



LOST EONS

the

CONTENTS



In Lost Eons you will emerge from the darkness into a new light, one dominated by inscrutable and terrible forces you must seek to understand. Using these pages create a post-human character, ready to face the mysteries and dangers of the far future.

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LORE IS NOT CANON

Lore is just a starting point. Your group may have another word for the Default, for the CryOrg, for the Intersection.

Imagine a world after capitalism.

HOW TO

ROLEPLAY

BASICS

Lost Eons is a collaborative roleplay game (RPG), played with a group of people taking on the roles of post-human **characters** in the deep future.

The Guide and Mentor (**GM**) sets the scene and runs the game, using the game rules to help outline how the characters interact with each other, the flora and fauna they encounter, and the world around them.

As the game continues, there will be **moments of difficulty** and tension. When there is something at stake, the GM can ask the players to **roll dice** to see what happens, to test if their character is **skilful** or **unlucky**.

COLLECTIVE IMAGINATION

The game primarily takes place inside the players' minds, formed by their **conversation**, sometimes with the aid of maps, images, sounds and miniature figures, negotiating a world created by their **collective imagination**.

The players' characters start their journey with abilities from the life they have led up to this point, but as they progress they become more proficient, evolving in unique ways.

Will the characters **save** the world or **forge** a new one? Or will they simply spend time together, **exploring** and talking? **Play to find out**.

EXAMPLE

PASSAGE OF PLAY

GM: You follow the path East through the deep undergrowth until you come to a chasm, stretching out in front of you. Over the chasm the path continues towards a heap of rusted metal. The only way over the 30 meter chasm is an old log. **What would you like to do?**

Laurie: Does the log look safe?

GM: You think it looks passable but slippery. Walking could be difficult.

Kat: I start carefully walking over.

GM: Halfway, you stumble. What **skill** do you use to stop yourself falling off? If you fail you will fall a very long way.

Kat: I'm going to use my **reflex** to steady myself and hold on. I have **d8** for reflex.

GM: OK. Roll your **soul die**, a **d6**, and your **reflex skill die**, the **d8** to see how you do. Your life is at stake.

Zen: I'm going to help by throwing a rope over!

GM: Great. You can **add a d6** to that roll for **assistance**.

Kat: [rolls a 2d6 and a d8] My **highest roll** was a **5**.

GM: A **complication**. You start to fall, but grab the rope thrown over by Zen, crashing into the side of the log and cracking your head in the process. You **lose one resilience**, but you're safe...

ORPLAY

THE BOOKS

BOOKS

Lost Eons is divided into **three books**. The Player's Guide, The GM's Tools and The Fens Setting.

THE PLAYER'S GUIDE

This book explains **how to play** the game, how to **create characters** and the **simple rules** that help resolve moments when there is something at stake or several outcomes are possible. There is a description of magic in the game, and suggestions of mutations that can occur.

THE GM'S TOOLS

This book helps the GM as they construct, improvise and describe the **scenarios, locations** and **creatures** of the world. There are several tables that can be rolled on and picked from to assist in building what happens next.

THE FENS

This book is primarily for the GM, a set of **locations** and **peoples** to create a living imaginary space of a future after sea-rise, based on what is now the Cambridgeshire Fens. There are maps and the outlines of the landscape, then a series of descriptions of the different societies that live within it. This section is set out to be easily referred to during play. For example, the players meet a Calyx. What is their name? Roll from a table here or choose a readymade character from the dedicated spread. What are they holding? **Items** are listed, along with **factions** and aspects of the society's structure and **history**.

SAFETY

LINES AND VEILS

Before play, the group should discuss the general setting of the game and set boundaries within the group about subject matter, noting **lines** (a strict limit, something that should not be touched upon at any time) and **veils** (something permitted to be mentioned but not described in detail). For example, someone might have a line about violence, not wanting it to play any part in the game, and a veil over spiders, so they can be mentioned but not dwelt on. The GM should write a table for the group with lines on one side, veils on the other, which anyone can add to at any time.

WHY NOT INSTEAD?

If at any point a player feels unsure or uncomfortable about the subjects being described or discussed, they can interrupt play with by simply suggesting **"Why not instead...?"** to initiate a conversation about how to change the game so that it remains fun. If Lines and Veils have been properly discussed this should be uncommon.

If you're adding content that's likely to be disturbing, pause and ask everyone if they're on board with it and look for an explicit yes from all involved.



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LOST EONS: PLAYER'S GUIDE

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Dedicated to Claire, Phoebe & Samson

INFLUENCES

BOOKS

Left Hand of Darkness by Ursula Le Guin

Parable of the Sower by Octavia Butler

Staying with the Trouble by Donna Haraway

He, She and It by Marge Piercy

Electric Bastionland by Chris McDowall

Blades in the Dark by John Harper

2400 by Jason Tocchi

The Quiet Year by Avery Alder

Lots of stuff by Grant Howitt

Traveller by Marc W. Miller

The Wretched by Chris Bissette

That Dragon game by generations of designers

Based on The World After by Matt Goulson and David Blandy



LOST EONS



PLAYER'S GUIDE



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INTRO

LOST EONS

PRINCIPLES

THE GAME

Your people have lived in your Haven for a thousand years. It protected you. The experience changed you. Now the Haven's doors must open. What will you find up there on the surface? How has the damaged world healed? Do you have what it takes to survive?

Lost Eons is an RPG for 3-5 Players and a GM, the Guide and Mentor. The role of the GM is to facilitate the game: creating problems and opportunities for the players to explore. The role of the players is to make their own way in this post humanity world.

Lost Eons is designed to make all involved see our climate reality and high fantasy afresh, experiencing and describing a new world for the first time.

GM PRINCIPLES

Help decide what happens You set the scene, and embody the World of Lost Eons, offering a space for play.

Fiction first Encourage your players to describe actions rather than refer to their statistics. They describe, you suggest what they could roll, they decide how to tackle the test.

Rulings not rules There are rules to cover certain situations, but let the narrative lead the action.

“Yes, and” Encourage the players to help form the world around them.

Lost Eons is built to be open, unsettling, but primarily fun.

PLAYER PRINCIPLES

Work as a team It is hard to succeed on your own in the world of Lost Eons. Try to think of creative ways you can assist each other.

Leap into the unknown The world of Lost Eons is full of strange unexplored locations. Pushing the boundaries of your character's knowledge and stepping out of your comfort zone to explore the unknown is encouraged.

Embrace risk and danger The stakes are high but if you don't try, you don't get. Take action to change the world.

Help answer the questions The GM is not the only one responsible for building the world. Try asking yourself questions about why the world is this way or how somebody in your character's society would respond to these situations. Help to describe and explain their feelings, actions and surroundings.

DISCUSSION

In Lost Eons, gameplay should be a discussion between the players and the GM. Where player characters (PCs) are trained and competent, the outcome of anything the PCs are trying to do can be decided on without any roll. Where an outcome is uncertain or a task is more difficult than usual, the GM should call for a **skill check**, where a player rolls dice to determine success or failure.

- 1-3 *Failure. Things go badly*
4-5 *Success with complication or setback*
6+ *Success. On two dice is Critical*

CHECKS

SKILL CHECKS

When making a skill check, the **player**, not the GM, should decide which of their skills best applies to the situation at hand. The GM can then advise what **consequences** might be at stake. When making a skill check you always roll two dice. The first is your **soul die** and the second is your **skill die**. The situation can **add or remove** a die from the pool.

SOUL DIE

Your soul die is a **d6**, which you always roll when making a check. If you have checked off any of your Wounded Clock you are **impaired**, and your soul die is reduced to a **d4** until healed.

SKILL DIE

Your skill die is a marker of training in a certain skill. An untrained individual always rolls a **d4** for this. As you train skills, you roll the highest die available to you for your skill, which can be upgraded from a d4 to a d6, to a d8 etc.

