

GURPS

CTHULHUTECH

Vignette.

Strange Aeons

Intro text.

START BOX

CTHULHUTECH: A SUMMARY FOR NEW PLAYERS

Cults of dead gods and twisted alien creatures throw themselves at the failing defenses of the New Earth Government. Dark things claw at the edges of perception, seeking entry into our world. The utter end approaches, and the world grows cold. The Aeon War rages on.

The year is 2085; humanity stands with its back to wall against foes that seek their utter annihilation or enslavement. Horrors that have long dwelt in realms apart from the visible world have awoken, and turned their untiring minds to sow death and madness across the world in preparation for the return of their unknowable masters.

The Aeon War

The world is gripped by a three-way genocidal conflict involving the *New Earth Government*, the alien *Migou*, and the fiendish cults of the *Old Ones*. Man yet rules over most of the world, but the light of humanity slowly fades as their enemies grow stronger.

The New Earth Government: The NEG has risen from the ashes of the former disparate world states to control the surviving humans and their Nazzadi allies, a warrior race that has rebelled against their Migou creators. Through force of arms and indomitable will they have held their own against the unspeakable blasphemies that are arrayed against them.

The Migou: Threatened by the flourishing of human intellect and their development of arcanotechnology, the alien Migou attempted to bring their favored slaves and experiments to heel. Using the human genome to create an army of Nazzadi armed with advanced war machines and a fabricated warrior culture, they invaded Earth, beginning what is now known as the First Arcanotech War. After the defection of their servants, the Migou have been forced to intervene personally – conquering many of the cold northern regions of the planet and fighting both the NEG and the minions of their ancient enemies, the Old Ones.

The Old Ones: Loathsome dark gods who seeped down to our world from cold stars in a time before history, the Old Ones have begun to awaken. Through their cultish agents they seek to make the world more hospitable to their tastes, by spreading corruption, death, and hideous monstrosities. Should their efforts succeed in awakening the most powerful of their kind, such as the dread Cthulhu himself, all life on Earth would perish or be enslaved.

Arcanotechnology and Magic

Magical energy permeates the world, although humanity has been ignorant of it for much of history. This changed with the translation and spread of techniques contained in *The Mysteries Within*, an arcane tome that laid out the techniques of harnessing eldritch power. Despite the insanity of early pioneers, organizations such as the Ashcroft Foundation discovered how to meld this new knowledge with human rationality in the art of *arcanotechnology*.

The inexhaustible power produced by these magitech devices revolutionized the world, and mankind quickly began to exploit its potential. Unfortunately, the spread of sorcerous knowledge came without an appreciation of its dangers, and humanities new power encroached on the outposts of formless things better left undisturbed.

Blasphemous Cults

The minions of the Old Ones are legion. Cannibalistic hordes comprising the *Rapine Storm* have scourged Central Asia of human life, and the decadent *Death Shadows* spread decay in the heart of the NEG, all under the direct command of an avatar of Hastur. Nyarlathotep's sinister Children of Chaos have subverted the powerful *Chrysalis Corporation*, which supplies the NEG with many of its weapons and consumer products, and are using it to produce an army of foul *dhohanoid* shapeshifters. Ceaseless in their search for lost occult secrets, the amphibious *Deep One* servants of Cthulhu have sortied from their underwater cities to conduct brutal raids on coastal communities and increase the ranks their foul hybrids through both subtle infiltration and brutal rape.

Points of Light

It is a bleak time, but not one lacking in hope or heroes. The citizens of the New Earth Government remain optimistic about the future, trusting in the military might of their armies and the investigative abilities of their anti-cult security forces. Mankind's greatest weakness, the inability to see his insignificance in the face of the uncaring universe, has turned out to be the only thing keeping the citizenry from surrendering to the inevitable.

The Aeon War threatens every man, woman, and child on Earth. The soldiers of the *NEG Armed Forces* stand ready to repel any threat with force of arms, utilizing the most advanced mecha and weaponry available. They are the tip of the spear in fighting the Migou war machine, facing down hordes of deranged

cultists, and striking deep into enemy territory to free prisoners or destroy important strongholds. Yet the key to victory may lie in the *Engel Project*, which fuses biotechnology and the occult to produce the most powerful combat machines the world has ever seen.

Within the NEG itself, the *Federal Security Bureau* and secretive *Office of Internal Security* work to uproot infiltrating cults, prevent the spread of dangerous magical knowledge, and police mundane crimes no less shocking for their mundanity. The enigmatic occultists of the *Eldritch Society* work to counter the corrupting power of the Chrysalis Corporation, striking from the shadows with their own arcane shapeshifters, the *Tagers*.

END BOX

Jj

START BOX

LOVECRAFT-2, 2085

(Following the reference format used in *GURPS Infinite Worlds*.)

Current Affairs

A beleaguered New Earth Government fights a holding against alien invaders in Alaska and Scandinavia. A vicious cult army attempts to establish beachheads in Russia, China, and Australia after having depopulated Central Asia.

Divergence Point

2001; the United Nations undergoes significant reforms, resulting in the formation of the New United Nations in 2015. The Earth is invaded first by the

Nazzadi fleet (in 2059), and then by the Migou Hive Ship (in 2075). The consolidated world government is formed in 2059. The major points of historical divergence occurred hundreds of thousands (or even millions) of years ago, but until the 21st century there was substantial historical inertia in this timeline.

Major Civilizations

Western (unitary), Alien (diffuse). The Cults and Migou have their own dark civilizations that are inimical to sane human understanding.

Great Powers

New Earth Government (representative democracy, CR4), Migou Hive (utopia as far as they are concerned, CR-), Rapine Storm (anarchy, CR0), *Esoteric Order of Dagon* (theocracy, CR-), *Nazza-Duhni* (representative democracy with corporate state tendencies, CR3).

Worldline Data

TL: The NEG is 9[^] with limited TL11 nanotechnology; the military and some corporations are at TL10[^] in their specialized fields. Superscience technologies include reactionless thrusters, dimensional energy, and magitech. The Migou are roughly TL11[^], but narrow in their interests – they use nanotechnology only for construction and biotech is limited to alteration of existing genomes, for example.

Mana Level: High mana

Quantum: 3

Infinity Class: Z1

Centrum Zone: Red (assuming they could even reach it)

END BOX

CHARACTERS

Vignette.

CAMPAIGN SCALE

The world of *CthulhuTech* combines elements of high-action anime with horror - giant humanoid robots clash with unnamable Things in a final war for the future of all mankind. The power of individual characters can range from that of a low-key occult investigator to the one-man army of an Engel pilot; GMs should carefully set the starting point total and allowable types of PCs so that it emphasizes the campaign style.

Personal Horror and Heroism - 75-100 Points

At this level, the characters are not heroes – they are ordinary people in extraordinary circumstances. This suits campaigns where groups of average investigators, police, office workers, or soldiers must join forces to take on a greater threat. It can also emphasize the horror of the Strange Aeon, with terrible things happening to good people at the whim of uncaring bureaucracies and shadowy forces. These characters may eventually rise above their humble origins, but it will take time and no small amount of luck.

Everyday Heroes - 100-200 points

The characters at this level are already larger-than-life; the PCs are better skilled and more competent than the average person. Everyone always knew they would achieve great things in life. This is the suggested starting point range for a new ***GURPS CthulhuTech*** game, as it allows the PCs to gain access to most of the character templates (pp. 00-00) without overloading the GM with options.

