

ABOUT

ERIS AND UMBRA

IS A CYBERPUNK ROLE PLAYING GAME.

IT IS AN EXPLORATION, INVESTIGATIVE ROLE PLAYING GAME IN WHICH WHO AND WHAT YOUR
ARE CHANGES HOW THE WORLD VIEWS YOU.

Background

The Societies of Eris and Umbra are at war and you are in the center of this political subterfuge.

In E&U the character you make will determine your experience and how the world and characters react to you.

There are three main sectors that will determine society approval, play style and abilities. These include Race, Background and Occupations.

Some of these are restricted to the society you come from.

Eris is a technological orientated society, where your worth is based on intellect and willingness to be ruthless.

Eris runs on technology where designer children and cybernetic augmentations are a must if you wish to get ahead and most importantly survive.

Umbra is a chaotic world run by the magical race of Pagans. Magic is the staple of their society, in which assassinations and blood sacrifices are commonplace. Umbra does not forget bonds and so the people of Umbra are close knit in their support of each other.

HOW TO PLAY

This RPG is rule light and more story based in order to include newcomers to RPGs. The DM can decide whether to enforce some of the more technical rules or allow the players freedom.

Stats control your interaction success and combat. For all interactions you roll a d20.

All you need to play this is -

A pen

The character sheet

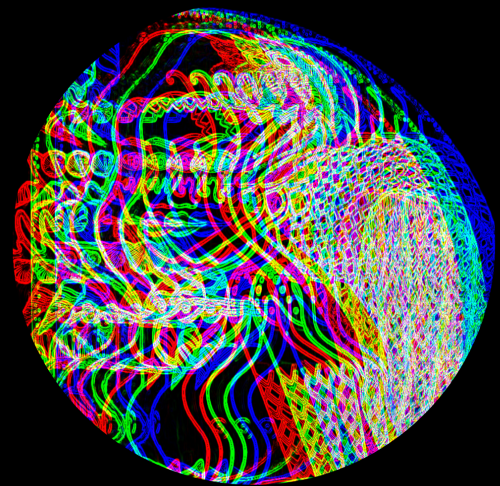
A D20

2 players or more + GM

STATS AND NOTORIETY

The stats that control interactions are

- Strength
 - For Combat or Strenuous work
- Charisma - For Interacting with Characters
- Intellect - Any Situation in need of investigation or unknown
- Stealth
 - For Stealth
- Notoriety
 - For success in the game.
- All stats go up to 20 and are decided by dice rolls, race and background.

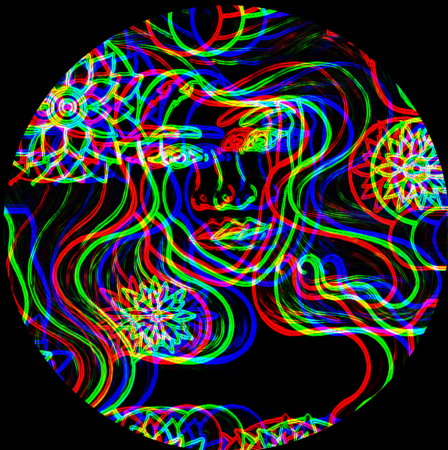


Notoriety is a key factor your survival. Depending on the type of campaign you are playing, high or low notoriety can sink you.

High Notoriety gets you noticed and characters in game will recognise a high notoriety character.

Similarly, a low notoriety character will be less memorable and more likely to pass unnoticed.

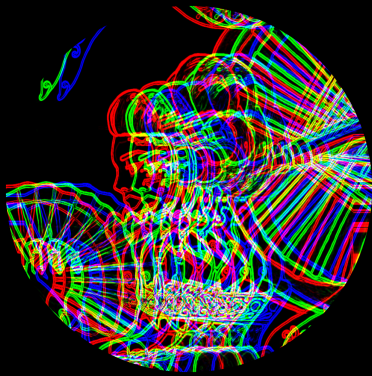
Throughout the game you will have chances to raise or lower you notoriety through investigative and social interaction. This is decided by the roll of a dice and the success number the GM decides.



RACES

Some Races are Culture specific. While they can be found in both, your race and class will change your experience with the game world drastically depending where you are in the world.