For example, a **seer** starts with a d8 skill in **channel**. An uninjured seer rolling to channel magical energy would roll a d6 and a d8, using the highest of these two results to determine success or failure.

ASSISTANCE

If another character is assisting you, add their **soul die** to the roll. If a character assists, they expose themselves to the potential consequences of failure.

ROLLS

DIFFICULTY

If the players and the GM agree that a challenge is particularly difficult, the GM may remove a die, usually the lowest, from your pool.

RESOLVING A ROLL

After the dice pool has been built, roll whatever dice you have and take the highest result shown on **one die**.

If you rolled a **6 or above on 2 dice**, the result is a **critical success**.

If you rolled **6 or above** the result is a **success**, and the action is as intended.

If you rolled a **4 or 5** the result is a success with a **consequence**.

If you rolled a **3 or below** the result is a **failure with consequence**.

3 or below, with **one die showing a 1** is a **failure with two consequences**.

CONSEQUENCES

If a Consequence is rolled, the narrative dictates the most likely consequence. If you are not sure, the default is **harm** (1 or 2 DMG) or **time**.

1. Take **harm**
2. Take **time**
3. Limited **effectiveness**
4. **Narrative** complication
5. Use up/**break** an item
6. Start/add to a problematic **clock**

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ACTION



EXPERIENCE & CLOCKS

PUSHING YOUR LUCK

If you fail a roll, you can push your luck to re-roll. If you fail a second time, you expose yourself to a **severe consequence**, so use it wisely!

RESOLVE

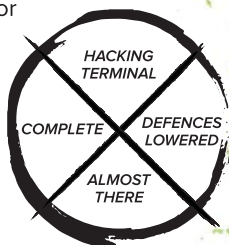
When you **fail a roll**, mark experience in the **resolve track** which relates to the **expertise** you rolled; *physical, technical or mental*. Eight marks and you can upgrade a skill in that expertise.

UPGRADE

When you fill that resolve track, you may **upgrade** one skill in that track to the next die size. (ie from d6 to d8, d8 to d10, etc.)

SEVERE CONSEQUENCES

A severe consequence is usually imposed as a result of a **failed attempt** to **push your luck**. However, serious consequences can also be imposed narratively as a result of significant failure. In this circumstance it is usually appropriate for the GM to warn the players of increased risk. Your GM could **warn** you that the situation you are in is very dangerous and therefore consequences for failure are likely to be much more severe, or that a mission you have undertaken is critical and that failing will likely result in serious narrative consequences.



Severe consequences could involve:

- ◆ **Choosing one** or more conditions on your **wounded clock**
- ◆ **Serious harm** or death of your character or an NPC.
- ◆ **Blowing the job** a data leak at a crucial moment, a tunnel collapse, or the destruction of whatever you were sent here to retrieve.
- ◆ **Permanent** loss of trust or damaged relationship.
- ◆ **Lethal** The situation becomes dire.
- ◆ **Chaos** The party's situation goes completely out of control.
- ◆ **Immediately completing** a dangerous event **clock**.

ADVENTURE CLOCKS

For some effects, the GM can start a **clock**. A clock is generally made up of a circle divided into multiple segments. It is used to represent progress made towards a difficult obstacle, or approaching trouble.

Hacking a complex terminal might be represented by a clock with four segments, requiring multiple successes to break in.

While trying to cross a dangerous area, the GM might set a six segment clock and add segments when you draw attention to yourself. When completed, the predator in the wilderness attacks.

The World After the Climate Cataclysm

The World After Sea Rise

The World After Humanity

WHO ARE YOU?

CREATING A CHARACTER

Creating a character in Lost Eons begins with a series of steps which will help you determine your **origin, stats,** and starting **abilities.** Begin, however, by thinking of the kind of character you want to play: a reluctant hermit dragged along on adventures? A desperate salvager in the ruins of civilisation? A precocious child channeling legendary magical powers? These principles can inform your choices.

CHOOSE AN ARCHETYPE

In Lost Eons, character creation is based on **Archetypes.** You should begin by choosing a **playbook (p.38-43),** which functions as a template for your character moving forwards. It determines your starting abilities, starting resilience and stats, and the kinds of abilities you can take as you progress. You can choose between six different archetypes.

PERSONALITY AND EXPERIENCE

Choose one **personality** and one **formative experience** for skill bonuses.

In addition to your archetype's starting statistics, you may add two more skill points anywhere you want (up to a maximum of a d10). Explain these stat increases by picking a personality trait and a formative experience. For example, a *studious* character who was *raised by wolves* might put one point in *research* and one point in *muscle.* Either choose or roll on the **tables on p.14.**

CHOOSE A SOCIETY

For quickplay choose a **society** from a **Setting** (such as the Fens) or create your own by combination or invention. There are **tables on p.28-31** to help with this. You can roll for up to three **minor beneficial mutations** (see **p.20**) that can give you **traits,** minor benefits in play. Examples of *traits* are listed on **p.25.**

CHOOSE NAME AND PRONOUNS

Choose your own, or roll on any suggested name table in the *societies.*

CHOOSE YOUR EQUIPMENT

You begin with **seven items** of equipment, roll or choose one from each of the *item tables* on **p.34-35.**

CHECKLIST

1. Choose an **archetype**
2. Choose a **personality** and an **experience skill bonus.**
3. Choose or make a **society**
4. Choose your **name**
5. Choose your **equipment**
6. Choose if you will **mutate** and gain **traits,** and/or become a **spellcaster.** See **p.18**
7. Discover why you must **leave** the familiarity of your *society* **p.31-32**

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CREATION

SALVAGER

A resourceful forager and tinkerer. Begin with *endure* (d6), *hack* (d6), *search* (d8) *research* (d6), *analyse* (d6), *channel* (d6)

Talent: Repair *Repair Armour in 2 hours. Roll **hack**, Repair 3 (6+)/ 2 (4-5)/1 on fail.*

SEER

A powerful caster attuned to Essence. Begin with *reflex* (d6) *endure* (d6), *research* (d8), *analyse* (d6), *channel* (d8).

Talent: Attuned, *extra Aspect per day.*

SCRAPPER

A battle-toughened fighter with an eye for trouble. Begin with *muscle* (d8), *reflex* (d6) *endure* (d8), *persuade* (d6)

Talent: Initiative *Attack and move one additional time on your first turn.*

OUTCAST

A social reject, thief, or criminal. Begin with *reflex* (d8), *hack* (d6), *search* (d6), *analyse* (d6), *persuade* (d8)

Talent: Blend with Shadows *If you are in the Shadows, you become invisible.*

PSYCH

An insightful investigator and empath. Begin with *search* (d8), *research* (d8), *analyse* (d8), *persuade* (d6)

Talent: Insight *You always know when somebody is lying to you.*

SHIFTER

A sturdy shapeshifter who channels pure essence to transform their body into various beasts. Begin with *muscle* (d8) *reflex* (d6) *endure* (d8) *channel* (d8)

Talent: Minor Shift *Use an Aspect to Shift into a Small Creature.*

MUTATIONS

Each different **archetype** has a different set of **talents (p.22-24)**, which they can learn over the course of play through **mutation**. These are special abilities which your character can use.

Every time you pass a **milestone** - as determined by your group and GM - you can **mutate** with a **major beneficial mutation** and choose a new **talent**, while rolling on the table on **p.20** to see if you gain extra *skills* or *traits*. The talents are organised via a **skill tree** which is unique to each archetype- you can pick a talent from any level on your **skill tree** so long as it is connected to a talent you already have.

So, for example, when you have passed three milestones, you could choose to have a level 1, level 2 and a level 3 talent, or you could choose to have one level 1 talent and two level 2 talents. The list of talents can be found from **p.22**.

INVENTORY

The number of expendable items you carry doesn't matter until it matters. Each item has a **supply die**, agreed with the GM. Arrows might have d20, a CryOrg Blaster might have d4. Each time you use that item, roll the Supply Die. On a 1, **reduce** the die by one step, d20 - d12 - d10 - d8 - d6 - d4. Rolling a 1 on a d4 means the next use is your **final** use.