Rising Stars -200-300 points

Heroes with point totals in this range are able to sway the destiny of entire regions through their actions. Challenges that would overpower a group of lesser individuals can be handled alone, and the PCs skills and abilities are larger-than-life. Campaigns can center on threats that would impact millions, and their deaths would be grievous blows to the forces of humanity.

Scions of Civilization – 300+ points

Characters at this level have access to enormous resources, weapons and arcana of unimaginable power, amazing superhuman abilities ... and the burden of manning the walls of civilization and sanity against the greatest horrors in the universe.

The World Conditions

The world of *GURPS CthulhuTech* is a complicated place. These are the game mechanics useful to a new character.

TECH LEVEL

The New Earth Government is a TL9^ society with limited artificial intelligence, advanced nanotechnology, and amazing biomedical treatments in common use. Global instability and incessant warfare means that some devices and techniques are unevenly available, so technologies and skills from earlier TLs are commonplace on the fringes. However, advanced superscience technologies allow for multi-role humanoid mecha, reactionless propulsion, and bioengineered war machines the size of large buildings.

The greatest technological deviations result from the development of arcanotechnology – which allows for the laws of reality to be bent and broken using non-Euclidean geometries and arcane energies. These techniques cannot be applied evenly to every avenue of research, but it allows for phenomenal results in those where it can.

In *GURPS Ultra-Tech* terms, the NEG is currently a medium-progression safetech society (see pp. UT8-11). Aside from fancier gadgets and more flying cars, life in the urban cores is not fundamentally different from the late 20th century.

LANGUAGES

English is the official language of the New Earth Government, with most regional tongues being reduced to marginal status or lost entirely. The second most commonly spoken language is Nazzadi. Formerly obscure arcane languages have become well-known in academic circles, and the strange sounds of Enochian and Tsath-yo can be heard on many college campuses and arcanotech research laboratories (see *Occult Languages*, p. 00).

CULTURAL FAMILIARITY

The NEG has had a power homogenizing force on world culture, reducing most of the civilized areas to a single Cultural Familiarity category: Western. Alien (the Nazzadi communities spread around the world) is also recognized as a separate cultural group, but it has become increasingly “Westernized” as time goes on. Regional and ethnic peculiarities still exist, and differences between each area may incur a -1 unfamiliarity modifier.

The Rapine Storm, Esoteric Order of Dagon, and the Migou all have their own cultural patterns, but they are not learnable by PCs (at least, not *willingly!*).

SOCIAL STATUS

Prejudices and “old boy/girl networks” still exist, but the notion of inherent social status is an antiquated idea in the Strange Aeon. New Earth Government characters follow the rules from *Classless Meritocracies*, p. B28, and they may not normally buy more than two levels of Status. Most citizens are Status 0; negative Status is reserved for the willfully indignant.

NEG characters may acquire more levels of “free” Status from various forms of Rank, or from Wealth. Typical Status levels are as follows:

<i>Status</i>	<i>Example</i>
8	President of Unified Earth
7	Security Council member,
6	State administrator
5	Senior military officer, established scientist
4	Regional planner
3	Arcology mayor, officer
2	Respected professional, town leader
1	Local official, entrepreneur
0	NEG citizen, average soldier
-1	Homeless

Use the standard *Basic Set* rules for the cost of living at each Status level (p. B265).

CONTROL RATING

Although specific laws are more restrictive in the arcologies, the New Earth Government maintains a Control Rating of 4 in most regions. The exceptions are areas near the front lines of the war against the Migou and the Cults; such places have a Control Rating of 2 (especially in the case of allowable weapons). Truly lawless areas, such as the territory despoiled by the Rapine Storm, are CR0 – anything goes.

Advantages, Disadvantages, and Skills

A number of character traits require some special handling in the *GURPS CthulhuTech* setting.

ADVANTAGES

Appearance *see p. B21*

Humans and Nazzadi share similar attitudes about physical attractiveness, aside from some minor quirks that will not typically come into play. The Appearance advantage (and their corresponding disadvantages) are interchangeable between human and Nazzadi.

Cultural Familiarity *see p. B23*

In most *GURPS CthulhuTech* campaigns, the only “culture” will come into play is *Western*. Nazzadi who maintain a semblance of their manufactured culture and are attempting to establish their uniqueness are considered *Alien*; most Nazzadi follow a mix of their original culture and borrowed elements from human martial societies.

The GM may wish to break the monolithic Western culture into multiple subcultures for the purpose of this advantage. Example subcultures can be based on the old regional nation-states, the modern arcology centers and hinterlands, or powerful political divisions.

Fearlessness *see p. B55*

Characters in the Strange Aeon can expect to encounter sanity-crushing enemies, dark magic and blasphemous displays that will break all but the most stalwart. The GM may allow this to be acquired through training; the NEG has developed effective training programs that inure people to the strange forces of the Cults and Migou. The NEG also tests citizens for their mental stability, and some professions (such as arcanotechnologists and Engel pilots) have minimum levels of Fearlessness or Will for acceptance.

High TL *see p. B23*

NEG characters working for certain agencies (such as the Ashcroft Foundation, Blackspire, or Engel Project R&D) may have access to TL10⁺ equipment and training at the very cutting edge of knowledge. If the character is spending most of his time among those who don't, he may be required to take one level of this advantage.

Languages ***see p. B23***

Most characters will begin with English as their native language. Older Nazzadi may know *Nazzadi* as their native language instead. National languages remain common, notably Arabic, French, German, Hindi, Japanese, Mandarin Chinese, Russian, and Spanish. English is the official language of the New Earth Government.

In addition to Arabic and Latin, several previously obscure occult languages have become important for sorcerous studies. Unless otherwise noted, they have both a written and spoken form.

Aklo is the rare, long-dead language of the Valusians.

Enochian is a ritual language used by many major universities.

Pnakotic was the language of the Elder Race or the Great race. It has a written form only.

R'lyehan may be the language of Cthulhu and his servitors. It serves as a common occult language. Humans may only learn the spoken form to Broken.

Tsath-yo is an ancient human language taught at most universities.

Legal Immunity ***see p. B65***

Few agencies, secret or otherwise, have this power within the NEG. The Global Intelligence Agency and Federal Security Bureau, while having sweeping powers of investigation and arrest, work within the bounds of the law; agents who go “off the reservation” can expect little sympathy from their superiors.

The NEG does not pursue an accord with the Cults and Migou; neither side would recognize any form of Diplomatic Immunity.

Magery ***see p. B66***

Magery is not needed to use magic in the *GURPS CthulhuTech* setting. Magery 0 may still be useful for particularly sensitive individuals. Also see *Alternative Magic*, p. 00.

Power Investiture ***see p. B77***

This advantage may be appropriate for particularly favored cultists, in which case it will apply to any magic rituals that the Thing deems appropriate for his slave.

Talent ***see p. B89***

The following talents are appropriate for a ***GURPS CthulhuTech*** campaign.

Born Soldier: Covers Leadership, Savoir-Faire (Military), Scrounging, Soldier, and Tactics. *Reaction bonus*: anyone you serve with (or command) in combat. *5 points/level*.

Arcane Adept: Covers Hidden Lore, Occultism, Ritual Magic, Savoir-Fair (Arcane Underground), and Symbol Drawing. *Reaction bonus*: sorcerers. *5 points/level*.

DISADVANTAGES

The NEG maintains a comprehensive health care system that covers most humans and Nazzadi; only those who disobey the law and willfully opt-out do not benefit. Many physical disadvantages are extremely rare within the NEG, due to gene therapy for humans and the optimized genome of the Nazzadi. These include: Bad Sight, Bad Smell, Colorblindness, Dyslexia, Dwarfism, Gigantism, Hemophilia, some forms of Chronic Pain, No Sense of Smell/Taste, and Neurological Disorder.

