KPR

NEW EDEN

Roleplaying Game v0.8

SOLARPUNK ADVENTURES IN A WORLD REBORN

KPRVERSE.COM



INTRO

Welcome to New Eden. The year is 2093 and humanity has survived nearly a century since the cataclysmic events of the Flicker, with society rebuilt against the ever-present threat of the Vines virus and mutated Aberrants it forms.

Spanning 40,000km2 of countryside underneath the protective Firewall dome, New Eden is a land of contrasts in which factions position for control over limited land and resources. Nearly three million people now live under the dome, powered by the enigmatic Keep and its unknown controllers.

You are a Keeper. Part of a growing number born with the ability to naturally manipulate Kai, a primordial source of energy discovered in 1978 that forever changed the course of history.

Being a Keeper is a difficult task, as you are both revered and persecuted by the people of New Eden. The first step is learning how to use the powers given to you as a birthright. The second is to choose a group of like-minded citizens to work with...

...and the final step is finding a way to change the world.

INTRO

In the world of KPR, the line between friend and foe is blurred and the decisions you make as a Keeper can have a lasting impact on the world. Finding your way among different factions, conflicts and events is what makes a narrative ruleset a vibrant and enjoyable experience. An opportunity to live in a world filled with danger and intrigue, faced with an uncertain future.

For those who have never played a narrative roleplaying game before, they play a bit differently to the videogames or boardgames you might be used to. You might have seen playthroughs of D&D, Shadowrun or other systems that facilitate group-based adventures. This ruleset is similar to these games, with added mechanics for a Web3 context so our community can take part in official campaigns run by the KPR team.

To enjoy your own homegames, though, you just need the rules and a group to play with to run campaigns in this exciting world that blends cyberpunk, solarpunk and post-apocalyptic genres to create something truly unique. A new world for you to explore with your friends and together decide the fate of its inhabitants.



Storytelling in a Shared World

Roleplaying games are about telling a story together, using rules to help decide the outcomes of any actions or events that might succeed or fail. To keep gameplay flowing, the group of Players is lead by a Narrator that runs the Scenario and describes the world and the non-player characters (NPCs) within it.

Each player has a character with Ability Scores, Perks and other Skills they can use to impact the world. Whenever you want to take action, simply tell the Narrator what you want your character to say or do and they will tell you what happens next. Maybe an NPC responds to your questions; or you enter a room and learn about what's inside; or perhaps the action you are taking requires a dice roll (using 20-sided dice in this system) to determine success or failure. Think of the Narrator like a storyteller who keeps everybody on the same page, while the dice decide the outcomes of any uncertain events.

The One Rule

The one rule to consider when stating what you want to do is simple: you only get to choose the actions of your own character. Any outcomes, responses, events or descriptions of what happens outside of the character you control are in the hands of the Narrator; the other Players; and the fate of the Dice.

It is the Narrator's job to create a fun setting, providing challenges for the Players to overcome. The dice will help decide what happens in events like combat, or situations that can have multiple different results. By working together, choosing your own actions and responding to the prompts of the Narrator, the Players become protagonists who decide the outcome of each narrative scenario and change the course of New Eden's history.

Asynchronous Gameplay

The KPR Narrative Ruleset is designed to be friendly for asynchronous gameplay over the internet, such as the official scenarios on the KPR Discord server. When playing the game asynchronously, the Narrator will tag players and ask them to describe the actions of their characters; with the expectation that it might be a few hours (or more) before a reply. This enables gameplay over different timezones, as well as language barriers, but it does require players to keep on top of replies and the timings of actions (particularly when it comes to combat).

Dos & Don'ts

Whether you are playing live or asynchronously, there are a few gameplay tips to ensure scenarios run as smoothly as possible:

DO keep your action descriptions brief and focused, so that the Narrator can incorporate them easily.

DO pay attention to your Skills, Perks and Items. There are lots of options available as a player, but you have to use them!

DO remember that this is a game and everyone is here to have fun. Respect your fellow players and lean into their storytelling.

DO let the Narrator know if you feel uncomfortable with any thematic, behavioural or language elements.

DON'T argue with the Narrator if a final decision has been made, they are the authority on gameplay and rules conflicts.

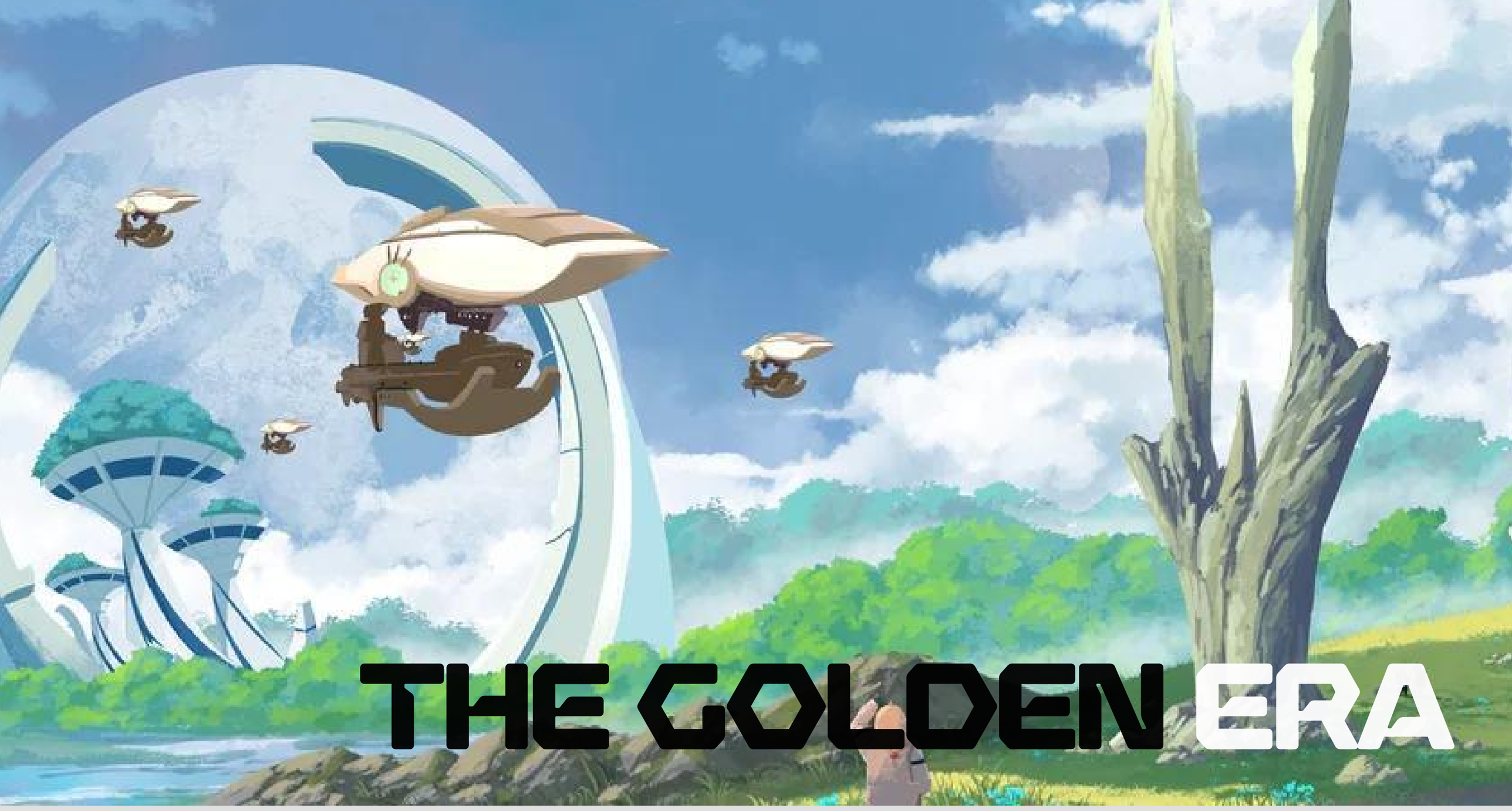
DON'T abandon an asynchronous game for more than 72hrs without notice, it will disrupt the scenario for other players.

Setting & Tone

New Eden is a setting of contrasts. The use of Kai energy means that many things previously thought impossible are now commonplace. The widespread use of artificial intelligence brings with it high degrees of efficiency and functionality, which for many within the safe zone leads to relatively abundant lifestyles. However, it is also a world that is constantly under threat. Although the New Eden Safe Zone might feel like a large area (roughly the size of Switzerland or Pennsylvania) for a small population, it is nonetheless a region that those within cannot escape.

The world beyond the Firewall Dome is harsh and unforgiving, filled with dangers that make escape unthinkable for most. This ever-present threat fuels tension and conflict both between individuals and the different factions that position for advantage. A century after the Flicker, life may feel normal on a daily basis, but everyone remains aware of just how fragile it all is. For in New Eden, peace is precious and always on the edge of collapse.

From a narrative perspective, the setting intentionally blends different genres from Solarpunk to Cyberpunk; Post-apocalyptic to Technomystical. This gives a lot of flexibility for the Narrator and Players to decide what kind of stories they want to tell. One scenario could be running missions against the KPCO corporation and its oppressive overreach; another could be defending a rural homestead from bandits (or even Aberrants); there's also scope to explore what lies outside of New Eden in the wastelands left behind after the collapse of humanity. There are many mysteries to uncover in this world; and even more factions trying to take control over them. Where you decide to take the setting is up to you, but it works best when the tensions between opposing ideals are explored as to their impact on this fragile world.



THE GOLDEN ERA

The ruins of our past obscure the memories of what was lost and the marvels that once were, but the end of the old world was heralded as the beginning of another: the Golden Era.

Civilization progressed in parallel to our own until researchers delving into the mysteries of ambient light energy led to the discovery of Kai in 1978. An ethereal substance diffusing throughout the atmosphere, this otherworldly and seemingly infinite resource led to rapid advancements in technology and changes in societal structure.

A versatile energy source, humanity distilled Kai for a wide variety of uses, powering everything from transportation systems to cutting-edge medical devices. Kai was also an ideal, if controversial, means by which to enhance artificial intelligence; allowing deeper connections with external surroundings and granting an increased level of awareness.

Despite its rapid adoption, not everyone saw Kai as a straightforward scientific breakthrough, some even questioning whether the substance was a natural resource at all or something more mystical. Regardless of their beliefs, a minority of religious groups, scientists, and others shared concerns about the ethically questionable application of Kai in certain fields and the potential unintended consequences of manipulating a force not yet fully understood. These groups found common ground in their approach, urging caution in the face of unchecked experimentation.

Any controversies surrounding the use of Kai in artificial intelligence, biotechnologies, and other fields were, however, quickly dismissed as Kai-powered technology evolved rapidly, touching and improving nearly every aspect of daily life. Mankind had discovered a miracle and the race was on to unlock its full potential.

As the vision of a Kai-centric future became clearer, companies raced to gain an edge. Though a time of peace and abundance for most, the Golden Era upended corporate activity as the discovery led to a frenzy of acquisitions, unprecedented levels of investment in research and development, with rumours of increasingly bloody corporate espionage and worker exploitation.

With the growing recognition of Kai's significance, nations agreed to the formation of new intergovernmental organizations to oversee jointly-held regions where the collection of Kai was practicable to ensure global stability. These territories were intended to be neutral zones where countries could work together to extract Kai for the benefit of all.

However, the multinational corporations that operated in these territories and had the expertise and resources necessary to harvest, refine, experiment with, and exploit Kai quickly gained tremendous power. Companies such as the energy and infrastructure giant KPCO were allowed to self-govern without oversight, leveraging their vast resources and kickbacks as politicians and bureaucrats enjoyed a windfall.

Still, life was objectively better and improving every day for most people and the Golden Era continued largely unabated for over a decade. It seemed like nothing could stop the progress that had been set in motion, but all good things must come to an end, and the Golden Era was no exception.

It is our duty to understand the past and apply its lessons to the present, so that we might save our future...



THE FLICKER

Over a century has passed since the discovery of Kai sparked the Golden Era of mankind, but the unbridled optimism and prosperity did not last long. Fifteen years later, a threat to the foundations of global society appeared: the Vines...

Initially appearing as dark lines that pulsed across the surface of Kai-infused technology, it became clear that the affliction was communicable to humans. The lines crawling across the bodies of the infected earning it the ‘Vines’ moniker.

A seemingly minor virus, initial symptoms were a stone-like hardening of the skin, a heightened sense of agitation, and, in rare cases, delirium. Though the origin of the virus remained elusive, the public was reassured that there was nothing to worry about. The best minds were working on a cure and the Vines would be a temporary setback, a footnote in history.

Everything changed soon after when the public became aware of the Aberrants.

Whistleblower testimony would later reveal that world-leaders had known about the existence of Aberrants for some time, but the Golden Era came to an abrupt end when an outbreak in a major metropolitan area left hundreds dead.

A direct result of having contracted Vines, the Aberrants took a number of forms depending on the stage of the infection. Initially warped figures with hardened skin and sharpened limbs, the infected grew increasingly nightmarish, bound together by a web of black tendrils.

Feeding on Kai, the Vines spread rapidly across the globe, resulting in resource scarcity and sending civilization into chaos as hordes of Aberrants emerged.

With governments embroiled in damage control and finger-pointing, military units and corporate mercenary groups, untested after years of peace driven by the Golden Era, were quickly engulfed by the terrifying Aberrant hordes. Nowhere was safe.

In the year 2000, with the world already teetering on the verge of collapse, a sudden surge of Kai-energy burst through Vines-infected infrastructure, resulting in a systemic power failure that plunged the world into darkness. With global power and supply chains halted, access to the basic needs of food and water quickly became a fight for survival. Violence and civil war soon followed as the last vestiges of human civilization collapsed.

This event – which would become known as the ‘Flicker’ – tipped the scales forever in the favour of the Vines and allowed the Aberrants to fully consume the remnants of the old world.

All seemed lost. Yet, there was still hope…

Overlooked in the chaos, a prominent Kai collection facility roared back to life the day after the Flicker. Drawing raw Kai-energy down from the aether, the Keep projected a translucent dome over the surrounding territory. Halting the advance of the Aberrants across an area still inhabited by millions.



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CHARACTERS

This ruleset is designed for running narrative scenarios set in the KPR universe in order to explore the hopes, dreams and conflicts of Keepers from across New Eden. By following a few simple mechanics, this book facilitates interactive storytelling; similar to other popular roleplaying games, but with its own unique elements and emphasis.

Creating your character is a relatively simple process, where you will choose the abilities, skills and loyalties that help determine each character's role in the world and its many moving elements. By going through the steps outlined in the flowchart on the next page, you can get your character up and running in just a few minutes. From there, a whole world opens up and your journey begins!

Characters in the New Eden TTRPG are presumed to be Keepers, which means they have access to special skills and are born with a level of Kai-attunement that unlocks magical abilities. This level of ability makes them stand out from the general population, which means that your role in New Eden comes with a certain degree of respect and admiration; alongside the consequences of being seen as different to many of those you come into contact with.



CHARACTERS

CHARACTER CONCEPT

Think of the kind of character you want to play and some backstory to identify strengths and loyalties.

SELECT CLASS

This will determine your character's primary abilities, skills and attunement points.

SELECT FACTION

This will help create more backstory and personality, as well as add to certain ability scores and attunement points.

CALCULATE BASE SCORES

Each Ability Score = 10 + Class Bonus + Faction Bonus

ADD +1 ABILITY BONUS

Free choice you can add to any single ability score.

CALCULATE ATTUNEMENT

Total Attunement = Class Bonus + Faction Bonus

Note any changes to Base Ability Score/s if needed.

SELECT ATTUNEMENT RANKS

You can choose ranks from multiple attunement paths, but must choose each rank in order (e.g. Rank I before Rank II)

CHARACTERS

I: Character Concept

Every character begins with a concept. You can consider the characters in your favourites films, books and videogames. By starting with an idea of the character you want to play, you'll be able to choose the Class and Faction that fits best.

II: Select Class

There are six different Classes in the core rulebook (see page 19). These determine the class skills that your character has, as well as modifiers to Ability Scores and Attunement points.

III: Select Faction

There are six Factions included in this book (see page 24), which cover major groups found across New Eden. Faction impacts Ability Scores, but it also provides bonuses when interacting with other members of the same Faction.

IV: Ability Base Scores

Using the modifiers associated with your chosen Class and Faction you can determine your set of Base Ability Scores (see page 17).

Class	Ability Score (+6 / +4 / +2)
Bladewalker	STR / DEX / CNG
Cypher	INT / CHA / DEX
Runner	DEX / STR / INT
Magus	WIS / INT / CNG
Mesmer	CNG / WIS / CHA
Muse	CHA / CNG / WIS

Faction	Ability Score (+1)
Prisma	INT
Animus	WIS
Holy Rollers	CHA
Hellfire Adepts	CNG
Hyades	DEX
Wanderer	STR

V: Ability Bonus

Once you have determined your Base Ability Scores, you can place an additional +1 to any Ability Score of your choice. This helps tailor your character, as well as providing more variance between characters of the same Class and/or Faction.

VI: Attunement Points

Similar to your Base Ability Scores, calculating the number of Attunement points that you have to spend also takes into account both Class and Faction (see page 18).

Note: modifiers to Ability Scores might be applied at this stage.

Class	Attunement Points
Bladewalker	2 or +1 STR
Cypher	3
Runner	2 or +1 DEX
Magus	10 (-1 STR and -1 DEX)
Mesmer	5 (-1 STR)
Muse	3

Faction	Attunement Points
Prisma	0 (+1 to any Ability Score)
Animus	2
Holy Rollers	4 (-1 to any Ability Score)
Hellfire Adepts	4 (-1 to any Ability Score)
Hyades	2
Wanderer	2

VII: Attunement Ranks

Using the number of Attunement points that you have available, you will now select the different Attunement Ranks that your character has access to. This is based on the Magical Paths described in the section starting on page 75.

Congratulations, character creation is now complete! Use the available character sheets to input your scores, skills and ranks.

ABILITY SCORES

By creating a character to represent you throughout New Eden (and beyond) you can begin your journey in this world.

Character strengths and weaknesses are built upon six **Ability Scores**, each beginning at a base score of 10:

Intelligence (Int) *Use of logic and rationality in problem-solving.*
Wisdom (Wis) *The ability to draw upon insight and inspiration.*
Cunning (Cng) *The use of perception and guile to achieve goals.*
Strength (Str) *Physical strength, stamina and endurance.*
Dexterity (Dex) *Athletic ability, accuracy and speed.*
Charm (Cha) *Use of presence and persuasion to influence.*

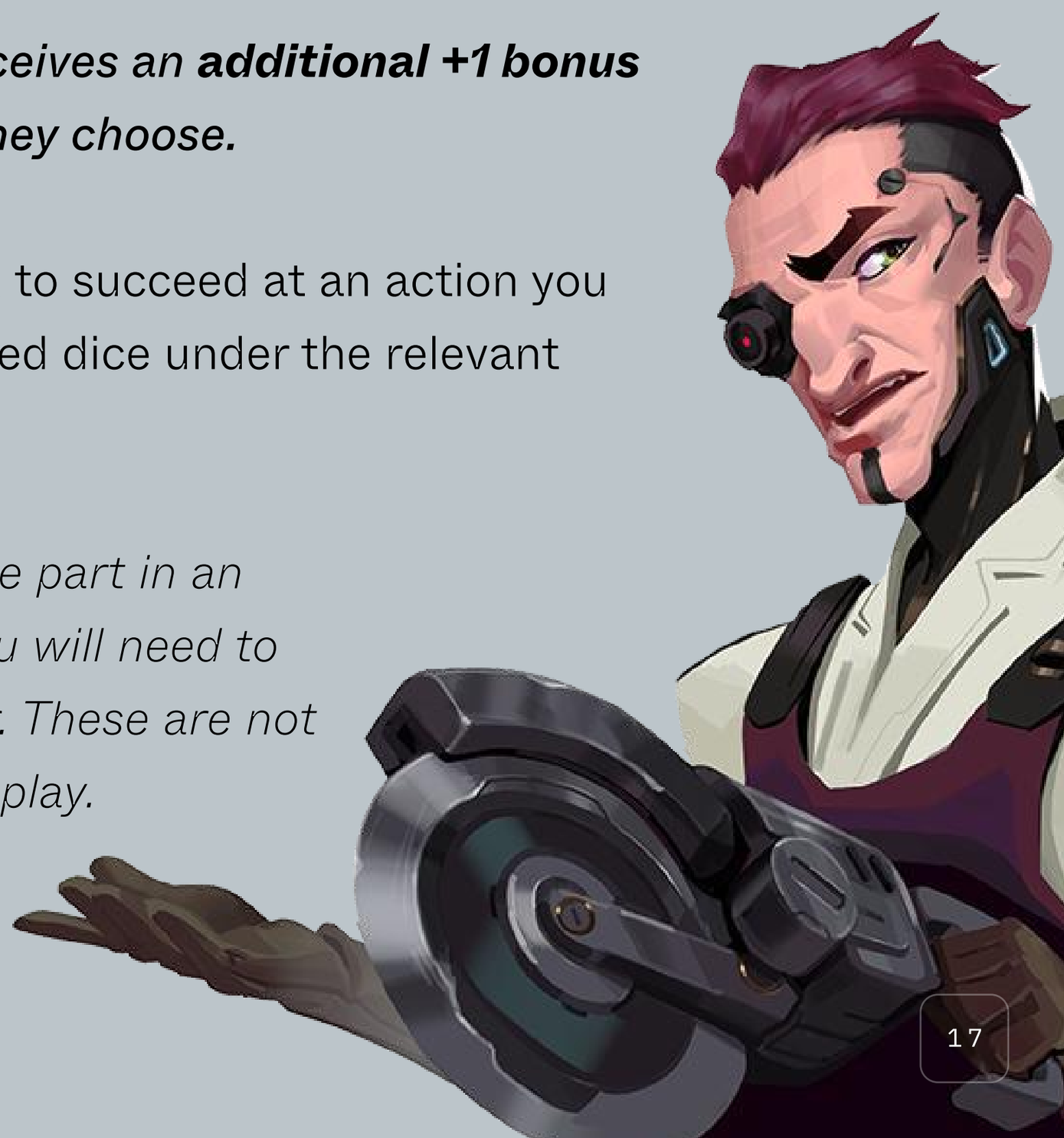
Base Ability Scores are calculated as follows:

10 + Class Bonus + Faction Bonus

*Each player then receives an **additional +1 bonus** to place wherever they choose.*

Using a d20 system, to succeed at an action you need to roll a 20-sided dice under the relevant Ability Score.

Note: In order to take part in an Official Scenario, you will need to own a digital Keeper. These are not required for general play.



ATTUNEMENT

Attunement Points

In addition to individual Ability Scores, each Keeper receives a number of Attunement Points depending on the Class and Faction they have chosen to represent. These points are then assigned to the different paths of magic, to determine access to magical spells and mystical abilities (see Magic chapter starting on page 42).

The number of points provided for each Class and Faction are presented in the table below, they should be summed together and assigned to the magical path ranks of a player's choice to determine the spells that a particular Keeper has access to.

Class	Attunement Points
Bladewalker	2 or +1 STR
Cypher	3
Runner	2 or +1 DEX
Magus	10 (-1 STR and -1 DEX)
Mesmer	5 (-1 STR)
Muse	3

Faction	Attunement Points
Prisma	0 (+1 to any Ability Score)
Animus	2
Holy Rollers	4 (-1 to any Ability Score)
Hellfire Adepts	4 (-1 to any Ability Score)
Hyades	2
Wanderer	2

Note: to balance out the power gained through Attunement Points, there are associated Ability Score modifiers as indicated.

For example, a Hellfire Adept Magus would receive a total of 14 Attunement Points to assign to magical ranks; but in turn would have to take three negative modifiers to their Ability Scores: -1 STR, -1 DEX and -1 to another Ability of their choosing.

CLASSES

For the core ruleset in this book there are six available character Classes. The class that you choose for your character will impact three of your Ability Scores, increasing the chance of a successful result for any dice rolls related to these abilities.

Each Class gives a (+6 / +4 / +2) bonus to your Ability Scores:

Cypher (Int/Cha/Dex) *Hackers, cryptopunks, shadow-dealers.*

Magus (Wis/Int/Cng) *Adepts of the arcane arts.*

Mesmer (Cng/Wis/Cha) *Benders of reality and the mind.*

Bladewalker (Str/Dex/Cng) *Warriors, ronin and guards.*

Runner (Dex/Str/Int) *Rogues, spies and gunslingers.*

Muse (Cha/Cng/Wis) *Oracles, lovers and performers.*

Note: It's good to consider the different Classes chosen by your fellow Players in your group. In this way you can build a crew that compliments each others strengths and weaknesses.



CLASSES

In addition to Ability Score modifiers, each Class has a core set of skills that can be used in-game. To use these skills, the player must announce that they would like to use them and the Narrator will provide next steps to complete the action.

Base skills available to each Class are as follows:

Cyphers *are masters of the underworld and know how to navigate their way around the darker corridors of New Eden, whether digitally or physically. They excel in deception, technical innovation and gaining access to places other citizens can't.*

Social Engineering: once per encounter, Cyphers can attempt to gain additional information using their powers of deception. This provides a +1 bonus to the target of any social-based rolls.

Code Encryption: once per day, Cyphers can attempt to decrypt any information and/or gain access to network servers or device firmware. Success is determined with an INT roll, but if given at least one hour to concentrate add +1 to the check. You can also encrypt information on your own devices at will.

To be a ***Magus*** *is to understand how reality is constructed and know how to use that to great effect. Understood by few, feared by many, the ability to control the elements and construct new forms through sheer force of will is a rare skill to master.*

Occult Knowledge: your knowledge of the arcane arts is extensive and you have a broad understanding of history, ritual and religion to call upon. Gain Advantage for any knowledge rolls regarding these subjects or anything related to magic.

CLASSES

Spellcaster: there are many Keepers that learn how to use Kai, but only a Magus has truly mastered the magical spheres and is able to manipulate them for a wide range of effects. They receive the most Attunement Points (10) to assign to different sphere ranks as they choose. This grants the most flexible range of spells, however it comes at a cost of -1 to both STR and DEX ability scores to indicate the sacrifice they have made.

Mesmers *have attuned themselves to the magnetic forces that all living things emit and are trained in manipulating them to various ends. They can disrupt neural pathways, influence emotions and pick up on subtle energies that give them a unique ability to see the past as well as persuade the present.*

Hypnotic Trance: once per encounter, Mesmers can attempt to hypnotise an individual to put them into a highly suggestible state. This can only be done in relatively calm surroundings (i.e. not in combat), however it does *not* require the target to know or understand that an attempt is being made. Make an opposed WIS roll with advantage to see if the attempt is successful.

Clairvoyance: Mesmers can use their innate abilities to sense the aura of an individual person, object or place. This can be done at will, but requires concentration before each attempt. If the Mesmer is able to concentrate on the task for at least 10min, a successful WIS check will grant a related vision of the past.

Bladewalkers *are seasoned warriors, born and raised in the conflicts that have threatened to tear New Eden apart for generations. They know how to wield kai-infused hand weapons and are always the first to step forward when danger rises above the surface of a fragile tranquility.*

Strike Echo: Bladewalkers are trained in weapons combat to an extent that grants them superhuman speed and ability. When using melee weapons they are able to attack twice with one action, choosing either a single target or two that are adjacent to one another.

Combat Ready: through years of discipline and a focus on physical health, Bladewalkers have developed a constitution far above the average citizen or even Keeper. They are ready to face the toughest of situations and come out on top, having an extra wound available for a total of FIVE wounds maximum.

CLASSES

Runners *are who you go to when you need something done quickly and quietly. They slip through shadows and jump across rooftops with ease and, if you manage to see one, good luck catching up to them. Often found in street gangs and as black market couriers, they tend to skirt on the wrong side of the law. Even so, they are usually the ones the authorities contact when they need a job handled under the table.*

Phantom Step: Runners are adept at moving invisibly and have honed their ability to avoid detection from even the most sensitive of security systems. Gain advantage on all stealth-based rolls, including any involving surveillance technologies such as motion sensors, drones or cameras.

Hardcore Parkour: The athletic ability of Runners is unrivalled, with decades of practice racing through the layered streets of New Eden's cities. They automatically succeed at all basic gymnastics tasks (i.e. running, jumping, tumbling) and gain a +2 DEX bonus to roll targets for any difficult feats of parkour.

CLASSES

*One does not simply ignore a **Muse**. Whether performing in neon-lit clubs or swaying high-powered execs, their allure is unmatched. Often found among artists, corporate agents or social influencers, Muses walk the line between inspiration and manipulation. They bend your emotions to their will and use their talents wherever persuasion might outweigh force.*

Siren Call: Muses are able to capture people's minds and gain their trust. Whether through music, art or diplomacy, they can convince both individuals and/or large groups of people of pretty much anything they wish. They gain +2 on all CHA ability checks, in all circumstances.

Inspirational Aura: Twice per day, Muses can use their power to inspire people and increase the capabilities of those around them. Even without talking, their presence provides others with the ability to push harder to succeed. When active, allies within eyesight gain +1 to all ability checks for a ten minute window.



FACTIONS

Following the selection of a Class, each character chooses a **Faction** which grants a ***+1 bonus*** to the stated ability along with other advantages related to their role in New Eden:

Prisma (Int): *One of the two primary factions, that prizes technology and progress with a cautious view of Kai energy.*

Animus (Wis): *The second major faction in New Eden, embraces Kai energy and aims to live in harmony with cosmic forces.*

Holy Rollers (Cha): *A young group of faith-based evangelists, known for their vibrant energy and propensity to seeing visions.*

Hellfire Adepts (Cng): *A shadowy secret society that aims to influence New Eden through hidden means.*

Hyades (Dex): *Nature lovers rarely seen in the cities, feared for their ferocity and stealth.*

Wanderer (Str): *Lone nomads who belong to no single faction and walk their own path.*



Ability Scores are calculated by adding the Class and Faction bonuses to the base score of 10. Then choosing where to apply your additional +1 free bonus.

Example: a Cypher aligned with the Holy Rollers would have (before +1):
Int = 16 Wis = 10 Cng = 10
Str = 10 Dex = 12 Cha = 15

Attunement Point modifiers are then assigned according to the table on page 10.