Characters can carry **one bulky item** at a time unhindered. More gets tricky.

The World After the Climate Cataclysm

The World After Sea Rise

The World After Humanity

PERSONALITY

d10 SKILL	GROWING UP YOU WERE
1 MUSCLE	The strong one
2 REFLEX	The fast one
3 ENDURE	The one who didn't mind the weather
4 HACK	The one who took things apart
5 SEARCH	The curious one
6 RESEARCH	The one who listened
7 ANALYSE	The empathic one
8 PERSUADE	The charming one
9 CHANNEL	The one who changed things

10 Roll again

EXPERIENCE

d10 SKILL	AS YOU MATURED
1 MUSCLE	You fought until you were worthy
2 REFLEX	Unpredictable surroundings led you to be nimble
3 ENDURE	You have been your own keeper
4 HACK	You became an apprentice and learned many things
5 SEARCH	You had to always stay alert
6 RESEARCH	You sought knowledge to solve your problems
7 ANALYSE	You learned to sense their mood
8 PERSUADE	Your wiles have saved you
9 CHANNEL	Your gift was noticed, and you were initiated

10 Roll again

SKILLS

Each **skill** represents an action the player is more or less good at. These skills are flexible and open to interpretation - players should decide which skill rating is most applicable to the action they are trying to take when they are making a **skill check**.

The skills are separated into three separate **expertise**, Physical, Technical and Mental. When you fail a roll, you can mark resolve in the track that corresponds to the skill you used to make the roll. Filling a resolve track allows you to upgrade your die for one of the skills within that track's expertise.

PHYSICAL EXPERTISE

- ◆ **Muscle:** *physicality, strength*
- ◆ **Reflex:** *agility, poise, evasion*
- ◆ **Endure:** *fortitude, grit*

TECHNICAL EXPERTISE

- ◆ **Hack:** *manual dexterity, nous*
- ◆ **Search:** *perception, guile*
- ◆ **Research:** *knowledge, facts*

MENTAL EXPERTISE

- ◆ **Analyse:** *insight, discern*
- ◆ **Persuade:** *charm, intimidate*
- ◆ **Channel:** *magic, spirit*

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SKILLS

VITALITY

At some points, your characters will find danger and get hurt. Their **vitality** determines how much they can get hurt before it becomes a serious problem. Each archetype begins with different levels of vitality, but items, armour, or even experiences, if the GM and party decide it is appropriate, can boost this.

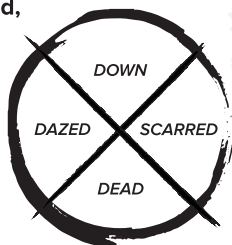
VITALITY CLOCKS

Vitality is split up into three distinct clocks. These clocks have segments which are filled in whenever damage is dealt to a player. When one clock becomes completely filled, move to filling out the next clock.

Armour is determined by your current gear or natural protection, and this can be adjusted by changing out or upgrading equipment.

Resilience is your general fortitude and sturdiness. Resilience represents your remaining pool of physical and mental energy, so can be lost through harm but also through stress or anxiety,

Wounded is a countdown to death. It has 4 stations on the clock. If you lose any Wounded, you choose your condition, from **dazed**, **scarred**, **down** or **dead**. Once *dead* is checked, you are dead. If **scarred**, check the table on p. 21.



RECOVERY

Armour and Resilience can be repaired and restored by any character skilled in *hack* with the relevant tools - a Repair Kit for Armour or a Healing Kit for Resilience. To heal or repair, test *hack*. A **successful** *hack* can cure 1 segment of Armour or Resilience. A **consequence** repairs or heals but uses up your supplies. A **failure** uses up your supplies to no effect - the repair is beyond you in this moment. If a character is bleeding out due to a scar, a *hack* with a Healing kit can staunch the flow and stabilise.

A successful *hack* with a Healing Kit can cure 1 segment of *wounded* as long as Dead is not marked. Scars remain even once the condition is unchecked. Being Down does not count as a rest.

REST

A short rest, half an hour sitting down in a clearing or looking at the landscape, can restore some Resilience. If the GM agrees you're resting, roll *endure*. Rolling a consequence restores 1 segment, success restores 2.

SLEEP

A long rest in a safe place, having a good night's sleep, restores a segment of Resilience or removes a wounded condition. Additionally, roll *endure*. Rolling a consequence restores 1 additional segment, success restores 2, critical success restores 3.

MAGIC

ASPECTS

Magic in this game is **freeform** and improvisational, a result of negotiation with the GM. Every day, players **draw cards** to receive words known as **aspects**. These determine what magic they can use for that day.

WHERE DOES MAGIC COME FROM?

Essence is all around you, the life force that flows through the universe. The existence of this Essence gives attuned individuals access to the ancient hidden words that define all matter, known as **Aspects of the Elements**, or **Aspects**. Aspects are delivered in dreams, hidden words whispered to all beings while they sleep that give arcane power.

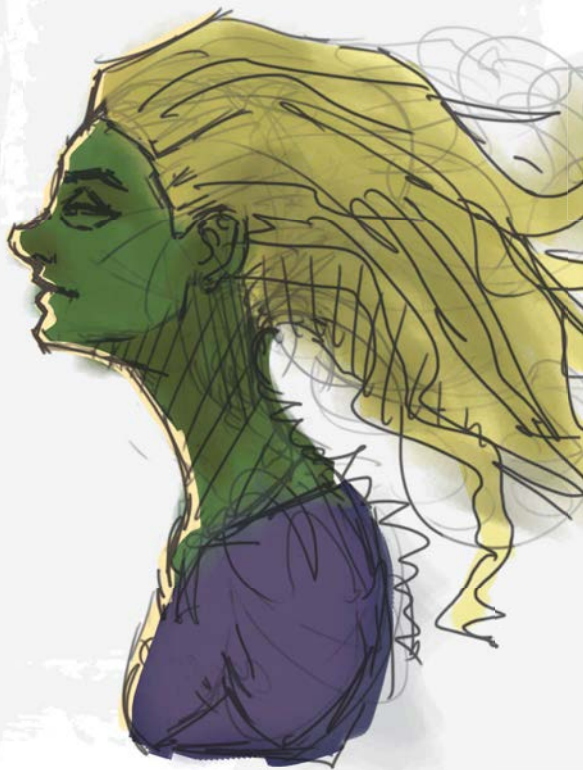
ORACLE OF ASPECTS

Each game day, the GM draws cards from a standard 52 card deck known as the **Oracle**. Each player receives **1 card** by default unless a **talent** specifies that they receive more. The suit and number of the card combine to give you a word, or Aspect, based on the table on **p.19**. You can **discard** any unwanted Aspects from the previous day before this process begins, and you can only remember **seven** Aspects at one time.

SUIT	ELEMENT
Hearts	Blood & Bone
Diamond	Space & Time
Clubs	Chaos
Spades	Primal

DEALING

1. At the start of a new game **day**, all discarded cards are collected by the GM and returned to the deck.
2. The deck of cards is **shuffled**.
3. The GM deals **one card** to each player, then extra cards to those with relevant Talents.



Magic comes from Essence

Magic is cast as Aspects of Elements

Magic is accessible to Everyone

CHANNELLING

Roll *channel* to see how closely the effect matches the intention. **Success** and the Aspect is cast as intended. Roll **consequence** and the Aspect is cast as intended but a consequence occurs, such as harm to the caster or an unintended additional effect. **Failure** results in **mishaps**, the caster undergoing an additional *minor detrimental mutation* as well as a consequence. Once cast, the card is discarded and returns to the GM's deck.