On the other hand, mental disadvantages are now quite common due to the stresses of the Aeon War and constant exposure to mindbending arcane principles and creatures. Advanced psychopharmaceuticals and counseling can treat many of these, adding the Mitigator limitation or allowing the disadvantage to be bought off altogether.

Social Stigma ***see p. B155***

The NEG has few groups that are labeled as inferior; *Minority Group*, *Second-Class Citizen* and *Valuable Property* Stigmas are not appropriate in most cases. The *Monster* and *Subjugated* Stigmas may apply to extremely unusual PCs, such as sapient AIs or ghouls.

SKILLS

Several skills are not known, or not appropriate, for the setting. These include

Alchemy *see p. B174*

Alchemy appropriate for many Enchantment rituals is taught at most respectable universities. There is considerable interest in developing alchemical techniques that could be applied to materials science and medicine.

Crewman *see p. B185*

The large D-Engine powered warships of the NEG use a new specialization:

Battlecruiser/TL: The skill of handling emergency doors, maintenance systems, trim systems, mooring lines, etc. on a battlecruiser or other large flying vessel.

Cryptography *see p. B186*

Documents dealing with the arcane often hide their knowledge behind layers of allegory, hand-written notes, and ciphers. The GM may allow an optional specialty (p. B169) in *Mythos* documents; analysis can also default from Occultism skill at -5.

Engineer *see p. B190*

Possible new specializations include:

Arcanotechnology: Designing and building new arcanotechnological devices.

Prerequisites: Weird Science. *Default:* Mechanic (Arcanotechnology)-6.

Esoteric Medicine *see p. B192*

This skill is useful for treating physical and psychological conditions caused by exposure to the dark forces of the Strange Aeon.

Exorcism *see p. B193*

This skill is not appropriate for *GURPS CthulhuTech*.

Hidden Lore *p. B200*

Possible Hidden Lore specialties include:

Old Ones: XXX

Mechanic *see p. B207*

Possible new specializations include:

Arcanotechnology: Maintenance and repair of devices constructed using sorcerous technology; includes A-Pods, D-Engines and D-Cells. No IQ default.

Religious Ritual *see p. B217*

Religious Rituals for the Old Ones are illegal in the NEG. However, cults may use this skill in place of Ritual Magic.

Ritual Magic *see p. B218*

This skill is required to learn magical rituals. No magic ritual may have a higher skill level than the character's Ritual Magic. In *GURPS CthulhuTech* you may specialize:

Enchantment: Storing magical forces in receptacles.

Protection: Warding and protection spells.

Scrying: Detection and knowledge spells.

Summoning: Binding otherworldly creatures to your will.

Transmogrification: Alteration and control of the living.

Thaumatology *see p. B225*

This skill is not appropriate for *GURPS CthulhuTech*. However, it can be used in some of the magic variations (p. 00).

Racial Templates

Humans are now painfully aware they are not the only sapient species on the planet. An entire alien race has been absorbed into society, dark things crawl from the ocean, and things stranger still lurk in places unseen.

Human *0 points*

Humans are the “baseline” race, and thus receive no special advantages or disadvantages. However, the humans fighting the Aeon War have experienced a massive

existential crisis, facing genocide and the dark armies of dead gods, and come out the stronger for it. Biomedicine and psychological breakthroughs also mean the average NEG citizen is healthier in body and mind than decades ago; advantages such as Fit, Fearlessness, and extra Will are commonplace.

Nazzadi ***25 points***

Manufactured as a warrior race by the Migou, they rebelled after discovering their origins. Although engineered to be frightening and alien to humans, since their integration into society most see them as merely exotic. They are biologically compatible with their human cousins, and not a separate species; the term “humanity” encompasses both humans and Nazzadi.

Attribute Modifiers: DX+1 [20].

Advantages: Night Vision 5 [5].

Features: Jet-black skin; reflective red eyes; sharp incisors.

Xenomix ***5 points***

The first human-Nazzadi children appeared shortly after the end of the First Arcanotech War (making the oldest about 19 years old). They inherit a mix of their parent’s characteristics, with silvery gray skin, unusual eye colors, and excellent night vision. Both Nazzadi and humans tend to find them attractive, and they often exhibit the best traits of their shared heritage – such as high DX and extra Will.

Most humans have nonchalantly accepted the xenomixed “starchildren,” but Nazzadi who seek to create a separate identity for their race see them as a threat to their uniqueness.

Advantages: Attractive [4]; Night Vision 1 [1].

Features: Silver-grey skin.

White Xenomix

32 points

A rare result of human/Nazzadi unions, these children are born with white skin, hair, and even eyes. In addition to their unusual appearance they have a numinous quality that can unsettle even their parents, and always exhibit para-psychic abilities – usually at a very young age. Their inexplicable abilities create tense family situations, and have drawn the attention of the New Earth Government, who keeps all Whites under surveillance.

All White xenomixes exhibit para-psychic abilities, purchase those abilities separately (pp. 00-00).

Secondary Characteristic Modifiers: Will+2 [10].

Advantages: Attractive [4]; Night Vision 5 [10]; Unfazeable [15].

Disadvantages: Enemy (NEG, 12 or less; Watcher) [-5]; Unnatural Features 2 [-2].

Features: Completely white.

Occupational Templates

The following templates provide a number of iconic “blueprints” for ***GURPS CthulhuTech*** characters. Note that these templates depict heroic characters with exceptional abilities, *not* typical members of their professions!

Some templates have job notes attached, using the rules from p. B516. Disadvantages marked with an asterisk (*), such as “Bad Temper [-10*],” are assumed to have a self-control number of 12.

ARCANOTECHNICIAN

150 points

Arcanotechnicians build and maintain occult technologies such as the D-Engine.

Attributes: ST 10 [0]; DX 10 [0]; IQ 13 [60]; HT 11 [10]. (+70)

Secondary Characteristics: Dam 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 16 [15]; Per 13 [0]; FP 13 [6]; Basic Speed 5.25 [0]; Basic Move 5 [0].

Advantages: A total of 40 points selected from Additional IQ [20 per +1 IQ], Contacts (Professional) [Varies], Eidetic Memory [5], Indomitable [15]; Reputation [Varies], Security Clearance [Varies], Versatile [5], or above average Wealth [Varies].

Disadvantages: -30 points chosen from among Absent-Mindedness [-15], Curious [-5*], Duty [-2 to -15], Low Empathy [-20], Obsession [-5* or -10*], Secret [-5 to -30], Sense of Duty [-2 to -15], Shyness [-5, -10, or -20], Stubbornness [-5*], or Workaholic [-5].

Primary Skills: Engineer (Arcanotechnology) (H) IQ+2 [12]-15; Engineer (Electronics or Robotics) (H) IQ [3]-13; Mechanic (D-Engine) (A) IQ+1 [4]-14; and Weird Science (VH) IQ+1 [12]-14.

Secondary Skills: Electronics Operation (Scientific or Sensors) (A) IQ [2]-13; Occultism (A) IQ-1 [1]-12; Research (A) IQ-1 [1]-12; and any *three* of Armoury (Heavy Weapons or Vehicular Armor), Electrician, Electronics Repair (Computers or Sensors), Machinist, all (A) IQ [2]-13, or Computer Programming or Engineer (Nanotechnology), both (H) IQ-1 [2]-12.