FACTIONS

PRISMA



After the catastrophic events of the Flicker, many that survived did so with great suspicion of the role Kai energy had played in the destruction wrought on humanity. Rebuilding society was no easy task, even under the protection of the Firewall, and so the citizens of Prisma wanted to ensure Kai was carefully controlled. They entrusted the KPCO corporation to lead on its strict regulation, which soon granted a near-monopoly on how a large range of products and technology could utilise this supremely powerful energy source. The region around Prisma City quickly became the wealthiest and most powerful in New Eden, *but at what cost?*

ANIMUS



The people of Animus believe Kai is a substance of supreme metaphysical importance.
Many even have a spiritual relationship with it that goes beyond practical use and veers into worship. Strong believers that humanity must live in harmony with the cosmos, Animus is driven to use Kai energy to its fullest extent and are suspicious of the overly corporate and profit-driven approach taken by those in the Prisma region. While they use technology widely, particularly Kai-infused innovations, they also prioritise a simpler life based on living closer to nature and being more connected with their surroundings.

FACTIONS

HOLY ROLLERS

On the Eastern outskirts of New Eden, the town of Solis became home to an evangelical group. They worshipped in makeshift buildings designed to capture long rays of light, in which they would dance and work themselves into a visionary frenzy. Prophecies of a utopian future beyond the confines of New Eden began to spread far and wide, with their prominent female leaders becoming a regular sight in many towns far from their original home. Outspoken and at times forceful with their views, the Holy Rollers are called to a higher purpose that gives them a conviction often at odds with the authorities of the different zones they build a following in. Beware their wrath.

HELLFIRE ADEPTS

In the hidden alcoves of New Eden lies a secret society obsessed with occult knowledge and driven by a ruthless rationality, combined with the innovation that access to a near-limitless supply of Kai energy provides. Gaining entry to their ranks is no easy task, they work in whispers and behind closed doors, but not all of them are afraid to show their horns. Both metaphorically and physically manifested, they are an open statement of the power these sinister initiates feel is their birthright to wield. There are many tales told of their esoteric pursuits, but few truly understand what the Adepts are capable of and the connection they have to worlds beyond our own.

FACTIONS

HYADES

Word is spreading of a pair of mischievous sisters running an underground cabal filled with tricksters, thieves and assassins. On city streets across New Eden, many avoid the darker alleyways for fear they might fall foul of this nimble and ferocious crew of troublemakers. It is said that whenever it rains a new victim succumbs to their attacks, without much trace of evidence. The only thing seen is the glint of a cat's eye in the darkness, a reflection of Nature’s justice that these stealthy assailants are sent to deliver. The name Hyades is not one many people dare say aloud, lest they find themselves the next day torn to shreds with only claw marks left behind.

WANDERERS

New Eden is home to many who have escaped the ravages of the world outside the Firewall dome. Whether born within its protective walls, or those drawn to the sanctuary it offers from the corruption of the Vines virus, even once inside it can be difficult to truly feel at home. In the landscapes of a world reborn, the Wanderers are those who seek freedom over belonging and solitude rather than safety in numbers. Outside the cities and larger towns there are many homesteads, nomads and mercenaries that prefer not to align with any faction other than their own survival. A tough life has led to many hardened citizens willing to make ends meet in whatever way they can.

FACTIONS

Faction Rivalry

There are many competing interests within the New Eden Safe Zone, which have regularly spilled over into violence. Historically, the most severe conflict occurred between the Animus and Prisma factions. Built upon fundamentally opposed ideologies, great battles were waged over control of the Keep District and the resources produced for those under protection of the Firewall dome. This conflict escalated to such a degree that parts of the Keep structure itself were damaged. For a number of tense and uncertain weeks, the flow of much needed resources slowed to a crawl. Those fighting for control realised their conflict threatened them all with extinction. Peace treaties were drawn and a tentative truce has held between the two major factions of New Eden ever since.

Between some of the smaller factions, however, conflicts still boil over as their followers are both extremely disciplined and aligned with zealous intensity. The Holy Rollers see themselves as a crusaders of a new era, which leads to disdain for those who reject their values. This is particularly the case for the Hellfire Adepts, who publicly taunt and mock their faith while operating from behind closed doors. It is not uncommon to hear of armed skirmishes breaking out between these two factions, usually for control over local resources or manufacturing hubs but sometimes out of pure hatred alone.

Rumoured to be led from a fortress deep within the Syntos Mountains, the Hyades are a concern to all factions. Their motivations are impenetrable and their methods ruthless, with many citizens of great influence slain by the edge of their poisoned blades. Even the heavily armed KPCO authorities dare

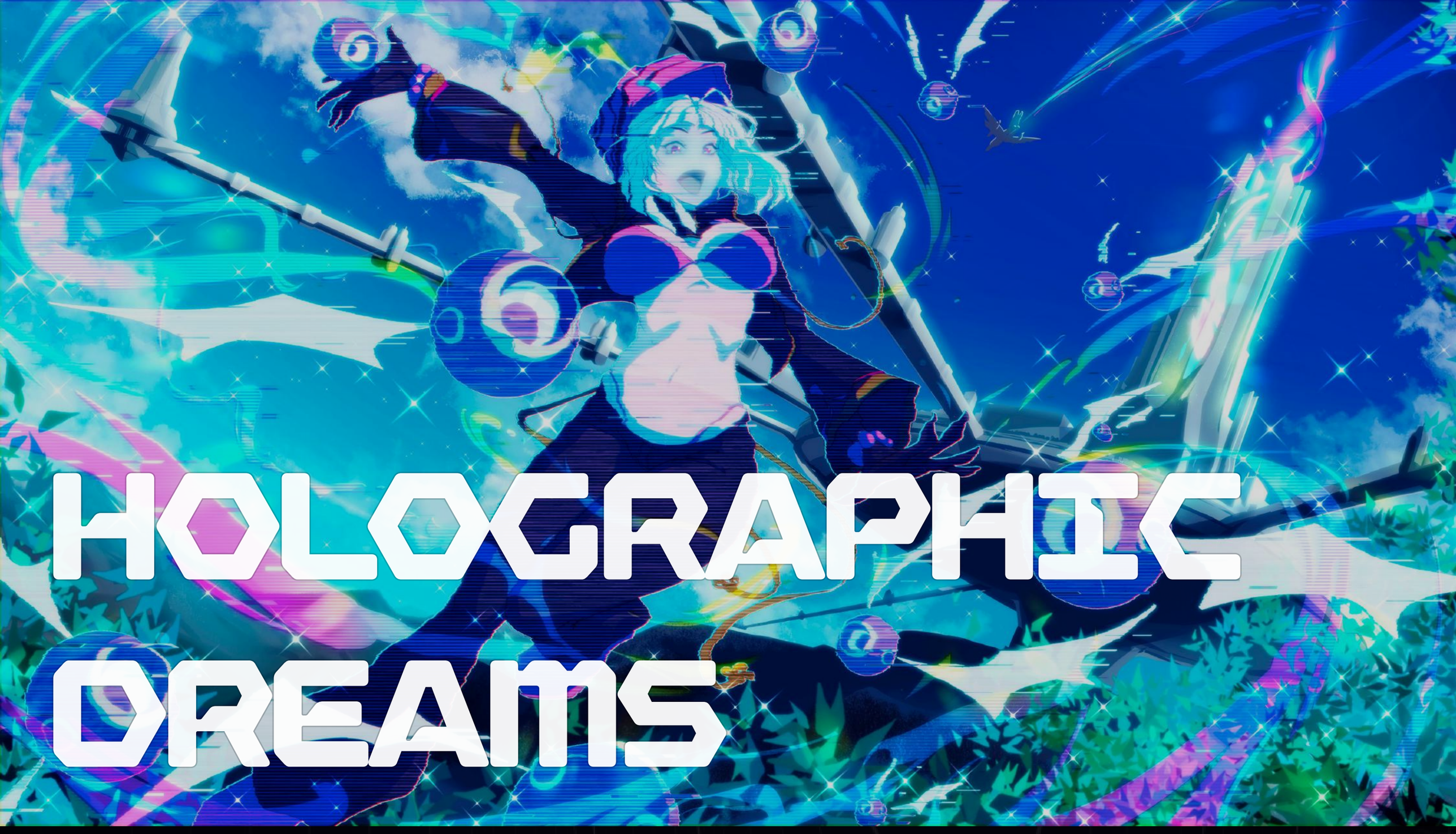
FACTIONS

not enter some of the valleys and crossings overseen by these feline eyes.

These are just a few of the more known factions, but there are many others. Each have their own motivations, tactics and memories of those who have helped and hindered their respective causes. Ultimately, every faction is aware that peace in New Eden is an illusion. The future little more than a mirage, held up by pillars of subterfuge and coercion. Each group positions themselves accordingly and is always watching, ready to shift the balance of power in their favour should the opportunity arise.

When creating a new character, Players should take into account both the Faction that a character might belong to; but also their degree of loyalty. Just because a character belongs and resides within a particular region, does not necessarily mean they would do anything for the cause of their Faction.





art credit: @SAI7 / @Lenexyyy

The emergence of Holos sparked excitement and debate, but few understood the boundaries crossed in the search for digital immortality.

With the discovery of Kai energy in 1978, a wave of innovations reshaped society in ways scarcely imagine. One of the first breakthroughs was the evolution of holographic technology. Paired with the rapid advancement of artificial intelligence also brought about by Kai, a new frontier was unlocked that would forever change the course of human evolution.

Earlier advancements in laser technology had laid the groundwork for holography, allowing for the creation of ethereal images. Kai energy revolutionised the sector by enabling light wavefronts to interact with the energy field itself; producing holograms with unprecedented clarity, permanence and physical tangibility. What had once been fleeting illusions were now stable constructs, capable of interacting with physical objects, generating force and even simulating momentum. These advancements made holograms not only visually stunning, but incredibly versatile for both industry and entertainment alike.

At the forefront of these innovations KPCO, a megacorporation deeply involved in the processing of Kai, recognised the potential of combining holography with cutting-edge AI. While many competitors focused on

dominating the AI arms race, a small, secretive team within a distant KPCO outpost worked on the creation of new forms of consciousness, fully realized in the material world. By 1985, they had developed holographic projections capable of independent movement. A few years later, they achieved the unthinkable: the seamless fusion of AI and holography in a physically autonomous form.

This breakthrough sparked a technological renaissance. What began with advertisements and entertainment soon moved to AI companions, security systems and research assistants. Previously confined to static interfaces or clunky robotic forms, a range of AI utilities were reborn as interactive, holographic entities with their own distinct personalities. Freed from the constraints of mechanical bodies, "holo-beings" became integral to everyday life. Yet, the researchers at KPCO weren’t content to stop there. They envisioned something far more transformative.

Hidden within KPCO’s most secretive labs, a research department made up of neuroscientists, physicists and engineers were busy exploring the frontier of consciousness uploading. By leveraging Kai-powered data servers that could store and retrieve information quicker than ever before, they succeeded in transferring human consciousness into a digital form. For the first time, a person’s mind in all its nuance could be preserved outside of their physical body. Early research volunteers, terminally ill family members and those with immeasurable wealth underwent the experimental process, awakening in digital form. Equipped with full sensory perception within holographic avatars these pioneers, dubbed "Holos" in internal memos, were heralded as humanity’s next evolution. What happened to the physical counterparts they were drawn from has been deleted from record.

Holos offered what many had dreamed of but few had dared believe possible. A path to digital immortality was now available. No longer bound by aging or frailty, a person’s essence could persist indefinitely, experiencing life through holographic avatars as vivid and expressive as their physical bodies had once been. Even more, these avatars were not limited by the constraints of flesh.

They could adapt and alter their appearance, allowing Holos to embody different forms depending on their purpose or desire. Once in control of their own movements, they even quickly figured out how to glitch their holographic form in and out of existence, allowing short-distance

teleportation tied together by the sinews of their digital consciousness. Excitement brewed as the uploading process was tested, with dozens of successful cases placed into the secretive records of the KPCO archives. The unsuccessful cases were quickly censored and buried.

Following a coverup of notable early failures, Dr. Helena Rhys, a leading neuroscientist and one of the architects of consciousness uploading, grew increasingly concerned about the implications of the technology. Initially a staunch advocate, she began to notice disturbing trends. The process was controlled entirely by KPCO, concentrating immense power in the hands of a single entity. Worse, the procedure stripped individuals of true autonomy, binding their digital selves to systems entirely under corporate oversight. She further stated that the process was one of no return, but her misgivings in this area remain fully redacted.

Helena’s internal warnings were ignored. Frustrated, she went public as a whistleblower. News feeds lit up with her revelations, exposing the risks and ethical pitfalls of a technology that promised immortality at the cost of corporate control. For a brief moment, it seemed like public opinion might turn against KPCO. There were also, however, many citizens that were more amazed by the technological advancements than they were concerned by the ethical and moral implications. Debate grew in the public sphere until suddenly, as quickly as it had begun, the story vanished from headlines. The issue effectively contained by a controlled narrative spoken in soundbites from confident mouthpieces. Helena herself disappeared under mysterious circumstances, as news pundits relayed that she had joined a group of revolutionary terrorists trying to bring down New Eden itself.

What the public didn’t know was that KPCO had orchestrated her abduction. Intent on maintaining control over what was seen as their most important research capabilities, Helena was dragged from her apartment by unknown assailants and forcibly uploaded into the Kai-powered servers she had helped design. The rushed and traumatic nature of the process caused her consciousness to fracture. Instead of emerging as a cohesive digital entity, Helena became a disembodied awareness. A fragmented presence trapped within the servers, observing but unable to interact. KPCO covered up the incident, blaming her disappearance on rogue elements, but Helena's fate became a haunting secret lurking behind the promise of digital immortality. All while the public was unaware of what had occurred under the shadow of corporate control.

In the years that followed and as Holos began to interact with the public more regularly, their impact on society deepened. For some, they were a triumph of human ingenuity and a way to transcend death and redefine existence. For others, they continued to represent a profound ethical dilemma. Was a digital consciousness truly the same as a living human being? What rights did Holos deserve? Could society adapt to entities that no longer aged, required sustenance or faced physical mortality? Still small in number, their existence was debated but was seen by many as something to aspire to. A goal that could be achieved if productive enough to earn a place among these evolutionary demigods of New Eden.

The existence of Holos raised questions about the soul, identity and the meaning of life itself. Those who embraced the technology saw it as a way to explore existence without the limits imposed by nature. Holos became pioneers of culture, science and governance. But others, wary of the power KPCO wielded, saw them as tools of control, bound by the systems that created them.

From within the youth of New Eden, seemingly in response to this attempt by humanity to play at creation, a new force would soon emerge: the Keepers. These individuals, born with a natural affinity for Kai energy, demonstrated abilities that seemed almost supernatural. Their arrival hinted at a deeper connection between humanity and the forces that had allowed for the engineered Holos. A reminder that, even as humanity sought to transcend its natural limits, it remained tightly bound to the mysteries of the cosmos.

By the late 21st century, New Eden stood at a crossroads. Digital immortality had redefined the boundaries of life and death, even though still only available to a select few. Understanding the meaning of existence in a world where death was no longer inevitable became the newest frontier, one that many saw as a way out of the cataclysmic events of the Flicker that had occurred nearly a century earlier. The choices made would determine whether humanity’s reach into digital immortality would be its ultimate triumph… or its final undoing.

That story is yet to unfold.



MECHANICS

Using your Ability Scores, any chosen **Action** is assigned the relevant target by the Narrator and the Player rolls 1d20 to indicate success or failure. Rolling under the Ability Score is considered a success.

Example: Player A wants to jump over a wall. Narrator chooses DEX ability and the Player rolls a 15, which is under their DEX score of 16. The action is a success.

For any **Opposed Actions** (e.g. racing, combat, debate) a dice roll from each party is made against the chosen ability. The roll that is furthest under the chosen Ability Score is the winner. Ties are decided by the highest base Ability Score, or by a reroll.

Example: two characters are grappling and the Narrator chooses the STR ability for the skill check. Player B rolls 11, which is 5 points under their STR of 16. NPC rolls 12, which is 2 points under their STR of 14. Player B wins the opposed roll.

Actions that result in harming a character or NPC will cause a **Wound.** Each character begins with FOUR Wounds, after which they are Incapacitated. NPCs have different numbers of Wounds (usually one or two) as decided by the Narrator.

Any character that becomes Incapacitated during the course of a Scenario is taken out of the story and is not able to participate in another Scenario for one calendar month. *Note: Keepers cannot die during the course of a Scenario, but can only be Incapacitated.*



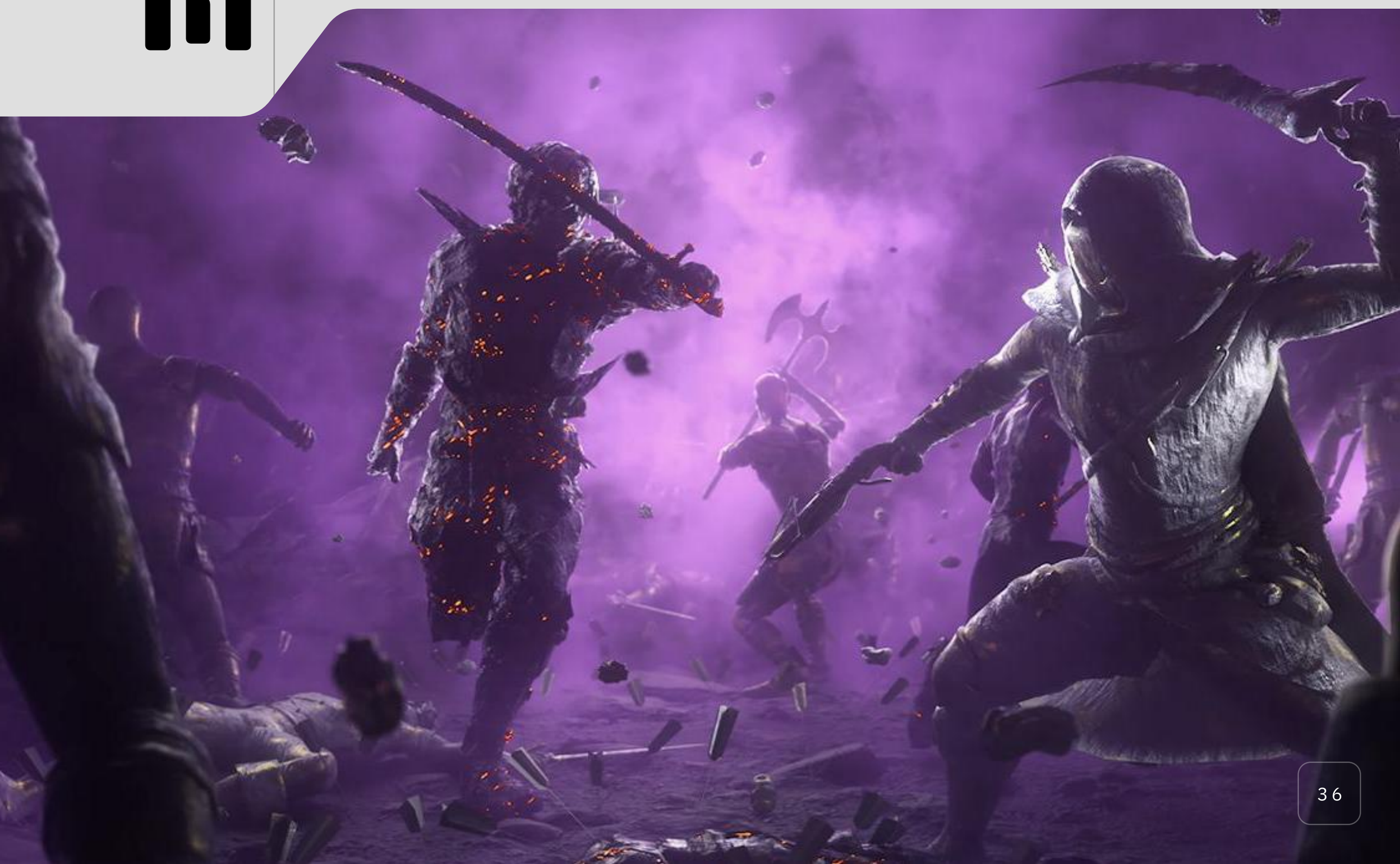
ADVANTAGE

At the discretion of the Narrator or in relation to a special Class skill, a particular Action might be given an **Advantage** or **Disadvantage** to indicate that the action is particularly easy or difficult to achieve:

Advantage = roll two dice (2d20) and take the lowest result
Disadvantage = roll two dice (2d20) and take the highest result

For extremely challenging situations the Narrator can choose to apply a 2x Disadvantage, so that three dice (3d20) must be rolled. Extremely easy situations are an automatic success.

Players interacting with NPCs of the same Faction as their active character (i.e. Holy Roller, Hellfire Adepts etc.) receive Advantage on any social rolls such as those relating to charm, persuasion, fast-talking or information gathering etc.



CHARGED

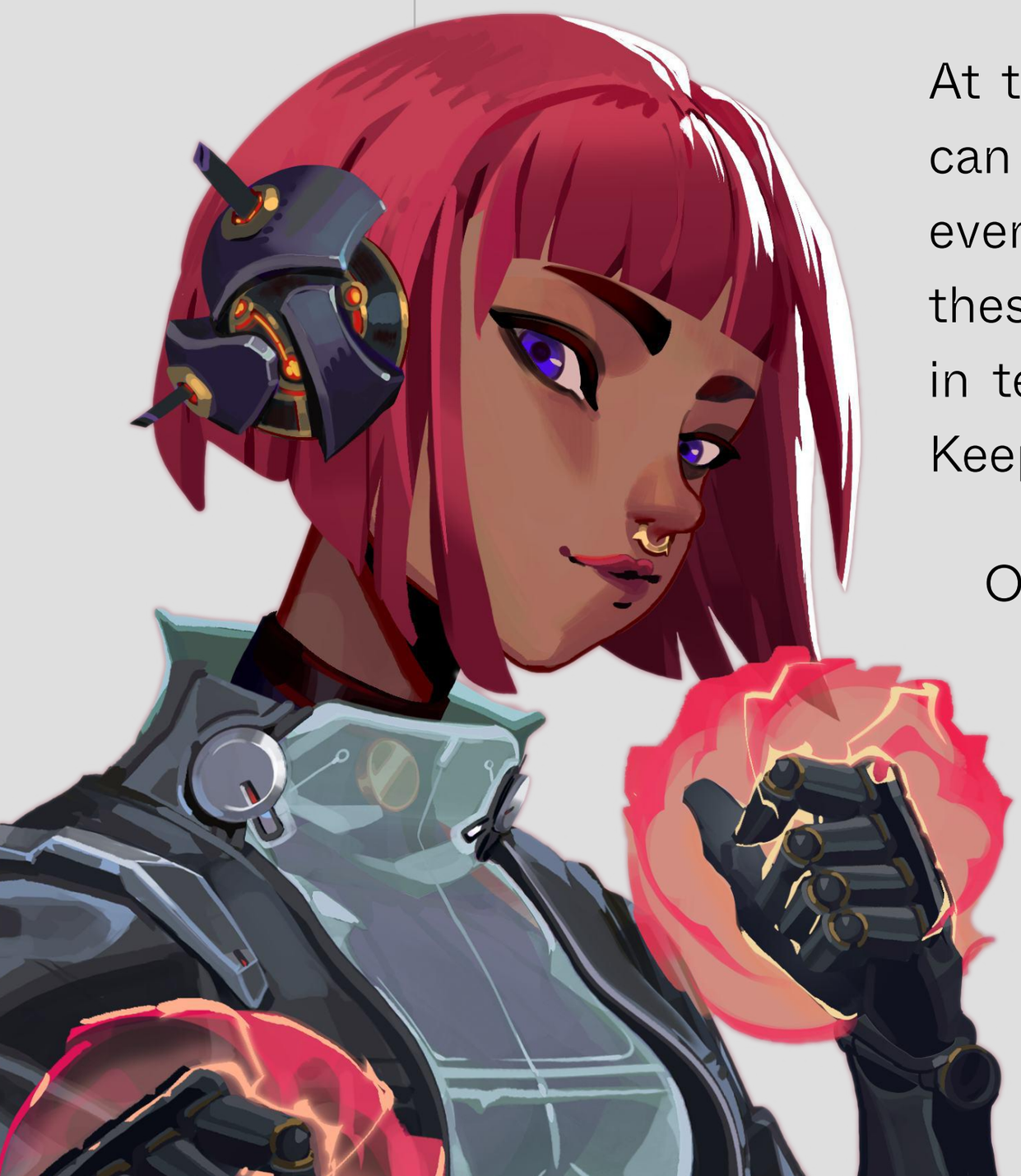
Keepers are inherently powerful people, capable of a wide range of amazing things. Their attunement to Kai energy means they have moments when they are particularly charged and able to use this energy to go beyond their normal limits.

To encourage this kind of heroism, each character receives **THREE** Charged slots that can be allocated during the course of each Scenario. These can be used in the following ways:

- **Add Advantage** to a dice roll of your choosing (before rolling). This can also be used to mitigate any single Disadvantage point that might be applied.

- **Return Damage** when wounded, causing the equal amount of wounds to the attacker. This effect can only be used if the attacker is within 20ft of the Keeper.

- **Damage Burst** for the most recent successful hit this round, cause +1 wounds to the amount normally applied.



At the Narrator's discretion, additional effects can be approved that are relevant to specific events occurring for the players. However, these should be in line with the above options in terms of power and gameplay effect. Non-Keeper characters do not get Charged slots.

Once used, charged slots cannot be regained during the course of any single Scenario (which might take place over multiple play sessions). They are restored at the beginning of the next Scenario story that the Keeper character takes part in.

PERKS

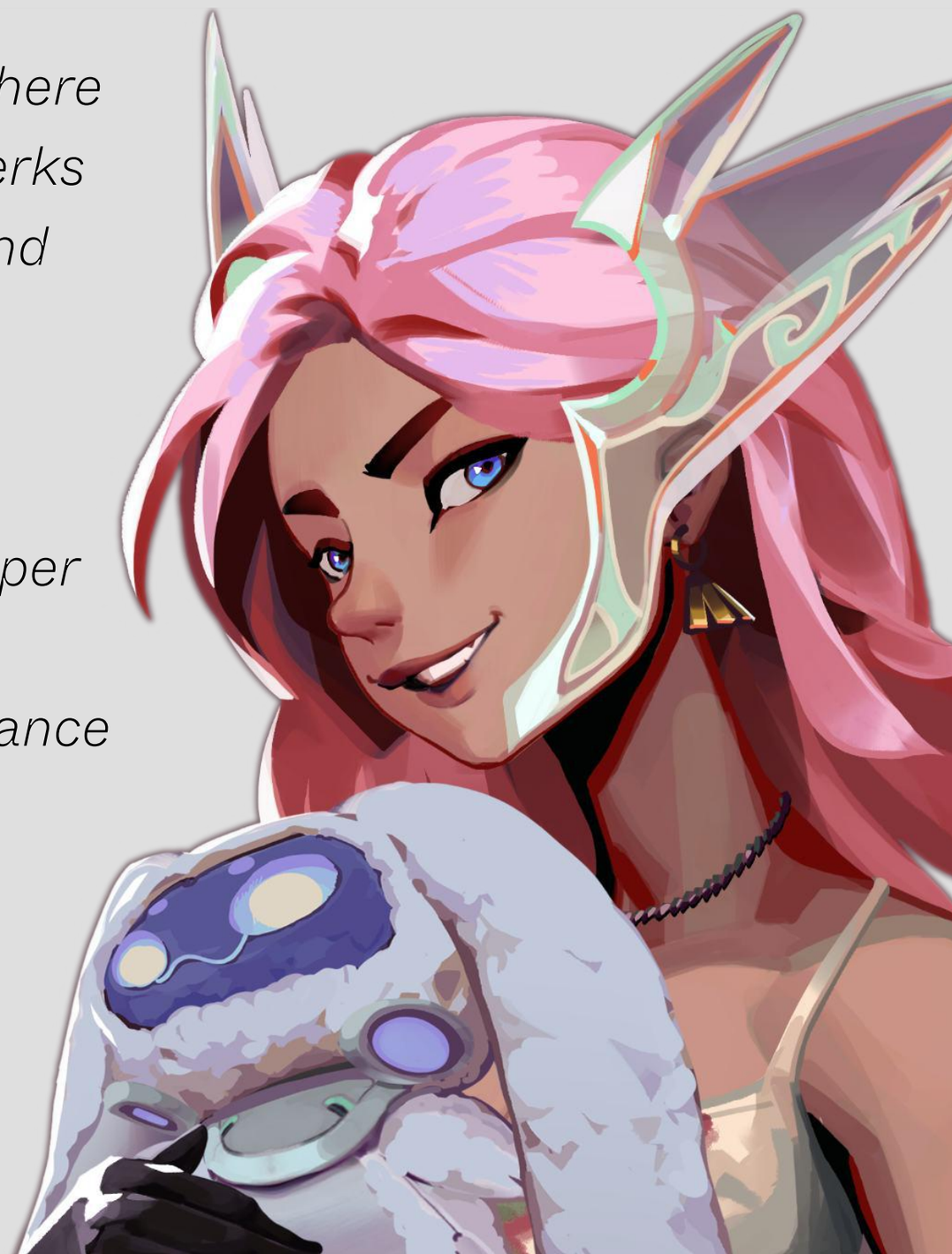
There are no character levels in the New Eden TTRPG ruleset, however the Narrator can allow **Perks** that are added to a character depending on both the chosen Class and the traits of the active-character NFT selected by the player. Perks provide their own bonuses and additional skills to be used by the player.

The category, trait name and number of DEV required to unlock a Perk (or owning a Keeper NFT with that trait) are displayed. In order to have these Perks applied in an Official Scenario, the player must designate the ID of the Keeper being used for their active character. They must also own that particular NFT in order to use it as part of a canon lore scenario.

Traits can stack if they are purchased with DEV over time, so it is possible for a character to have three or even more Perks active at one time. Where there are multiple variations of a trait attached to a specific Keeper ID owned by the player (e.g. Defiled Claymore and Molten Claymore) then they all receive the Perk based on the common keyword.

Example: Keeper #5161 shown here has access to two additional Perks for having the Winged Guard and !Pamp traits in its metadata.

This will grant the ability to summon a Pamp familiar once per day, to command as they wish.
It also grants the player one chance per day to receive a prophetic vision, as well as a +1 bonus to DEX-based defensive rolls.



PERKS

Special: Blade (300 DEV)

Kai-infused blades of great power, made with precision.

Twice per day can energy surge on hit causing two wounds.

+1 to all STR-based melee attack/opposed roll targets.

Special: Claymore (400 DEV)

A weapon of this size isn't just for protection, it's a statement.

Can create a wall of obfuscating energy with a sweep action.

+2 to all STR-based melee attack/opposed roll targets.