COSTS

Each time you cast an Aspect, roll for a *minor detrimental mutation* unless you have paid the cost to become a **spellcaster**. **Seers** and **shifters** are automatically *spellcasters*. A *spellcaster* has made a sacrifice to be able to cast successfully without mutation (see **p.18**), but will still experience mutations whenever their Channeling fails.

COMBINATION

Aspects can be **transferred** between players when they are at rest, or powers combined in the moment. Multiple Aspects can be **combined** to enhance effect and potency. Royal cards count as two cards for potency.

DAMAGE

When **harming** foes or **curing** wounds, a single standard card will produce an Aspect that deals or heals **two measures** of damage.

MAGIC

ASPECTS

ESSENCE

The surface world of Fain is suffused with Essence, in some places diffuse, in some places in high concentrations that can cause bodily mutations. Aligning with Essence can bring many benefits, but can also distort the body in unforeseen ways.

When instructed by the GM, roll on the following tables for your **mutation**, to discover its site, type, visible appearance and detriment or benefit. Discuss with the GM how this affects your character.

MUTATIONS

MAGIC'S COST

All characters have access to magic, but it comes at a cost. After a spell is cast, roll for a **minor detrimental mutation**.

PAIN FOR GAIN

If a character chooses to become a **spellcaster**, they sacrifice a part of themselves to become permanently attuned to **Essence**. In order to do this, they roll for a **major detrimental mutation**. After undergoing this process, they can cast spells without rolling for mutations.



ORACLE

BLOOD &
BONE



SPACE &
TIME



CHAOS



PRIMAL



A	SAVAGE	SPEED	SPROUT	GROW
K	BLIND	REPEAT	SPORE	SPARK
Q	SWELL	BIND	CHEESE	GUSH
J	STINK	RUSH	EGG	SPRAY
10	SPURT	STOP	FLY	FLOOD
9	CRACK	UNRAVEL	WEAVE	FLASH
8	SEEP	REWIND	MOLD	SCALD
7	FUSE	MOVE	SLUDGE	BURN
6	FLEX	SHIFT	DECAY	SWAMP
5	WITHER	SLIP	WILD	SHAKE
4	CONSUME	BORE	DISTORT	SMOKE
3	CALM	VORTEX	EVOLVE	ENGULF
2	BLEED	PULSE	FRENZY	THUNDER

MUTA

MUTATIONS

<i>d</i> 20 APPEARANCE	<i>d</i> 10 SITE	<i>d</i> 8 TYPE
1 Withered	1 Arms	1 Tree
2 Weakened	2 Legs	2 Insect
3 Shrunk	3 Body	3 Mammal
4 Rotting	4 Mouth	4 Tentacle
5 Deformed	5 Eyes	5 Fungus
6 Strange	6 Ears	6 Plant
7 Fused	7 Hands	7 Reptile
8 Stiffened	8 Feet	8 Bird
9 Sparkling	9 Skin	
10 Swollen	10 Fingers	
11 Larger		
12 Fluffy		
13 Patterned		
14 Vestigial extra		
15 Stronger		
16 Augmented		
17 Enhanced		
18 Additional		
19 Changeable		
20 Tougher		

DETRIMENTS

<i>d</i> 6 MINOR	MAJOR
1 -1 Skill	-2 Skills
2 -1 Talent	-2 Traits
3 -1 Trait	-1 Skill
4 Appearance	-1 Talent
5 Appearance	-1 Trait
6 Appearance	Appearance

BENEFITS

<i>d</i> 6 MINOR	MAJOR
1 Appearance	Talent
2 Appearance	Talent
3 Trait	Talent & Trait
4 Trait	Talent & Trait
5 Skill	Talent & Skill
6 Skill	Talent & 2 Skills

TIONS

SCARS

*d*₁₀ SITE APPEARANCE & EFFECT

1	Arm	Your arm is broken, -1 Muscle Skill
2	Leg	Your leg is broken, -1 Endure Skill
3	Body	You're Bleeding out. Start a 3 stage clock. Without healing you die.
4	Head	You remain Dazed until you receive medical attention.
5	Eye	You're blinded in one eye. -1 Search Skill
6	Ear	You're deafened in one ear. -1 Analysis Skill
7	Hand	Your hand is mangled. -1 Hack Skill
8	Feet	Your foot is broken. -1 Reflex Skill
9	Skin	You're Bleeding out. Start a 6 stage clock. Without healing you die.
10	Blood	Your blood is poisoned. Start a 4 stage clock. Without healing you die.



the TALENTS

SALVAGER

TIER	TALENT	DESCRIPTION
0	REPAIR	You can repair armour if you take a few hours rest to do so. Test <i>hack</i> and Repair 3 on full success, 2 on partial, 1 on failure.
1	CRAFT POTION	Use an Aspect to craft a potion. (see Crafting Rules) Test <i>hack</i>
1	MEDIC	When you help your party to rest and recuperate, they roll an additional d6 on Endure checks to heal Resilience.
2	CRAFT GADGET	Use 2x Aspects to create a useful gadget (agreed by the GM) test <i>hack</i>
2	MEDIC!	When a party member is unconscious and wounded, you may spend an Aspect to revive them with 1d4 Resilience.
3	CREATE TECH	Use 3x Aspects to create a Vehicle or Automata. Test <i>hack</i>
3	RESTORATION	When you spend an Aspect to Craft a potion, you actually craft three.
4	DEVISE MECH	Use 4x Aspects to create a Mech. Test <i>hack</i>

SEER

0	ATTUNED	Gain an additional Aspect whenever you would be dealt Aspects. Gain one more per Seer Talent that you take.
1	INNATE MAGIC	You can call on Essence to produce minor magical effects with ease, agreed with the table. You do not need to spend an Aspect for these.
1	ESSENCE MASTERY	You gain extreme Essential focus. When you cast an Aspect, gain 1d6 on your <i>channel</i> test.
2	SHIELD	Once per day you can spend any Aspect to produce a shield which acts as 4 segments of armour. You can do this in response to an instance of damage.
2	CONJURE MAGIC	You can spend any Aspect to create a convincing image up to 120ft large. Most people will be fooled by the image unless they have reason to inspect it very closely.
3	TRANSMUTE	You can spend two of any Aspects to turn one material into another.
3	TELEPORT	You can spend two of any Aspect to teleport with your party to a location you are familiar with.
4	RESURRECT	Spent 5 Aspects to attempt to bring a soul back from death. Test <i>channel</i> . On a full success they come back if willing. On a mixed success <i>something</i> comes back. Agree what it is with the table.

Which path to take?

Which choice to make?

How will you mutate?

SCRAPPER

TIER	TALENT	DESCRIPTION
0	INITIATIVE	Attack and move one additional time on your first turn.
1	UNARMED FIGHTING	No penalty for fighting unarmed, strike first
1	ARMED WARRIOR	When attacking with a Weapon, raise your Die 1 step
2	DEADLY SHOT	When firing a ranged attack, Success = Critical
2	BRUTAL CRITICAL	Critical hits do 1 extra damage
3	CALLED SHOT	When making a ranged attack, choose to <i>blind</i> , <i>disarm</i> or <i>hobble</i> on a critical hit.
3	MINDLESS RAGE	Attack or Move twice in a round. (stacks with initiative)
4	CONSUME LIFE	Any damage given replenishes your Resilience. If you have completely full resilience, empower your next attack to make it a critical hit.