Background Skills: Mathematics (Applied) (H) IQ-2 [1]-11; and 5 points chosen from Administration (A) IQ [2]-13; Guns (Pistol or Rifle) or Knife, both (E) DX [1]-10; Computer Operation or Current Affairs (Science & Technology), both (E) IQ [1]-13; Driving (any) (A) DX-1 [1]-9; or Hazardous Materials (any) (A) IQ [2]-13.

* Multiplied for self-control number; see p. B120.

Lenses

Academic Arcanotechnologist (+6 points): Add Tenure [5] to the list of possible advantages. Increase Research to IQ+1 [4]-14. Add Teaching (A) IQ [2]-13 and Writing (A) IQ-1 [1]-12 to secondary skills.

ENGEL PILOT

150 points

The elite pilots who are attuned to the biomechanical mecha known as the Engel.

Attributes: ST 10 [0]; DX 12 [40]; IQ 11 [20]; HT 11 [10].

Secondary Characteristics: Dam 1d-2/1d; BL 20 lbs.; HP 12 [4]; Will 15 [20]; Per 13 [10]; FP 11 [0]; Basic Speed 5.75 [0]; Basic Move 5 [0].

Advantages: Accessory (Engel Synthesis Interface) [1], Military Rank 3 [15]; and a total of 20 points selected from Combat Reflexes [15], Fearlessness [2/level], Improved G-Tolerance [5 or 10], additional Military Rank [5/level], Reputation [Varies], or Security Clearance [Varies].

Disadvantages: Duty (NEG, 12 or less; Extremely Hazardous) [-15]; and a total of -25 points chosen from among Callous [-5], Code of Honor (Soldier's) [-10], Duty [Varies], Enemies (Migou and Cults) [Varies], Fanaticism (Patriot) [-15], Nightmares [-5*], Sense of Duty [-2 to -15], Stubbornness [-5*], or Workaholic [-5].

Primary Skills: Brawling (E) DX [1]-12; Driving (Mecha) (A) DX+2 [8]-14; Electronics Operation (Communications) (A) IQ [2]-11; Electronics Operation (Sensors) (A) IQ+1 [4]-12; Gunner (Beams) (E) DX+1 [2]-13; Gunner (Rockets) (E) DX [1]-12; Piloting (Contragravity) (A) DX+2 [8]-14; Savoir-Faire (Military) (E) IQ [1]-11; Soldier (A) IQ [2]-11; and Tactics (H) IQ+1 [8]-12.

Secondary Skills: Battlesuit (A) DX [2]-12; Guns (Pistol) (E) DX [1]-11; Electronics Operation (Electronic Warfare) (A) IQ [2]-11; Leadership (A) IQ [2]-11; and Navigation (Land) (A) IQ-1 [1]-10.

Background Skills: 5 points chosen from Administration (A) IQ-1 [1]-10; Driving (any) (A) DX-1 [1]-10; First Aid (E) IQ [1]-11; Piloting (any) (A) DX-1 [1]-10; or Survival (any) (A) IQ [2]-11.

* Multiplied for self-control number; see p. B120.

INTELLIGENCE AGENT

150 points

Fighting the Aeon War from the shadows.

Attributes: ST 10 [0]; DX 11 [20]; IQ 13 [60]; HT 10 [0].

Secondary Characteristics: Dam 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 13 [0]; Per 15 [10]; FP 10 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0].

Advantages: A total of 30 points selected from Administrative Rank or Military Rank [5/level], Alternate Identity [5 or 15], Charisma [5/level], Contact Group [Varies], Danger Sense [15], Eidetic Memory [5 or 10], Fashion Sense [5], Favor [Varies], Honest Face [1], Security Clearance [Varies], Social Chameleon [5], Smooth Operator [15/level], Versatile [5], Voice [10], or Zeroed [10].

Disadvantages: A total of -35 points chosen from among Bloodlust [-10*], Compulsive Lying [-15*], Curious [-5], Duty [-2 to -15], Fanaticism (Patriot) [-15], Insomniac [-10 or -15], Loner [-5*], Overconfidence [-5*], Pacifism [Varies], Paranoia [-10], Secret [-5 to -30], Secret Identity [Varies], Trickster [-15*], Unluckiness [-10], or Workaholic [-5].

Primary Skills: Area Knowledge (any) (E) IQ+2 [4]-15; Electronics Operation (Surveillance) (A) IQ+1 [4]-14; Intelligence Analysis (H) IQ+1 [8]-14; and Research (A) IQ+1 [4]-14.

Secondary Skills: Computer Operation (E) IQ+1 [2]-14 and Observation (A) Per [2]-15; plus any *six* of Climbing or Stealth, both (A) DX [2]-11, Acting, Disguise, Electronics Operation (Communication, Security, or Sensors), Explosives (Demolition), Fast-Talk, Holdout, Interrogation, Shadowing, or Streetwise, all (A) IQ [2]-13, Carousing

(E) HT+1 [2]-11, Computer Hacking (VH) IQ-2 [2]-11, Cryptography (H) IQ-1 [2]-12, Savoir-Faire (any) (E) IQ+1 [2]-14, or Sex Appeal (A) HT [2]-10.

Background Skills: 5 points chosen from Administration (A) IQ-1 [1]-12; Driving (any) (A) DX-1 [1]-10; First Aid (E) IQ [1]-13; Photography (A) IQ-1 [1]-12; Piloting (any) (A) DX-1 [1]-10; or Survival (any) A) IQ [2]-13.

* Multiplied for self-control number; see p. B120.

Lenses

FSB Behavioral Analyst (+20 points): Add Criminology (A) IQ [2]-11; Detect Lies (H) Per-2 [1]-13; Interrogation (A) IQ+1 [4]-12; Psychology (H) IQ+2 [12]-15; and Sociology (H) IQ-2 [1]-10.

MECHA PILOT

150 points

Mechanized warriors at the front line of the New Earth Governments battles.

Attributes: ST 10 [0]; DX 12 [40]; IQ 11 [20]; HT 11 [10].

Secondary Characteristics: Dam 1d-2/1d; BL 20 lbs.; HP 12 [4]; Will 15 [20]; Per 13 [10]; FP 11 [0]; Basic Speed 6 [10]; Basic Move 6 [0].

Advantages: Military Rank 1 [5]; and a total of 20 points selected from Additional DX [20 per +1 DX], Combat Reflexes [15], Fearlessness [2/level], Fit [5 or 15], Improved G-Tolerance [5 or 10], additional Military Rank [5/level], Reputation [Varies], or Security Clearance [Varies].

Disadvantages: Duty (NEG, 9 or less; Extremely Hazardous) [-10]; and a total of -25 points chosen from among Callous [-5], Chummy [-5 or -10], Code of Honor (Soldier's) [-10], Duty [Varies], Enemies (Migou and Cults) [Varies], Fanaticism (Patriot) [-15], Nightmares [-5*], Overconfidence [-5*], Sense of Duty [-2 to -15], Stubbornness [-5*], Unluckiness [-10], or Workaholic [-5].

Primary Skills: Artillery (Guided Missile) IQ [2]-11; Brawling (E) DX+1 [2]-13; Driving (Mecha) (A) DX+1 [4]-12; Electronics Operation (Communications) (A) IQ [2]-11; Electronics Operation (Sensors) (A) IQ+1 [4]-12; Gunner (Beams) (E) DX+1 [2]-12; Gunner (Rockets) (E) DX [1]-11; Piloting (Contragravity) (A) DX+2 [8]-13; Savoir-Faire (Military) (E) IQ [1]-11; Soldier (A) IQ [2]-11; Tactics (H) IQ+1 [8]-12.