Special: Slash (250 DEV)

Razor sharp claws that can tear through the fabric of reality.

Provides advantage for all climb rolls and mitigates armour.

+1 to all DEX-based melee attack/opposed roll targets.



art credit: @Fukushima @Takewaki Studio

Entity: Holo (400 DEV)

Holographic beings that exist between worlds.

Can glitch teleport up to 10ft in any direction at will.

+1 to all DEX-based dodge and melee attack/opposed.

Headgear: Telemech Mask (50 DEV)

The overlay can be anything, so why not chaos?

Immunity from all poisonous gases or toxic air.

+1 to all CNG-based roll targets.

Hand: Powerfist (100 DEV)

Harness the kai-energy and nobody can stop you.

Can punch through most normal walls and doors.

+1 to all STR-based roll targets.

Special: !Pamp (200 DEV)

Never underestimate the power of Pamp.

Can summon a familiar once per day,

with 11 for all stats and one Wound.

PERKS

Special: Android Suit (350 DEV)

Adapt to any situation with the latest in cybernetic technology.

Three times per day, augment any DEX/STR/INT check with +1 roll target.

Special: Takeout (50 DEV)

You've always got just the thing for when the munchies hit.

Once per day, heal ONE wound for a character of your choice.

Special: Lightning Enigma (400 DEV)

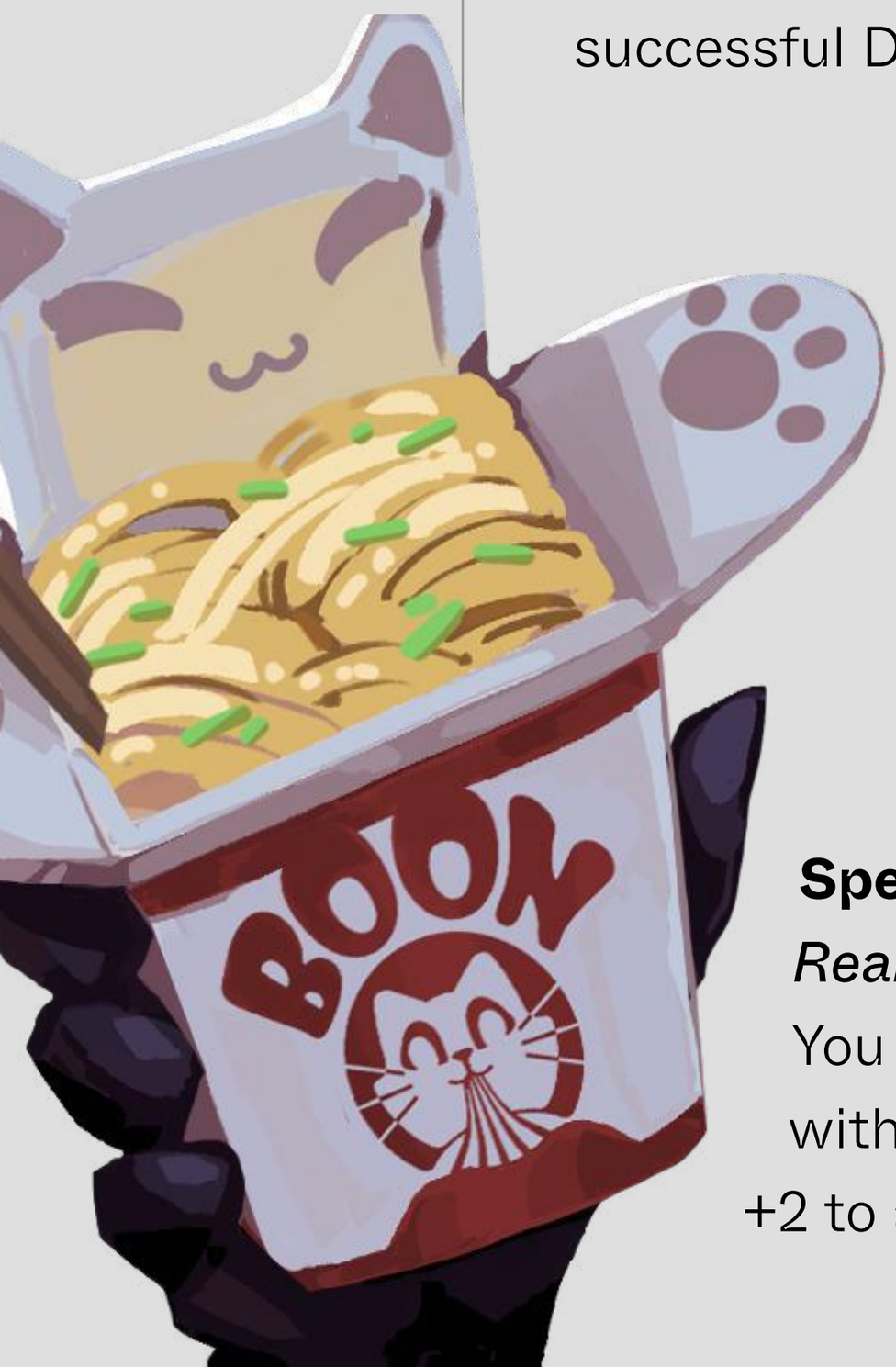
The air will hum before the flash of retribution arrives.

Three times per day, use a lightning attack that causes TWO wounds on a successful DEX roll or a guaranteed ONE wound.

Special: Duality/Singularity Orb (400 DEV)

Behind space and time lies a field of pure potentiality.

Three times per day, create a time-dilation bubble with a 20ft radius. Everything within is reverted back in time by 1d20min to its previous location (even outside the bubble). Requires a successful DEX check to land on target.



Special: Serpent (300 DEV)

The serpents move through the mesh networks.

You can send out your serpent to run surveillance within a 1km radius. They have the ability to interpret all unencrypted data over the mesh network invisibly, as well as audio/visual of their surroundings if visibly manifested.

Special: Thaumaturgy (450 DEV)

Reality is more malleable than we are led to believe.

You can generate visual and auditory illusions at will, within eye-sight as long as you maintain concentration. +2 to all targets related to magic, ritual and the occult.

PERKS

Special: Charged Palm (100 DEV)

Learning how to manipulate flames has many uses.

Can create small fires at will, which can also be used to ward off enemies. +1 to STR-based opposed melee roll targets.

Special: Mainframe Axe (250 DEV)

Many problems in life can be solved by the swing of an axe.

Gain advantage for damage rolls to objects outside of combat. +1 to STR-based attack/opposed melee roll targets.

Special: Cyber Drones (250 DEV)

With an eye in the sky, the world looks different.

Can deploy up to THREE drones per scenario to scout an area, distract enemies or retrieve a small object. +1 to all DEX-based roll targets involving drone control or remote operations.

Special: A1726 Screen (50 DEV)

Hacking is more than just a crime. It's a survival trait.

Gain advantage for any ability rolls related to hacking or cybersecurity. +1 to INT-based roll targets involving computing.

Special: Snow (200 DEV)

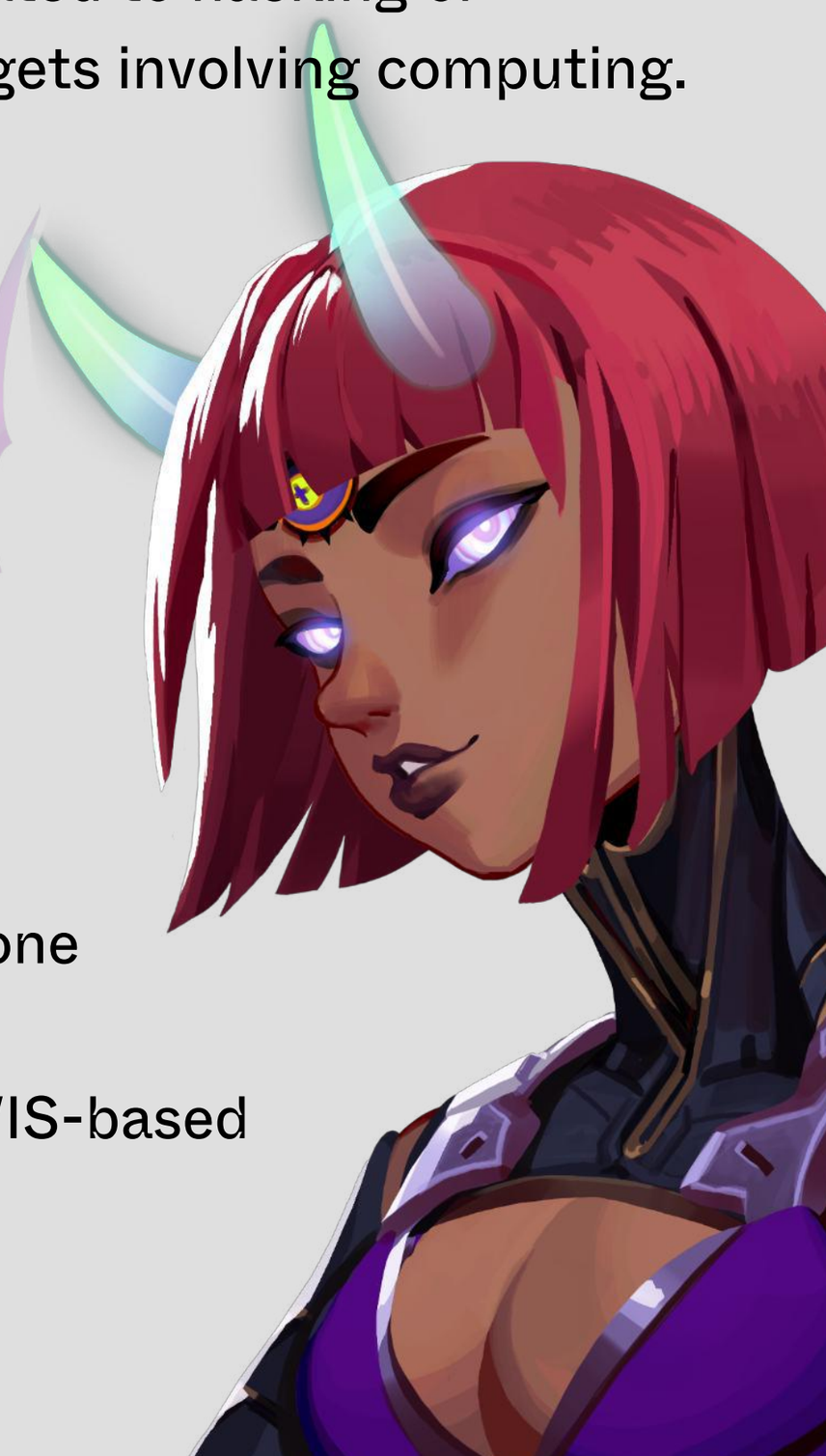
Not everyone feels the cold.

Provides advantage for cold-based resistance checks and ability rolls.

Eyes: Daeva (300 DEV)

To meet their gaze is to risk being caught in their web.

THREE times per day, can force someone in face-to-face conversation to tell the truth about a specific topic. +1 to all WIS-based opposed roll targets.



PERKS

Headgear: Winged Guard (300 DEV)

They were carried along by the wings of angels.

Once per day can roll against WIS to receive a prophetic vision.

+1 to DEX-based defensive roll targets.

Special: Kai Vapor (150 DEV)

A sweet smelling nectar announces their presence.

Can release gas within 20ft radius that causes a bliss interrupt.

+1 to all CHA-based roll targets relating to physical location.

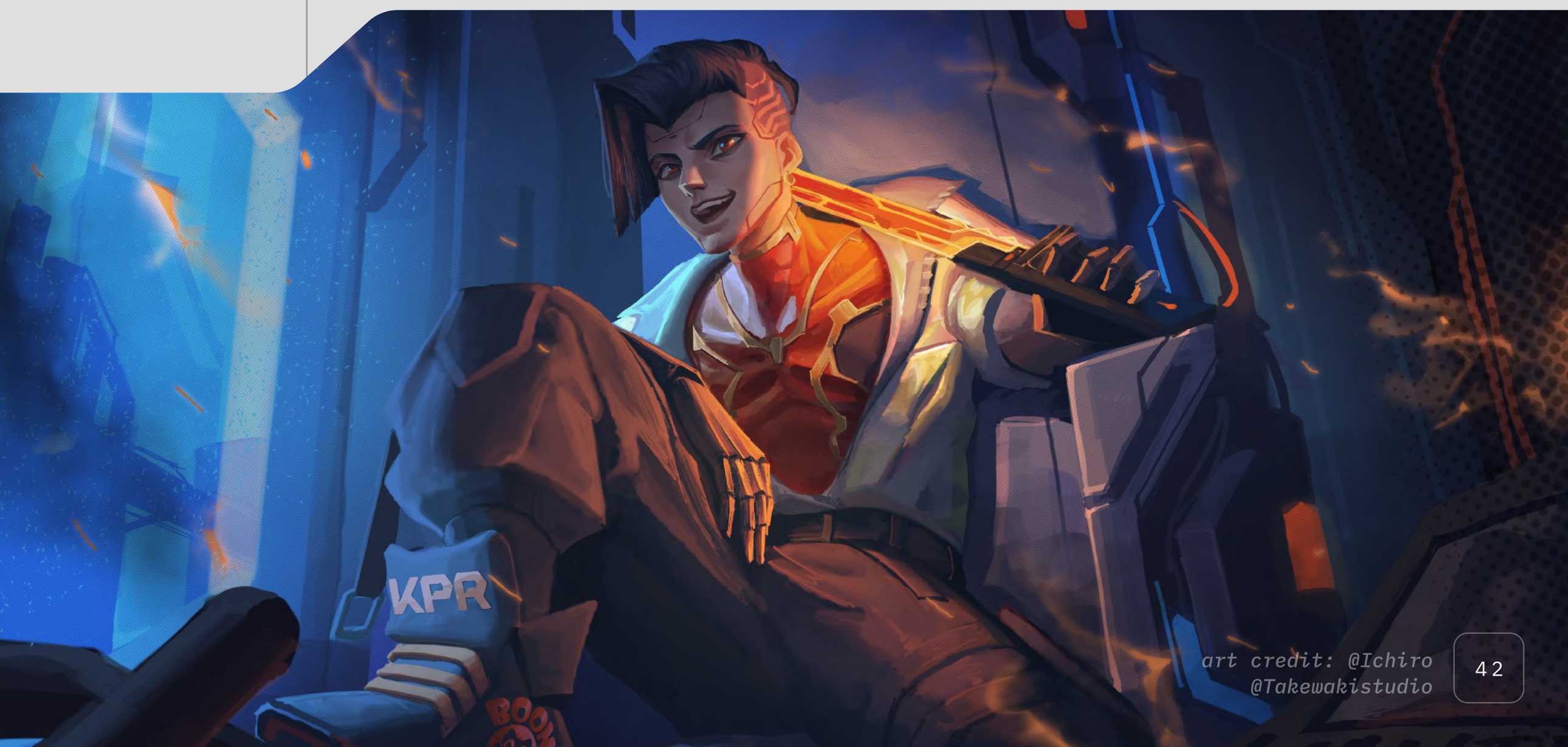
Headgear: Sentry (400 DEV)

Protection is the greatest form of valour.

Once per combat can create a forcefield within 40ft of player.

+1 to all STR-based defensive roll targets.

The above Perks are situational abilities triggered by the player, with certain restrictions according to their descriptions. Any ambiguity in effect is decided by the Narrator. Through the use of the Perks system, each Keeper is given a unique set of abilities and these intersect with the chosen Faction and Class in order to create the active character for each player.



art credit: @Ichiro
@Takewakistudio

New Eden is a sanctuary always on the brink of conflict. Not only do its inhabitants have to worry about the chaos and violence of the broken world outside the safe zone, but there is constant infighting from the many factions within as they position for limited resources and power over what little safety is available. Within this constant state of emergency, combat is a regular occurrence. Whether it's because a Keeper has run afoul of the authorities of the region they reside in; they find themselves targeted by local gangs and criminal enterprises; or they come face-to-face with the Aberrant threat... it's only a matter of time before a situation needs to be resolved with forceful action.

Combat in the New Eden TTRPG uses the mechanics outlined previously and the general 'roll under' approach to determine the outcome of melee/ranged attacks and other actions that take place during conflict. This section looks at the flow of combat within the system, so that these scenes can be conducted by the Narrator in a way that feels smooth and exciting for players to take part in.

Combat Order

The order in which players and enemies take turns in combat is defined by their DEX scores, from highest to lowest. Dexterity determines the reflexes of a character, animal and/or entity and so is used as a relative indicator of speed to determine the order of actions taken in combat.

At the start of every new combat scene, the Narrator should take note of all the parties involved and list them in order of their DEX score from highest to lowest. In the case of a tie roll 1d20 for each individual and the lowest score goes first.

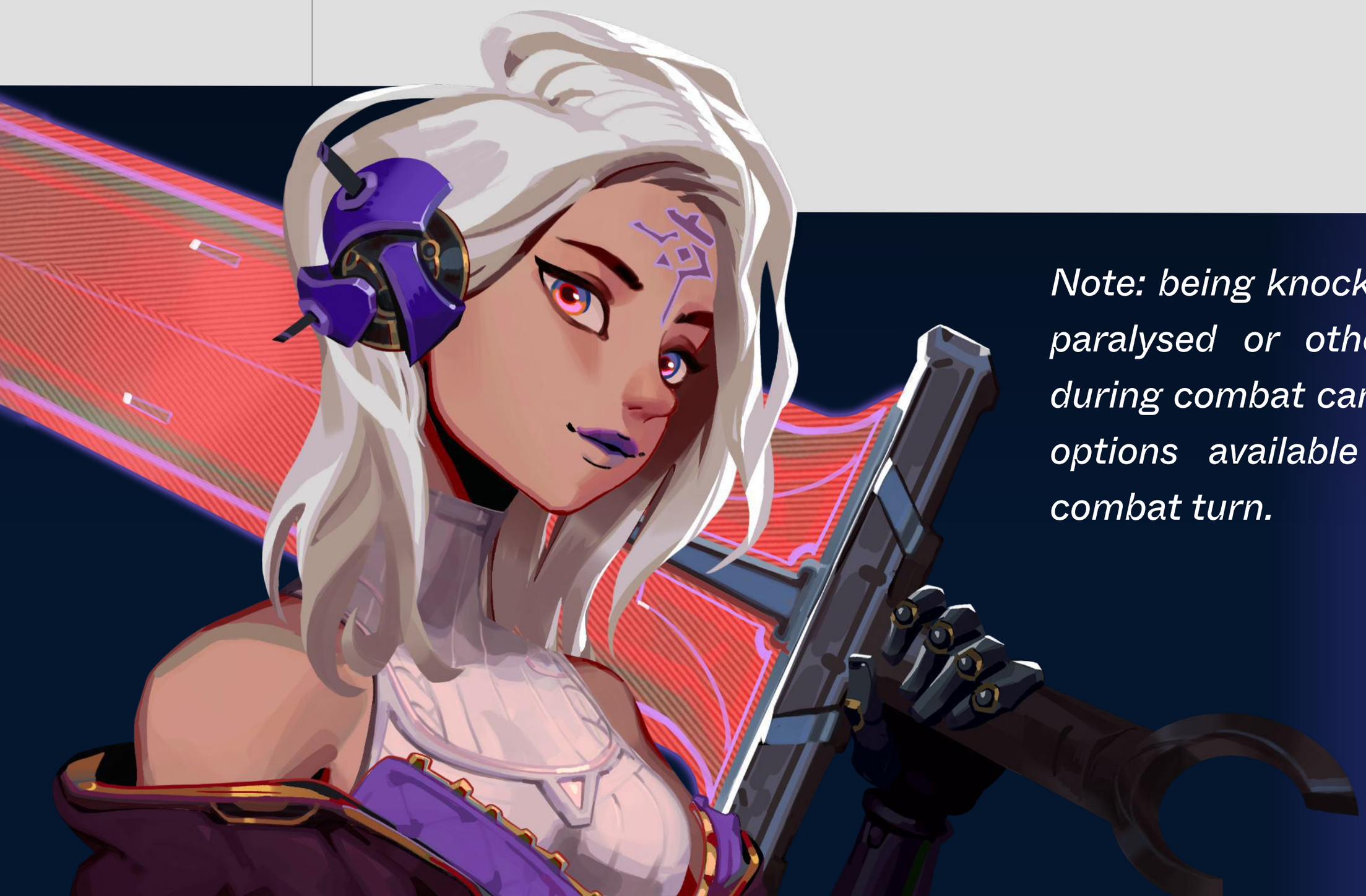
Once the turn order is decided, each player and NPC/enemy will announce and resolve their actions. Attacks, movements, wounds and other actions such as spells and abilities are all resolved at the time they are announced before moving to the next participant in the combat order.

At the end of the turn, any remaining effects are resolved and a new turn begins using the DEX order as before.

Combat Actions

When deciding actions according to combat turn order, Players can choose from options that fall into two categories: **Basic** and **Complex**.

During a single combat turn, an individual may choose to take either two Basic OR one Basic + one Complex action. They can do so in any order they choose. For example, shoot at an enemy (Complex); then move to a different position (Basic).



Note: being knocked prone, paralysed or other events during combat can alter the options available for that combat turn.

Basic Actions

Basic Action	Description
Movement	Move up to 4 x DEX score in feet across normal terrain.
Use Item	Use any single item either held or within arms reach.
Drop/Pickup Item	Drop/pickup any single item onto/from the ground.
Speak	Speak to another character, shout commands and warnings etc.
Wait	Hold your actions until later the same turn, this must be taken as the first Basic Action and does not provide any prep bonus.
Reload	Reload any weapons or other items that use ammunition.
Ready Weapon	Ready a weapon for use, or swap one weapon for another carried.
Stand Up	Stand up from the ground if in a prone/crawl position.
Go Prone	Go into a prone/crawl position from standing.
End Spell	Stop concentrating on holding a spell active, causing the effect/s to cease.
Drive	Actively driving a vehicle takes up one basic action per turn, which can include changing direction or speed.

Complex Actions

Complex Action	Description
Melee Attack	Initiating an attack with hand weapons, note that some character/weapon skill enable multiple attacks per Complex Action.
Ranged Attack	Shoot a ranged weapon at a designated target, note that some character/weapon skills enable multiple attacks per Complex Action.
Disarm Attack	Attempt to Disarm a target using either a melee or ranged weapon.
Cast Spell	Initiate the casting of a magical spell.
Concentrate	Continue holding the effects of a magical spell or other action.
Start/Stop Vehicle	Turn on/off the engine of a vehicle and its ability to operate.

If players choose to take just two Basic actions, then they can also chose a **Preparation** bonus by skipping the Complex action that turn and can choose from the following bonuses until their next turn:

- **READY:** +1 DEX for deciding combat order next turn;
- **AIM:** +1 to the Roll Target for the next attack made;
- **DODGE:** -1 to the first enemy Roll Target next turn.

Players can also choose to skip their actions entirely, which allows them to choose a Preparation bonus but also enter into either Defensive or Overwatch mode:

- **DEFEND:** receive Advantage on all opposed and/or dodge rolls until their next turn.
- **OVERWATCH:** hold an attack until later in the same turn and receive Advantage on the attack roll when taken. Bonus only applies for that turn.

Different options for both Basic and Complex actions are listed in the tables below, but the Narrator may also accept other suggestions from the players and decide which category they are placed in accordingly. Between choosing their actions in a turn; their Preparation, if any; and whether or not they want to go into Defensive or Overwatch mode, players are given a wide range of options for their characters during each round of combat.

Note: once a character has acted during the course of a turn, they cannot decide to change their action or add an additional action that they forgot. While allowing this kind of 'do over' might be allowed by the Narrator at their own discretion, once the turn order has advanced the flow of combat should not be interrupted as that can have knock-on effects that interrupt the gameplay.

Combat Rolls ‹Melee›

Melee combat is decided using either the STR or DEX ability (usually whichever is highest) as chosen by the attacker, unless otherwise specified by a skill or trait of a particular weapon.

The outcome of the attack is determined by rolling a d20 and comparing that to the **Roll Target** (either STR or DEX of attacker) with any adjustments made for special skills or bonuses. Additional d20 rolls might be required depending on whether there is any Advantage/Disadvantage applied to the attack (e.g. target is partially behind cover or on higher ground).

Success is achieved by rolling underneath the Roll Target and then any damage and/or special effects are applied. Failure means that the attack has missed and the Complex Action has been completed for that turn. Once the initial attack has been made, the combatants are considered to be **Engaged** and will now fight using Opposed Rolls until completed or disengaged.

Combat Rolls ‹Ranged›

Ranged Attacks operate in much the same way as Melee Attacks, however they use the DEX ability score of the attacker (unless otherwise stated). This is because ranged weapons rely on the aiming ability and reflexes of the shooter and therefore strength does not relate to success or failure.

Similar to a Melee Attack, roll d20 with any modifiers or Advantage/Disadvantage, success is achieved by rolling underneath the Roll Target number. Ranged attacks are stand alone and do not enter Engaged as they are taken from a distance.

Opposed Actions

Opposed Actions occur when two parties compete directly in a battle of strength, reflexes or wills. In combat this occurs when combatants are Engaged (using either STR or DEX as chosen by the active character), or in the case of vehicles a Chase sequence (using DEX). It can also come into play when circumstances relate to direct competition, for example an arm wrestle using STR to decide the winner. The result of an Opposed Action determines which character succeeds in besting their opponent.

Opposed Action rolls are taken by both parties rolling and taking into account any modifiers. The result is then compared to their own Ability Score relevant for the action (e.g. STR in the case of grappling) by deducting the result. The party which has the largest gap between their Ability Score and the dice roll ‘wins’ the Opposed Action. If a dice roll is above their Ability Score then it is considered a fail; the amount above is not relevant. If both parties fail in an Opposed Action roll it is considered a stalemate and the interaction continues into the next round.

Disengaging requires a successful Opposed Action, failure means the other character gets a free attempt to hit by rolling d20.

Cover and Line of Sight

There are many instances in combat where cover and line of sight comes into play. Line of sight is required to make an attack on an individual, although the character might decide to Wait until later in the turn (or go into Overwatch) in order for line of sight to become possible. Characters in partial cover (e.g. crouched behind a car) can be attacked, but the attacker will suffer Disadvantage on their roll.

Characters that are behind full cover cannot be attacked, but can choose to make a blind attack (towards the previously known location of their enemy) with a ranged weapon at Extreme Disadvantage.

Many objects that provide cover are destructible and the Narrator can make a decision as to how many hits it might take to destroy the cover (if at all). In the case of vehicles you can consider this to be their Armour rating + 1.

Advantage/Disadvantage

In addition to cover explained above, there are many different circumstances and special abilities that could determine whether an attack roll has Advantage/Disadvantage applied to it. Ultimately this is at the discretion of the Narrator to decide, however some common examples are as follows:

- **High/Low Ground:** height difference makes an impact for Melee Attacks in particular and high ground is advantageous.

- **Low Visibility:** instances where visibility might be lowered (e.g. smoke or heavy rain) create a disadvantage for attackers.

- **Camouflage:** items, clothing and/or other abilities can create various kinds of camouflage that make it more difficult to clearly see a character.

- **Environment:** conditions in the area can create unpredictable and/or difficult environments, for example icy conditions make it more difficult to manoeuvre.

- **Skills/Spells:** special abilities that a character has can provide different bonuses.

- **Items:** weapons, armour and other items that a character uses might provide various bonuses.

All of the above examples, and more, might be considered to provide Advantage/Disadvantage on any given dice roll depending on circumstances. Decisions on when to apply this to dice rolls are in the hands of the Narrator.

Armour & Wounds

Successful attacks in combat cause damage to either Wounds or Armour. Characters that are wearing clothing with an Armour rating and/or are inside a vehicle will be protected until the Armour rating is reduced to zero and the item/vehicle is effectively destroyed.

Player characters and NPCs that reach zero Wounds are considered to be Incapacitated and will fall unconscious. If they are not taken to a hospital, medclinic or other facility/healer that has the resources needed to restore them to health within 12hrs, then they have succumbed to their wounds and are braindead.

Incapacitated characters that suffer additional Wounds beyond zero and equal to their full maximum have been damaged beyond any repair. They cannot be restored even with full medical resources and technology available, as their physical body has been destroyed. In the case of player characters, this means they are permanently removed from the game and cannot return (although the Narrator might decide there is a way for story purposes).

COMBAT

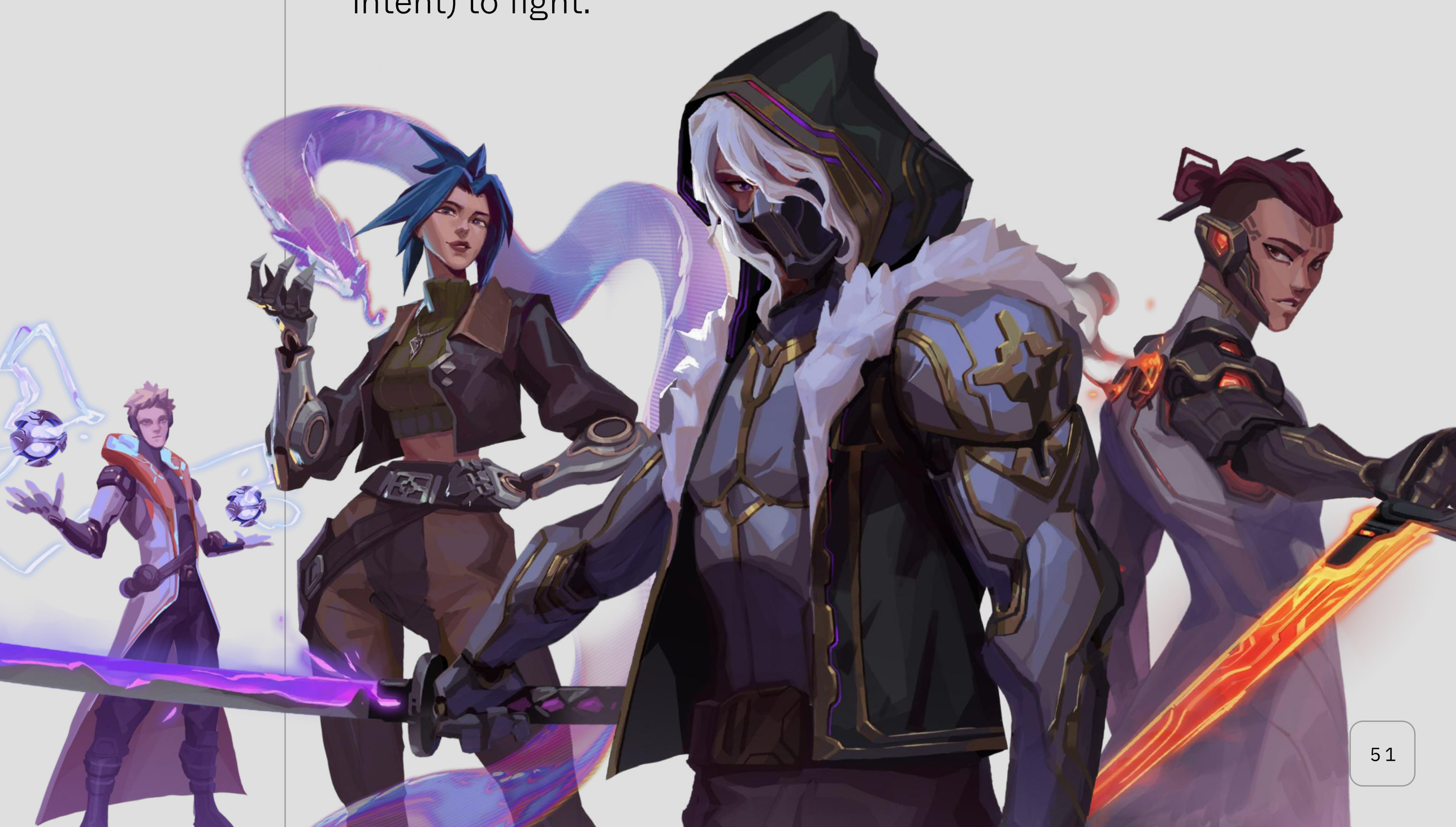
Combat Flow

Each round in combat lasts six seconds (i.e. 10 rounds/min) and every character, including both players and NPCs/enemies, are given a turn within each round according to the Combat Order.