OUTCAST

0	STEALTH EXPERT	So long as you have enough cover, you do not need to make skill checks to hide or move stealthily.
1	FREE PASSAGE	When picking a lock, add 1d6 to your dice pool. You can spend an aspect to unlock anything.
1	ACTOR	You can mimic the voice and speech patterns of anybody you have had a conversation with.
2	THE FACE	Use an Aspect to charm somebody for 1 minute. Use 2 Aspects to charm them for 1 hour.
2	INVISIBILITY	Use an Aspect to turn invisible for 10 minutes. Use 2 Aspects to turn invisible for one hour.
3	INSPIRATION	Spend an Aspect to reroll a skill check for yourself or another party member.
3	ASSASSINATE	Spend an Aspect to kill a being you can touch. Test <i>reflex</i> against their Difficulty. Must be a Critical to Succeed.
4	SHADOW WALK	Risk an Aspect to turn Ethereal for 5 minutes. Test <i>reflex</i>

the

TRAITS

PSYCH

TIER	TALENT	DESCRIPTION
0	INSIGHT	You always know when somebody is lying to you
1	SENSE LIFE	Use an Aspect to sense the presence, size and form of living creatures nearby.
1	ELEMENTARY EYE	Use an Aspect to discover hidden things in a room or an area.
2	SEE BEYOND	Use an Aspect to ask one question to an NPC or directly to the GM, they must answer truthfully.
2	TRUE SIGHT	Use an Aspect to become an expert in a skill, trade or topic for one day.
3	ARCANE CODE	Risk an Aspect to learn any Talent for the day. Test <i>research</i>
3	TRUE KNOWLEDGE	Use an Aspect to turn a failure into a partial success, or a partial success into a full success.
4	DEEP RESEARCH	Use an Aspect to see future/past of a space.

SHIFTER

0	MINOR SHIFT	Use an Aspect to Shift into a Small Creature (Skill Level 5, 2 Resilience)
1	BEAST SHIFT	+1 Aspect/day. Use 2 Aspects to Shift into a Medium Beast or Elemental (Skill Level 6, 4 Resilience)
1	ONE WITH THE WILDS	+1 Aspect/day. Additional D6 on rolls to navigate or survive in wild environments
2	DRAKE SHIFT	+1 Aspect/day. Use 3 Aspects to Shift into a Large Beast or Elemental (Skill Level 7, 5 Resilience)
2	BEASTSPEECH	+1 Aspect/day. You can talk to animals of any kind, they can understand you and respond.
3	DRAGON SHIFT	+1 Aspect/day. Use 4 Aspects to Shift into a Huge Beast or Elemental (Skill Level 8, 6 Resilience)
3	EVOLUTION	+1 Aspect/day. Choose one permanent mutation from your beast form to carry into your human form. Choose: Functional Wings, Eagle Vision, Amphibious, Thick hide, Extreme Strength and Speed.
4	KAIJU SHIFT	+1 Aspect/day. Use 5 Aspects to Shift into a Gargantuan Being (Skill Level 10, 8 Resilience)

Things you have learned
Things you can do
Things that are second nature

TRAITS

1. **Morph** Can change physical appearance overnight
2. **Alter** Can change biological sex every New Moon
3. **Natural wisdom** Step up one die when Researching Nature
4. **Night vision** Can see in the dark as well as they can in day
5. **Self-Sacrifice** Profound empathy, can choose to lose *resilience* instead of an ally.
6. **Wanderer** Has knowledge of the surface world- Step up one die when *researching* the Intersection.
7. **Brawler** No penalty for fighting unarmed
8. **Attuned to Essence** Every new day roll a d6. On 6 gain 1 extra Aspect.
9. **Experienced** Largely immune to intoxicating effects
10. **Vigour** Immune to poison and disease
11. **Amphibious** Can breathe underwater and swim as fast as they walk
12. **Connected** Can connect to an organic network. Step up one die when *researching* information
13. **Tinkerer** Step up one die when *hacking* machinery
14. **Tough Hide** Step up one die when *enduring* pain or environmental effects
15. **Courtly Manners** Step up one die when using or understanding etiquette.
16. **Vendetta** When wronged, step up one die on all actions to right that
17. **Ancient Knowledge** Step up one die when *researching* History
18. **Photosynthesis** Regain one *resilience* every hour in sunshine
19. **Rooted** Receive a day's nutrition if still on soil for an hour
20. **Grafting** Can replace a limb or absorb other plant material

SHIFTING

When you Shift you gain the attributes of the creature you're transforming into. These are determined by the Skill Level of the Shift. A default creature is unskilled in all Attributes. For each Skill Level, you can step up the die of a Skill, balanced in negotiation with the GM. The Creature also has a Resilience determined by the Shift. Once the Creature's Resilience is depleted you return to your normal form.

SOCIETY TRAITS

Generate the Traits you gain from your Haven Society or mutations by rolling 3 times on this list, or choose. Think which Traits might suit your hybrid or Society.

the TALENTS

CRAFTING & CREATING

CRAFT POTIONS

Crafting enables you to transfer a spell into a liquid. The spell is negotiated with the GM, just like a standard Aspect, but is tested with *hack*. It takes an hour with the correct kit (Crafting Kit) to prepare a potion or brew. At the end of the hour, test your efforts.

- ◆ **Roll Success**, and the potion is exactly as you intended.
- ◆ **Roll Consequence** and the potion is as intended, but your Kit is used up.
- ◆ **Roll Failure** and you use up your Kit and you have a random liquid. On ingestion, the recipient mutates in a random manner.

EXAMPLE CONSTRUCTS

- ◆ **Typical Gadget** Small, pick 2 *flight/sight/shield/explosive*, Physical/Technical Skills **2d6**, Damage 2, Resilience 2
- ◆ **Typical Tech** Large, Pick 3 *fast/strong/drill/flight/subaqua/passenger/autonomous/speed/melee/ranged/sight/shield/explosive* Physical/Technical Skills **2d8** Damage 3/ Resilience 5
- ◆ **Typical Mech** Gargantuan, Pick 4 *fast/strong/drill/flight/subaqua/passenger/autonomous/speed/melee/ranged/sight/shield/explosive* Physical Skills **2d12** Damage 5/ Resilience 12

CREATE CONSTRUCTS

Creating enables you to hack together a bunch of collected materials into an item or construct. The size and function is negotiated with the GM, the player committing materials to the process. The efficacy is tested with *hack*. It takes 3 hours with the correct kit (Mechanic's Kit) to prepare an item, 2 days to create a vehicle, 5 days to create a Mech. At the end of the time, test your efforts.

- ◆ **Roll Success**, and the item or construct is exactly as you intended.
- ◆ **Roll Consequence** and the construct is as intended, but you use up your Kit.
- ◆ **Roll Failure** and you use up your Kit and you have a broken item.

If the item is **broken**, each time you try to use it, roll for *hack*.

- ◆ **On Success**, it just about works
- ◆ **On Consequence**, it works this time then breaks down irreparably once it's out of use.
- ◆ **On Failure**, it breaks down irreparably.

*Blend and mix
Craft and create
Take a new form*

SHIFTING

SHIFTING

In order to change into a different physical form a character with a Shifting Talent must use the required amount of Aspects. Once given, the player can suggest the form, and discuss how *skills* might be distributed up to the limit of the specific Talent's *skill level*.

The *skill level* indicates how many dice steps the skills can raise from the base d4, with a **maximum** in any one skill of half the *skill level*, rounded down. So a Skill Level 7 creature, the player transforming through a Drake Shift, could choose to create a snarling beast and have d10 *muscle* (raised 3 steps) d8 *reflex* (raised 2 steps) and d8 *endure*, with all other *skills* left at d4. Alternatively, they could turn into a cunning feline, with d10 *reflex*, d10 *search* and d6 *analyse*.

A player can also suggest special Traits that the creature might have, from flight to breathing underwater to breathing fire. They would then negotiate with the GM how much of their new form's Skill Level would be used to acquire this Trait.

For example, the player wants to create a silent flying creature for reconnaissance at night as a Minor Shift. The GM suggests that the Flight Trait would use two parts of the Skill level, and night-vision one, so they decide to put the two remaining *skill* steps into *search*, making it a d8.

RETURN

The caster **remains** in this new form until they will themselves to return to their normal form, or lose all the Shift's Resilience. On losing Resilience, they transform immediately and take any additional **damage** to their normal form.

If they will to return, they must **test** their original form's **endure** skill.