Secondary Skills: Battlesuit (A) DX [2]-12; Gunner (Machine Gun *or* Cannon), both (E) DX [1]-11; Guns (Pistol) (E) DX [1]-11; Leadership (A) IQ [2]-11; and Navigation (Land) (A) IQ-1 [1]-10.

Background Skills: 4 points chosen from Administration (A) IQ-1 [1]-10; Driving (any) (A) DX-1 [1]-10; First Aid (E) IQ [1]-11; Piloting (any) (A) DX-1 [1]-10; or Survival (any) (A) IQ [2]-11.

* Multiplied for self-control number; see p. B120.

OCCULT SCHOLAR

150 points

Dealers in a new kind of controlled substance – arcane knowledge. Many occult scholars learn practical sorcery.

Attributes: ST 10 [0]; DX 10 [0]; IQ 14 [80]; HT 11 [10].

Secondary Characteristics: Dam 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 17 [15]; Per 15 [5]; FP 15 [12]; Basic Speed 5.25 [0]; Basic Move 5 [0].

Advantages: 20 points chosen from among Acute Senses [2/level], Contact Group (Arcane Underground) [Varies], Eidetic Memory [5 or 10], Fearlessness [2/level], Language Talent [10], Languages (Any, particularly Arabic, Latin, R'lyehyan, and Tsath-yo), and Sensitive [5].

Disadvantages: -25 points chosen from among Addiction [Varies], Callous [-5], Enemies [Varies], Laziness [-10], Magic Susceptibility [-3/level], Megalomania [-10],

Nightmares [-5*], Overconfidence [-5*], Phobias [Varies], Secret [Varies], Sense of Duty [-2 to -15], Stubbornness [-5*], or Unluckiness [-10].

Primary Skills: Occultism (A) IQ+1 [4]-15; Ritual Magic (any) (VH) IQ+2 [16]-16.

Secondary Skills: Area Knowledge (any) (E) IQ+1 [2]-15; Cryptography (H) IQ [4]-13; Streetwise (A) IQ [2]-14.

Background Skills: 5 points chosen from Alchemy (VH) IQ-3 [1]-11; Computer Operation (E) IQ [1]-14; Driving (any) (A) DX-1 [1]-10; Esoteric Medicine (H) Per-2 [1]-13; First Aid (E) IQ [1]-11; Gun (Pistol) (E) DX [1]-10; Merchant (A) IQ-1 [1]-13; Symbol Drawing (H) IQ-2 [1]; Stealth (A) DX-1 [1]-9; or Teaching (A) IQ-1 [1]-13.

* Multiplied for self-control number; see p. B120.

Lenses

Practical Sorcerer (+1 point): Add Enemy (OIS; 12 or less, Watcher) [-15] and any *four* Rituals, all (VH) IQ-1 [4]-13. May only select CR4+ rituals (see p. 00).

Rogue Arcanist (-4 points): Add Secret (Unlicensed sorcerer, possible death) [-30], Hidden Lore (Old Ones) (A) IQ [2]-14; and any *three* Rituals, all (VH) IQ [8]-14. May select from CR2+ rituals. Truly foolish occult scholars may attempt to live a double life as both a practical and rogue arcanist if they know restricted spells!

SOLDIER

150 points

The “grunts” of the NEG Army and security forces.

Attributes: ST 12 [20]; DX 11 [20]; IQ 11 [20]; HT 12 [20]. (+80)

Secondary Characteristics: Dam 1d-1/1d+2; BL 29 lbs.; HP 15 [6]; Will 13 [10]; Per 11 [0]; FP 12 [0]; Basic Speed 5.5 [10]; Basic Move 5 [0].

Advantages: A total of 30 points selected from Allies [Varies], Born Soldier [5/level], Combat Reflexes [15], Danger Sense [15], Fearlessness [2/level], Fit [5 or 15], Legal

Enforcement Powers [5 or 10], Rank (Administrative, Military, or Police) [5/level], Reputation [Varies], or Security Clearance [Varies].

Disadvantages: A total of -25 points chosen from among Callous [-5], Chummy [-5 or -10], Code of Honor (Soldier's) [-10], Duty [Varies], Enemies (Migou and Cults) [Varies], Fanaticism (Patriot) [-15], Impulsiveness [-10*], Nightmares [-5*], Overconfidence [-5*], Post-Combat Shakes [-5*], Sense of Duty [-2 to -15], Stubbornness [-5*], or Workaholic [-5].

Primary Skills: Battlesuit (A) DX+1 [4]-12; Electronics Operation (Communications) (A) IQ [2]-11; Electronics Operation (Sensors) (A) IQ+1 [4]-12; Gunner (Beams) (E) DX+1 [2]-12; Gunner (Rockets) (E) DX [1]-11; Savoir-Faire (any) (E) IQ [1]-11; Tactics (H) IQ+1 [8]-12.

Secondary Skills: Brawling (E) DX+1 [2]-13; Climbing (A) DX [1]-11; Driving (Mecha) (A) DX [2]-11; Guns (Pistol *and* Rifle), both (E) DX+1 [2]-12; Leadership (A) IQ [2]-11; and Piloting (Contragravity) (A) DX-1 [1]-10.

Background Skills: 4 points chosen from Administration (A) IQ-1 [1]-10; Driving (any) (A) DX-1 [1]-10; First Aid (E) IQ [1]-11; Piloting (any) (A) DX-1 [1]-10; Soldier (A) IQ [2]-11; or Survival (any) (A) IQ [2]-11.

* Multiplied for self-control number; see p. B120.

Lenses

Marine (+0 points): Uses Military Rank. Add Duty (NEG, 9 or less; Extremely Hazardous) [-10]; Forward Observer (A) IQ-1 [1]-10; Navigation (Land) (A) IQ-1 [1]-10; Survival (any *two*), both (A) IQ [2]-11; Swimming (E) HT+1 [2]-13; and Armoury (Battlesuits *or* Small Arms), both (A) IQ [2]-11.

GhOST Operative (+40 points): Uses Administrative Rank. Add Duty (GIA, 15 or less; Extremely Hazardous) [-20]; Legal Enforcement Powers [15]; and Patron (GIA, 9 or less, multinational organization, provides average equipment) [45]. Blackspire agents should stack Indomitable, Fearlessness, extra Will, and Luck – they'll need it!

FSB SWAT (+15 points): Uses Police Rank. Add Duty (FSB, 9 or less) [-5]; Legal Enforcement Powers [10]; Forced Entry (E) DX+1 [2]-12; Guns (any *two*), each (E) DX+1 [2]-12; Intimidation (A) Will [2]-13; and Law (NEG Criminal) (H) IQ-1 [2]-10.

BACKGROUNDS

Every character has motivations and an origin story. Where is he from? How old is he? Where do his loyalties lie? What does he hope to achieve in the future? A young refugee who recently escaped the Rapine Storm and saw his parents cannibalized will have a different perspective from a grizzled Nazzadi veteran who committed atrocities against those he now calls allies and friends.

What the character did for a living before the campaign begins can provide an excellent opportunity to define his interests, explain acquired skills and advantages, and help fill in details of his life story. The following examples are appropriate backgrounds for most campaign styles.

Activist

Even with the threat of apocalypse hanging over their heads, you are not willing to accept things the way they are. You discovered a cause worth paying more than lip-service to, like better psychological care for war veterans, lower food prices, anti-Nazzadi agitation, or the overthrow of the NEG. The latter types of activism may attract unhealthy attention from internal security forces or cults looking for new recruits!