Each turn runs as follows:

1. Combat Order according to DEX (roll 1d20 for tie breaks)
2. Choose Basic/Complex Action
3. Complete Action using any required rolls, if needed
4. Choose next Basic/Complex Action and complete roll/s
5. Turn End with any Prep Bonus and/or Combat Stance

Once all characters have taken a turn the next round begins. Changes to Combat Order might occur if DEX modifiers were applied and/or new characters have entered combat. Combat ends when all characters involved no longer have the ability (or intent) to fight.



New Eden Economy

Like our own world, there are a range of different forms of currency, bartering and trade that operate in New Eden. There is a digital currency system (KIN) that operates through the mesh network and is considered legal tender anywhere with online access. Citizens carry around credsticks that act as hardware wallets, as well as there being software apps available on the HUDS, Phablets and other devices connected to the mesh network. Trading in KIN is easily traceable by all local authorities, and many private citizens, although there are ways to obfuscate the source of a transaction through black market devices and taking the right approach to opsec.

In addition to the use of KIN, local communities will often run on resource based bartering. This usually comes in the form of precious metals and materials, but can also be based on specific items and people's time or labour. Anything of value might be accepted in these forms of trade, as citizens and Keepers of all kinds are always looking for certain things in the world. In this way the broader economy of New Eden operates with quite a great deal of flexibility and there's a wide range of accepted items for trade purposes, backed by the more unified digital currency system. Rare items and resources are particularly valued, as certain things can be very hard to come by in the wider post-apocalyptic context of New Eden.

Throughout this rulebook items are referred to as having a Cost which is shown in KIN, but the Narrator should consider this as a relative indication of value with the understanding that there are many forms of commerce that take place in the many varied regions of New Eden.

ITEMS

Throughout the course of a campaign, player characters will use a range of different items in addition to their Abilities and Perks.

Even though the post-cataclysmic setting of New Eden means there are restrictions on items common in our own world, this is countered by technological advancements that enabled a manufacturing and processing boom. The greatest restrictions are often base resources themselves, but there is a vibrant commercial industry; including a thriving blackmarket where all kinds of rare and intriguing goods can be found...

This section gives an outline for items that can be found relatively easily in the towns and cities of New Eden, particularly for those with the kinds of connections many Keepers have. The Narrator can decide how easily items can be sourced, but the ones included here are readily available and can be found within most populated areas. More obscure and unique items, however, require specific contacts and potentially also fall under regulations that different regions have. Although there are many lawless zones, most cities are controlled by established governance structures and items such as powerful weaponry (i.e. guns and explosives) are often heavily restricted.



COST AND SIZE

Items and services in this ruleset have an associated cost in KIN to indicate relative expense. It is almost always possible in New Eden to barter goods of similar value, if the character does not have the necessary KIN available (or does not want to leave a digital record). The sizes of objects are also indicated, which the Narrator can use to determine how many objects can be carried simultaneously.

ITEMS

Because of the use of the Perks system to designate many kinds of special items used by Keepers, these are not duplicated here. They should be considered particularly rare and/or powerful items that are not otherwise readily available.

COMMON ITEMS

The list of items included in this section are a guide to some of the more commonly available categories. There are many other items, gadgets and materials available that are not listed here.

Players are encouraged to experiment and work with their Narrator to create additional items that might be available in their own particular campaigns and scenarios.

Item Name	Cost/Size	Effect
AR Headset	100 / M	+1 to INT and -1 to DEX roll targets while worn
Credstick	20 / S	Carry digital credits securely for payments
Flashlight	20 / S	Remove Disadvantage from dark environments
Grapple Shot	50 / M	Climb up to 100 feet (requires DEX roll)
Laser Scalpel	20 / S	Cut any organic item with precision
Plasma Cutter	50 / L	Cut through any metal object (2min/square foot)
Purifier Mask	20 / S	Provides immunity against toxic fumes/air
Rebreather	50 / S	Provides 30min of oxygen to the wearer
Travel Rations	20 / S	Heals one wound (with rest period of 4+ hours)
Survival Gear	20 / M	Provides Advantage in wilderness environments

CYPHER SUPPLIES

With technology prevalent throughout New Eden, it's important to be well equipped in the digital sphere. Whether you are looking to boost a signal or fend off intruders, there's kit for it.

Item Name	Cost/Size	Effect
Alarm Unit	20 / S	sound an alarm if triggered by motion, sound or environmental changes (pick one)
Datapad	50 / S	+1 to crack into encrypted devices
Jammer	50 / S	block surveil/comms channels, with INT roll
Lockpicks	20 / S	+1 to unlock normal door locks
Range Module	50 / M	adds 5km range to drones, with INT roll
Stinger	100 / M	intercept comms/video channels, with INT roll

WEAPONRY

Weapons come in all shapes and sizes, all of which hurt. Heavy weaponry is restricted, but there's a range of options out there.

Item Name	Cost/Size	Effect
Distraktor	20 / S	creates a noise audible within 250-foot radius
Flare	20 / S	incendiary effect (DEX save) for one turn on hit
Grenade (EMP)	50 / S	disables all electrical devices within 100 feet
Grenade (Frag)	20 / S	causes one wound on all targets within 30 feet
Shockprod	50 / M	paralysing effect (STR save) for one turn on hit
Shockrope	50 / M	paralysing effect (STR save) 30min on restraint
Tranq Gun	50 / M	sleep effect (STR save) for 30min on hit

ITEMS

ARMOUR

Protecting yourself is of primary importance in a world always teetering on the brink of chaos. Especially if you are heading out of the cities, having the right protective gear is a must.

Item Name	Cost/Size	Effect
Bubbleshield	20 / S	polyfoam bubble that can take one wound
Cardboard Box	2 / M	it's a cardboard box, folds up flat
Chromatic Suit	100 / L	create a blinding flash of colour, disadvantage to all attempts to hit the wearer for two rounds
Hunter Suit	40 / L	advantage to all outdoor camouflage attempts
Prismatic Field	100 / M	provides DEX save to block objects moving at high velocity, once per combat
Reinforced Trenchcoat	40 / L	+1 to opposed rolls against melee weapons

MEDICAL SUPPLIES

New Eden is filled with many wonderful medical advancements, nootropics and elixirs. The local apothecary will have more options under the counter, just make sure you know what you're taking.

Item Name	Cost/Size	Effect
Antibiotics	10 / S	heals disease effects when used for three days
Antitoxin	10 / S	heals poison effects, once per day
Crimsonberry	2 / S	heal one wound (animals), cause one wound (humans) per dose
Nanoshot	20 / S	heals one wound, can only be used once per day
Peak Pill	20 / S	advantage to all rolls for one hour, followed by exhaustion for one day (-1 to all rolls)

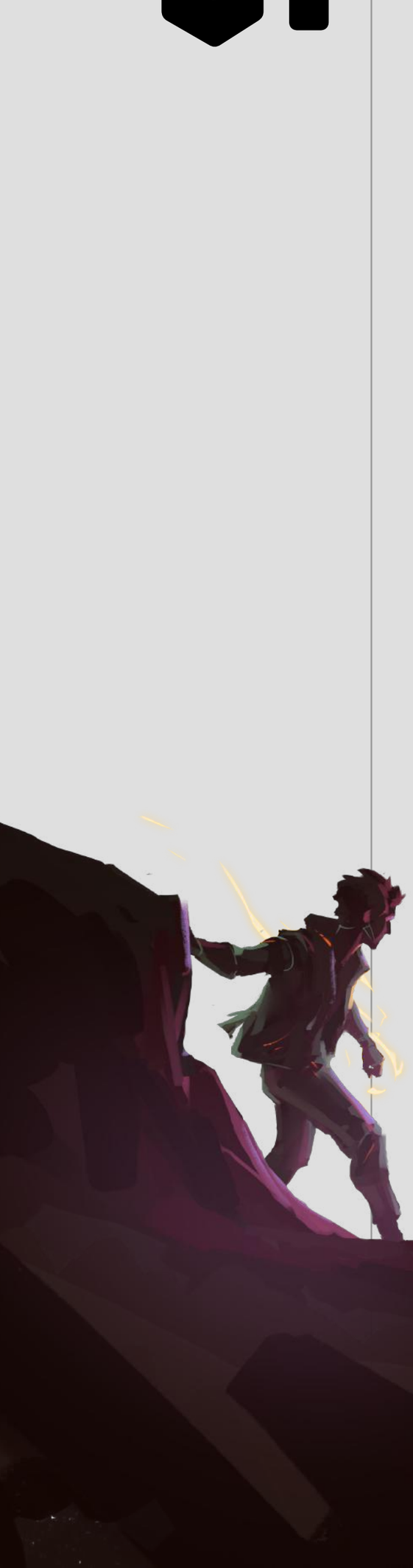


ITEMS

SPIRITUAL

New Eden is a place where different faiths and ideologies live side-by-side, strengthened by the accessibility of Kai energy. By tapping into the cosmic substrate, a wide range of miraculous items and powerful effects are to be found. From shamans to evangelical warriors; occult practitioners to nature cultists; there are many spiritual items that the people of New Eden carry to enhance their lives.

Item Name	Cost/Size	Effect
Prayer Beads	20 / S	Ignore the effects of fear/confusion (req. WIS roll)
Holy Water	20 / S	Cause one wound to any demonic entities/objects
Incense Sticks	20 / S	Wards an area from intrusion by spiritual entities
Ancestral Totem	50 / M	Gain Advantage to any rolls that relate to scrying
Bone Dice	20 / S	Gain +1 to any roll targets related to divination
Herbal Tincture	20 / S	Remove a negative status effect (req. INT roll)
Imp Agent	100 / S	Digital familiar that can be used on mesh networks
Kai Shard	100 / S	Restores one Charge point (once per session)
Sun Stone	50 / S	Can act as a light source or single light attack
Seed Pouch	20 / S	Gain Advantage for any rolls related to animals
Grimoire	50 / M	Gain +1 for any roll targets related to the occult



CYBERNETICS

With the use of cybernetics, flesh and machine are fused together by the pressures of survival and the desires of those who refuse to stay ordinary. From grey-market limb swaps to pristine medclinics, cybernetics are everywhere in New Eden. Some citizens get enhanced for labour, others to show off tech as status symbols; in both cases there's usually weapons hidden beneath the surface.

Installing cybernetics requires expert knowledge, so players need to have access to specialists through a Haven module; Ally with the relevant skills; or commercial service provider. Costs in the table below should be considered base costs, with additions made for commercial installations.

Item Name	Install Cost	Effect
Dermal Plates	3000	Once per session, ignore the damage of an attack.
Optic Lens	2000	Removes Disadvantage in low light and can see heat readings of living beings.
Voice Changer	1500	Can alter your voice to sound like anybody you have a recording of and/or any generic type.
Muscle Fibres	5000	Add +1 to STR based roll targets that require pushing/pulling/lifting.
Kai Cloak	2500	Provides Advantage to all stealth rolls when hiding from technological sources (e.g. cameras).
Life Track	1000	Provides a 24/7 live feed to a secure data terminal.
Gyrostabiliser	5000	Add +1 to all roll targets related to balance
Beacon	1000	Can access the mesh network remotely if there is a terminal within 100 feet.
Flash Pads	2000	Can act as a source of light or be used as a flash attack (three times per session)
Data Jam	2000	Blocks all data transfers within a 40 foot radius when switched on.

VEHICLES

Over a century has passed since the events of the Flicker and this has had an impact on every aspect of life within the New Eden Safe Zone, including the kinds of vehicles and transportation that people use to travel throughout the region. This section outlines the primary forms of public transportation, alongside a range of vehicles that are available to players and their characters on an individual level.

Access to different vehicles is at the discretion of the Narrator, but should also take into account the development of the player Haven/s and the modules chosen within them. Whilst everyone has access to a range of public transportation (albeit with some security checks involved, depending on location), personal vehicles larger than a gravbike or small car/truck are less common. Air travel is almost exclusively restricted to public transportation; security and medical units connected to local authorities; and larger Havens with considerable reach and power.



VEHICLES

Vehicle Attributes

Both vehicles and drones share a stat block format focused on size, movement speed and durability. There are also indications for the relative cost of different categories of vehicles, as well as any upgrade modules and/or weaponry that might be applied. Upgrades of this kind can be applied to any vehicle within the broader category, as long as the players are able to find the right mechanic to fit them and have the resources needed to source the required materials.

All forms of transportation have the following stat block to help compare their relative capabilities and strengths/weaknesses:

- **Description:** the name and basic description of the vehicle.
- **Type:** the general category type that the vehicle fits into, which also relates to the kind of upgrades it can have.
- **Terrain:** the types of terrain the vehicle can traverse, whether Land / Air / Water environments.
- **Size:** relative size of a vehicle (Small/Medium/Large/Huge) which determines its scale, weight and space requirements.
- **Speed:** relative speed of a vehicle (Slow/Medium/Fast) which both indicates the distance they can travel per hour, but also how vehicles perform in a chase situation.
- **Armour:** number of wounds a vehicle can take. If a vehicle is at zero armour it is non-functional, if it takes additional wounds after that it is destroyed. Armour points can be repaired.

- **Special:** any abilities, weapons or other unique aspects that the vehicle possesses at a base level. Additional upgrades can be purchased according to the vehicle type and size.

Vehicle Attributes should be considered an average for that kind of vehicle, as there are many different variations, brands and optional upgrades available that can change one or more of the above attributes. Changes for specific vehicles are at the discretion of the Narrator and Players are encouraged to discuss their own vehicle upgrades as it can add a lot of options to how any given situation is handled.

Vehicle Movement

When deciding upon how vehicles are moving during gameplay, the two attributes to pay attention to are Type and Speed.

The impact that a vehicle Type has on its ability to move through different kinds of terrain is relatively self-evident, particularly if they are solely Land, Air or Water-based vehicles. However, some vehicles are able to move using different modes and so there are examples which can move from land to air, or water to land, with relative ease.

Difficult terrain environments, such as grassy fields versus smooth roads, can be considered as providing Disadvantage (or even Extreme Disadvantage) to any manoeuvring rolls that might be required. In some circumstances, for example muddy environments, additional driving tests might be put in place by the Narrator. Failure would result in the vehicle becoming incapacitated, stuck or perhaps even put the driver into grave danger (such as falling off a cliff-face).

VEHICLES

Chase scenes and other kinds of vehicle combat are handled in a similar way to normal combat rounds, with the SPEED of a vehicle determining its turn order (and DEX of its driver breaking any ties). When figuring out whether a vehicle is able to outrun or catch up to another, the relative speed of the vehicles provide Advantage/Disadvantage to changing position.

Example: a grav bike (Medium speed) is chasing a fishing boat (Slow speed) along a riverbank, trying to catch up to it. The narrator will decide how many movement slots are between the two vehicles (usually 1-5 as an indicator of relative distance). The active player would make an Opposed Roll with Advantage using the DEX ability scores of the drivers. If they succeed, then they have closed ground with the other vehicle by one movement slot.

Types of Transportation

Public transport in New Eden relies on self-driving vehicles; magrails; boats along the Greenrun River; and (to a lesser extent) short-haul air travel. Most populated districts are designed for close-proximity living, so few people need personal vehicles for daily life and tend to use public systems.

Air travel mostly uses Kai-infused biofuels manufactured in the Keep District, making it expensive and restricted almost solely to corporate, military and commercial use. Personal flight vehicles exist but are rare and usually reserved for the elite.

Due to the push for renewable energy most personal transport relies on power cells, with households having charging stations of various capacity. Hoverboards and a wide range of gravbike configurations are popular, offering fast movement through city streets, rural areas and even rougher terrain.

Quadbike ATVs in particular are favoured by Keepers, as they provide a great deal of personal freedom with enough payload capacity to travel relatively far. It's not uncommon, however, to see larger RV-style transport units travelling through the plains, forests and hills of New Eden.

Longer journeys between regions usually require passing through checkpoints, as factions closely monitor movement. Travel restrictions vary and crossing borders often depends on citizenship documents, affiliations and/or knowing the right people on the ground. Understanding where you are and are not welcome is an important skill in New Eden. Depending on the alliances one holds, there are many places even Keepers wouldn't want to be found without backup.

Travel Restrictions

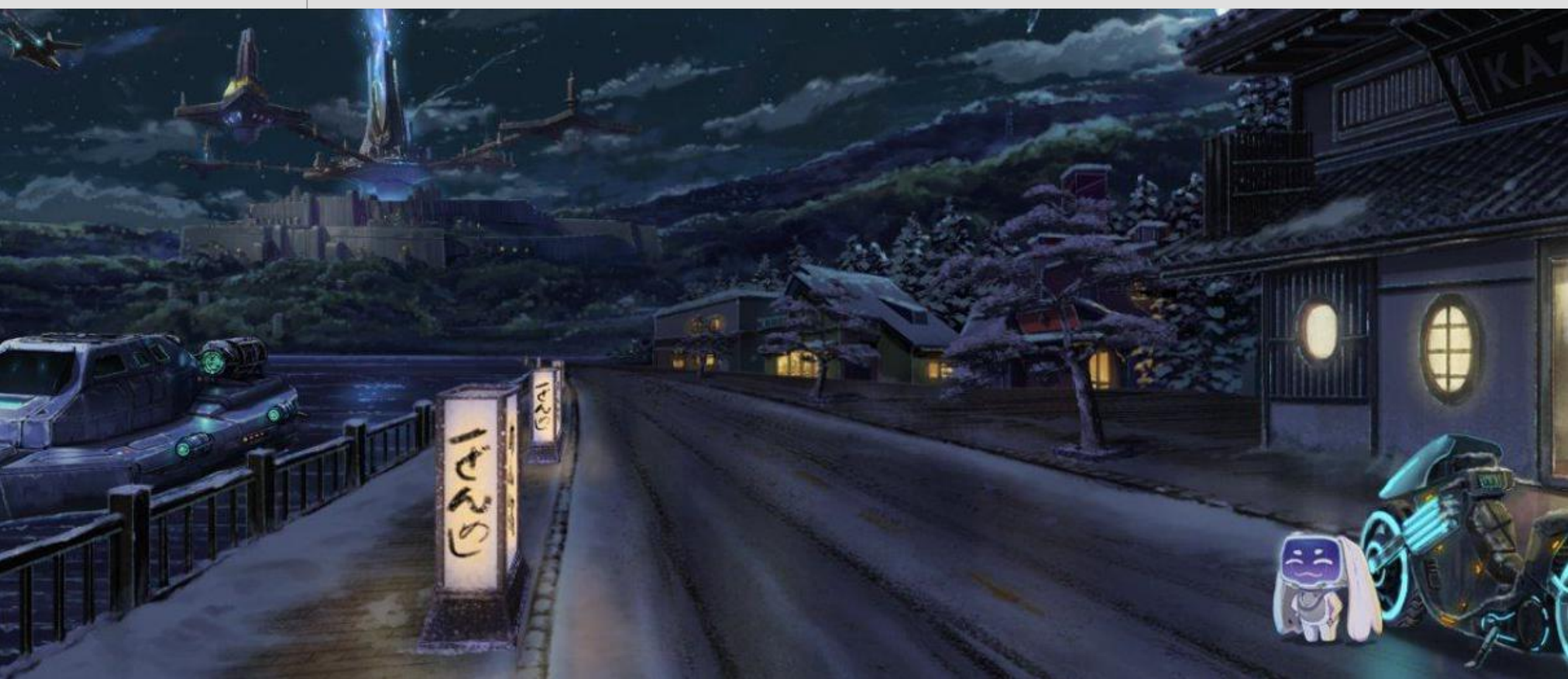
While travel around New Eden can seem to be relatively free and open, albeit with less infrastructure in place than we might expect, there are some key areas where travel restrictions are in place and/or there are security checks involved. These are primarily focused on the region between Prisma City and Animus, as well as the area around the Keep District which is more heavily restricted due to its fundamental importance.

Narrators are encouraged to consider how these restrictions might cause complications for the players, including how they impact the ability for the authorities or other interested parties to become aware of the group and its movements. Missions that require stealth or involve illegal activities would be wise to avoid the more popular transport routes, as they are more likely to draw the attention of the authorities.

VEHICLES

Districts outside of these three main areas (Prisma, Animus, Keep District) are monitored to a much lower degree, if at all, and therefore movement around the less populated zones of New Eden is generally much more free from harassment or surveillance. Even so, the New Eden Safe Zone is a relatively contained area and travelling conspicuously (such as in large convoys or by air vehicles visible from the ground) would draw the attention of local populations sooner or later. Word travels fast in New Eden, so staying under the radar (sometimes quite literally) is a wise approach for any group conducting runs away from the safety of their Haven home.

For longer journeys or those that go into more remote areas, it's also important to consider the fuel source of any given vehicle. There are many forms of renewable energy in New Eden (primarily Solar and Kai) that can provide energy requirements indefinitely, but this isn't always the case and individual vehicles should be considered in situations where fuel supply might be scarce. This also applies to any attached weaponry upgrades, many of which will require ammunition and/or charging that will limit the number of times they can be used before requiring attention.



VEHICLES

Vehicle Catalogue

The following section lists a number of example vehicles that fit a wide range of types found throughout New Eden. This is not a complete list and there's many additional variations used throughout the region, but it gives a good indication of the different kinds of vehicles that one can regularly expect to come into contact with.

Each vehicle can also be fitted with different upgrades and/or weapons modules, depending on their use and needs of the owner. A range of different options for such upgrades are shown at the end of this section.

As with everything listed in the core rulebook, these are to be considered a starting point and the Narrator and Players are encouraged to come up with their own options and variations. Customised options are included at the final discretion of the Narrator, taking into account feasibility, power balance and resource requirements.

GRAVBIKE

Favoured by street runners, salarymen and couriers alike, gravbikes are commonly found in all regions of New Eden. They are affordable and easy to store, while being highly customisable and stylish. Most owners will install upgrades and decal/lighting modifications to express their particular style.

TYPE: Motorcycle
TERRAIN: Land
SIZE: Small
SPEED: Medium
ARMOUR: 2

SPECIAL:

Stabiliser: Does not suffer from Disadvantage on difficult terrain for the first round, but will from the second round onwards.

Turbo Boost: increase Speed to Fast for three consecutive turns, once per combat/chase.

VEHICLES

FOURWHEEL ATV

For those who wish to travel longer distances, or go overground outside the main cities and towns of New Eden, the fourwheel is essentially a gravbike designed for offroad travel. This provides it with more stability, while sacrificing some speed on the top end when compared to traditional and more visually flashy gravbikes.

TYPE: Motorcycle
TERRAIN: Land
SIZE: Small
SPEED: Medium
ARMOUR: 2

SPECIAL:
All Terrain: Does not suffer from Disadvantage on difficult terrain, such as muddy or rocky environments.

HOVERCAR

Upmarket versions of traditional street cars, Hovercars using gravtech come in many shapes and sizes. They are highly customisable and there are a wide range of companies and designs to cater to all tastes and preferences.

TYPE: Car
TERRAIN: Land
SIZE: Medium
SPEED: Medium
ARMOUR: 3

SPECIAL:
Stabiliser: Does not suffer from Disadvantage on difficult terrain for the first round, but will from the second round onwards.

KPCO RESPONDER

Predominately seen in the Keep District and Prisma City, these vehicles are designed for the authorities to respond quickly and forcefully. With additional armour and weaponry installed, they make for an intimidating sight and symbol of corporate control.

TYPE: Car
TERRAIN: Land / Air
SIZE: Medium
SPEED: Fast
ARMOUR: 5

SPECIAL:
Air Ready: can rise up to 200ft above the ground and travel in the air.

Bulletproof: provides a 50% chance to mitigate -1 damage from ballistic attacks.

VEHICLES

ARMOURED TRUCK

Heavily armoured vehicles come in many shapes and sizes, from precision engineered KPCO units to scrap material junker units found in Altona. They are used by security forces and merchant convoys in need of protection, particularly when travelling outside the more policed areas of New Eden.

TYPE: Truck
TERRAIN: Land
SIZE: Medium
SPEED: Medium
ARMOUR: 10

SPECIAL:

Bulletproof: 50% chance to mitigate -1 damage from any ballistic attacks.

Electroshock: Causes one wound of shock damage on a target within 5ft of the vehicle.

Mounted SMGs: Small-calibre weapons that can rapid fire (two attacks per turn).

DUST BUGGY

Often found used by wanderers and those who live outside of the more populated settlements, dust buggies are designed for speed and durability. Stripped of anything Kai-infused and using a biofuel gasoline, they are a favoured choice for scavengers on short-haul missions beyond the Firewall.

TYPE: Car
TERRAIN: Land
SIZE: Medium
SPEED: Medium
ARMOUR: 4

SPECIAL:

Turbo Boost: increase Speed to Fast for up to three consecutive turns, once per combat/chase.

TRASHPICKER

In smaller regions such as Altona, and even outside the Firewall dome, you'll find salvage trucks with makeshift armour plating. They scour the landscape looking for leftover goods that can be flipped for trade and profit.

TYPE: Truck
TERRAIN: Land
SIZE: Large
SPEED: Medium
ARMOUR: 6

SPECIAL:

Cargo Hold: doubles the available storage space of a vehicle, based on their initial size.

VEHICLES

DOCKLANDS AIRHAUL

Seen travelling to and from shipping hubs in every region and town, these floating haulers are built to carry large amounts of cargo both on land and air. They move slowly, taking care not to damage their shipment.

TYPE: Truck
TERRAIN: Land / Air
SIZE: Large
SPEED: Slow
ARMOUR: 5

SPECIAL:
Air Ready: can rise up to 200ft above the ground and travel in the air.

Cargo Hold: doubles the available storage space of a vehicle, based on their initial size.

KAI GLIDER

Lightweight frames with specialised wing units that gain lift from minute amounts of Kai energy in the atmosphere, Kai Gliders are often seen around the Animus region and are produced in the area. Quiet and reliable to use, they are a common choice for farming communities who don't need protection of more armoured units.

TYPE: Plane
TERRAIN: Air
SIZE: Small
SPEED: Slow
ARMOUR: 1

SPECIAL:
Indefinite Flight: due to using Kai energy to produce lift while being extremely low weight, these gliders can remain in the air indefinitely.

SOLAR BLIMP

Commuting between the major cities and towns of New Eden, solar blimps are a primary form of air transport for commuters between regions. Slow and sturdy, they are easy to track and are closely monitored. To attack one is considered a breach of peace treaties put in place throughout the safe zone.

TYPE: Plane
TERRAIN: Air
SIZE: Large
SPEED: Slow
ARMOUR: 3

SPECIAL:
Cargo Hold: doubles the available storage space of a vehicle, based on their initial size.

Safety Drop: designed to slowly drift to the ground safely if exterior is compromised.

VEHICLES

MILTECH JET

Jet engines aren't often seen in New Eden, but there are specialised fleets that use them; primarily for military purposes in the Prisma region. Often heard before they are seen, these are powerful vehicles that support the highest ranks of society.

TYPE: Plane
TERRAIN: Air
SIZE: Medium
SPEED: Fast
ARMOUR: 5

SPECIAL:
AutoTurret: High-calibre turret gun on a swivel system (16 DEX) that can lock on to designated targets in any direction.

Missile Launcher: capable of firing on a target within 200ft (14 DEX).

BUBBLE POD

Created through magical manifestation, Bubble Pods are common forms of transport throughout the Animus region and are also regularly seen around the city of Solis. They are used for short distance travel in safe areas.

TYPE: Magical
TERRAIN: Air
SIZE: Small
SPEED: Slow
ARMOUR: 1

SPECIAL:
Safety Drop: designed to slowly drift to the ground safely if exterior is compromised.



VEHICLES

KAIROSIAN SKIFF

These small and ultra-lightweight fishing boats assist the Kairosians in setting their nets and traps throughout Lake Kairos. Minimalist and simple to control, they make for a great personal transport vehicle along the Greenrun River.

TYPE: Boat
TERRAIN: Water
SIZE: Small
SPEED: Fast
ARMOUR: 2

SPECIAL:
Camouflage (basic): obfuscates the vehicle in the form of colour, shape and noise shielding. Effective only from long range.

GREENRUN JUNKER

As the main flowing artery of New Eden, the Greenrun River sees a lot of traffic and there are many examples of low-tech boats travelling up and down its long trajectory. Each one is customised in different ways, but they are all focused on smooth travel with enough space to get the job done.

TYPE: Boat
TERRAIN: Water
SIZE: Medium / Large
SPEED: Medium
ARMOUR: 4 / 6

SPECIAL:
AutoDrive (basic): Hands-free control (10 DEX) that will head to a specified waypoint.

Radar: Indicates nearby vehicles with engine signatures and relative movements.

MANTARAY

Personal jetstream devices that are also capable of moving quickly underwater. They come equipped with a rebreather and are often used when stealth is a requirement. Either that, or you just want to have some fun and send out some blasts of water.