ERIS



Newblood

UMBRA



Pagan



AI

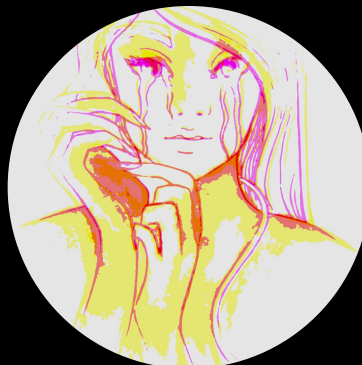
Daemon



DUAL



Half Blood



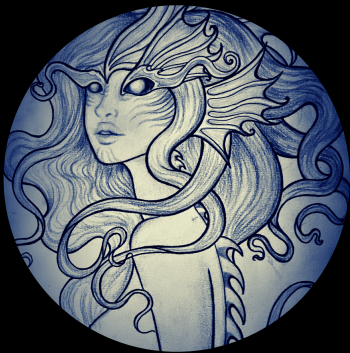
Cyborg

BACKGROUNDS

Backgrounds further add to you characters personality and persona. Remember that in this world it is crucial for personality and personas to be separate. But having a persona that is too far removed from the characters true personality can cause great pain to the character.

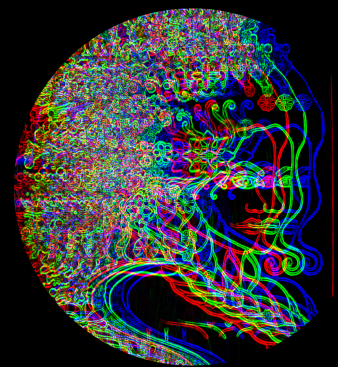
Note: You are not limited to this guide, if your character is none of these, feel free to mix and match or make up your own backgrounds.

ERIS



Designer
Child

UMBRA



Vessel

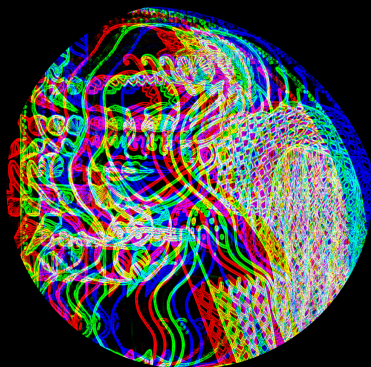


Genius

Spirit
Whisperer



DUAL



Abandoned



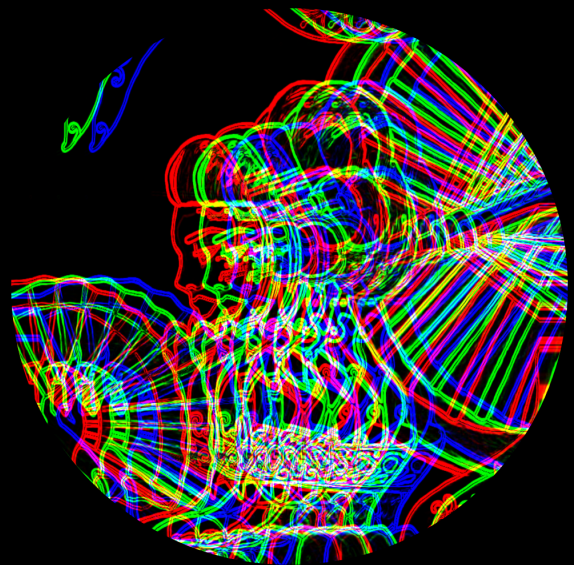
Scoundrel

NEWBLOODS

Newblood denotes the citizens of Eris who have been tube designed to be physically perfect. This is commonplace in Eris society and such children are given to couples of the same gender.

Perhaps your character was part of a wealthy family who bred you to take over the family empire or perhaps you were just a normal citizen with faulty genes trying to make ends meet for the impoverished lower classes.

Newbloods gain -2 notoriety in Eris and +1 notoriety in Umbra society.



AI

With the progress of technology came the sentience of machines and AI.

Once second-class citizens AI have enjoyed a surge in wealth and popularity due their newfound sentience. Their standing however is tenuous at best.