Advantages: Allies, Charisma, Contacts, Independent Income, Wealth.

Disadvantages: Obsession, Overconfidence, Secret, Selfless, Workaholic.

Skills: Acting, Administration, Carousing, Persuade, Propaganda.

Criminal

Crime pays, even in the Strange Aeon. You may have been a common street thug, knocking heads and protecting your turf, or a more enterprising sort who specialized in

data piracy and theft of nanofactory templates. If you didn't know any better, or just enjoyed insane risk, you dabbled in the black market for strange antiquities and arcane tomes.

Advantages: Contacts, Fearlessness, Independent Income, Luck, Zeroed.

Disadvantages: Callous, Code of Honor, Enemy, Paranoia, Secret.

Skills: Computer Hacking, Intimidation, Law, Smuggling, Streetwise.

Engineer

You are a designer and builder, whether you worked with nanomachines or virtual realities. You may have worked in the field, maintaining vital scientific and military facilities, but more likely you spent your time in a stuffy lab bossing around research LAIs and graduate students. If you have true mental fortitude and adaptability you may have been selected to study some of the inner workings of arcanotechnology.

Advantages: Administrative Rank, Eidetic Memory, Intuitive Mathematician, Reputation, Single-Minded.

Disadvantages: Absent-Mindedness, Curious, Low Empathy, Obsession, Truthfulness.

Skills: Electronics Operation, Expert Skill, Research, Teaching, Weird Science.

Operative

Working out of sight and keeping your motivations hidden is your *raison d'etre*. You may be an expert at ferreted out facts, people, or things that didn't want to be found, a skilled assassin, or the best insurance adjuster on the continent, depending on your talents and employer. And if people dig too deep they may find that even that was a cover.

Advantages: Alternate Identity, Contacts, Danger Sense, Security Clearance, Versatile.

Disadvantages: Duty, Enemies, Greed, Paranoia, Secret.

Skills: Acting, Electronics Operation, Intelligence Analysis, Research, Savoir-Faire.

Psychologist

In the Strange Aeon, maintaining and repairing a person's psyche is just as important as treating physical illness or injury. You've helped others maintain a positive attitude and healthy mindset in the face of brutality and mind-bending horror, and treated those who were on the edge of a mental breakdown. You had to call in security more often than you would like to admit ...

Advantages: Administrative Rank, Charisma, Empathy, Security Clearance, Smooth Operator.

Disadvantages: Addiction, Overconfidence, Phobias, Sense of Duty, Unfit.

Skills: Electronics Operation, Law, Pharmacy, Psychology, Research.

TODO

TALENT: Engineering adept (10/level)

Born Soldier: Leadership, Savoir-Faire (Military), Scrounging, Soldier, and Tactics. *Reaction bonus:* other soldiers.
5 points/level.

Occult Languages section

Notes: Ritual Magic is main spell (requires specialization, possible subspecialization per CTech). Occultism is the research skill and general knowledge.

Weird Science prereq for Engineering (Arcanotechnology).

CORE TECHNOLOGIES

POWER

Some locations and devices may still rely on fission, hydroelectric, or solar power, but arcanotech dimensional power is the most common.

The melding of occult knowledge and scientific principles has allowed mankind to tap into the limitless power of other dimensions. The bizarre side effects of pulling this energy into our realm of existence have proven useful in the creation of reactionless drives and high-mobility mecha.

D-Cells

For small vehicles, weapons, and consumer electronics, rechargeable power cells are in widespread use. D-Cells store power indefinitely, and can be recharged any number of times without a loss of effectiveness (however, they must be recharged directly from a D-Engine recharge station). Their exotic method of storing energy makes them extremely safe – destroying a D-Cell will result in a flash of light and a spark, but not an explosion.

D-Cells are available in three sizes, each intended to fill a niche in terms of size and capacity. Larger or smaller cells are certainly possible, but these are sufficient for most applications.

Tiny (T): These power most portable electronics, small tools, and low-powered weapons. They are about the size of a watch battery and can be recharged in one minute. \$2, 0.005 lbs. (200 weigh 1 lb.). LC4.

Medium (M): A common power source for power armor, small vehicles, and heavy-duty electronics. They can be worn as a separate power pack to provide external power, lasting a few minutes to a few days, depending on the device. They are the size of a thick paperback book or small brick and can be recharged in five minutes. \$100, 6 lbs. LC4.

Large (L): The largest cells in common use, these power large vehicles and heavy weapons. Banks of Large cells are used for emergency power by facilities and vehicles

that have D-Engines equipped. They are the size of a large toolbox and can be recharged in 15 minutes. \$2,000, 20 lbs. LC4.

D-Engines

Dimensional Engines range in size from industrial-scale devices that fill a large room, to smaller portable units no larger than a car engine. These miraculous inventions power buildings, transport vehicles, and the combat machines of the NEG; cascading arrays of D-Engines have fueled the reconstruction of entire cities. D-Engines produce clean power, with no emissions or radiation (well, not of the normal kind). A D-Engine provides unlimited external power to devices it is connected to; there is no need to worry about endurance!

Semi-Portable D-Engine: This is a compact power plant the size of a car engine. The unit includes connectors that allow it to recharge any size of D-Cell. \$200K, 500 lbs. LC3.

COMPUTING

This is an abbreviated set of rules for computer hardware and software. See *GURPS Ultra Tech* for a more thorough treatment. All *CthulhuTech* computers are hardened (+3 HT to resist harmful electromagnetic effects).

With few exceptions, computers are both ubiquitous and invisible in 2085. Most manufactured items are “smart”, incorporating microelectromechanical systems (MEMS) into their structure. Too small to be seen with the naked eye, these are computers, gears, sensor, motors, power systems, and communicators that allow it to sense and react to its environment. Although everyone is dimly aware of how this is convenient, few take notice of it, the technologies are seamlessly integrated into daily life; clothes and footwear adjust their shape to ensure perfect fits, painted surfaces can change their color and keep themselves clean, electronics can instruct their user in maintenance tasks using augmented reality, etc.

Personal Computers

The workhorse of personal computing is the Personal Central Processing Unit (PCPU), a multi-purpose device that few could live without; the PCPU functions as a combination passport, augmented reality processor, PDA, navigation unit, credit card, social network manager, web browser, and gaming machine. Combined with non-volitional AI that responds to natural language commands and automatically manage most tasks given to it, the device even mimics a personality.

Although easy to operate even when untrained, rolls against Computer Operation (p. B184) are still required for skillful utilization of the systems capabilities.

Wearable PCPU: Compact enough to be worn on the hip, this small computer includes a wireless datalink with a one mile range. It is Complexity 5 and stores 10 TB. \$2,000, 0.5 lb., 1T/1 month. LC4. Tiny models that can be disguised as jewelry store only 1 TB. \$25,000, 0.05 lb., 1T/1 month. LC3.

Minicomputer: Typical of a computer system used to run a household or function as a powerful workstation. It is Complexity 5 and stores 100 TB. \$1,000, 5 lbs. 2T/1 month or external power. LC4.

Video Glasses: The most common interface for computers is a wearable augmented reality display that resembles a pair of sunglasses (DR 2 for the eyes). Installed in the frame are a digital camera (basic equipment for Electronics Operation (Media) and Photography), infrared communicator (5-yard range), and bone-induction speaker. It displays information from microcommunicator-equipped electronic systems (which includes just about everything) in front of the user's eyes; this head-up display gives +1 to Driving, Free-Fall, Piloting, and other skills that benefit from fast, hands-free display of information. Dedicated augmented reality software is included. \$500, 0.15 lb., 1T/1 month. LC4.