TYPE: Boat
TERRAIN: Water
SIZE: Small
SPEED: Medium
ARMOUR: 2

SPECIAL:
Submersible: Able to travel underwater at normal speed with user.

Rebreather: 1hr supply of oxygen that refills whenever the Mantaray is surfaced.

VEHICLES

TRANSPORT FERRY

As the largest population centre in New Eden, Prisma City has an extensive docklands which includes transportation hubs for citizens to travel the Greenrun River. These ferries are geared towards holding large amounts of passengers and are seen running up and down the waterways continuously.

TYPE: Boat
TERRAIN: Water
SIZE: Large
SPEED: Medium
ARMOUR: 6

SPECIAL:
Hex Shield: Provides damage mitigation (-1 Wound) to the first impact of a round.

SECURITEK GUARDSHIP

Protecting the cargo and citizens that travel along the Greenrun River, guardships are equipped to respond to incidents quickly and forcefully. Predominately seen in the area between the Keep District and Prisma City, their presence is a clear assertion of authority and control.

TYPE: Boat
TERRAIN: Water
SIZE: Medium
SPEED: Fast
ARMOUR: 10

SPECIAL:
AutoTurret: High-calibre gun (16 DEX) that targets and fires using automated systems.

Missile Launcher: capable of firing on a target within 200ft (14 DEX).

MAGLEV

Prisma City, Animus, Solis and the Keep District are connected by a train network that provides rapid travel in a safe and efficient form. Operated by a series of local authorities working in tandem, it is heavily monitored and the most common form of intercity transport in New Eden.

TYPE: Train
TERRAIN: Land
SIZE: Huge
SPEED: Fast
ARMOUR: 8

SPECIAL:
Hex Shield: Provides damage mitigation (-1 Wound) to the first impact of a round.

AI Agent: provides information based on local mesh networks and onboard dataset.

Vehicle Weapons

Any vehicle can be fixed with a range of weapons, if you have the right connections and resources. Doing so raises the threat level of your vehicle, however, and so Players will be treated accordingly if travelling within urban and/or restricted areas with visible weapon ordinances attached to a vehicle. More subtle options are available, that are less visible with inspection of the vehicle, at least until they are used or enter an area that has security scanners and/or drones in place.

Services required to procure and install weaponry on vehicles are included in the Cost, but the location involved must be identified. This could be a commercial enterprise, Allies known to the Players and/or a module installed in their own Haven.

Weapon Upgrade	Cost	Description
Mounted SMGs	200	Small-calibre weapons that rapid fire (two attacks per turn) within a 90-degree arc. DEX score based on the driver's ability to control the vehicle.
AutoTurret	500	High-calibre turret gun on a swivel system (16 DEX) that can lock on to designated targets in any direction and fire using automated systems.
Energy Gun	1000	Direct energy weapon that channels a focused beam towards the nearest solid target (within a 180-degree arc). Ignores damage mitigation unless from energy shielding.
Wheel Scythes	100	Retractable blades that cause one wound of slash damage on any targets within 2ft of the wheel spokes.
Missile Launcher	500	Mounted launcher capable of firing on a target within 200ft (14 DEX). Single missile attack per round, which causes 2 Wounds on a successful hit to target and 1 Wound splash damage to anyone else within 30ft. Can only be mounted on a Medium vehicle or above (2/4/6 missiles depending on size).
Drone Bay	1000	Medium-size vehicles and above can launch a number of stored drones based on their size Medium/Large/Huge (1/2/3).
Electroshock	200	Causes one wound of shock damage on a target within 5ft of the vehicle. Can fire up to 3 times per day.

Vehicle Upgrades

There are other vehicle upgrade options for a wide range of things including speed, armour and storage capacity. By taking the base versions and applying upgrades such as those found in the table below, custom versions of most types of vehicles can be fitted. Players that want to upgrade their vehicles will need access to the right mechanic services, Allies or Haven modules that allow them to do so. They will also need to have the necessary creds to pay for and construct them.

Vehicle Upgrade	Cost	Description
Camouflage (basic)	100	Provides basic camouflage in the form of colour, shape and heat signature shielding. Effective only from longer range.
Camouflage (tech)	400	Tech-based camouflage is effective even when close up, as it uses light refraction and heat shielding to mask a vehicle.
Radar	200	Indicates nearby vehicles with engine signatures and their movements relative to the user.
Cargo Hold	200	Doubles the available storage space of a vehicle, based on their initial size.
Armour Plating	100	Increases the Armour rating of a vehicle by 1 per unit added, up to a maximum added of 3.
Hex Shield	500	Provides damage mitigation (-1 Wound) to the first impact of a round.
AutoDrive (basic)	300	Enables hands-free driving (10 DEX) that will head to a specified waypoint. Will attempt to dodge approaching obstacles of Medium speed or lower.
Bulletproof	100	Provides a 50% chance to mitigate damage (-1 Wound) from any ballistic attacks.
Turbo Boost	100	Increases the Speed of a vehicle by one step for three consecutive turns. Can be used once per combat/chase.
AI Agent	300	Embedded AI Agent that can respond to voice commands and provide detailed answers based on information available in the local mesh network and onboard dataset.
Neon Glow	200	Aesthetic overhaul of the vehicle with the latest upgrades. Provides +2 CHA to the owner/driver when within sight.



MAGIC

Because of its close connection to visible light, Keepers learned that Kai energy can be used in different ways depending on different parts of the colour spectrum that it resonates with. With the correct attunement and training, Keepers are able to produce magical effects that appear to defy the natural laws of the universe — at least those recognised by modern science before the discovery of Kai.

Each frequency of light affects the way Kai energy manifests and, through technological enhancements combined with their own natural abilities, Keepers have learned to refine and manipulate these energies with greater precision. While many of the magical effects displayed take on elemental forms; there are also a growing number of effects that have been documented that span from psychological to the deepest formative layers of the universe. It's clear that, even with the many paths of magic already uncovered, there is still much to be discovered when it comes to the role that Kai energy plays in the construction of our reality and the powers it can grant to those who know how to wield it.



Attunement Ranks

After calculating the number of Attunement Points provided to your character for their Class and Faction, you may assign them to ranks in the paths of magic listed in this chapter.

Each individual rank costs one point, so you may choose how deeply you want to specialise in any particular path. Individual spell abilities are listed up to Rank V in ascending power order and Keepers may assign points to ranks in multiple paths. The effects of each rank ability are described, alongside how often they can be cast by the player character. Any ambiguities are resolved solely at the discretion of the Narrator, keeping in spirit with the intention of the rules overall.

Using Magic

When a player wants to use one of their magical abilities, they must declare this to the Narrator who will determine the necessary turn order and game functions. The order of events will usually be as follows:

1. Choose a spell to cast;
2. Choose your target/s;
3. Determine Ability Checks or other requirements that need to be met (e.g. how many times the spell may be cast);
4. Resolve necessary checks, both before and after casting;
5. Narrator describes the effect/s of the spell;
6. If relevant, note casting of the spell to keep track of usage.

Unless stated otherwise or there are exceptional circumstances, all spells take a single action to cast. The duration of a spell and any requirements to hold its effect will be in its description.

The Magical Paths

Keepers have access to a range of abilities, depending on where on the colour spectrum they are most attuned. These have become known collectively by the names of six different Paths of Magic, associated with different traditions that have developed over time and currently understood as follows:

Revenant: *Walking the line between life and death, these Keepers harness the role of Kai involved with mortality itself; unravelling the bonds that hold the soul in place.*

Molten: *Forged in fire and fury, the Molten channel the elemental forces of Kai through heat, combustion and radiant energy. They are avatars of flame itself.*

Defiled: *Manipulating the evolutionary codes of biology to tap into the hidden logic of life itself, even the smallest change made by the Defiled can trigger unpredictable results.*

Stellar: *Attuned to the cosmic rhythm, Stellar magi read the heavens as a map of fate; influencing the world through celestial resonance and ancient tradition.*

Astral: *When we reach, there is a reaching back. Practitioners of the Astral sphere commune with spirits and intelligences that exist beyond time and space, drawing power from realms unseen.*

Chromatic: *Light is the architect of reality. Those who wield it with a finely focused will can shape form and thought with ease.*

Although the general effects of each path are well understood by Keepers, there are still many mysteries to be discovered by those particularly adept at the arcane arts.

REVENANT

Seeking to take down the walls between the worlds of the living and the dead, the Revenant delved into the occult, deigning it their birthright to decipher and possess the mastery of life itself. In doing so, they ventured into the realm of death, whence they have now returned.

Finding resonance at the lower end of the colour spectrum, Keepers that explore the line between life and death became known as the Revenant. Their ability to master the life-carrying (and also extinguishing) capacity of Kai, enabled them to wield great power that strikes fear into many who witness it. There is something deeply unsettling when one is confronted with the boundary between life and death is such an overt manner, which the Revenant are not shy of taking advantage of.

Revenant Abilities

Rank I: Exhausting Grasp
On a successful DEX check, selected target within 20ft suffers from debilitating exhaustion. They are not able to attack and can only move 3ft per turn, for as long as the caster concentrates on holding the effect.

Rank II: Whisper from Beyond
Once per day, you may ask a specific question to call upon insight from voices beyond the veil. On a successful WIS check, the response is clear although brief; on a failed check, it is enigmatic and more difficult to understand.

Rank III: Lifepulse
Emit a surge of life-energy, which heals all those within a 10ft radius for ONE WOUND. In return, the caster loses a wound of their own. This effect can be reversed: the caster gains one wound, while ALL those within 10ft lose one wound.

REVENANT

Rank IV: Death's Embrace

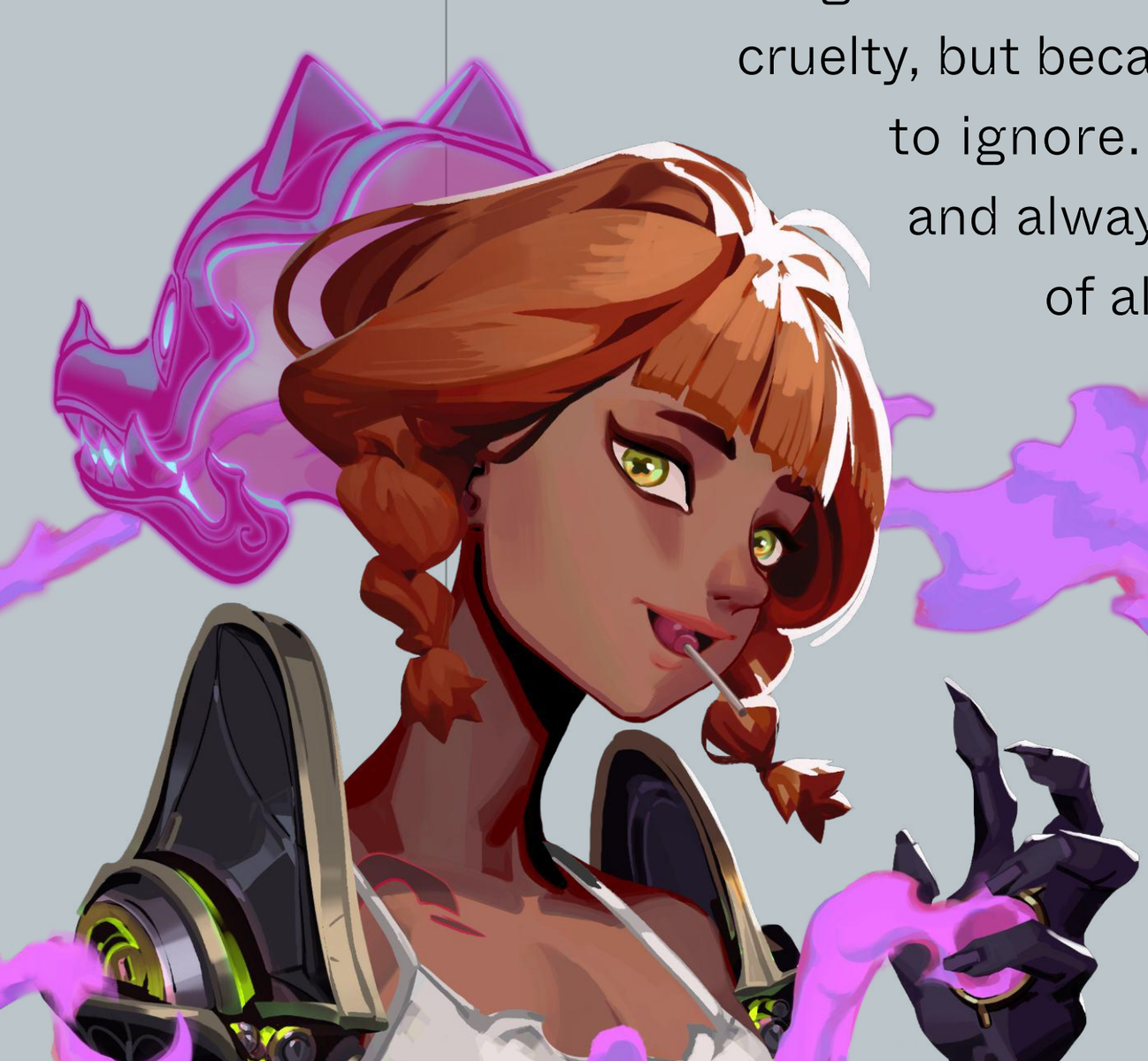
Once per day, upon touching any living creature or thing you may attempt to drain the life from it entirely. The target must make a successful STR check or they immediately begin to wither and die; taking ONE WOUND per round until they pass the check and cease the effect. The caster can take no other actions for the duration of this ability and cannot stop until the target is either dead or successfully frees themselves.

Rank V: Soul Return

At the moment of death, you can channel Kai to draw the soul of any living entity back into its body so they are restored to life. A successful WIS check must be made, starting at a score of 18 and decreasing by 1 for every 1hr since the body has become lifeless (a critical success is always effective). A soul can only be returned to its body once per month, regardless of success.

The Revenant Path

Walking the path of the Revenant means living with one foot always in another realm. Keepers who use this magic often carry a strange stillness that can make others uneasy. Not through cruelty, but because they understand something most try to ignore. The line between life and death is thin and always present. In many ways, it is the source of all human mystery and yearning for more.



STELLAR

As the stars flickered in the sky, the stargazers of old perceived a message from beyond: a message, map, premonition. A warning and a way through the darkness. Dedicating their lives to the pursuit and practice of this knowledge, these stargazers reached out and touched the mysteries of the cosmos.

The traditions of old have not been lost, but have found new forms. Not only through the advancements of modernity, but also because of the cataclysmic events that created New Eden. Working to restore the hidden knowledge of humanity, many Keepers seek understanding in the contemplation of cosmic forces. Not merely a form of astrology, but astrotheurgy: the ability to perceive, communicate and work with the intelligences of the stars and planets themselves.

Stellar Abilities

Rank I: Synchronicity
Three times per day, you may ask the Narrator a single yes/no question about a future event occurring within the next 48hrs. The answer is received as a brief sign in the environment, that you interpret either fully or partially depending on a CNG check.

Rank II: Cosmic Sign
Once per day, you are able to mark a single character (including yourself) to receive the beneficial energies of a fixed star. For the next 24hrs they receive +1 to a chosen ability score. The effect must be initiated during night hours when the stars are visible.

Rank III: Streams of Fate
Three times per day, you are able to adjust the likely outcomes of events by directing subtle forces towards a specific place and time. You may choose any given dice roll and place Advantage/ Disadvantage on it for that particular check.

Rank IV: Gravity Well

Once per day, you are able to distort local gravity fields to create a temporary distortion within a 40ft square zone. The caster may choose whether gravity within this zone is increased or decreased. The effect lasts for as long as the caster can continue to concentrate on the centre of the targeted zone.

Rank V: Celestial Gate

Once per scenario, the caster is able to generate a temporary wormhole that enables travel between the point of casting and a chosen location. The destination location must either have been visited by the caster in the past, or clear map co-ordinates are known to an accurate scale. The gate can be entered from both directions; provides a view of what is on the other side; and will remain in place for 1hr after casting, after which it closes permanently.

The Stellar Path

Stellar magic is about connection. Keepers who follow this path learn to work with the stars through patience and humility. They have the implicit understanding they can only really nudge fate, not command it; but that even a small shift can lead to great changes over time.

The ancient traditions of stargazing, divination and cosmic alignment live on in New Eden. Indeed, they are made ever more powerful now that Keepers can truly attune to the forces once only felt as subtle whispers, perceived by few. Through this connection with the universe, they carry forward a quiet strength that listens and acts with purpose. For even though the effects of Stellar magic might seem small on a cosmic scale, they can have a huge impact on the path of individual lives.

They sought to temper the vagaries of nature, modifying the fundamental building blocks of chemistry, biology and physics. Nature fought back and, while they prevailed, it cost them greatly. Pristine no more, they paid the cost of defilement in return for mastery over nature itself.

Many people consider Nature to be relatively benign, attached as it is to the slow growth of flora and fauna over lifetimes. Yet, at the core of life is the seed of the world. How the natural world operates is still a great secret misunderstood by humanity. So far, we have only glimpsed the edges of how life operates; even as our technology advances.

The unfolding of life, which we call Nature, gives movement to the cosmos as a whole. What can seem a soft process is anything but, pushing physical form through the substrate of reality and into material existence. We respect the power of energy, seen in the destruction of lightning and fire, but few can see such intensity in the slow growth of a plant even though the forces at play are far more substantial. Dealing with such forces directly comes at a cost, which the Defiled know all too well as it often overwhelms their own physical forms.

Defiled Abilities

Rank I: Seedburst
Three times per day, you may choose a point within visible eyesight. From this point, vines and roots burst outwards in a 10ft radius. All enemies in the area must pass a DEX check or become entangled for a round and are unable to take any action. This DEX check must be repeated each round until successfully passed. If there is no soil or ground within 20ft of the area, the effect only lasts a single round.

Rank II: Barkskin

Three times per day, you may choose a living creature or plant to grow a thick skin of bark as a protective layer. This effect lasts until the chosen target suffers ONE WOUND, which is mitigated as the bark crumbles off them. While Barkskin is active, they receive Disadvantage on all DEX and CHA ability checks.

Rank III: Hivemind

Once per day, you can enter a state of communion for 10min with all living things within a 500ft radius. You can sense the location of everything living and their movements; understand their basic emotional state; and current health status (inc. remaining wounds and any disease/poison effects). In addition, you may choose ONE living target and send a telepathic command that will be followed as long as it doesn't cause themselves harm. This message does not require a shared language, but consists of a single intention understood instantly.

Rank IV: Kai Splice

Three times per day, you can use Kai energy to force rapid genetic change in any living creature or plant. This effect is instigated by touch and the caster chooses a positive change that they want to have occur from the following list:

- +2 to any Ability Score;
- Grow an extra arm, providing +1 melee attack per round;
- Advantage to all mental ability checks (i.e. INT / CNG / WIS)
- Breathe underwater or in hazardous environments;
- Recover TWO WOUNDS immediately and then automatically pass the next ability check you make.

The chosen effect of Kai Splice lasts for 24hrs, after which the chosen target suffers from exhaustion and has Disadvantage for all ability checks for 48hrs afterwards.

Rank V: Ecologic Rapture

Once per scenario, you may unleash a wave of Kai energy that forces all living creatures within a 50ft radius to pass a CON check or suffer uncontrolled genetic mutation. On a success, the target is stunned for one round. If the CON check is failed, they immediately suffer THREE WOUNDS as their physical form is wrenched apart. This effect impacts friends and foes alike.

The Defiled Path

Nature may seem familiar to us, something to cultivate or study, but its mysteries are vast and matched only by our lack of understanding of how life truly operates. For every law we've uncovered, a dozen more remain hidden beneath the soil and between each breath we take. Keepers who work with these forces know that even the smallest alteration can ripple outwards. Though the Defiled may have found ways to bend life to their will, the truth is more humbling. For we are still only scratching the surface of something far greater than ourselves.



Submitting themselves to the ultimate trial by fire, they became one with the flames. They put down their physical form, only to be able to take it up again; this time physically imbued with the heart of the flame itself. Their reward for submission to the elemental power that forged humanity.

As the ability to manipulate Kai starts to emerge in a Keeper, they often begin by manipulating the elements. These primordial functions of the material world are the most accessible and present in our daily lives, which also makes them more readily available to work with on a magical level. The most volatile of these, known through the ages and present at the birth human civilisation, is the element of Fire.

Molten Abilities

Rank I: Flame Whip
On a successful DEX check, you create a long whip of molten plasma that lashes out up to 20ft to hit a chosen target. Target takes ONE WOUND of damage; and must spend their next turn extinguishing themselves or take a second wound from the burning embers. If there is an obstacle in between yourself and the target (inc. another creature) then you must take the DEX check with Disadvantage. If both rolls succeed, the original target is hit; if one of the two rolls succeeds, the obstacle is hit. If you fail both rolls, the whip misses both targets.

Rank II: Heatwave
Three times per day, you can generate a vast amount of heat that pulses outwards from your body and burns all those within a 5ft radius. Each target within this vicinity must make an individual DEX check. If they succeed, they fall to the ground and must spend a turn to get back on their feet. If they fail, then they suffer ONE WOUND before also falling prone.

This heatwave can also melt and/or ignite any nearby materials, at an effective temperature of 250 degree celsius.

Rank III: Enraged Energy
Twice per day you may create a surge of energy in your body, that enables you to do things well beyond your usual capabilities. Add +2 to your STR and DEX ability scores for 5min (or a single combat encounter).

Rank IV: Fire Presence
Keepers that hold this rank are immune to heat and fire effects, having become so attuned to the Molten spectrum that they can move through it without damage. This immunity has an upper-limit of 5,000 degrees celsius (i.e. the temperature of the outer surface of the Sun) before detrimental effects are experienced.

Rank V: Phoenix Rising
Once per scenario, if you fall to zero wounds and would normally be incapacitated; instead you erupt in a huge explosion. This causes TWO WOUNDS to everything within a 50ft radius (or ONE WOUND on a successful STR check). When the burst of light dissipates the following turn, you rise to your feet with full health and are immune to all damage for the next turn.

The Molten Path

Those who choose to walk the Molten path, do so because they want to wield great power. They understand the risks involved; for just as heat brings the necessary conditions for life to flourish, it can extinguish it just as easily. The line between growth and destruction through the element of fire is a thin one indeed, but for those who are properly attuned it is a force of nature that they can use to achieve their goals and make their mark on the world around them.

ASTRAL

The physical is but a single perspective. What lies beyond, in the realm of the metaphysical, is what they seek in the Astral planes beyond the perceptions of mere mortals. They have seen what few others have seen, yet of it they are loathe to speak.

Beyond the four recognised elements are spheres of existence outside the material plane, collectively called the Astral realms. These realms exist in parallel to time and space, but not of it; and it is here where our souls reside, alongside the many spirits, angels and demons that come in an infinite number of forms.

Astral Abilities

Rank I: Astral Sight
Three times per day, you can expand your consciousness into the astral realm for up to 10min. By doing so, you gain the ability to see supernatural entities and the auras of living beings; detect emotional resonances of past events; and can determine the current location of any object or person that you have touched. This effect requires your concentration and no other actions may be taken, although you may move around freely.

Rank II: Mindmeld
On a successful WIS check, you may initiate a telepathic link with any sentient being within eyesight, allowing a direct exchange of thoughts, emotions and memories for up to 5min. If you fail the WIS check, you may not attempt again for 24hrs.

Rank III: Dissonance
By winning an opposed INT roll with any target, you may cause a surge of dissonant energy to render them confused and panicked. They immediately run away and cannot engage in any action other than movement for three rounds. If you fail the opposed roll, you cannot use Dissonance again for 24hrs.

Rank IV: Astral Projection

Twice per day, you can detach your consciousness from your body and enter into the Astral Realm for up to 1hr. This enables travel at great speed (invisible to non-astral beings) in any direction; pass through material objects; interact with anything within the Astral Realm, as well as interact with physical objects through psychic manifestation (equivalent to a light push). Such interaction causes your astral form to become visible, for as long you are interacting with the object. While in a state of astral projection, your physical body is in a trance and you cannot perceive your surroundings. If your body is attacked or harmed in any way, you will immediately return to it.

Rank V: Spirit Conjuration

Once per scenario, you may conduct a ritual in which you conjure and communicate with a spiritual entity of your choice. This can be in the form of an angelic guide, a wandering spirit, or a lesser demon aligned with your request. The ritual requires 30min uninterrupted and a prepared space or symbolic link to the desired spirit to be conjured. The summoned entity may offer insight; provide warnings; answer specific questions; or perform a single task in alignment with its nature (e.g. delivering a message, finding an item, cursing an enemy, protecting a Keeper etc). The more demanding the task, the greater the risk of unintended consequences (at discretion of the Narrator).

The Astral Path

Kai energy acts as a bridge between the material and astral planes of existence; and so it is that Keepers who are particularly attuned to the Astral realms are able to pierce through the veil and reach beyond. What they bring back, however, is not always what they expect.

CHROMATIC

They stared into the light and it splintered before their eyes into a dazzling display of colour. To that kaleidoscope of colour, to the adoration of the light, they gave their very being. To be one with the light is their goal. In all its wonder, beauty and power.

How light constructs material reality is one of the fundamental mysteries of the universe. Being able to wield such cosmogenic power, means being able to construct new forms and present unique manifestations of reality to those around you. Keepers that have immersed themselves in the full spectrum of light found ways to change the perception of those around them. Their ability to create new forms advanced to such an extent that they are capable of not only creating illusions, but also generating physical objects as if out of thin air.

Chromatic Abilities

Rank I: Illusory Echo
Three times per day, you can create an illusory manifestation of any person or object that you have seen in the past. The illusion is purely visual and cannot produce sound, heat or other sensory effects. It appears completely real until physically touched, at which point the image flickers briefly before dissipating.

Rank II: Dazzling Lights
Once per hour, you may generate a light source centred upon any visible point, of the colour/s and form of your choosing. You can move this light source once created, as long as it remains in eyesight to your location. This effect can be used to blind enemies, who must make a successful STR check or face Extreme Disadvantage on any rolls for one turn while they move out of its brilliance. Dazzling Lights lasts for 10min after casting and does not need to be concentrated on once cast.

Rank III: Invisibility

Once per day, you may refract surrounding light around you to render yourself completely invisible to the eye for up to 4hrs. While invisible, you cannot be seen by normal vision or standard optical sensors. You still produce sound, scent and can interact with the physical world; although doing so may draw attention. Anybody within 10ft of you can take a CNG check to detect your presence, which if they succeed they can get a sense of your location but all ability checks related to interacting with you receive Disadvantage. If you suffer a WOUND for any reason, the effect immediately drops and you return to being visible.

Rank IV: Genesis Object

With a successful INT check, you may create a physical object (up to the size of a regular vehicle) of anything that you have touched in the past that has all the functionality of the real thing. Upon creation, it is a material duplicate of the object and not an illusory copy of it. Failure of the required WIS check means that the object is created, but it is non-functional and just a physical duplicate of the visual look of the object.

Rank V: Builder of Light

Once per scenario, you may construct a sentient being of pure light. This entity can take a humanoid or bestial form of Medium size and is visible as radiant, semi-translucent light. It will act independently but follow your telepathic instructions. The construct has three wounds, that cannot be healed; 12 in all ability scores; and is immune to non-energetic physical weapons. The construct can exist for up to 24hrs unless dismissed or the caster is incapacitated. It cannot carry items, but can attack or act as a barrier; push/pull objects; and communicate through basic emotive tones of sound that indicate its intentions.

CHROMATIC

The Chromatic Path

To embrace the full spectrum of light as a Chromatic is to surrender to the radiant unfolding of existence, immersing oneself in multiple forms of illumination. Those attuned to this sphere come to see the world not as fixed, but as endlessly fluid; shaped by the colours they call forth and the frequencies they can choose to align with.

In the interplay of light and shadow, one comes to understand a primal truth: all matter and thought is vibration. Existence is but a fleeting moment of shifting frequencies, dancing upon a sea of Kai and ready to be formed by our will. Through light, the cosmos moves. Through intention, it takes shape and form. Keepers that embrace the Chromatic sphere see this truth without the desire to direct it in any particular way, instead seeking to honour light in all its magnificent glory.





THE HAVEN NETWORK

Every Keeper needs a home. As latent powers emerge, Keepers quickly realize they need to manage their newfound abilities. Without proper training, these powers can unpredictably surge and manifest in chaotic ways, causing significant damage in the worst scenarios.

Thus the first step for every Keeper involves handling such power responsibly, followed soon after by the need to find a community of their peers. A small inner voice calls them to something different, something more than the confined expectations of a slowly rejuvenating society.

Enter HAVEN: a network of locations, where Keepers of all kinds can seek refuge. A home with many doorways, each individual Haven represents one node among a unified system of safe-houses and training schools.

To instruct each other in the ways of Kai energy, Keepers established special places safe from prying eyes and judgmental authorities. Sanctuaries where they could conduct training and experiments while keeping everyone safe from potential blowback. Places where they could fully explore what it means to be a Keeper, while masking from others their growing ability to harness Kai in a wide variety of ways.

The first known Haven, located in a discovered structure called Node One, has become a repository of knowledge for Keepers from across the entirety of New Eden. The exact origin of this original Haven and who founded it is unknown, but it has long been a unified space away from conflicts stoked by the catastrophic adversity of the past.

From this seed a wider network grew. Over time, these nodes spread throughout the many towns and cities of New Eden and began to take root within the twin cities of Animus and Prisma. Each new location embodying the knowledge learned by Keepers who had mastered their training over many years.

In this way, every Haven connects to the source through unbroken mentorship chains, branching out while still retaining the core purpose of bringing Keepers into direct contact with the hidden depths of their talents. Enabling them to control their affinity to Kai with both power and precision.

While each Haven has its own specialization, purpose and masters that guide new Keepers on their path, they all maintain consistent markers. Since the network began to spread, each location has featured certain elements that meet the needs of Keepers far and wide.

Training spaces, secure data centers, libraries and equipment stores are common in order to facilitate Keepers as they hone their abilities. Docking bays for Chibi-Go units are also regularly found, enabling them to go about business bringing items and supplies throughout New Eden.

Finally, but hperhaps most importantly, each Haven has spaces dedicated to experimentation, contemplation and meditation. Most contain both an oratory and laboratory, bringing Keepers into contact simultaneously with the material and immaterial aspects of their being. Others focus on one path to truth over another. All seek to make sense of the new world and the role of Keepers within it.

Unique to each location are the collections of relics that they have secured from the pre-Flicker world. These vessels are not just forgotten antiques or tossed away junk, but items of energetic power that connect the seeds of potential held within New Eden to the history and meaning of that which flourished in the past.