- ◆ **On success**, they return as normal.
- ◆ **On consequence**, they return but are drained by the experience, suffering harm or another consequence.
- ◆ **On failure**, they are trapped in their current form until they undertake a Short rest.



HAVEN

SOCIETY

HISTORIES OF THE HAVENS

8000 years ago, during the course of the **Climate Cataclysm**, hundreds of thousands of vast **Havens** were built, deep underground, to save a fraction of humanity. All have been affected by the arcane **Essence** bubbling up from the Earth's mantle, mutating the people in unique and various ways.

CREATE A HAVEN

To generate the **Haven Society** your character comes from roll on the these tables or choose. Tables for overtly **utopian societies** are overleaf.

STRUCTURE

1. This Haven is organised like a beehive. Everyone lives in hexagonal cells.
2. This Haven has expanded into a natural cave system. They are still finding new tunnels.
3. There are ancient standing stones in the middle of this Haven. At times, if you touch them, you can see what the Stones are dreaming.
4. This Haven is a garden. Stepped pyramids of hydroponics rise to the ceiling, lit by an orange artificial sun.
5. This Haven is built inside the buried corpse of an enormous titanic machine.
6. This community was once nomadic, rotating through several Havens connected by underground tunnels. All but one of their Havens have now been taken over by outsiders.

DETAIL

1. A massive communal grain silo stands in the centre of this Haven. Everyone shares it, but after a poor harvest, stocks are running low. Who takes priority?
2. Communal singing is prized in this Haven. All decisions are made only after mass chanting sessions to centre the collective. What is their favourite song?
3. To be able to vote in this Haven, you must have retrieved a specific egg from the Deep Caves. What hatches from this egg?
4. Ritual combat is used to decide differences of opinion. What happens to the loser?
5. Strong taboos mean that this Haven has beliefs that many outsiders would think strange, what are they?
6. Teenagers come of age in this Haven by creating a piece of art in the Deep Caves. Why are the caves so dangerous?

LEADER

1. **Child prophet**
2. **Council of three**, but one member just died.
3. **Old Seer** who knows medicine.
4. **Dictator** prone to rage.
5. **No leaders**, vote of majority, but riven by massive factional dispute.
6. **Hereditary ruler**, but current leader, much loved, has no children.
7. **Elected leader**, but the person who was chosen doesn't want the job.
8. **Charismatic revolutionary** who has just overturned a hereditary system.

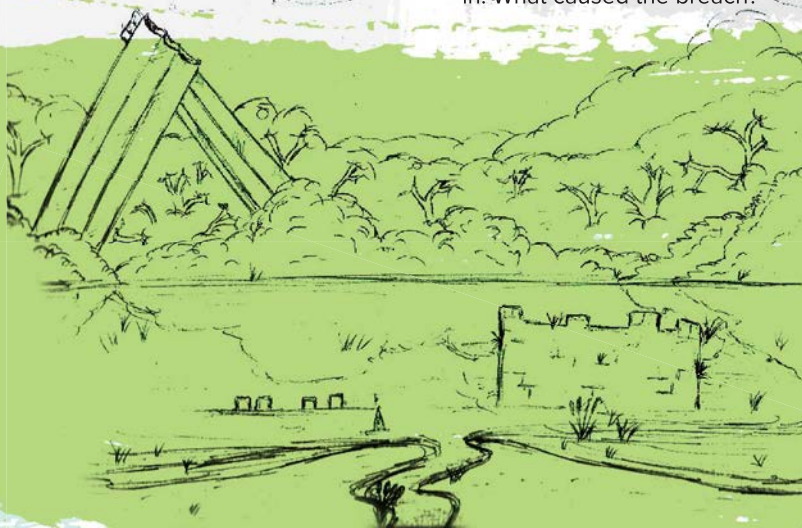
CREATOR

TECH LEVEL

1. A lovingly tended watermill provides a small amount of electricity.
2. Aqueducts bring sweet water to even the high fields.
3. A chance discovery of an unsealed, empty vault gifted this community with advanced technology. Some devices are so advanced, no one knows what they do.
4. Incredibly meticulous record-keeping have preserved technological know-how in this community. The Library is kept secret from outsiders, it is of incalculable worth.
5. All knowledge of old traditions were lost in a terrible plague, a generation ago. The community has not recovered.
6. A visitor taught the members of this community a forbidden skill, what is it and who sees its potential?

UPSIDE

1. **Unknown** No one has been to the upside since the Haven was shut. What legends exist?
2. **Mystery** The last time people left the Haven was 100 years ago, but they never returned. What happened?
3. **Monitored** There are screens through which you monitor the outside world, but very few ever go upside. Why not?
4. **Discovery** You had forgotten that the upside world existed until someone found the door last week. How has the Haven reacted?
5. **Taboo** You are forbidden to leave the haven. Doing so will get you cast out from your community. What happens to outcasts?
6. **Breach** Your Haven was sealed, and no one would have considered leaving it, until the walls were breached and the outside entered in. What caused the breach?



YOUR UTOPIAN HAVEN

STRUCTURE

1. This Haven resides in a massive cavern, making use of vertical space with skyscrapers and buildings up the sides of the cave.
2. This Haven sits on the shore of an underground lake.
3. This Haven is designed like an anthill. Miles of tunnels weave through the earth, connecting spaces that serve as homes, stores etc.
4. This Haven has integrated with a bioluminescent mushroom forest. The mushrooms provide food and shelter, and the Haven's people tend to the forest.
5. This Haven sits in the bottom of a dead volcano.
6. This Haven flooded long ago, and its inhabitants rebuilt their city hanging from the ceiling and stalactites above.

DETAIL

1. Stained glass makes up a large portion of this Haven's architectural style. What stories do they tell?
2. Everyone wears specific jewellery to represent their family. How does this reflect the role of family in society?
3. Scientists in this Haven have bred new and strange species of animal. What have they come up with?
4. The majority of citizens in this Haven worship a pantheon of nature gods. There's no organised religion for the pantheon; how does everyone worship in their own way?
5. Despite its proximity to the Earth's mantle, this Haven is extremely cold. How have its residents combated this?
6. This Haven has no concept of gender as a social construct. How does this affect relationships and self-expression?

LEADER

1. **Anarchy** No government, no laws or law enforcement, just trust in each other.
2. **Regional** This Haven is divided into self-governed **districts**, each led by a large group of elected officials.
3. **Direct democracy** Petitions bring forth proposed laws, and the entire population votes to determine which laws go into effect.
4. **Contest of wits** determines the new leader every six years, and the six year term is almost finished.
5. **Trio** of the strongest Essence-based healers.
6. **Council** of leaders from each major religious sect in the Haven.
7. **Constitutional monarchy** Elected officials have the real power, but a hereditary ruler exists as a symbol of unity.
8. **Advanced AI** developed to focus on compassion and fairness in lawmaking.

TECH LEVEL

1. An extensive network of high-speed trains provides free public transportation to the Haven.
2. Geothermal activity powers this Haven's automated factories.
3. The members of this community have combined tech and Essence, creating a highly advanced society.
4. They like to keep things simple, going back to pre-industrial age technology.
5. Greenhouses take up every inch of spare room in this Haven, providing plentiful food and a lush environment.
6. Medicine and technology has advanced to offer a wide array of cybernetic upgrades to the Haven's residents.

UPSIDE

1. The Upside is believed to be a **desert wasteland**. How will the Haven react if they are proven wrong?
2. This community holds onto the **hope of returning** to live on the surface. Do they think it's time?
3. Nobody thinks about the Upside much, or talks about it, as it is seen as **irrelevant** to everyone's current lives. In which ways is this belief inaccurate?
4. You've **heard stories** from other Havens who have explored the Upside, but nobody here seems keen to do the same. Why not?
5. Legend says the Upside is **swarming with megafauna** and -flora. What specific organisms might exist?
6. A few people went missing several years ago, and have now returned with **news** of the surface. What do they have to share?