Software

A computer can run two programs of its own Complexity level, 20 programs of one Complexity level less, 200 programs of two Complexity levels less, and so on. Most software is designed to work in concert with AI agents.

Limited Artificial Intelligence (LAI): The most common “operating system” is an IQ 6 non-volitional AI. This program is capable of understanding idiomatic speech, accommodation learning, and verbal and optical recognition. However, it lacks initiative beyond a very narrow band of common tasks. Complexity 5, \$1,000. LC4. See pp. UT27-28 for additional information.

Skill Programs: IQ-based technological skills (p. B168) normally require software to function at full effectiveness when performing any task involving research, analysis, or invention. Skills such as Accounting, Artillery, Engineer, Market Analysis, etc. can also benefit these tools. +1 (quality) bonus to one skill. Complexity 4 and \$300 for Easy skills. Complexity 5 and \$1,000 for all others. LC4.

Virtual Tutor: This coaches the user in a specific task that can be accomplished by rote manual action, such as performing vehicle maintenance or assembling electronics. User has an effective skill of 12 for an Easy skill. Complexity 3, \$100. LC4.

MANUFACTURING

Programmable nanomachines perform almost all manufacturing tasks for the NEG. Nanofabrication units can construct complex electronics on-site, rebuild damaged machines, grow organs, or fix a tear in your pants – all depending on the size of the nanofactory and the limitations of your usage license. The government maintains an iron fist over nanofactory construction and blueprint access; attempted piracy or illicit production will usually result in an unfriendly visit by the Federal Security Bureau. See pp. CTech108-109 for additional information.

Nanofacs

The average private-use nanofac is licensed to produce most LC4 goods with access to a legal blueprint file. A typical blueprint is purchased for only a single use, but some allow limited production runs, the capability to partially rebuild the blueprinted item (usually at least 80% of the item must remain to fall under the license), or any number of minor variations on a single design.

Operating a nanofac requires the Machinist skill. Fabrication time is based on both the cost and weight of the item; use whichever takes longer. Feedstock costs \$10-100 per pound, depending on the quality and composition.

Small Nanofac: The size of a large dishwasher, it can assemble \$50 or 0.1 lb. of product per hour. Must have suitable feedstock and a blueprint file for the item being assembled. \$10,000, 100 lbs., requires external power. LC3.

Blueprint: A single-use blueprint for a generic knock-off generally costs 50% of the base cost of the item (but you get what you pay for). Custom items (e.g. a designer watch) may require a royalty amount of up to 90%, as you are paying for a trademarked item and the convenience of making it locally. The file itself is a Complexity 3 program for items costing up to \$100, Complexity 4 for devices up to \$1,000, and so on. LC is equal to that of the item.

PERSONAL WEAPONRY

Considered relics, TL8 weapons (especially small arms) are still found in abundance, and widely used by militia, cultists, and private citizens. Contemporary TL9 designs make use of manufactured components, D-Cell power supplies, and “smartgun” electronics that link to the users head-up display. Civilian weapons leave micromachine taggants and chemical residues on the shooter and in the environment to make forensics evidence easier to identify and collect.

Pistols

NEG handguns feature advanced composite construction and caseless ammunition.

Small Autopistol, 5mmCLP: A small, easily concealed semi-automatic pistol that is cheap and readily available.

Medium Autopistol, 10mmCLP: ddd

Heavy Autopistol, 15mmCLP: ddd

Light Needler, 5mm dart: Silent and safe to use in even the most densely-packed arcology, high powered airguns are popular self-defense weapons. Can fire special darts packed with any chemical payload.

Submachine Guns

Most submachine guns include a folding foregrip, collapsible stock, and accessory rail.

Machine Pistol, 10mmCLP: ddd. Shares ammo with the medium autopistol.

Light SMG, 9mmCLP: ddd

Heavy SMG, 10mmCLP-SMG: ddd

Gauss SMG, 5mm armature: ddd

Railgun SMG, 10mm armature: ddd

Rifles

A bullpup stock, foregrip, two accessory rails, and a carrying sling are included with all rifles.

Assault Rifle, 5mmCL: ddd

Combat Rifle, 10mmCL: ddd

Gauss Rifle, 5mm armature: ddd

Railgun Rifle, 10mm armature: ddd

Sniper Rifle, 9mm armature: ddd

Anti-Material Rifle, 20mm armature: ddd

Machine Guns

Stuff

Chaingun, 15mmCL: ddd

Gauss Support Weapon, 10mm armature: ddd

Shotguns

Stuff

Combat Shotgun, 18.5mmPC: ddd

Grenade Launchers

Stuff

Grenade Launcher, 40mm: ddd

Underbarrel Grenade Launcher, 40mm: ddd

Automatic Grenade Launcher, 40mm: ddd

Light Antitank Weapons

Mm

Light Rocket Launcher, 40mm: ddd

Anti-Mecha Missile Launcher, 70mm: ddd

Tactical Missile Launcher, 105mm: ddd

PROJECTILE WEAPONS TABLE

Projectile weapons are listed with damage from kinetic energy (solid) rounds.

Ammunition Table

Pistol Ammo

	<i>TL Ammo</i>	<i>WPS</i>	<i>CPS</i>	<i>LC</i>
9	5mmCLP	0.003	\$0.25	3
9	10mmCLP	0.014	\$0.28	3

9	15mmCLP	0.06	\$1.2	3
9	5mm Dart	0.035	\$0.7	4

((((START TABLE)))

Weapons Table

GUNS (PISTOL) (DX-4, or most other Guns at -2)

<i>TL</i>	<i>Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>Weight</i>	<i>RoF</i>	<i>Shots</i>	<i>ST</i>	<i>Bulk</i>	<i>Rcl</i>
<i>Cost</i>	<i>LC</i>	<i>Notes</i>								
9	Small Autopistol, 5mmCLP			1d+1 pi-		2	60/1,200		0.8/0.06	
3	15+1(3)	5	-1	1	\$180	3				
9	Medium Autopistol, 10mmCLP			3d pi+		2	180/2,000		2.5/0.7	
3	15+1(3)	10	-2	3	\$500	3				
9	Heavy Autopistol, 15mmCLP			4d+1 pi++		2	200/2,600		3/1	1
15	10	-3	4		\$900	2				
9	Needle Pistol, 5mm			1d-1 pi		1	100/390		2.2/1	3
25	1(3)	15	-1	2	\$220	4				

MECHA

Exploitation of the Operator Side-Effect quickly led to the creation of humanoid battle machines; the strange dimensional energies meld man and machine tightly together in a cosensory experience that is perfectly suited for war.

This chapter details the most common mecha used by the New Earth Government and their Nazzadi allies. For the mecha used by the enigmatic Migou and the insidious Esoteric Order of Dagon see *Threats*, p. 00-00.

Mecha Statistics

Vehicle statistics appear in tables similar to those on pp. B464-465, and use the notation and abbreviations defined in *Vehicle Statistics* (pp. B462-463).

Mecha Components

The NEG uses mecha for tasks ranging from construction to front-line combat operations; many are equipped with systems that have important game effects.

Standard Systems

All military mecha are equipped with the following:

Communicators. Encrypted audio-video burst communications system with satellite uplink. Includes a radio (100 mile range) and laser communicator (50-mile range).