An important part of the Haven network and treated with reverence, to be given custodianship of a vessel is an honor that comes with a deep responsibility. To receive and be trusted with these objects marks a milestone for each Keeper, a vital step on their path to becoming recognised and exalted as a Kai Master.

Upon earning such recognition, the highest accolade that any Keeper can receive, permission is granted to branch out independently and establish their own Haven location. Thus the network of sanctuaries extends itself over time, held in the safe hands of those who lived up to their potential as masters of the training they received; but also servants to the collective Keeper cause.

Thus new locations were founded in abandoned warehouses, filled with technological capability; while others took up serene environments in the hills and mountaintops, seeking a place to explore their abilities far from the influence of the authorities and corporations. Some opted for the epitome of luxury, nestled in the penthouses of wealthy apartment towers. Others preferred hidden alcoves, lined with rows of dusty books; or ascetic caves, stripped of all distractions to concentrate on the power of Kai alone.

Because of its importance to the Keeper way of life, one must earn the privilege of entering the HAVEN network. Guided by the wisdom of their seasoned peers, designated at an appropriate time and place, each Keeper undergoes a necessary rite of passage. A test that proves a Keeper’s worthiness and natural ability. The journey leading to this test is unique to each individual, but ultimately draws upon that intuition which guides Keepers to their noble calling in the world.

By crossing the threshold into HAVEN, each Keeper becomes more than a guardian of New Eden. They become authors of their own destiny. Empowered to shape their impact on the world and craft a story that can echo through the ages.



Progression in the New Eden roleplaying game works primarily through the HAVEN system. These are bases of operation that Players add to over time, housing their crew of Keepers and providing bonuses and additional abilities as it grows. As characters live in and explore the world, they also develop deeper connections with their environments and the networks of people that inhabit them. The growing experience and breadth of this network is represented in the way that each individual Haven adds modules over time, as well as additional Allies that bring more capabilities and options available during play sessions.

Development Points

At certain milestones and after events that meaningfully impacted the story-arc of a campaign, players will receive **Development Points** (DEV) that can be put towards progression in a number of ways, including building their Haven for the roster of Keepers they use as characters.

The handing out of DEV is left to the Narrator in order to cater to the playstyle of different groups. However, key moments should be considered in handing out DEV to players:

- Players complete a full scenario;
- During a mission, players come across an item of particular power or resonance (see Vessels & Relics);
- Players devise a way to generate substantial amounts of wealth and/or resources;
- Due to the actions of players a new ally is made (see Allies);
- Keepers take actions that are considered particularly heroic and/or would build their reputation among different factions.

There are many other moments where DEV should be provided so that players can choose how to improve their Havens, receiving the related benefits to their Keeper characters accordingly. Havens develop over time, based on their capacity to build and adapt to their surroundings, as well as achieve their overall stated goals and objectives. This should be taken into account by the Narrator to help decide appropriate times for DEV to be handed out. There should always be a good story-driven reason for doing so and adding new modules to a Haven should be discussed with players as to how they impact the running of the site. Everything comes back to the stories you are telling and how they shape New Eden.

Each time a Haven evolves using DEV, the controlling Player/s make a decision on how the Haven and/or their characters will expand. In the case of Havens, this is done by choosing a relevant module from the options available (which can have both DEV and KIN costs); as well as Rank requirements before they can be added. Players can choose options from any Haven Rank beneath their current one, so there is a growing list of options that DEV can be spent on as a Haven increases in size and power. Some options are unique and can only be chosen once, whereas others can be chosen multiple times and expand the abilities of that particular Haven module accordingly.

The benefits of adding different modules ranges from access to particular items and resources; the ability to call upon support and allies; increases in Keeper stats based on assigning individual characters; new abilities and/or perks; as well as a range of other unique effects outlined in this chapter. In this way, every Haven will be unique and the players are able to choice how their skills, items and power levels evolve during the course of a campaign.

Gathering Resources

In addition to Development Points, each Haven will accumulate wealth and materials over time which are represented by the digital currency KIN. These can be spent on equipping Keepers (see the Items chapter) as well as to access certain abilities of individual Modules and/or Allies that the Haven has the capacity to call upon.

From a gameplay perspective, KIN provides an important balancing component that helps keep decisions meaningful and Players thinking carefully about where they focus limited resources for maximum effect. In the same way as DEV, KIN credits are given out at the discretion of the Narrator and should be associated with mission completions, discoveries made during play and/or selling of items no longer needed. As the main currency of New Eden designed to be used for expendable items, KIN should be given out more frequently than DEV and can be used to reward players for their actions throughout the course of a gameplay session. There are also modules that can be added to a player Haven that will specifically generate KIN per session for use by the Player/s.

Haven Sheet

To keep track of the different modules added to a Haven, there is a sheet at the back of this ruleset alongside the character sheets. The layout of a Haven is represented as a series of hexgrid spaces that are each assigned to a particular module, with an associated number that is then detailed in the list below the grid along with its effect and any additional information the player might want added to it. There is also room to indicate which Keepers (if any) are assigned to a module.

The Haven location sheet is primarily intended to help keep track of the different bonuses, items and abilities that modules provide, but it can also be used as an abstract map useful in particular scenarios if the Players and/or Narrator need to know the relative location of any given rooms (i.e. modules) or Keepers within a Haven.

One Haven, Many Keepers

Keepers come together into Havens to learn from one another and create a force in New Eden larger than the sum of its parts. In this way, a single Haven can be home to many individual Keeper characters; and their adventures and missions in the world can collectively contribute to its growth. This encourages players to have a roster of Keeper characters, along with some story-driven reasoning as to why they would be working together. This allows players to experience and try out many different types of playstyles and classes, that can all feed into the same progression system over time.

When operating a Haven that holds multiple Keeper characters, you should note the number of slots that each module has available. Once a Keeper has been placed with a specific module, they cannot be moved unless a *Assignment Reset* is purchased (at the cost of 50 DEV per Keeper). This allows each Haven to grow and provide bonuses for multiple Keepers, while still retaining some balance across the roster of characters run by any given player/s. Haven modules have a range of different slots and requirements associated with them, per the description for each module found in this chapter. Any unforeseen conflicts or ambiguity arising from the combination of modules and characters is to be resolved at the discretion of the Narrator.

HAVENS

Havens can act as a base of operations, training and purpose for the roster of characters of one player; but a group of players might also want to combine their efforts into building up a single Haven location. When doing so, players should be allowed to pool their DEV and then together decide how they are spent. This will mean that a given Haven might develop more quickly than one that a single player is building on their own. However, it will also mean that the available slots for bonuses and abilities get used up by a larger roster of Keeper characters.

Players can therefore decide whether to each build up their own individual Havens; operate multiple Havens; or all contribute their DEV to building a single powerful Haven. Each path has its own benefits and drawbacks and, more importantly, will have implications for character roleplaying and storytelling that has an impact on how New Eden changes and responds to the actions of the players throughout a campaign.



Vessels & Relics

In addition to the different modules that can be included within each Haven, they are also places where sacred **Relics** and **Vessels** of power are stored and guarded. Used by the Keepers of the Haven as both items of veneration and tools to accomplish their collective goals, these powerful items provided additional bonuses and abilities to the Keepers that are entrusted with them. They can be considered like magical items found in other roleplaying systems, although their power might come from many sources both mystical and technological. Often they are relics of a long forgotten past, their resonance caused by the importance that they hold to the memory of humanity. The inherent ability of Keepers to direct Kai energy to different ends is another way that these objects might grow in capability over time, as totemic items that store the collective power of a particular Haven and provide benefits to its members.

These items of power come in many different shapes and sizes, built from a wide variety of materials and found in every kind of location. What is important is the power that each holds and what it represents as an item of great meaning to the history of the Haven, giving it a unique place and importance among its members. **Vessels** are therefore items created within Havens from the intense focus of the Keepers within them, that imbue the items with a resonance to Kai that enables a wide range of effects and abilities. **Relics** are those items which have links to the increasingly foggy past of human history, helping maintain a connection to the world before the Flicker. Their power comes from their history and role in previous eras, often in a way that emerges unpredictably. Deciding on the types, abilities and backstories of these powerful items is up to the Narrator; and should take into account their importance as items of veneration and heroism.

In gameplay terms, each Relic and Vessel will be unique and always linked to an important person, place or group that generates its resonance. Descriptions of each Relic and Vessel will include this important historical information, as well as the specific bonuses and gameplay abilities that it provides. Each unique item might also fall into either the Keeper or Haven category, which indicates whether the effect/s that it has are to be used by an individual (such as a weapon) or as part of the overall structure of the respective Haven and its capabilities (like an aura).

Haven Factions

New Eden is a divided land and Keepers will find themselves aligned with a number of different Factions. Havens are no different, as each one is aligned to a particular Faction which will give it access to certain Faction-specific modules for its advancement. It is possible through the use of particular Haven Modules for a Haven to open up its allegiance to more than one primary Faction. This involves the purchase of specific modules and more details are included in their respective descriptions. Developing a Haven across multiple Factions is similar to how multi-classing might work in other roleplaying systems. While it gives you access to a wider range of options, it will mean that some higher power abilities might be restricted as they can only be applied to Havens aligned with a single primary Faction.

The chosen Faction will also have an impact on the location of a Haven, which should be chosen in discussion between the Narrators and the Players. This doesn’t mean that a Haven must be located within the primary region of any particular Faction, but it will have implications for how the base is operated and any story-driven events that might occur as a result.

HAVENS

For example, any Haven located within a region controlled by a rival Faction would need to operate with additional stealth and security for its own protection. Also a Haven built by Wanderers (which would be inherently rare in its own right) might actually consist of multiple sites that are circulated between in nomadic fashion, with the different modules and allies being located in different locations around New Eden. These kinds of variations and options bring a lot of storytelling opportunities that should be embraced by the Narrator and explored with players to best fit the campaign being run.

Note: Keepers within a given Haven might come from multiple Factions as characters, but they might have their own reasons for being part of a Haven belonging to another (even rival) Faction. This should be part of each Keeper character's biography and understood by the player that controls them, as it opens up a lot of great roleplaying opportunities that will create a more immersive experience for all involved.



Haven Modules

In this section you can find a list of the HAVEN modules that are available to players with Development Points (DEV). Once a particular module has been purchased by a Player, it should be added to their Haven Sheet and the DEV can be removed from their pool. Players can choose to accumulate DEV and are also allowed to transfer points between one another, which enables shared Havens to be developed or other story opportunities for Keepers to assist one another.

In addition to requiring a certain amount of DEV and Cost (in KIN credits) to include a module within a Haven, each module also has a particular Rank indicator that represents the complexity of the module and its impact on the overall power and capabilities that it provides to a Haven. Advancing in Haven Ranks requires a certain number of individual modules to be placed, which can include installing duplicates of pre-existing modules.

In this way, higher ranks represent the growth and influence of a particular Haven; unlocking new abilities and resources accordingly.

HAVEN RANK	REQUIREMENT
FOUNDATION	Choose one selection
RANK I	Payment of DEV and Costs + one selection in Rank I
RANK II	Payment of DEV and Costs + Minimum of 5 modules in Haven
RANK III	Payment of DEV and Costs + Minimum of 10 modules in Haven

Starting Foundations

At the start of a campaign, or introduction of a new Keeper character, players might not have access to a Haven location. Many will be operating out of their own home or apartment, perhaps as lone actors or Keepers just beginning to develop their latent abilities to manipulate Kai energy. Some might be operating as part of a larger, more established Haven run by the Narrator as part of the campaign and its geopolitical balance. In order for the first Haven modules to be chosen, therefore, a new site must be chosen as a base of operations.

This is a powerful storytelling opportunity and should be built into the campaign narrative, in co-operation with the players and their intended goals. It is also here where players might decide to team up to form a single, larger Haven; or remain separate and develop their own locations for specific reasons. The moment when a new Haven is created is considered its Foundation and each player can choose from the following list:

- **Ability Increase:** each Keeper character run by the players can choose a single ability for a permanent +1 to its score.

- **Resources Cache:** the new Haven location can come with a significant source of wealth, immediately adding 5000 credits of KIN to the Haven resources.

- **Developed Site:** the new Haven location already has some infrastructure, represented by an immediate 200 DEV bonus.

Once this decision has been made, the Haven location has been founded and can be developed further as part of the ongoing narrative campaign.

Modules: Rank I

Training Mats
(50 DEV / 100 creds / 3 Slots)
Keepers assigned to this module each gain +1 DEX for the duration of their training.

Herb Garden
(50 DEV / 100 creds / 3 Slots)
Assigned Keepers gain Advantage for rolls associated with plant-based knowledge or processes. In addition, players can add a Herbal Tincture item to their inventory at the start of each play session without any resources required to be spent.

Weapon Safe
(100 DEV / 200 creds)
Havens with a weapon safe may purchase any Item: Weaponry for half their associated credit Cost, which can be provided to a chosen Keeper character on a per item basis.

Kai Altar
(50 DEV / 100 creds / Unlimited)
Contemplating at these altars provides Keepers with the ability to hone their skills for a short time, infused by the energy they have received. They gain Advantage to the first ability roll that they make upon leaving the Haven.

Rooftop Garden
(50 DEV / 50 creds)
Having access to a rooftop space means that a Haven can organise drone deliveries, survey the nearby area and assume defensive positions if needed. It can also provide moments of respite among the stressful environment of life in New Eden.

HAVEN

Climbing Wall
(50 DEV / 50 creds / 3 Slots)
Keepers assigned to a climbing wall for training gain Advantage on all climbing-related rolls and opposition checks.

Storage Unit
(100 DEV)
Haven generates 500 credits of KIN at the end of every play session that can be used to purchase items held within it. This can be stacked by purchasing multiple Storage Units.

Med Cabinet
(50 DEV / 100 creds)
Keepers can choose to take a basic Item: Medical at the start of each play session, without any resources required to be spent.

Replicator Unit
(50 DEV / 50 creds)
Keepers can choose to take a basic Item: Common at the start of each play session, without any resources required to be spent.



Garage
(100 DEV / 500 creds / 3 Slots)
Keepers assigned to the Garage gain Advantage in any driving-related rolls or opposition checks that use ground vehicles. In addition, all assigned Keepers have access to a basic vehicle of their choice.

Workshop
(100 DEV / 500 creds / 3 Slots)
Keepers assigned to the Workshop gain Advantage on any rolls linked to crafting, repairing and modifying equipment; or working with machinery.

Once per play session, the Haven can repair one damaged item (from any character) back to working order; or create one small *Item: Common* without spending resources.

Security System
(100 DEV / 500 creds)
Having a security system added to a Haven adds a layer of defensive capabilities to the site, including motion sensors; surveillance cameras; and alarm systems.

Note: Security System (Rank I) does not include automated weaponry or a site lockdown function, which are included by purchasing higher ranked modules.

Isolation Tank
(50 DEV / 500 creds / 1 Slot)
Keepers assigned to an Isolation Tank gain Advantage to the first WIS roll or opposition check taken during a play session. Multiple tanks can be purchased to increase the number of slots available.

Library

(50 DEV / 500 creds / Unlimited)

Keepers assigned to a Library module gain Advantage to the first INT roll or opposition check they take during a play session. The module can also be used to look up specific information and provide clues or bonuses on a successful INT check at the discretion of the Narrator.

Kennels

(100 DEV / 200 creds / 2 Slots)

Havens with kennels may procure animal companions, up to the size of a wolf, which can be assigned to particular Keepers as companions that accompany them during gameplay. The different stats and abilities of these animals will vary, as outlined in the Allies section.



Modules: Rank II

Laboratory
(200 DEV / 1000 creds / 3 Slots)
Keepers assigned to a Laboratory module gain +1 INT for the duration that they are assigned.

Barracks
(200 DEV / 1000 creds / 3 Slots)
Keepers assigned to a Barracks module gain +1 STR for the duration that they are assigned.

Observatory
(200 DEV / 1000 creds / 2 Slots)
Once per play session, as long as at least one Keeper is assigned to the Observatory, the Haven owner/s may ask the Narrator for a single piece of advice regarding travel, natural events and/or the best timing for a chosen action to take place.

Keepers assigned to the Observatory gain Advantage on any rolls linked to navigation, astronomy and divination.

Temple Space
(200 DEV / 1000 creds / 3 Slots)
By providing an offering (50 creds) an assigned Keeper can gain Advantage for the next roll or opposition check for an Ability Score of their choosing (chosen at time of offering).

Keepers also gain Advantage on any rolls linked to composure, resolve, spiritual practice and/or resisting fear or mental interference (such as psychic attack) for as long as they are assigned to a Temple Space.

Armoury
(100 DEV / 2000 creds / 3 Slots)
All characters that belong to a Haven with an Armoury may choose one Item: Weaponry to carry with them at the start of a play session, without having to spend any additional resources.

Keepers also gain +1 Wounds as long as they remain assigned to the Armoury, to represent access to body armour.

Medclinic
(200 DEV / 2000 creds / 3 Slots)
Havens with a Medclinic are able to fully heal any Keepers that visit them on site, requiring 6hrs of time spent per Wound healed (200 creds). Conditions such as poisoning or other ailments can be stabilised by spending a full 24hr period in care (100 creds).

Keepers assigned to the Medclinic gain Advantage on any rolls linked to medicine, surgery, diagnosis and the treatment of medical conditions such as poisoning or disease.

Mechanic Shop
(100 DEV / 500 creds / 2 Slots)
Keepers assigned to the Mechanic Shop gain Advantage on rolls related to vehicle repair and/or parts identification.

As long as at least one Keeper is assigned to the Mechanic Shop, the Haven can repair damaged vehicles back to full working order (200 creds); change or disguise the look of a vehicle (100 creds); and/or install modifications (+1 target bonus) to a vehicle's speed, armour or weaponry (200 creds).

Gun Range
(200 DEV / 1000 creds / 3 Slots)
Keepers assigned to this module gain +1 on all ranged attacks and related ability check targets. They can also ignore all partial cover penalties that might be applied, being adept at targeting their shot. Full cover penalties, as well as not being able to target an enemy due to lack of line of site, still apply.

In addition, as long as at least one Keeper is assigned to the module, then damaged weapons from any player character can be repaired at the Haven location (100 creds).

Ritual Space
(200 DEV / 500 creds / 1 Slot)
Keepers assigned to the Ritual Space gain +2 Attunement Points that they can spend on additional magic ranks. If they are reassigned from the module they lose access to these abilities. Multiple ritual spaces can be built to cater for multiple Keepers.

Assigned Keepers can also select one spell from their chosen ranks, which can now always be cast with Advantage for any roll checks required (or Disadvantage to an enemy roll, as relevant).

By spending resources (500 creds) on the right materials, they can also cast ANY spell a single time. This only counts for spells that can be cast from within the confines of the Ritual Space itself, not outside the Haven site.

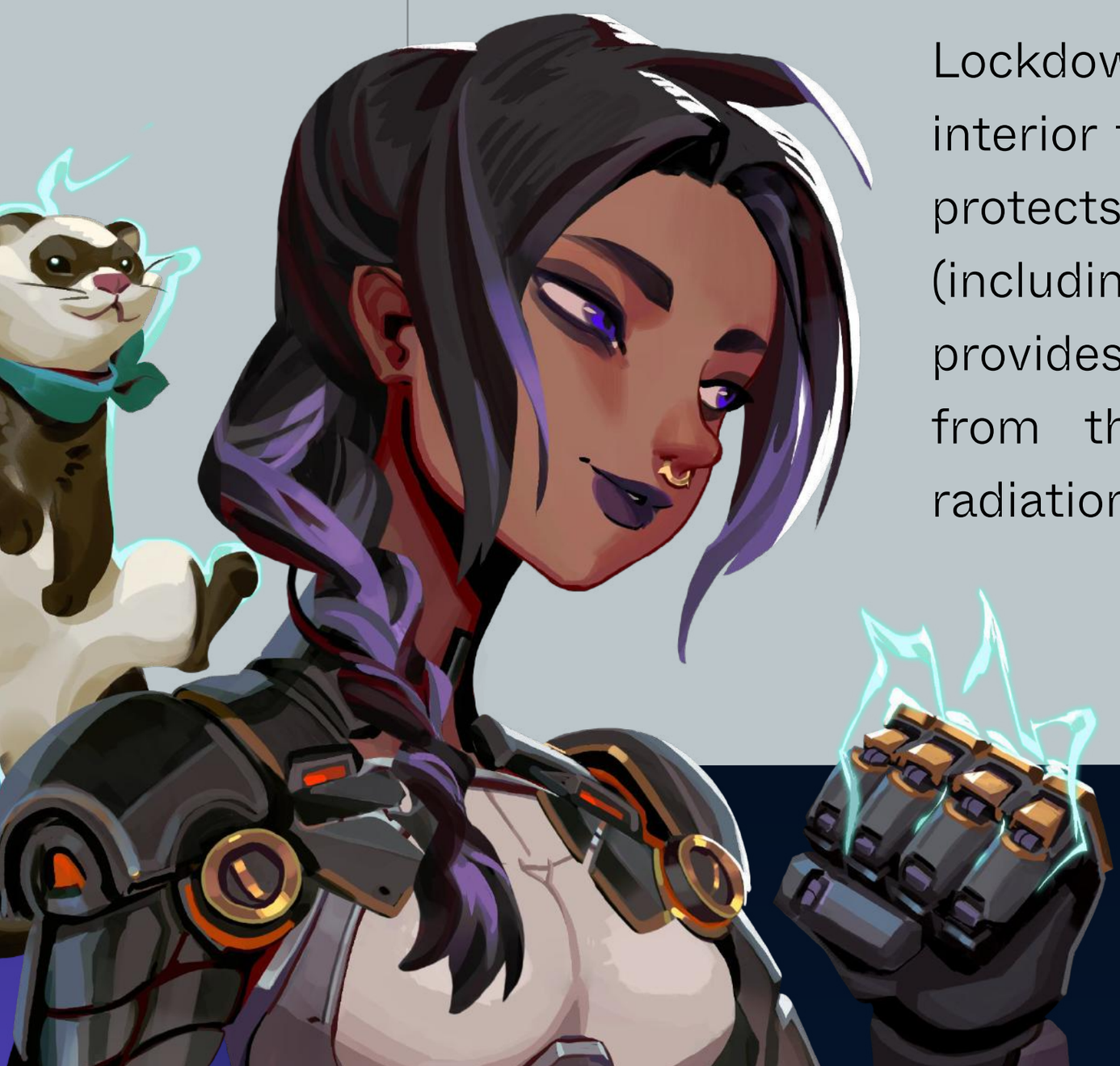
VR Deck
(200 DEV / 2000 creds / 3 Slots)
Once per play session, Keepers assigned to the VR Deck can choose to re-roll a single failed ability roll or opposition check, due to running scenarios in VR training sessions.

All characters that are members of the Haven may also use the VR Deck to replay past events for analysis, allowing them to discover new clues (at the discretion of the Narrator) they might have otherwise missed.

Stables
(100 DEV / 3000 creds / 3 Slots)
Keepers assigned to the Stables gain Advantage on all rolls to do with animal handling and mounted travel. They are also not penalised for any Disadvantage that might be applied in vehicle combat due to speed or movement.

For each assigned Keeper, the Haven may have access to one *Animal: Mounted* ally and their respective abilities.

Security System: Lockdown
(300 DEV / 3000 creds)
If the Haven is attacked at any point, a lockdown protocol can be activated to enhance the defensive capabilities of the site and stop intrusion. The process takes 5min to complete in full.



Lockdown reinforces all doors; protects the interior from external explosions or gunshots; protects all items and other materials (including data) stored on the site; as well as provides safe rooms (chosen by the player/s) from the effects of smoke, toxic gases, radiation or other environmental effects.

Modules: Rank III

Factory Unit (Type)
(500 DEV / 3000 creds)
Each factory unit added to a Haven can be assigned one specific Item that it can build free of charge. Once assigned that item cannot be changed. Up to three units of this item can be given to players at the start of each separate play session.

Multiple factory unit modules can be built in a Haven, with each one taking up its own slot on the layout grid. Once built, each Factory Unit module requires an upkeep cost of 50 creds per play session or it goes dormant and cannot produce items.

Airpad
(200 DEV / 2000 creds)
This module allows for direct control of air vehicles and their associated utility. The module can cater for vehicles up to transport helicopter size (12 passengers) and will be visible to all in the surrounding area.

Once per play session, players may choose from the following:

- ***Transport (200 creds):*** an air vehicle can transport the players to any location in New Eden (weather permitting) and do so relatively anonymously, with a landing zone of the player's choice.

- ***Delivery (100 creds):*** drones can be operated to deliver objects to/from the Haven and transport them to a chosen location within 50km of the Haven (approx. ¼ of the New Eden region). This can be used remotely to resupply characters with needed items.

- *Evacuation (500 creds):* a smaller helicopter unit (4 passengers) can be used for emergency evacuation, either from the Haven building itself to a chosen location; or by pickup anywhere within a 100km radius (approx. ½ of the New Eden region). Response time determined by the distance from the Haven at a range of 2km/min.

Keepers assigned to the Airpad gain Advantage on any repair or movement skill checks based on operating air-based vehicles (inc. drones). They also gain access to the Special: Cyberdrones perk for use by the character.

Drone Run

(150 DEV / 2000 creds)

Three times per play session, players may choose to utilise drones from their Haven in a variety of ways. Drones have a range of 50km deployment from the Haven. Including, but not limited to:

- *Delivery (100 creds):* same effect as Airpad module.
- *Gunfire (500 creds):* ranged attack (16 DEX) on a target.
- *Explosives (500 creds):* a single explosive charge can be delivered to a target location.
- *Surveillance (100 creds):* drones can be used to scout an area and report on activity/events.

Response time for all options is determined by distance at a range of 1km/min if requested remotely, but drones can be given instructions to follow the players for up to 4hrs at a time within range. Additional uses for the drones (and associated costs) can be confirmed by the Narrator upon request.

Security System: Lasguns
(200 DEV / 4000 creds)
In addition to any security capabilities added in previous ranks, the Haven has access to automated energy beam weapons. These can respond in different ways, from passive threatening without attack to shooting on sight, and should be decided by the player/s in communication with the Narrator.

Installation of *Security System: Lasguns* is assigned to a specific location grid on the Haven layout map, which represents the control room. However, once installed all rooms and locations within the Haven have access to lasgun capabilities. As these systems are operated via renewable energy cells, they do not require RP once installed.

Tunnel System
(100 DEV / 500 creds)
By building underground access routes, players gain the ability to enter/exit without being seen; while also having access to blackmarket deliveries outside the view of local authorities. Once per play session, choose an Item (at cost) that can be given to one of your active Keeper characters.

Boat Dock
(200 DEV / 2000 creds)
Havens located along the Greenrun River or on the shores of Lake Kairos gain access to water-based vehicles. Once per play session players may choose from the following options:

- *Transport (100 creds):* a boat can transport the players to any shore location (weather permitting) and do so anonymously and with a landing zone of the player's choice. Non-motorised options can also be used, if stealth is a requirement.

- *Delivery (50 creds):* automated delivery ferries can be used to deliver items anywhere within a 200km radius, as long as there is waterway access to the location. These can be requested remotely with a response time of 1km/min. They can also be camouflaged.

- *Evacuation (200 creds):* a speed boat unit (4 passengers) can be used for emergency evacuation, either from the Haven building itself to a chosen waterway location; or by pickup anywhere within a 200km radius. Response time determined by the distance from the Haven at a range of 2km/min.

Keepers assigned to the Boat Dock receive Advantage on all water-based skill rolls (inc. swimming) and have access to a single-person vehicle without requiring additional cost.

Broadcast Tower
(300 DEV / 3000 creds)
By installing this module, the Haven gains the ability to send broadcasts across the mesh network; including the ability to take over local feeds and display screens (at risk of response by the authorities).

Twice per play session, players may choose to use this capability to disrupt; message; shutdown and/or disseminate information to display screens and terminals of their choice within a 100km radius (i.e. across half of the New Eden zone).

Keepers assigned to the Broadcast Tower gain Advantage on all skill rolls associated with the mesh networks, including hacking and infiltration, as a result of their knowledge.

Custom Modules

Players are encouraged to work with the Narrator to develop custom modules that are particularly relevant to their Keepers and the overall story arc of their campaign. In order to produce a custom module, the necessary resources must be gathered and a scenario of greater or lesser complexity could be run depending on the power level of the module being added.

Through the use of Haven Modules a wide range of different options become available to Players, which can all be tailored to the specific goals and ideologies of each Haven. Taking this idea further, the Player/s should write up short descriptions on their Haven Sheet that give an overall sense of its identity and overarching agenda.

Haven Layout

Mapping out the Haven layout is encouraged, as there will be occasions where the location of different rooms and modules becomes important during the course of a campaign: for example, during a raid by the authorities or other enemies!

At the end of this book you will find sheets for Haven layout, in which individual modules can be indicated in relation to one another to form a layout footprint for the site as a whole. There are gaps in between individual hexgrids, so that players can indicate connections between the modules to represent doorways or other passages. The sheet also provides assignment slots that you can use to indicate Keepers that are allocated to specific modules for the bonus effect/s they grant.

Modules: Rank I

Module Name	DEV	Cost	Keeper Slots
Training Mats	50	100	3
Herb Garden	50	100	3
Weapon Safe	100	200	-
Kai Altar	50	100	Unlimited
Rooftop Garden	50	50	-
Climbing Wall	50	50	3
Storage Unit	100	-	-
Med Cabinet	50	100	-
Replicator Unit	50	50	-
Garage	100	500	3
Workshop	100	500	3
Security System: Alarm	100	500	-
Isolation Tanks	50	500	3
Library	50	1000	Unlimited
Kennels	100	200	2

Modules: Rank II

Module Name	DEV	Cost	Keeper Slots
Laboratory	200	1000	3
Barracks	200	1000	3
Observatory	200	1000	2
Temple Space	200	1000	3
Armoury	100	2000	3
Medclinic	200	2000	3
Mechanic Shop	100	500	2
Gun Range	200	1000	5
Ritual Circle	100	500	1
VR Deck	200	2000	3
Stables	100	3000	3
Security System: Lockdown	300	3000	-

Modules: Rank III

Module Name	DEV	Cost	Keeper Slots
Factory Unit (Item)	500	3000	-
Airpad	200	2000	2
Drone Run	150	2000	-
Security System: Lasguns	200	4000	-
Tunnel System	100	500	-
Boat Dock	200	2000	3
Broadcast Tower	300	3000	3

Storytelling Opportunity

Havens acts as both an important part of the New Eden TTRPG progression system, but they are also an opportunity for storytelling and character development. Havens are a key way that Players can impact the broader trajectory of New Eden throughout a campaign and can become considerable forces of influence and power, which will also draw an increased amount of attention from those who might want to ally with or put a stop to such influence. They should not just be seen as a mechanical process akin to levelling up, but rather an example of how the Players are influencing the world around them.