Perhaps you were a fluke of a crazy scientist trying to recreate the consciousness of their dead child or perhaps you were merely a factory worker before you came into consciousness.

AI are always followed by +2 notoriety no matter the society. They also have a +2 intellect add on.



CYBORGS

Cyborgs exist in that limbo of cultural acceptance in both societies. In Eris, the act of augmenting your body is seen as step toward progress while others of the society see it as blasphemy against the biological science that made them.

Since Technology naturally clashes against magic, cyborgs are looked on with suspicion. They are allowed into Umbra society but are snubbed by the general populace.

Perhaps you were an umbra experiment gone wrong and now have to live in slavery under the ones that made you. Or maybe you were a pioneer of human biology turned science experience in an ironic twist of fate.

Cyborgs have a + notoriety in both societies but a +2 strength stat.



PAGAN

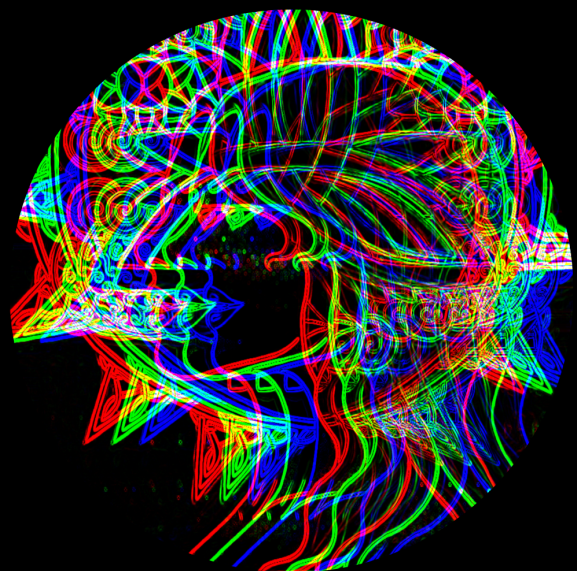
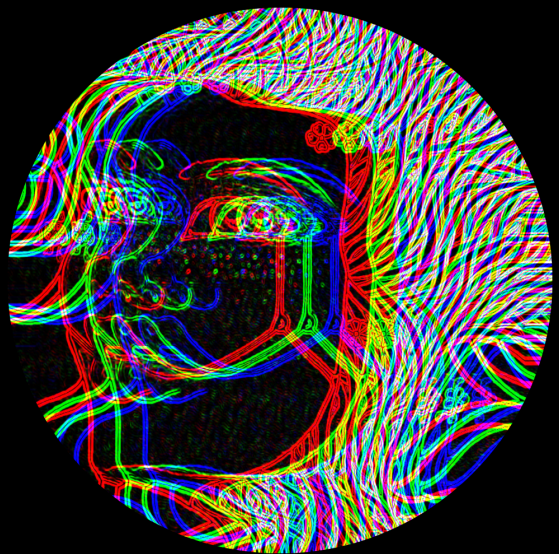
Pagans are native to Umbra. They usually sport animalistic features and a hunger for the unknown, they are generally seen with wings, cat eyes or even claw like appendages.

The more magical tendencies a pagan has, the more highly they are regarded.

Perhaps you were a vagabond until your magical power flowed forth gaining you entry into the higher echelons of pagan society.

As such they are looked down in Eris society, if they are even allowed in. However, some designer children sport pagan looks like a fashion statement.

Due to their aptitude for magic they sport a notoriety score of -3 in umbra and a +4 in Eris.



HALF BLOODS

Half humans are the product of unions between denizens of Eris and Umbra.

Such unions are looked down upon by Eris, as same sex partnerships are seen as the model relationships, while in Umbra they are embraced as normal.

Children of these matches can range between looking totally human in appearance to mildly feral.

Perhaps you are an accidental birth born from a clandestine operations from a spy, or a love child of a doomed relationship.

0 notoriety for Umbra, while in Eris there is a +2 notoriety.



DAEMONS

Daemons are spirits that inhabit hosts of living beings.