QUEST

MOTIVATION

Every member of the expedition has different motivations for joining. Some are selected, others volunteer. Create your own character motivations, or get inspiration from the tables below. Some characters may wish to keep one or more of their motivations hidden. Why does your character **want** to join the mission to the surface, and why do they **need** to?

ROLL OR CHOOSE YOUR WANT

1. **Storytelling** You hope to find inspiration for a novel you're writing.
2. **Restlessness** Living here all your life is feeling claustrophobic. You dream of the open air, of a world without a ceiling.
3. **Love** You want to impress someone.
4. **Self-Discovery** You've been feeling a little lost. You want to figure out who you really are.
5. **Duty** You feel a sense of duty to serve the people of your Haven.
6. **Popularity** You hope to gain the support of peers, perhaps for an upcoming election or award.
7. **Magic** You want to expand your skills in using Essence.
8. **Scavenging** You want to gather parts for an invention you're working on.
9. **Curiosity** You want to know what's up there.
10. **Adventure** You're getting bored of Haven life. You want to see some action.

GROUP MOTIVATIONS

Motivations can be made public or kept secret, revealed to the group at an opportune time.

There can also be a **group motivation** to tie the group to a shared mission. On **page 32** you will find reasons why the expedition must leave. Additional reasons can be used as **plot hooks** by the GM throughout your campaign.

ROLL OR CHOOSE YOUR NEED

1. **Protection** Someone you care about is going on the expedition- you must protect them.
2. **Trial** You must prove yourself in order to join an exclusive guild.
3. **Ceremony** A loved one's dying wish was to have their ashes scattered on the surface.
4. **Pride** Someone dared you to go on the expedition, and you were too proud to say no.
5. **Leadership** A person of power in the Haven, you've been trusted to lead this expedition
6. **Documentation** You have been tasked with documenting this journey so that no discoveries are lost.
7. **Medicine** You or a loved one are ill, and nothing in the Haven helped. You hope to find a cure on the surface.
8. **Quest** You had a dream, maybe a vision, sending you on a quest to retrieve something from the surface.
9. **Search** Someone you care about went missing long ago. You hope to find them.
10. **Science** You're part of a group of scientists who want to study the Upside.

the

ADVENTURE

What has Changed?

What is wrong with the Haven?

What can you Do?

WHY MUST YOU LEAVE?

- A** The ruler(s) of your community take your family hostage. Unless you bring them what they want, your family will be exiled. The GM will tell you what the ruler wants you to find.
- K** All of you dreamed the same dream last night. You were standing together in the darkness and an unseen voice called out your names. When you woke up, all you knew was that you must leave. The thought torments you. An itch you must scratch or lose your mind. You hope things will become clearer on the upside.
- Q** A year ago, a tree suddenly sprouted in the middle of your haven. It grew quickly, to a great height, then flowered and fruited. Your leaders have decided that the seeds must be planted in the upside. They have given you an ancient map and marked three sites of power where the planting will be most effective. What kind of tree grew? What is strange and unusual about its fruit?
- J** Thieves broke into your Haven and stole your people's greatest treasure. What did they take? How far will you go to get it back?
- 10** A message was sent to your people over the emergency communication system. Someone has called a Haven Moot to address a great threat. It is the first for three hundred years. By ancient custom your tribe must send ambassadors.
- 9** Your Haven has long been protected by the lake over your heads. But now your water is turning brackish. Through the thick glass ceiling over your heads, you can see huge, dark shapes moving in the water. Something is happening to your lake.
- 8** You and your friends snuck into a forbidden chamber in your Haven's temple. When you stepped inside, you were all teleported to the upside. You have no idea where you are, or how to get home.
- 7** The gene stock of your tribe's main food source is severely compromised by mutation and over-breeding. You need to find new strains to renew the integrity of your stock.
- 6** A strange message suddenly crackled out of an ancient transponder that had sat in a forgotten storeroom for generations. It was a set of coordinates. You have been sent to investigate.
- 5** You have all been accused of a crime you didn't commit. You have escaped your Haven to avoid punishment. What was the crime, and how can you prove your innocence?
- 4** An ancient prophecy famed in your Haven, gave this day as the day the seals would first be broken. The same prophet insisted that Great Fortune would come to your community if a Golden Bird was found. You have been tasked with this Holy Search. There are several more "prophecies" that will help you. Your GM will tell you what they are.
- 3** Gigantic burrowing moles have undermined your Haven. Your community now needs you to find a new place to live.
- 2** Ancient custom dictates that every twenty years a group carries an offering of cheese to a distant Haven. Although the custom is observed with complete devotion, no group has ever returned.



ITEMS

◆ **Starting characters** begin with seven items, one item from each of the following lists.

◆ **If rolling** for items, rolling a maximum allows you to take that item and gain another roll. If you roll ammunition, you gain the associated weapon, and vice versa.

WEAPONS

1. Sanded flint knife
2. Gallstone hammer
3. Oak-core club
4. Flint-filled Sword
5. Cetacean bone-blade
6. Chapped stone axe
7. Bivalve hand-axe
8. Birch-bark staff
9. Living wood staff
10. Staff with shiny tassel
11. Vertebrate maul
12. Gut-strung longbow
13. Fungalcore crossbow
14. Ranged weapon
15. Quiver of arrows
16. Quiver of Bolts
17. Paralysing darts
18. Shardclip pistol
19. Remoulded-enamel rifle
20. Essential bow

CONSUMABLES

1. Bottle of hasenberry wine
2. Psychotropic fungi
3. Intoxicating weed
4. Neo-hemp
5. Vial of milksop antidote
6. Vial of amphibian poison
7. Vial of pitcherplant acid
8. Vial of alkaline nitrate
9. Vial of vigour
10. Healing moss kit
11. Healing salve kit
12. Mechanic's kit
13. Strong clear alcohol
14. Pot of Antibiotic Ooze
15. Tub of moisturiser
16. Vial, empty
17. Armour repair kit
18. Varnished fungus barrel
19. Flask made of hasen hide
20. Salvaging tool kit

MISCELLANY

1. Shallowreed flute
2. Stringed instrument
3. Bone smoking pipe
4. Fine ore pigment makeup set
5. Simple grass-weave clothes
6. Fine double-treated clothes
7. Tactical releather clothes (light, 2)
8. Unusual Hat
9. Leaf parasol
10. Soap
11. Plastic bucket
12. Book
13. Journal
14. Paper
15. Writing supplies
16. Tallowwax candle
17. Wooden Whistle
18. Hailing Horn
19. Drum
20. CryOrg Comlink

ARMOUR

- 1-6. Travelling clothes (light, 1)
- 7-12. Padded clothes, (light, 2)
13. Nest-padded jacket (light, 2)
14. Resin (light, fragile, 3)
15. Knotsoil weave (light, sturdy, 4)
16. Chill-treated bark (heavy, fragile, 4)
17. Woven crustacean (heavy, sturdy, 5)
18. Chains, scrap metal (Sturdy, loud, 4)
19. Plate metal (Heavy, Loud, 5)
20. Shield, air-dried mucus (armour +1)

SURVIVAL

1. Softset bark-fibre 5 days' rations
2. Laquered eyeball (as flask)
3. Sea-dried grass-fibre travel clothes
4. Flint and tinder
5. Mollusc-blubber torches (12)
6. Padded leather bedroll
7. Woven seaweed backpack
8. Brined puffball pouch
9. Spider rope (20m, light)
10. Webbing Bandages

ADVENTURE

1. Individual leaf-weave tent
2. Two-person grass-fibre tent
3. Mushroomstalk blanket
4. Boneshard ankle-trap
5. Filed-knuckle caltrops
6. Neo-hemp rope (15 metres)
7. Keratin precision tools
8. Reinforced bone pickaxe
9. Fur boots
10. Antfolk wallwalk boots

TRINKETS

1. Jewellery made of trinkets
2. Lucky charm
3. A mysterious scrap of text
4. USB stick
5. A love letter
6. Ancient plastic toy
7. Small ocarina
8. Picture in a locket
9. A tiny wooden carving
10. Something delicious



the COMBAT

URNS

Combat in Lost Eons is **dangerous**, and should be regarded as a last resort.