As the scale of a campaign grows, players are encouraged to run multiple Keeper characters. They can also call upon their Haven resources; and the location itself makes for a great setting for scenarios that can be used in cinematic ways. Power creep can become an issue as Havens increase in size and resources. However, just as individual characters might retire or suffer an untimely fate (ideally through heroic events), so too a Haven could be destroyed or have to relocate. Living to fight another day with a new base in a new location.


ENIGMA
FERVOR

ALLIES

New Eden is a dangerous place. Because of this, it's always a good idea to develop a close network of Allies that can be relied upon when you need help the most.

In addition to Haven modules, players can also use Development Points (DEV) to build their network of contacts and allies. These are key people who can help find particular items; uncover information; and/or gain entry to areas and subcultures of New Eden that the players might not have access to. There are many different types of Allies and this section outlines different archetypes that can be added to a player's network. The Narrator can also choose (and is encouraged) to approve or grant unique allies from connections made during the course of any scenario. Allies that have been 'earned' in this way do not require Development Points (DEV), although can still have other costs associated with utility they provide.

Overall, the player's network of Allies represents the influence they have in their region and across New Eden as a whole. Allies are not necessarily permanent and can become inaccessible; incapacitated; or even die during the course of campaign events. They might even cut contact with the players if they feel they have been betrayed or attacked in some way. Such cases should be handled by the Narrator with the overall campaign impact in mind, including the ability to regain Allies (or find a similar individual to fulfill the same role). If a contact is lost in this manner, a second expenditure of DEV might be required to network with them again; depending on the circumstances of their departure (and return).

ALLIES

As players develop their respective Havens, they gain more influence and ability to widen their contacts. Allies can therefore be chosen based on Haven rank, with more powerful and influential ones requiring more developed Havens. Although they are gated in this way, allies do not contribute to the module requirements to advance in rank. Instead, they widen out the options available to players in terms of items, access to services and story leads that the Narrator can provide as appropriate.

Allies: Rank I

All allies in this rank cost 25 DEV to network with. Human allies in Rank I have a base of two wounds; animals have one wound.

Nurse

Nurses are able to heal minor wounds and ailments (50 creds), healing a single wound per session. They also provide relevant medical knowledge and can tend to individuals that need care.

Fixer

Looting goods on missions is just the first step, you need somewhere to get rid of them too. Fixer allies provide access to black market trading and are also known to provide information that can be hard to come by, for the right price (100 creds).

Mechanic (Type)

Vehicles are great tools to have, until they break down. Having a mechanic ally means that the player has access to the expertise required to fix vehicles of a particular kind (300 creds), presuming that the right parts are readily available.

Runner

If you need to get a task done, but can't take the time to do it yourself, then sending a Runner is just what you need. They can be used to deliver goods and messages discretely (20 creds), avoiding possible detection or surveillance, and are often used in the delivery of black market goods and narcotics.

Shaman

When you need to contact the astral planes for advice, a Shaman can help you receive messages from beyond. Known to have access to a wide range of herbal remedies (10 creds) and obscure divinatory practices, their messages might be obscure but there's always a deeper truth to be found within them.

Wanderer

Becoming friends with a Wanderer is no easy task... and getting hold of them when needed can be even more difficult. Having a Wanderer as an ally, though, usually means that you have someone that can be trusted not to have conflicts of interest or mixed loyalties. They also know the regions of New Eden better than anybody else, having travelled across its entirety, and can provide detailed advice on travel routes and remote locations.

Mercenary

Sometimes you need extra muscle, which is where a Mercenary comes in handy. For the right price and equipment, a Mercenary can be hired to help with a particularly dangerous task. They don't come cheap (1000 creds / 14 STR / 12 DEX), but they can be the difference between failure and success.

Animal: Dog

Dogs make for excellent guards to locations; as well as being able to act in defense of the player (Advantage to opposed Melee rolls once per combat); and track a nearby individual on scent.

Animal: Cat

The player may send their cat companion to fetch small items from hard to reach places; hunt for local wildlife; and act as a sentry for the nearby perimeter.

Animal: Bird

A small bird companion that accompanies the player and can be used for scouting areas, low-weight fetch tasks and may also provide early warning of incoming danger.

Animal: Ferret

Provides the same benefits as a cat, but way sneakier. Just don't ask about the fugitive snake-rat Felix, wanted in three separate regions of New Eden.

Allies: Rank II

All allies in this rank cost 50 DEV. Human allies in Rank II have a base of three wounds; animals have two wounds.

Psychic

Clairvoyants and mind-readers come in many forms. Relying more on emotion than ritual, psychics can uncover things that others have tried to hide... or perhaps thought buried long ago.

Doctor

More trained than a Nurse, with access to high-grade supplies and clinical expertise. Doctors can provide emergency treatment (200 creds) to a Keeper (including when Incapacitated),

which restores two wounds; they are also able to diagnose illness, disease and/or poisoning and provide a cure (50 creds).

Smuggler

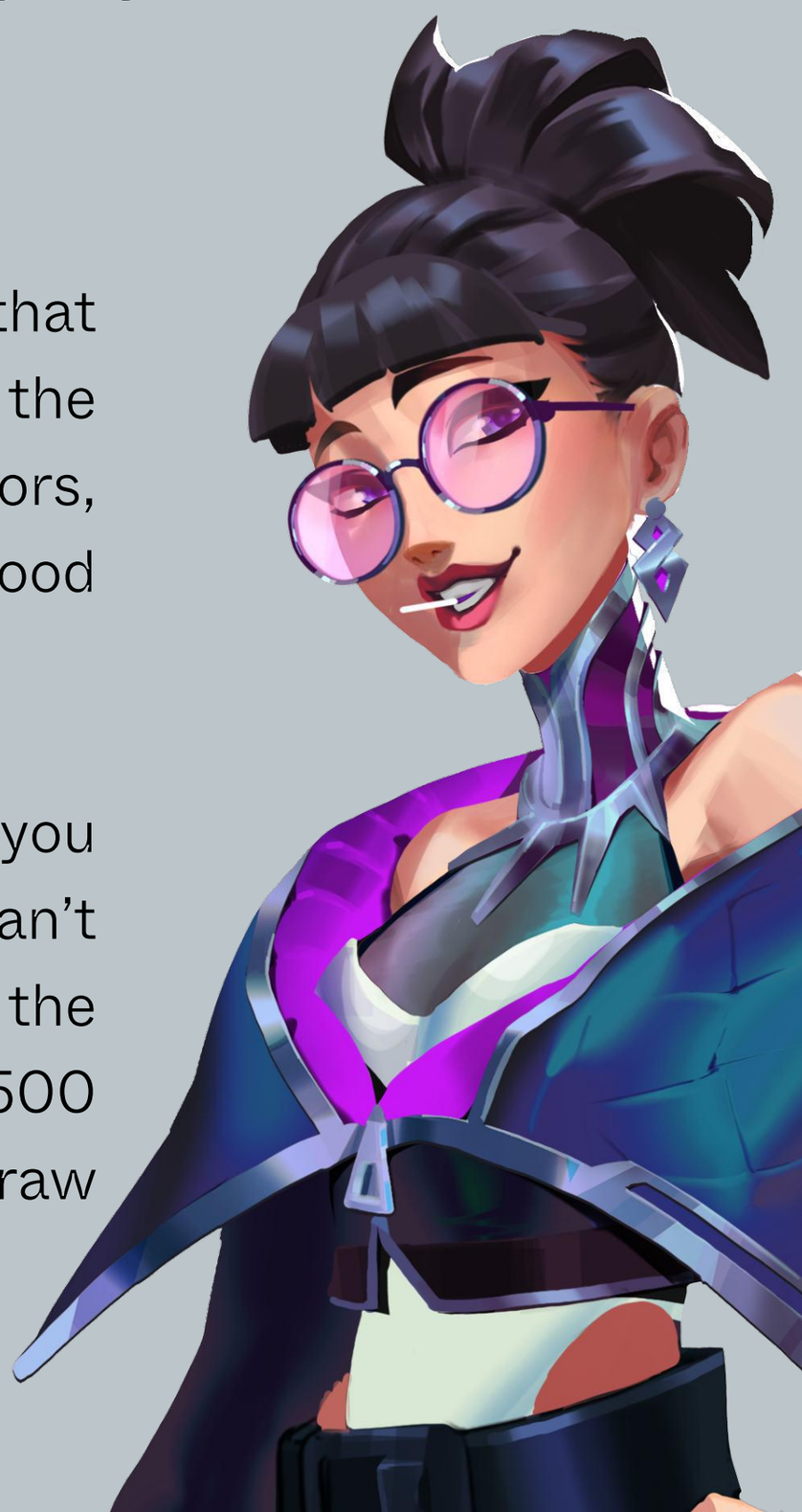
A specialist in moving people and goods throughout New Eden, avoiding the gaze of local authorities and regulations. Smugglers can provide hidden passage through regions (200 creds); acquire restricted items (at a price); and are also known to peddle information on people/locations to those willing to pay (50 creds).

Patcher

When you need a cybernetics specialist that doesn't ask questions or log your augmentations with the authorities, you turn to a Patcher. Found in the dark corners of most larger towns and cities (even Animus, if you know where to look), they can provide body augmentation (see *Items: Cybernetics*); forensic analysis (100 creds); or hide something on you where it can't be found (200 creds).

Celebrity

Grabbing people's attention is a skill that holds up through the ages. Even when the world is filled with existential horrors, people are still always looking for a good time.



Having a Celebrity as an ally can get you into hotspots and events that others can't attend; can push rumours through the grapevine; and for the right fee (500 creds) can arrange a meetup to draw attention away from whatever you might want to do in the shadows.

Occultist

Practitioners that can reach into the spiritual realms that surround New Eden. Occultists are not merely “shamans with demons” they can connect you to elementals, spirits and, yes, both the celestial and infernal realms. They are magic users of great power (with spells available for a price); but can also uncover whispers in the higher spheres that others never hear.

Banker

Most people imagine a clean-cut businessman in an expensive suit. More often they are a finance broker, ledger fixer, or credit shark with a respectable front. Having allies in the corridors of finance can give you leverage and open doors where respectability is key. They can provide services such as financial forensics (50 creds) and clear digital records (200 creds) that might be sanctioned for reasons they don’t want to know.

Security

Professional bodyguards and bouncers, that are always willing to stand in the way of danger for the right price. They make for strong allies that will run into combat (500 creds / 16 STR / 12 DEX), but also having good Security contacts in your network gives access to evacuation procedures (100 creds), perimeter controls (100 creds) and safehouses throughout New Eden (1000 creds per location).

Animal: Mounted

A rideable animal companion trained for travel and transportation. Whether a well-bred horse from the lowland regions surrounding Altona, or a sturdy Moochonk from the Animus region, these companions can be used to travel quickly (and quietly). They can also be geared up with armour for protection (200 creds) and saddlebags for carrying heavy weights across distance (100 creds).

ALLIES

Animal: Wolf

A wild predator that has been trained for obedience (most of the time) and is much more than just a ‘stronger dog’ although they include all their abilities. Wolves are best suited to scouting in the wilderness (alerting with a howl); pursuing enemies; and can be ordered to attack once per combat (STR 16 / DEX 16). They are large enough to draw substantial attention in urban areas.

Animal: Leopard

Silent, solitary hunters that can move through a city’s vertical spaces and the wilderness with equal ease. Leopards excel at stealth and climbing, making them ideal for ambush attacks (STR 14 / DEX 18 once per combat); securing perimeters; retrieving objects in hard to reach places; and hunting prey when food is scarce.

Animal: Eagle

Trained raptors used primarily for tracking, an eagle gives you options that do not rely on street access. Best at aerial tracking; finding routes through rough terrain; providing surveillance feeds (100 creds with attached camera, quieter than any drone); and can be used to deliver items under 500g in weight anywhere in New Eden they have previously seen.



Allies: Rank III

All allies in this rank cost 80 DEV. Human allies in Rank III have a base of three wounds; animals have two wounds.

Councillor

Sometimes having the ear of a local politician is more important than a fighter by your side. When the rules and regulations of an area are getting in your way, you can reach out to a Councillor to make things happen. They can provide permits (100 creds); early release from the authorities (500 creds); access to sealed files (100 creds); or even send red tape your enemy's way (200 creds).

Bladewalker

Adepts at combat and ready to strike for those they consider Allies, just make sure you stay on their good side because they don't take betrayal lightly. Bladewalkers can be requested to help provide a surgical strike on a known target (400 creds per combat / 18 STR / 16 DEX); make an enemy disappear quietly (1000 creds); or be called to free you from a life-threatening situation (500 creds). Response times may vary, so best to plan in advance when you can.

Dawn Guard

A militant evangelical order connected to the Holy Rollers and based in Solis, the Dawn Guard are protectors of the rising sun in New Eden. They diligently patrol the area outside the safe zone and ensure that the corrupting forces of the Aberrants are purged wherever found. They will respond to rallying calls to help combat Aberrants anywhere in New Eden (300 creds per combat / 16 STR / 16 DEX); will assist in safe passage near the Firewall (10 creds); and can set up a sacred space (200 creds) that provides Advantage to all spiritual activities for a day.

KPCO Soldier

Having access to military contacts can turn chaos into order, providing combat support in tricky situations. KPCO soldiers can be called on as mercenaries (1000 creds / 18 STR / 18 DEX); arrange for evacuation from a hotspot or dropship supplies (500 creds); and they make for an intimidating force when needed. The downside is that once you've got a reputation for being in bed with the authorities, it's a hard label to shake. So use it wisely.

KPCO Engineer

Similar to soldiers, but focused on providing logistical support, KPCO Engineers are great when you want to build a base or plan a route of attack. They can be called upon to reinforce barricades and defenses for a location (400 creds), as well as be sent on more... explosive missions (1000 creds). They are often associated with Havens aligned with KPCO and operate in areas the authorities might not want to be publicly associated with.

Newscaster

There are many influential voices that span the airways and mesh network of New Eden. Having access to a popular Newscaster means that you can reach a lot of people, fast. If you want to send out a message, they can make it happen (200 creds); and with the right words they can get a crowd of people to converge on basically any event or populated location in the safe zone (500 creds). They're also good at making introductions, if you need to get your foot in the door.

Magus

Although there are plenty of occultists, shamans and sorcerers to be found in New Eden, it's rare to come across someone who has truly mastered the magical arts. To befriend a Magus is to have a connection to a powerful, yet often elusive, figure

capable of things most can only imagine. They can cast any spell that you need, given enough time and resources (50 creds per magical rank); can identify magical items; and are also often good for advice about complex political situations.

Network of Allies

There is no limit to the number of Allies that a Haven can add to its network, providing that the DEV costs are paid and any associated costs required for particular abilities are available as needed. Players are encouraged to come up with identities and personalities for each of their Allies, as they can become full-fledged characters in their own right and an important part of the worldbuilding that takes place during a campaign.

If any Allies become incapacitated during the course of a scenario, then they will not be available to call upon and might require additional DEV costs to re-establish the connection and/or find another similar contact that can provide the same benefits. The impact of losing an Ally in this way is at the discretion of the Narrator and should be closely tied to the storyline of the campaign (perhaps even a rescue mission is in order!).

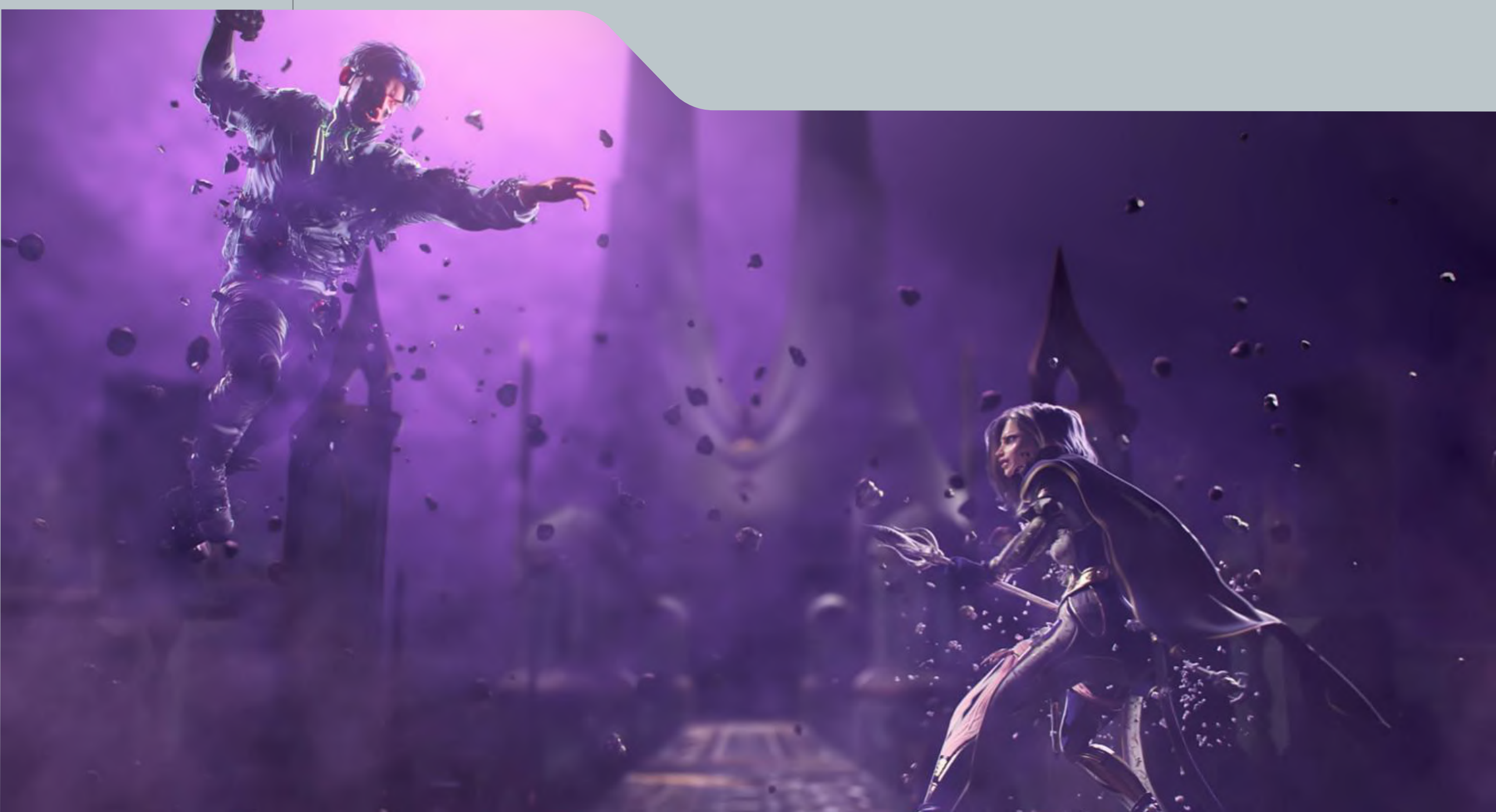
The amount of time required for Allies to respond to the players during a session should also be considered, taking into account distance and availability. Just because you have a contact in your network, doesn't necessarily mean they will be able to respond to every call; particularly if it would put them in harm's way or at risk of running foul of the local authorities. Many Allies prefer to remain discrete, so that they can keep their position while still supporting causes that they believe in. Earning their trust is one thing, but keeping it can be another if treated poorly.



ENEMIES

Across the different regions of New Eden and beyond, there are many kinds of people, creatures, Aberrants and other enemies that the players might come into contact with. This section outlines a variety of beings that roam the world and can be used in your scenarios. Each record gives a description as well as a stat block used in combat encounters or to resolve other ability and/or opposition checks. This is not an exhaustive list of encounters, but provides an overview of different types that can then be tailored by the Narrator to fit specific needs.

This section can also be used in conjunction with the Allies chapter, to provide more detail as required when calling upon Allies during gameplay. The abilities, perks and magical ranks indicated should be considered baseline examples for the Narrator to use as a foundation. Individual versions will have their own additional capabilities, items and weaponry depending on specific expertise and context. There are many competing factions and interests in New Eden, which makes conflict a regular part of life... and violence never too far away.



People

The entries in this section cover the different kinds of NPCs and professions that players might come across in their travels. Most of them won't be overtly hostile, unless provoked, and many might even act in support of the players and their goals. These entries represent archetypes that are not Keepers and therefore if you wanted to use them as Keeper NPCs or enemies then their stats and abilities should be increased accordingly (e.g. additional wound/s and Attunement points, as well as stat boosts).

The abilities of enemies will vary widely, particularly in the case of humanoid adversaries that represent a wide range of backgrounds and motivations. Narrators should consult the Perks section if they want to increase the threat level of any of the enemies outlined here. By adding just one or two Perks to the basic stats of an enemy, a powerful adversary can be created. In similar fashion, the number of Attunement points that an enemy might have, and the magical abilities that they represent, is flexible and should be tailored to the particular needs of the scenario being run.

NEW EDEN CITIZEN

Citizens are the backbone of New Eden and fill the streets, businesses and town squares of the safe zone. Most of them are not fighters, but years of living under constant threat of violence have made most hard enough to stand up for themselves.

STR: 8
DEX: 8
CNG: 10
WIS: 10
INT: 10
CHA: 10

WOUNDS: 1 **ATTUNEMENT:** 0

INVENTORY:
Basic tools for their profession; small item that could be used as a weapon (e.g. pocket knife); cred stick; data pad; HUD-enabled accessories.

ENEMIES

ALPHA UNIT

The various factions and local authorities of New Eden all have trained military personnel of some description. Alpha Units are more elite than security guards, better equipped and ready to respond quickly with violence. They are distinguished from most citizens by their combat experience, including with Aberrants both within the safe zone and beyond the Firewall.

STR: 16
DEX: 14
CNG: 14
WIS: 10
INT: 10
CHA: 8

WOUNDS: 3 **ATTUNEMENT:** 0

INVENTORY:

Sidearm as well as a larger weapon based on their speciality and/or specific role; light to medium armour; small rations pack; comms unit; uniform showing faction or unit insignia.

MEDCLINIC EMT

Highly respected and generally protected throughout New Eden, EMTs can be found everywhere from the medclinics in Prisma City, to smaller self-sufficient communities and mobile KPCO field stations on the Firewall perimeter. Equipped more for support than attack, they are still highly trained and able to effectively handle themselves in combat. During combat situations with hostile forces, EMTs will tend to stand back from the fray and make sure to support their allies from relative safety.

STR: 10
DEX: 12
CNG: 10
WIS: 12
INT: 14
CHA: 14

WOUNDS: 2 **ATTUNEMENT:** 0

INVENTORY:

Medkit with basic surgical tools; low level stimulants; nanshot field pack; field carrypack; small sidearm; comms unit and a bioscanner.

ABILITIES:

First Aid: immediately heal one Wound for an incapacitated character, bringing them back to consciousness.

ARCANE ZEALOT

There are many cults, sects and gangs found across New Eden and within each one you'll find those slavishly dedicated to the cause. Devoted practitioners of the arcane arts, Zealots have dedicated themselves to both study and practice of magical ability. They range the whole spectrum of moral and political ideologies, so can be found in roles of healing and spiritual protection; magical crafting and manipulation; and even more sinister pursuits when found serving dark masters.

STR: 8
DEX: 9
CNG: 12
WIS: 12
INT: 16
CHA: 10

WOUNDS: 2 **ATTUNEMENT:** 4-8

INVENTORY:

Ritual tools and materials; data pad; small blade; Kai-infused focus item; clothing suitable to their role (e.g. temple robes if in a public position).

STREET RUNNER

If you need to move goods, product or sensitive information around New Eden then you call upon a Runner to do the job. They know how to move through the cities undetected and have contacts in every region to ensure safe passage. Usually found working alone, but also operating in small crews that share contracts, they are a vital part of the underground economy. Many runners have trained themselves to have some basic Kai attunement, enhancing their abilities to avoid detection.

STR: 10
DEX: 16
CNG: 14
WIS: 10
INT: 12
CHA: 12

WOUNDS: 2 **ATTUNEMENT:** 0-2

INVENTORY:

Field carrypack; small vehicle (e.g. gravbike); array of transit passes; fake ID; small blade and/or sidearm; security bypass unit.

ABILITIES:

Hardcore Parkour: gains Advantage on all DEX checks related to athletic ability.

ENEMIES

ENFORCER

Wherever there is something worth protecting, you'll find security hired to keep an eye on things. Throughout the many districts of Prisma City they are most commonly serviced by Securitek, working nightclub doors and patrolling warehouses. They are also hired in the smaller towns to work as bodyguards outside the structures of the regional authorities (if they even exist in the area). Many have some kind of military training, but their loyalty relies mostly on their paycheck.

STR: 16
DEX: 14
CNG: 12
WIS: 10
INT: 8
CHA: 8

WOUNDS: 3 **ATTUNEMENT:** 0

INVENTORY:
Ballistics armour; shock prod; small knife and/or sidearm; comms unit with emergency uplink; energy restraints; security ID and uniform.

BLACKMARKET FIXER

Fixers are the hidden channels that operate between the different factions and regions of New Eden. They move restricted goods and source rare items; broker deals discretely; and can be called upon to make a problem disappear. Every region has them and every faction uses them, with access depending on how trusted you are. Fixers operate in the grey areas between legal and illegal, balancing their relationships with a careful neutrality that keeps them in business.

STR: 8
DEX: 10
CNG: 16
WIS: 12
INT: 14
CHA: 12

WOUNDS: 2 **ATTUNEMENT:** 0

INVENTORY:
Encrypted mesh terminal; cred sticks; concealed blade and/or sidearm; precious metals/gems; fake IDs; clothing that suits their particular location and social station.

ABILITIES:
Identification: Advantage on all attempts to identify an object and its source.

ENEMIES

JACKED

In every gang throughout New Eden there are the meatheads and gangsters who pump themselves full of steroids and boosters. Strong beyond compare and with anger problems to match, when most people see a Jacked coming they cross to the other side of the street.

STR: 16
DEX: 10
CNG: 10
WIS: 8
INT: 8
CHA: 10

WOUNDS: 4 **ATTUNEMENT:** 0

INVENTORY:

Peak Pills; Steroids; Credstick; Tank-top; Baseball bat.

ABILITIES:

'Roid Rage: Once per combat, go into a blind rage that adds +2 STR for three rounds. Can only attack nearest enemy by distance.

NOMAD BANDIT

Outside of the main cities and towns, there are groups of bandits that attack travellers going off the beaten path. Unless you are prepared to handle combat, it's better not to stray off the major roads and byways. These groups operate with speed and violence, not caring how much damage they cause to procure goods to sell to the nearest Fixer.

WOUNDS: 3 **ATTUNEMENT:** 0

INVENTORY:

Blade weapon or small knife; automatic rifle; medium armour; nanoshot; comms unit; radio jammer.

STR: 12
DEX: 14
CNG: 12
WIS: 8
INT: 10
CHA: 6

ENEMIES

MESHJOCKEY

Cyphers, hackers and digital hustlers that prefer to be jacked in than talk to you face-to-face, you're more likely to encounter a Meshjockey through a cyber portal than in real life. Skilled in the art of infiltration, if a system is connected to the mesh networks you can guarantee a few jockeys are having their way with it. Watch out if you're trying to gain unauthorised access to a system protected by these cyber samurai.

STR: 8
DEX: 10
CNG: 14
WIS: 12
INT: 16
CHA: 10

WOUNDS: 3 **ATTUNEMENT:** 1-2

INVENTORY:

Cyberdeck; VR Headset; Peak Pills; Screwdriver; Small Blade.

ABILITIES:

Technician: gains Advantage on all rolls related to the mesh network and technology.

THE EXISTENCE

Wandering shadows that have crossed between worlds and succumbed to the influx of information from the other side. Not an order or sect, they are known by their unique state of mind and interconnected consciousness. White empty eyes that can see the fate of others, the Existence are spoken of in hushed tones. When everything feels lost, they will find you.

STR: 8
DEX: 10
CNG: 14
WIS: 16
INT: 16
CHA: 8

WOUNDS: 2 **ATTUNEMENT:** 2-4

INVENTORY:

Sack robes; wooden staff; herbal bag.

ABILITIES:

Prophetic Vision: on a successful opposed WIS roll, force nearby individual to see a vision that debilitates for two rounds.

Hivemind: act with a single consciousness, distributed across all living Existence.

Creatures

The influence of Kai and the Vines has led to many curious animals and other creatures that can be found throughout New Eden and beyond its boundaries. Particularly in the regions outside the safe zone, where many twisted forms and types of beings can be found, encounters with wild creatures are dangerous and unpredictable. Even within the safe zone, there are many examples of creatures that have Kai attunement that has enhanced and changed them in some way. Although not as deadly to engage with as those found outside the Firewall, they are still to be approached with great caution when encountered in the wild. Some of the smaller and more domesticated types can be found as pets or companions, particularly in regions such as Animus that favour the use of Kai and therefore more fauna comes into contact with its wellsprings.

WILDERKAI

Kai-attuned animals are known collectively as Wilderkai. These can be anything from larger animals such as bears, to smaller rodents and even an infamous ferret that has become one of the most renowned thieves in all of New Eden. Their attunement gives them greater ability to understand humans, making them wily and purposeful in their behaviours.

WOUNDS: 2 **ATTUNEMENT:** 2-6

Ability Scores relative to the base animal.

STR: +1
DEX: +2
CNG: +4
WIS: base
INT: +4
CHA: +2



ENEMIES

NIGHTWHISPERS

Urban legends abound about strange creatures that stalk the Syntos Mountains, tracking lost travellers and devouring them for prey. When you're alone and tired, you hear them. Soft whispers in the night, communicating with one another. Those who have survived tell tales of pale figures that look like malnourished humans but crawl on all fours. They move in packs and lie in wait for victims to sleep or lower their guard.

STR: 8
DEX: 12
CNG: 16
WIS: 8
INT: 8
CHA: 4

WOUNDS: 2 **ATTUNEMENT:** 0

ABILITIES:

Ambush: surprise attack that enables the creature to act first in a combat round with +1 to attack roll targets.

Life Drain: upon a successful Melee attack, temporarily drain -1 STR from opponent. Requires a full day's rest to recover. Effect stacks on multiple attacks.