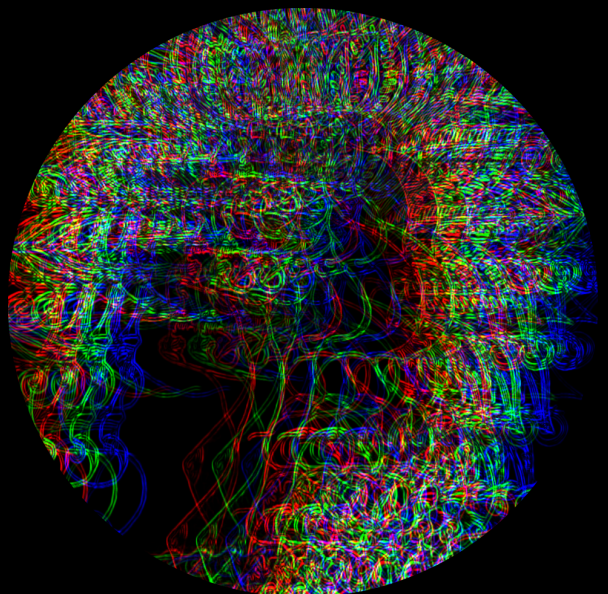
While more peaceful than that of their Pagan counterparts, they are disliked by most due to the fact they have to inhabit a living host to survive.

The host however has to be willing.

Perhaps you were a human on the brink of death before you make a desperate deal with the devil.

Or perhaps you where a Pagan who wished to help your daemon friend live in the physical world for a while.

Daemons have no notoriety anywhere as it I virtually impossible to tell between the host and daemon.



DESIGNER CHILD

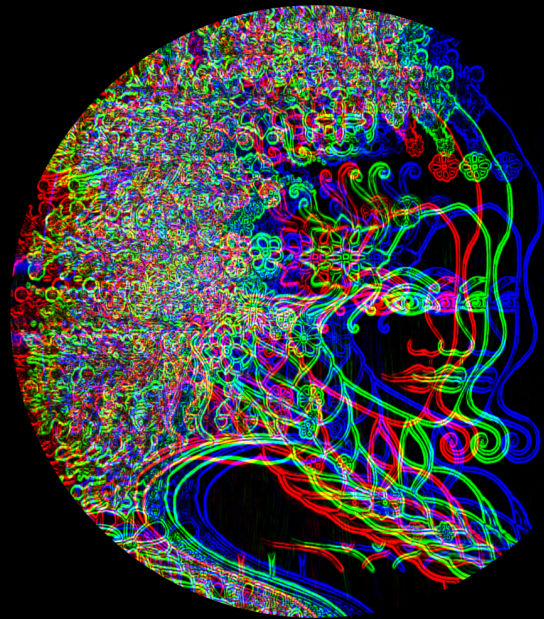
For as long as you can remember you have been groomed for greatness.

Your family have paid to provide you with the best of the best but always at a cost.

Whether from Eris or Umbra you have lived a charmed life but at the expense of your own individuality.

Now it is up to you to decide what is important.

- All the lessons and snobbery have paid off however as you have a + 2 charisma..



SPIRIT WHISPERER

Whether a gift or a curse you have been spiritually inclined since birth.

The whispers of the beyond would drive most crazy, but you have an inbuilt immunity.

Whether you embrace it or try to hide your gift, your spirit familiars watch your back always.

These watchful eyes and hushed whispers tell of premonitions of thing yet to come, giving you a stealth stat of +2.



GENIUS

Gifted since a young age, you have always been the best at anything you try.

With a high IQ, you never understood why people marveled over what you did. To you it was like breathing.

However most find your lack of social intelligence insufferable.

To you its a waste of time to explain yourself to people who dont meet you halfway.

You gain a +3 in intellect but a -1 in charisma.



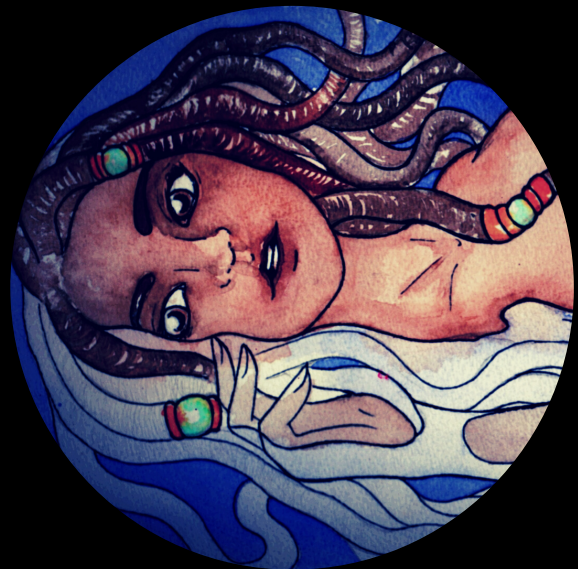
SCOUNDREL

You came from the warrens of society, alone, abandoned and forgotten. you learnt the hard way that you could only trust yourself.