URNS

The players and their adversaries **take turns**, one at a time. Player one goes first, then an adversary, then player two, then an adversary. This continues until all players have had a turn and the adversary has had their final response. This ends the Round. The players decide which order they go.

PACKS AND THREATS

Adversaries are either Packs (groups of individuals) or Threats (a single hardy individual).

A Pack is a group of individuals, such as five Antfolk working together, that counts as a single adversary. A Threat is one deadly being, and also counts as a single adversary. If there are multiple adversaries (many Packs or Packs and Threats), all adversaries take a turn after each player's turn.

Adversaries have 3 stats, Damage, Defence and Difficulty, and a special attack that they can use once per Round. Damage is how much damage they deal. Defence is how much damage they can sustain before death. A Pack will shrink as damage is dealt until there is one desperate individual. Difficulty is both how high you have to roll to evade damage and how high you have to roll to hit.

ACTIONS

INITIATIVE

At the start of combat the character closest to the adversary makes a *reflex* roll against the Adversary's Difficulty. This reflects the Adversary's speed and the character's shock. On Failure, the Adversary goes first.

All rolls are made by the players. They roll against the Adversary's **Difficulty to Attack**, using their relevant skills. When the Adversary attacks, they roll against the Adversary's **Difficulty to Defend**.

In general a melee attack will use *muscle/reflex*, a ranged attack will use *reflex/hack* and a magic attack will use *channel*. However, it is ultimately the players decision which skill to roll. Creative play may grant opportunities to use different skills to attack.

In general, attacks can be defended against using *reflex*, *endure*, or *channel* if defending against a magical attack. However the same qualifiers around creative play apply as above.

ACTIONS

All characters and Adversaries can Move and perform one Action each round. They can choose to use an action to *analyse* the opponent, rolling against their Difficulty. On full success, the next attack against the opponent will do double damage on Success.



Combat is Deadly
Combat is Hard
Combat should be avoided if possible

ROLLS

ATTACK

A Success roll on Attack does 1 damage. Exceed the Difficulty of the Adversary on **both dice** and the Attack does 2 damage (**critical**). Aspects (Spells in this game) do 2 damage for each level of power used to cast.

DEFENCE

A Failed roll on Defence does Damage to the character, defined by the Adversary's Damage rating. Fail while rolling a **One** and take double damage.

Damage applies first to **Armour**, then to **Resilience**, then to **Wounded**. Damage to *Wounded* induces various effects, such as injury or being knocked unconscious. Lose all your Wounded and your character is dead.

EXAMPLE ADVERSARIES

Ant Folk Pack (5 individuals)

DMG 1

DEF 5 [as there are 5. If 3, this is 3]

DIF 4

Special Attack- CryOrg Blaster (DMG 4, DIF 5)

Giant Hornet

DMG 3

DEF 7

DIF 6

Special Attack- Deadly Stinger (DMG 4, DEF 7, paralysis)

SALVAGER

NAME

SOCIETY

Most days you just find enough to exchange for your food that night, but sometimes there are some intriguing items, relics from the Older Time. Every broken thing is just an opportunity to test your ingenuity.

TALENTS

REPAIR ARMOUR
TEST HACK: REPAIR 3 ON SUCCESS, 1 ON FAILURE.

TIER 1

TIER 2

TIER 3

TIER 4

Description

Equipment

RESOLVE

PHYSICAL

MUSCLE

REFLEX

ENDURE

TECHNICAL

HACK

SEARCH

RESEARCH

MENTAL

ANALYSE

PERSUADE

CHANNEL

TALENTS

TRAITS

ARMOUR

RESILIENCE

WOUNDED



SEER

NAME

SOCIETY

Since youth, you have found yourself attuned to the Matrix of Essence, able to create a flame at the tips of your finger or still the wind for a moment. You can faintly perceive the Matrix as another layer suffusing the fabric of solid matter. This way of understanding the world has led to a distance from others.

TALENTS

ATTUNED
TAKE ONE EXTRA
ASPECT CARD PER DAY

TIER I

TIER 2

TIER 3

TIER 4

Description

Equipment

RESOLVE

PHYSICAL

MUSCLE

REFLEX

ENDURE

TECHNICAL

HACK

SEARCH

RESEARCH

MENTAL

ANALYSE

PERSUADE

CHANNEL

TALENTS

TRAITS

ARMOUR

RESILIENCE

WOUNDED



SCRAPPER

NAME _____

SOCIETY _____

The only way to get by has been by fending for yourself, looking after those dear to you through showing others that you are not a force to be messed with. Through a mixture of guile and brute force, you've carved out a safe space for yourself. Some fear you. Some respect you.

TALENTS

INITIATIVE
ON FIRST TURN ATTACK AND
MOVE ONE EXTRA TIME

TIER I

TIER 2

TIER 3

TIER 4

PHYSICAL

RESOLVE

MUSCLE

REFLEX

ENDURE

TECHNICAL

HACK

SEARCH

RESEARCH

MENTAL

ANALYSE

PERSUADE

CHANNEL

Description

Equipment

TALENTS

TRAITS

ARMOUR

RESILIENCE

WOUNDED



OUTCAST

NAME _____

SOCIETY _____

You've never felt at home in your society, forging a life on its margins, living by your wits, through opportunism and petty theft, charming your way into a bed for the night or the next meal. But somehow you always knew you were destined for something more.

TALENTS

STEALTH EXPERT
MOVE UNSEEN IN COVER
WITH NO SKILL CHECK

TIER 1

TIER 2

TIER 3

TIER 4

PHYSICAL

RESOLVE

MUSCLE

REFLEX

ENDURE

TECHNICAL

HACK

SEARCH

RESEARCH

MENTAL

ANALYSE

PERSUADE

CHANNEL

Description

Equipment

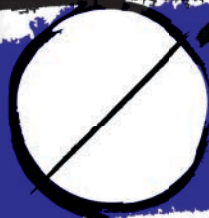
TALENTS

TRAITS

ARMOUR

RESILIENCE

WOUNDED



PSYCH

NAME

SOCIETY

You have always found yourself able to read people's feelings and intentions in an instinctive way, sometimes using this to engineer favourable situations for yourself. But this empathy also means that you've experienced the shock of sharing another's feelings, their pain, and their joy.

TALENTS

INSIGHT
ALWAYS KNOW WHEN
SOMEONE IS LYING

TIER I

TIER 2

TIER 3

TIER 4

Description

Equipment

RESOLVE

PHYSICAL

MUSCLE

REFLEX

ENDURE

TECHNICAL

HACK

SEARCH

RESEARCH

MENTAL

ANALYSE

PERSUADE

CHANNEL



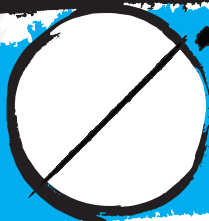
TALENTS

TRAITS

ARMOUR

RESILIENCE

WOUNDED



SHIFTER

NAME

SOCIETY

You remember the first time it happened that you knew it was something you had to hide. You thought you must be the only one that could change their form. It started with dreams of inhabiting a strange instinctual mind. Then seeing yourself as a different creature in a reflection, staring at your transformed hands.

TALENTS

MINOR SHIFT
USE AN ASPECT TO SHIFT
INTO A SMALL CREATURE

TIER 1

TIER 2

TIER 3

TIER 4

PHYSICAL

RESOLVE

MUSCLE

REFLEX

ENDURE

TECHNICAL

HACK

SEARCH

RESEARCH

MENTAL

ANALYSE

PERSUADE

CHANNEL

Description

Equipment

TALENTS

TRAITS

ARMOUR

RESILIENCE

WOUNDED



