disaster	99 – Desire
25 – Wound	50 – Resource	75 – Dream	100 – Enterprise

Random Action Resolution

If you ever need to randomly determine an action's outcome (without an Attribute or Skill check), use the following table.

Random Action Resolution Table (D20)

- 20 - Critical Success
- 17-19 - Great Success
- 14-16 - Success
- 11-13 - Minimal Success
- 8-10 - Near Miss
- 5-7 - Failure
- 2-4 - Complete Failure
- 1 - Critical Failure