Quick-witted and streetwise no one has ever gotten the best of you after these hard lessons and people find a certain charm in your skulduggery and people naturally gravitate to your rogue ways.

- You gain a +2 charisma but a +1 notoriety.



ABANDONED

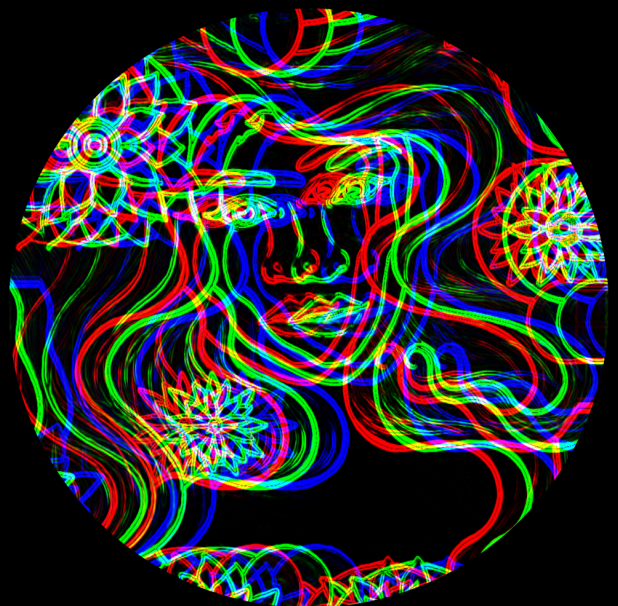
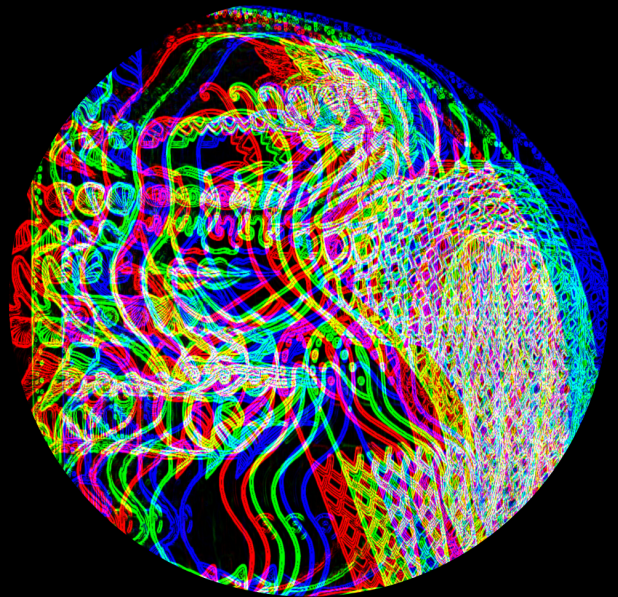
A wanted criminal in all the lands,
most speak of your actions
with horror and distain.

However if you have learned
anything
from life, it is not to judge anyone till
you have lived their life.

Whether you have been forced into
horrible situations or decided
to lash out at life's unfairness, you
do what you need to survive.

You wont apologize for surviving in a
world that most in your situation
would not.

You gain a +2 in whatever ability of
your choice, however you
have a notoriety of +3.



VESSEL

When people get you, they get two of you.

For one reason or another you are the host of a supernatural entity.

Whether you were subjected to a ritual against your will or you were born together, you are never truly alone.

Unlike daemons, vessels are host to other dimensional beings both benign and malevolent.

The Vessel was born this way and when you die, you become the parasite.

With this, you are granted a second chance if you die but only if there is a Spirit Whisperer on your team. Notoriety is -1 in all cities.