IFF. “Identify friend or foe” system that can interrogate unknown targets with an encoded communication pulse; responding with the proper code will class the contact as “friend.” Also includes a catalogue of known enemy craft that will be marked hostile if detected by radar or sonar should the interrogating signal be interrupted.

LAI Autopilot. A Complexity 5 minicomputer running a Limited Artificial Intelligence (p. 00). This system manages routine tasks, monitors the communications, security, and diagnostic functions, and can control the mecha in an emergency. A typical military LAI has Driving (Mecha) or Battlesuit at skill 10.

Life Support. The mecha is Sealed (p. B82) and has a 24-hour air supply.

Navigation System. A highly accurate inertial compass and global positioning system. The operator gains the benefit of Absolute Direction (p. B34).

Security Locks. Coded systems to prevent unauthorized access and activation of the mecha.

Spotlights. Illuminates a two-yard radius up to one mile away (can be spotted at two miles). Can also function as an IR illuminator (p. HT47).

Storage Compartment. This is a small area that holds personal effects and a survival kit.

Sensors

The greatest benefit of the Operator Side-Effect is that the pilot can perceive and operate sensors as an extension of their own body – Electronics Operation rolls are only necessary for advanced analysis or special situations.

Bioscanner. This provides information on the vital signs and biochemical information of living things. It lets the operator use Biology and Diagnosis skills on targets up to 100-yards away.

Broadband Audio. The mecha's microphones and sound-profiling software gives the pilot a superhuman ability to distinguish between sounds. This provides Acute Hearing +4 (p. B35), Subsonic Hearing (p. B89), and Ultrahearing (p. B94). With an Aim maneuver the user gains Parabolic Hearing 2 (p. B72). The system can memorize a "sound signature" (such as a voice or individual machine) by monitoring it for at least one minute.

Nightvision. Provides Night Vision 10 (p. B71), but the user also suffers from Colorblindness (p. B127). Note that this has no effect on the -10 penalty for *total darkness*.

Radar. This is a 5-mile range multi-mode radar system that covers a full 360-degree arc. Darkness, smoke and bad weather do not impair it, but it cannot see through solid obstacles. On a Sense roll, the operator determines target speed, altitude, position, and approximate size. Radar does not work underwater.

Sonar. This is an active imaging sensor with one-mile range that uses ultrasonic sound waves. Sonar can spot small objects and determine their shape, but a Sense roll is required to distinguish fine relief (e.g., to identify a face). Individuals or devices with Ultrahearing can detect sonar. Range is 1/10th normal in air, multiplied by air pressure in atmospheres (one atmosphere on Earth). All sonars are ineffective in vacuum.

Targeting. The operator gains the benefit of Enhanced Tracking 10 (p. B53) and can "lock onto" targets detected with radar, sonar or t-ray. This gives a +3 to hit with *aimed* ranged attacks.

Thermal Imaging. The mecha can detect heat signatures, which functions as Infravision (p. B60).

T-Ray. The mecha has a terahertz radar system that can “see” through clothing, brush, and thin walls (up to a few inches thick). It has a range of 50 yards.

Support Systems

0-G Systems. The mecha can operate in space. It includes Vacuum Support (p. B96).

Airdroppable. The mecha does not take falling damage as long as it can land on its feet.

Cold or Heat Resistance. The mecha is protected against extremes of cold or heat. Each provides Temperature Tolerance 25 for low or high temperatures, respectively.

Depth Reinforcement. The mecha can function deep underwater. It has Pressure Support 1 (p. B77).

ECM. This electronic warfare suite interferes with radio and radar systems. The jamming field affects a 100-yard radius and can be directed anywhere within 200 yards of the mecha. Anyone who wishes to operate radio or radar in or through jamming field must win a Quick Contest of Electronics Operation (Communications or Sensors) vs. the Electronics Operation (EW) skill of the jammer’s operator.

Ejection System. When the mecha is reduced to less than 10% of its total HP the pilot will be ejected to a safe distance.

Life Support Pod. The entire pilots’ compartment can be ejected in the event of an emergency. The pod itself has Vacuum Support and Pressure Support 1.

Manipulator Arms. The mecha has two retractable human-sized (SM 0) ST8 arms for manipulation of small items. The arms are short (reach “C”) and have Bad Grip 2.

Multi-Task Systems. These advanced controls let the pilot operate more effectively. Each level of this system adds Extra Attack 1 (p. B53).

Stealth System. The mecha is equipped with an advanced multi-sensor stealth system. It gives +16 to Stealth against ordinary radar, sonar and infravision, +8 against hyperspectral or ultravision. This bonus is halved if moving and modified by SM.

Tactical Powered Armor

Powered armor, or battlesuits, are widely used by military and paramilitary forces in the NEG. The operator requires the Battlesuit skill to control the unit, Armoury (Battlesuits) to repair.

Baraki (“Borealis”)

Standard Nazzadi rapid-reaction powered armor. Its high speed makes it a favorite with security forces. Equipped with hyperedge claws. Often carries a small lightning gun. 10’ tall.

Controls: Per+0

Systems: Airdroppable; Broadband Audio; Ejection System; Grapplers; Manipulator Arms; Nightvision; Radar; Targeting.

Damage Control: None.

Movement: Ground move 60/6. Broad jump 4 yards.

MK-5 Crusader

Standard light battlesuit used for police and security tasks.

Controls: Per-2

Systems: Airdroppable; Broadband Audio; Ejection System; Grapplers; Manipulator Arms; Nightvision; Radar; Targeting.

Damage Control: 2 HP/turn

Movement: Ground move 15/1. Broad jump 4 yards.

MK-10 Centurion

The Centurion is the archetypical tactical powered armor unit: rugged, cheap, and adaptable to a wide variety of uses. Common variants include the MK-10A and MK-10U with a hyperedge blade in an internal sheath, and the MK-10S with hyperedge spurs in each arm. 10’ tall.

Controls: Per-2

Systems: Airdroppable; Broadband Audio; Ejection System; Grapplers; Small Hardpoint; Manipulator Arms; Nightvision; Radar; Targeting.

Damage Control: 2 HP/turn

Movement: Ground move 15/2. Broad jump 4 yards.

Tymazzi (“Gale”)

Popular Nazzadi support unit. Equipped with hyperedge claws and a small amphibious charge beam. 10’ tall.

Controls: Per-2

Systems: Airdroppable; Buoyancy; Broadband Audio; Grapplers; Life Support Pod; Manipulator Arms; Nightvision; Radar; Sonar; Targeting.

Damage Control: None.

Movement: Ground move 60/6; Water move 30/3. Broad jump 4 yards.

Mecha Table

<i>TLVehicle</i>	<i>ST/HP</i>	<i>Hnd/SR</i>	<i>HT</i>	<i>Move</i>	<i>LWt.</i>	<i>Load</i>	<i>SM</i>	<i>Occ.</i>	<i>DR</i>
<i>Range</i>	<i>Cost</i>	<i>Locations</i>	<i>Notes</i>						
BATTLESUIT/TL									
9^ Baraki 2A2Lt	50	+3/4	10	60/6	1.1	0.1	+2	1S	200L N/A \$5M
9^ MK-5 Crusader \$5M 2A2Lt	50	+1/3	12	15/2	1.1	0.1	+2	1S	500L N/A
9^ MK-10 Centurion \$5M 2A2Lt	50	+1/3	12	15/1	1.1	0.1	+2	1S	200L N/A
9^ Tymazzi 2A2Lt	50	+1/3	10	60/6	1.1	0.1	+2	1S	200L N/A \$5M