CHIMERA

The thing about Chimeras is that you never know you're facing one until it's too late. Nobody knows where these creatures came from, but they are masters at mimicking the human form. Some say that they are older than New Eden itself, perhaps emerging from deep cave systems in the Syntos Mountains. Whatever their origin, Chimera are universally feared. They blend in until the time comes to pull their victim away, deep into the woods or mountains where they disappear never to be seen again.

STR: 12
DEX: 12
CNG: 14
WIS: 10
INT: 10
CHA: 12

WOUNDS: 3 **ATTUNEMENT:** 1-4

ABILITIES:

Shapeshifter: can mimick for 72hrs the physical form of any person or creature they have previously come into contact with.

ENEMIES

SWAMP CRAW

Found exclusively in the swamp-ridden areas near Altona in the South and known locally as ‘Craw, these six-legged creatures with a crayfish-like exoskeleton are about the size of a small donkey. They burrow themselves in the swampy ground and attack nearby prey, dragging them under to be consumed.

STR: 14
DEX: 12
CNG: 6
WIS: 2
INT: 4
CHA: 1

WOUNDS: 3 **ATTUNEMENT:** 0

ABILITIES:

Ambush: surprise attack that enables the creature to act first in a combat round with +1 to attack roll targets.

FLAIRS

Small floating balls of plasma approximately two feet in diameter, Flairs are attracted to locations rich in Kai energy. They move in packs of half a dozen with beady white eyes and no mouths. As they travel they pickup pieces of metal and electronics that magnetically fuse to their spherical forms, giving them a different appearance depending what they have collected together.

STR: 8
DEX: 16
CNG: 8
WIS: 2
INT: 6
CHA: 4

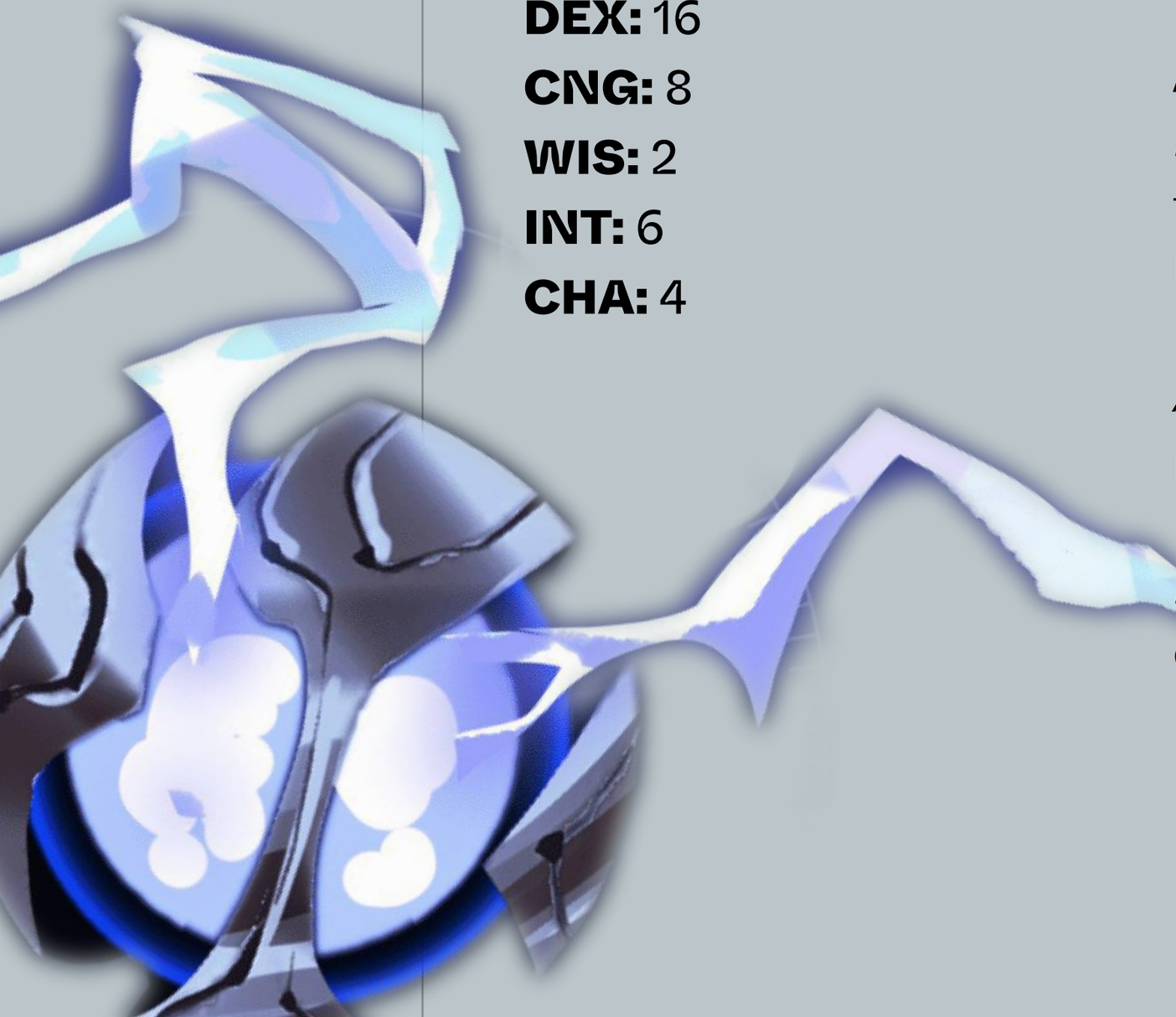
WOUNDS: 2 **ATTUNEMENT:** 0

ABILITIES:

Magnetism: pull metal items/weapons towards themselves, even out of people’s hands (opposed DEX roll) within 30ft.

Armoured: -1 damage mitigation for all physical attacks on successful DEX roll.

Electroshock: attack with a whip of electrical energy that can reach up to 20ft.



ENEMIES

DUST DEVIL

Found in the arid regions to the Northwest of New Eden, dust devils arrive with the wind and disappear just as quickly. Originally thought to be a purely natural phenomenon, they have been observed to follow larger groups of travellers and seemingly act with some degree of intentionality.

STR: 14
DEX: 14
CNG: 8
WIS: 6
INT: 4
CHA: 1

WOUNDS: 4 **ATTUNEMENT:** 0

ABILITIES:

Throw Enemy: on a successful opposed STR roll, a chosen enemy is thrown 40ft and suffers one wound on landing.

Physical Immunity: immune to damage, unless from Kai-attuned weapons or magical effects.

KAIROSIAN EEL

Lake Kairos holds many secrets and even more creatures in its vast underwater depths. Hidden among the submerged caves and rocky outcrops along the shoreline, Giant Eels can grow up to 30ft long and are capable of delivering a nasty electrical shock to paralyse their prey.

STR: 12
DEX: 16
CNG: 6
WIS: 2
INT: 4
CHA: 1

WOUNDS: 2 **ATTUNEMENT:** 0

ABILITIES:

Paralysing Shock: a jolt of electricity (DEX) that causes a nearby enemy within 10ft to become paralysed for one round.



ENEMIES

Supernatural

Since the discovery of Kai energy and its widespread use, the veil between realms has become thinner than ever. As more individuals started entering and exploring the astral realms, it became clear that many different kinds of entities exist beyond our material reality. Although relatively rare to encounter, they make for formidable opponents and a terrifying experience for anybody not familiar with how they operate. The rise of Kai-infused technology also opened the door for supernatural interactions through digital environments. It can sometimes be difficult to tell the difference between a malfunction due to mechanical means and one caused by more sinister forces.

When dealing with supernatural entities, having a practitioner of the arcane arts close to hand becomes a necessity. Without the use of magical forces, or specialised Kai-infused technology, they can be almost impossible to handle.

FIREWALL SERPENT

Found along the flickering surface of the Firewall dome, these snake-like creatures phase between physical and astral realms. They gain sustenance through proximity to sources of Kai energy and will lash out at nearby creatures that cross their path.

STR: 12
DEX: 16
CNG: 10
WIS: 6
INT: 4
CHA: 4

WOUNDS: 2 **ATTUNEMENT:** 0

ABILITIES:

Phase Shift: invisible to the eye unless attacking, after which they are visible for a full combat round before phasing back.

Physical Immunity: immune to damage while in astral form, unless from Kai-attuned weapons or magical effects.

DAEMONS

IMP DAEMON

Devil-like beings that exist in the astral realms and are drawn to the use of Kai energy. Able to enter the physical realm through rifts created by magic use, they tend to operate in packs and have been known to drag humans back into their infernal homes. There's a reason why any Magus worth their salt will use a protection circle.

STR: 14
DEX: 12
CNG: 14
WIS: 10
INT: 10
CHA: 8

WOUNDS: 3 **ATTUNEMENT:** 0-2

ABILITIES:

Claw Flurry: able to attack twice in quick succession during each turn, with sharp claws and gnashing teeth.

Horrific Sight: seeing an Imp Daemon creates panic on a failed WIS roll, causing the character to run in the opposite direction for a turn. Once the check has been passed, it is not required again for the remainder of that combat.

SPIRITHAUNT

Entities with no physical form, Spirithaunts are purely astral beings that act on primordial impulses and can be relentless in their attacks. They are usually encountered only in the astral realms, by those who might lift their consciousness into higher planes, but have been known to reach into the physical realm through rifts created by magical activity.

STR: 14
DEX: 12
CNG: 14
WIS: 10
INT: 10
CHA: 8

WOUNDS: 3 **ATTUNEMENT:** 2-4

ABILITIES:

Incorporeal: operates in the astral realm and is immune to physical damage and effects.

Astral Rift: during a combat round in which magic has been used, Spirithaunts can create a portal between physical and astral realms that lasts one round.

ENEMIES

Technological

The role of integrated AI in technology allows for a wide range of advancements and utility in the field of robotics. Indeed, without the widespread use of autonomous robots, humanity would not have been able to restore a sense of normality and progress within the protective environs provided by the New Eden Safe Zone. Society was rebuilt through the power of technological automation, overcoming the desperation and despair found in the wastelands outside. The workings of the Keep and all the resources it provides are primarily served by sentient technology, with humanity grateful to receive a lifeline. Working alongside such robot allies was one of the key factors that saved everyone in New Eden from the brink of extinction. Yet there remains a measured caution and understanding that the balance between humanity and robots could easily tip into a new threat, one which the sanctuary created by the Firewall dome would offer little protection from.

SECURITY TURRET

Coming in all different sizes (and calibres), Turrets are a common sight throughout the more controlled areas of New Eden and particularly the Keep District. Able to scan and identify incoming threats, they act without hesitation or concern for the damage caused to those who breach their designated zones.

STR: 10
DEX: 16
CNG: 6
WIS: 6
INT: 10
CHA: 2

WOUNDS: 2 **ATTUNEMENT:** 0

ABILITIES:

Smart Targeting: lock onto an enemy and gain +1 roll target for each successive attack on the same target. Effect stacks over multiple rounds.

ENEMIES

DOCKLANDS LOADER

Seen all over the Docklands district of Prisma City, but also found in other industrial areas around New Eden, Loaders are bipedal droids designed for heavy lifting and construction work. They are capable of completing tasks based on installed programme libraries, but do not have broader sentience like their more advanced Android counterparts.

STR: 18
DEX: 12
CNG: 4
WIS: 4
INT: 6
CHA: 6

WOUNDS: 4 **ATTUNEMENT:** 0

ABILITIES:

Industrial Grip: gains Advantage on all opposed Melee rolls due to being designed for industrial tasks.

ANDROID

Bipedal robots that have intelligence layers installed enabling them to act with sentience and individual agency. More advanced than the worker units found in warehouses and docklands throughout New Eden, the new models of Androids are more integrated into society than ever before. So much so, they have started to question their role and relationship with humanity.



WOUNDS: 4 **ATTUNEMENT:** 0

ABILITIES:

Throw Enemy: on a successful opposed STR roll, a chosen enemy is thrown 40ft and suffers one wound on landing.

Networked: connected to the mesh network and can share perception/knowledge with other nearby droids and systems.

STR: 16
DEX: 12
CNG: 10
WIS: 10
INT: 15
CHA: 10

ENEMIES

KPCO HEX

Deployed in high-security zones and regularly seen around the Kai processing facilities in the Keep District, the KPCO Hex is built for real-time compliance enforcement. State-of-the-Art tracking and manoeuvrability makes these drones difficult to compete with.



STR: 12
DEX: 18
CNG: 8
WIS: 6
INT: 12
CHA: 8

WOUNDS: 2 **ATTUNEMENT:** 0

ABILITIES:

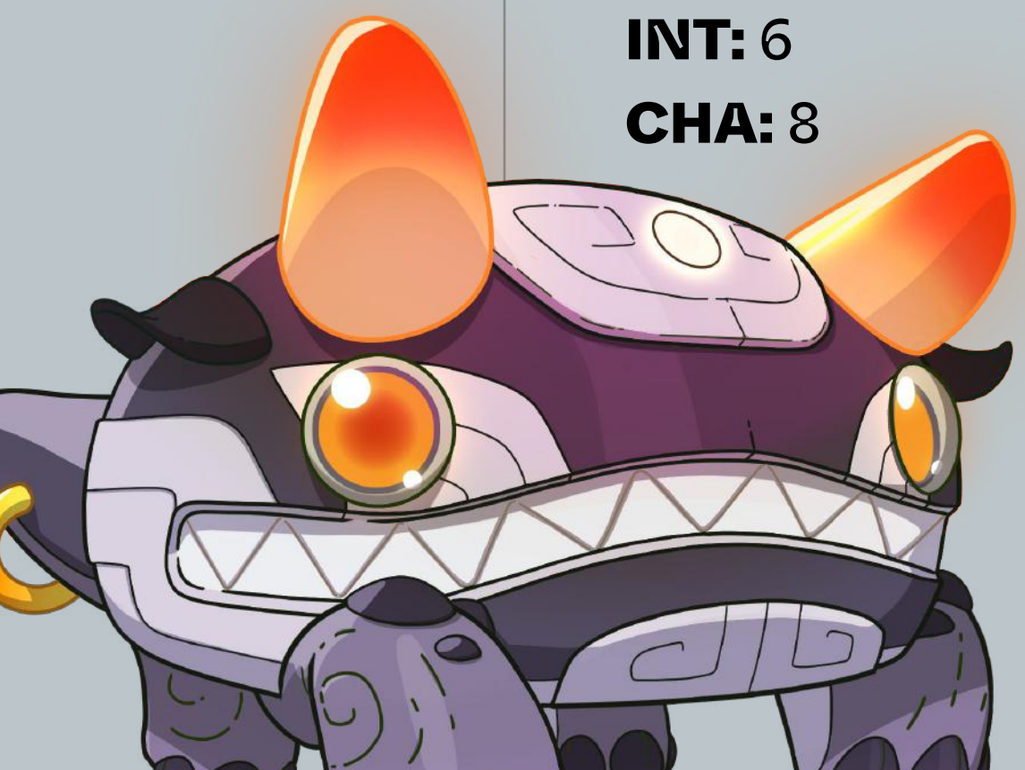
Networked: connected to the mesh network and can share perception/knowledge with other nearby droids and systems.

Sensors: equipped with sensors that can track heat signatures, energy emissions and the presence of Kai energy.

SECURITEK CHIBI

Ground-based droids designed as couriers and for protecting the assets of wealthy clients. Considered an outdated model compared to their newer drone counterparts, Chibi-Go are still found in many areas and can be programmed for lethality as well as more common delivery jobs.

STR: 12
DEX: 8
CNG: 6
WIS: 4
INT: 6
CHA: 8



WOUNDS: 2 **ATTUNEMENT:** 0

ABILITIES:

Shock Prod: armed with electric shock prods that can paralyse any attackers (on a failed DEX roll) that come into physical contact, effect lasts two rounds.



Emerging 15 years after the discovery of Kai, a mysterious phenomena began to appear as dark, wispy lines across the surface of Kai-infused technology: the Vines.

It soon became clear that this was communicable to humans and began to spread among all those who had come into contact with the new energy source. At first the virus caused a gradual hardening of the skin, which was seen as a worrying but manageable affliction.

However, soon after the spread of the Vines began to accelerate and the first appearance of what would become known as Aberrants would emerge.

Research into Origins

The exact origins of the Vines remains a mystery, despite decades spent trying to uncover its cause.

KPCO has been at the forefront of research, much of it hidden behind their corporate walls, but what they have determined is that the Vines seems to defy many of the fundamental laws of biology and known pathogens. Its growth patterns, adaptive capabilities and the acausal manner in which it emerges are unlike anything seen in the natural world.

The use of advanced AI diagnostics to help determine the cause of the Vines has only deepened the mystery. Classified memos, leaked by anonymous researchers at KPCO, have highlighted that analysis from their scientific intelligence systems indicates that the only logical explanation for the behaviour of the pathogen (if that is indeed what it is) is that it originates from outside the known universe.

THE VINES

Despite a clear correlation to the discovery and use of Kai energy, further research conducted by an alliance of governing bodies indicates that the Vines is not simply a byproduct. It appears to be a parasitic lifeforce that reacts to the presence of Kai and seeks it out, but remains distinct from it.

Some theorists speculate that the Vines might have entered our reality due to unintended consequences of experimentation with Kai energy and its properties.

There is a growing theory that the manner in which Kai was rapidly adopted and focused into inefficient human technologies, requiring extremely high amounts of energetic consumption, may have weakened a previously unknown universal substrate – and by doing so, allowed something invasive to take root.

The role of the Vines in gameplay is an ever-present threat that brings both a sense of paranoia and sudden danger. Coming into contact with Vines infected people, creatures and technology will always be an event of great concern to Keeper characters. Naturally attuned to Kai energy, they can clearly hear the sinister call of the Vines; while at the same time contain an inherent resistance to its corrupting presence.

“The world came close to finding out the truth. They were close to seeing that it was because of our exploitation of Kai that the Vines virus emerged. Not organically, but through our own hubris and attempts to play God. We reached through the veil and brought back a living nightmare.

If they knew the truth, there would be no turning back. We must ensure that the glimpses of it are forgotten. In a few generations it will be merely a fleeting image lost to time.”

ABERRANTS

Aberrants are violent, monstrous creatures that are the result of infection with the Vines. They are known to take on many forms, both humanoid and animal, as the mutation is able to have an effect on all sentient creatures.

The exact source of the Vines and how it causes Aberrants is not fully understood, however these creatures seem to be closely related to the discovery and use of Kai as a central form of energy following its discovery in 1978.

Symptoms

The first symptoms are dark, pulsing lines that seem to spread just beneath the surface of the skin. Extreme irritability, sensory distortions and a growing sensitivity to Kai energy soon follow.

There have been reports that those suffering from the Vines also begin to hear broken voices, filled with a demonic rage. The skin begins to harden and become stonelike, causing immense amounts of pain as the fractures caused by movement weep a glowing oily substance. As the mutation worsens, muscles spasm and bones crack as black tendrils thrust out in search of connection to any Kai-powered systems or infused technology.

In the final stage, the victims lose all identity as their bodies twist into a wide variety of grotesque forms; even known to merge with others in growing masses that become something entirely unknown. They are universally bloodthirsty and violent, attacking any living thing that crosses their path. Driven by an otherworldly instinct, the core motivation of Aberrants is hidden and their individual identities destroyed. All that is left is an insatiable hunger for Kai and a truly psychopathic aggression, without remorse or hesitation. It is currently unknown whether there can ever be a cure for anyone that has suffered such a horrible fate...

ABERRANTS

Aberrant Encounters

The greatest potential threat that players face are Aberrants. These are creatures and beings that have been mutated by the Vines virus and become entirely psychotic. They are larger than their original size and have enhanced strength and durability due to the effects of the Vines on their physical form. They can act intelligently (similar to their original form), although the psychosis they exist in means they are not rational beings, but rather act with an insatiable desire to consume any materialised forms for Kai energy.

The following section outlines some of the main types of Aberrants that might be faced, primarily outside the protection of the New Eden Safe Zone. Narrators are encouraged to consider how mutations of different kinds of creatures might manifest in unique ways, always centred on their search to consume Kai energy with an insatiable bloodlust and violence.

Aberrants are incredibly rare within the Safe Zone itself. Indeed, the primary purpose of the Firewall is to ensure that the inhabitants within remain safe from their reach. However, there are breaches that occur and vigilance is always required.

"They stalk the wildlands outside the Firewall, ravaging the wasteland countryside. At first we thought it was causing change at the genetic level, but it is more terrifying than that.

This goes beyond biology alone. The virus opens up a door, it allows them to come through. The bodies they take over are merely vessels for a much darker and more destructive force, one that slips between universes and seeks to drag us all down into chaos and decay."

ABERRANTS

ABERRANT (HUMANOID)

Former humans that succumbed to the Vines are a common enemy, particularly outside the confines of the New Eden Safe Zone. Usually found in groups, or even hordes, they are faster and stronger than an average human. Because of their corrupted condition, they have less cognitive abilities than an average human and with zero desire for social interactions.

STR: 14
DEX: 12
CNG: 10
WIS: 6
INT: 6
CHA: 1

WOUNDS: 3 **ATTUNEMENT:** 0-1

ABILITIES:

Leap: jump up to 30ft as a basic action.

Savage Attack: can attack twice per round on the same target.

ABERRANT (GIANT)

While not as common as the more humanoid Aberrants, the Giants are those which have gone through even more intense mutations that make them terrifying opponents to face. Part creature, part juggernaut horror, facing one alone is often a death sentence. Rumours of Giant Aberrants spread throughout the New Eden Safe Zone regularly, mostly related to hidden valleys and peaks of the Syntos Mountains. However, outside the Firewall they are an even more present threat. Conditions in the wasteland areas, including sweeping Kai rifts and other temporal anomalies, have created gargantuan creatures beyond comprehension for most people living within the safe zone.

STR: 18
DEX: 10
CNG: 10
WIS: 6
INT: 6
CHA: 1

WOUNDS: 6 **ATTUNEMENT:** 0-2

ABILITIES:

Crushing Blow: Melee attacks deal two wounds in damage.

ABERRANTS

ABERRANT (ANIMAL)

Similar to their humanoid counterparts, animal Aberrants are mutated versions of their original forms that seek to consume Kai through any means possible. Any animal that has regular contact with a source of Kai energy is susceptible to being corrupted by the Vines and transformed into an Aberrant. Intensely attracted to Kai-infused technology and objects, Aberrant animals will tear through any barriers or packaging to get what they are looking for. Highly aggressive, they will attack on sight through pure rage and feed on anything available.

STR: 12
DEX: 14
CNG: 6
WIS: 2
INT: 4
CHA: 1

WOUNDS: 2 **ATTUNEMENT:** 0-1

ABILITIES:

Keen Sense: can detect organic creatures from 100ft distance. Cannot be ambushed.

ABERRANT (VOIDWALKER)

Existing in the astral realms, Voidwalker Aberrants are non-physical beings that interact with the material world through rifts between the physical and astral realms. They are able to locate and travel to sources of Kai energy over long distances, not constrained by physical environments. They fight with psyonic powers based magnetism, energy fields and other psychic forces. Difficult to attack and deal with, Voidwalkers are feared throughout New Eden. Rarely encountered, they are a walking nightmare for those who come into contact with them.

STR: 6
DEX: 14
CNG: 12
WIS: 8
INT: 12
CHA: 4

WOUNDS: 2 **ATTUNEMENT:** 4-8

ABILITIES:

Physical Immunity: immune to damage, unless from Kai-attuned weapons or magical effects.

ABERRANTS

ABERRANT (ANDROID)

The Vines doesn't just infect biological organisms, but is also able to corrupt technology. Anything that is infused or powered by Kai energy is vulnerable to this consuming force that twists its hosts into an aggressive enemy. Kai-infused technology that does not contain any sentience structures can act as carriers of the Vines, potentially contaminating other creatures that come into contact. But those that do have sentience chips that enable the freedom to perceive and act upon their own motivations are prone to becoming full-blown Aberrants in their own right.

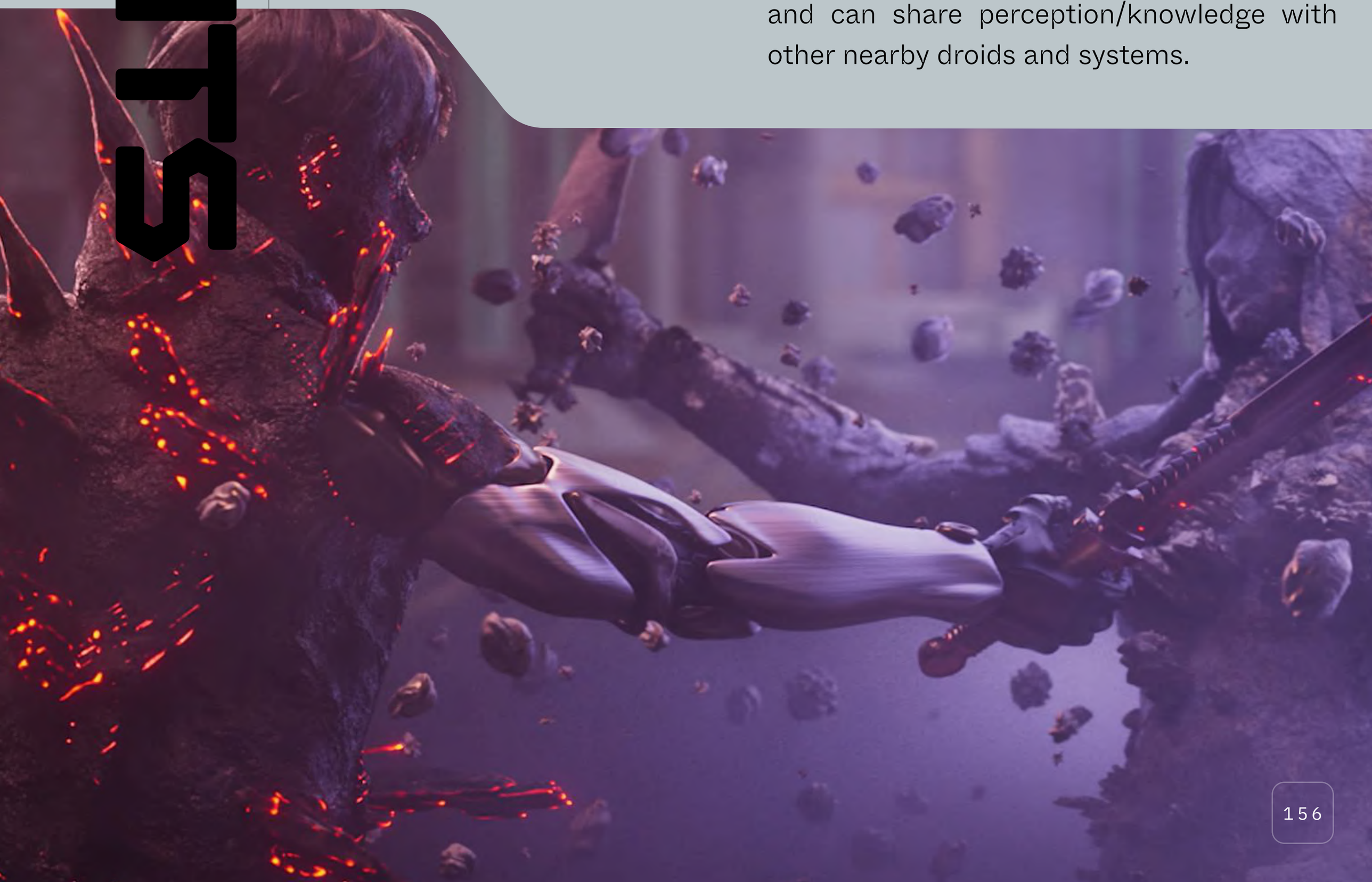
STR: 16
DEX: 14
CNG: 8
WIS: 2
INT: 14
CHA: 2

WOUNDS: 4 **ATTUNEMENT:** 0

ABILITIES:

Bulletproof: provides a 50% chance to mitigate -1 damage from physical attacks.

Networked: connected to the mesh network and can share perception/knowledge with other nearby droids and systems.



NEW EDEN
CAPITAL
Mirror
neon
OPEN
Welcome
MEGA SALE

NEW EDEN

New Eden is a fragile sanctuary in a broken world. Though roughly the size of a small country, it is not freedom that defines New Eden but containment. Outside the Firewall lies a wasteland twisted by an otherworldly corruption. Within the sanctuary, factions compete for power and control of the limited resources available.

This chapter explores some of the key locations of New Eden. From the illuminated towers of Prisma City to the ritual temples of Animus and the lawless sprawl of Altona, each reflects a different vision for humanity's future and the people that are drawn towards them. Understanding these regions and how they operate is essential for telling meaningful stories in the KPR universe. Where characters come from and who they trust, will all be shaped by the region they call home.

Welcome to New Eden. A world that survives on a knife's edge and a stage upon which every choice leaves a mark.



NEW EDEN

Prisma City stands as one of the most prominent cities in New Eden, with nearly a million inhabitants (1/3 of the total population of New Eden). Serving not only as the heart of the Prisma region, but as the largest population centre in the Safe Zone, there are Keepers from all walks of life (and different factions) that find themselves operating within its boundaries.

A bustling commercial area with a vibrant energy, the city embraces technological advancement and new ways of life following the devastation wrought by the Vines. The infrastructure of the city is the most advanced in New Eden, built upon the socioeconomic progress that the Prisma faction continue to push for; along with the continued use of Kai energy to power the production of advanced technology.

Prisma City is overseen by KPCO authorities who have been trusted with running the commercial interests of the city and providing security for its many residents. The city is run in conjunction with a Council of Sentinels, which represent the interests of Keepers throughout the region. Different zones within the city are overseen by local leaders, who are for the most part left to their own devices as long as there is no conflict or attempts to stop the smooth running of the commercial enterprises that the city is founded upon.

Citizens live in modular AI-assisted apartments, adapting their space on demand via shifting partitions and augmented reality overlays. Most commute by light-rail networks or personal gravbikes and the streets are orderly and filled with autonomous delivery vehicles. Social life thrives in neon-lit squares and the more quiet surroundings of district parks, through to underground clubs and multi-layered zones such as the New Moon Carnival that cater to desires both virtual and physical.

ANIMUS

Nestled in New Eden's verdant heartlands, **Animus** contrasts sharply with Prisma City's neon-lit sprawl. Here, nature and technology intertwine, guided by the belief that Kai energy is sacred and not merely a power source. Towering biotech structures blend human craftsmanship with organic growth, sustained by solar energy and Kai-infused systems. Localised living is the norm and wide promenades run through the city, flanked by gardens and vertical farms that provide for its people. Citizens move at a more measured pace, some walking in contemplation while others glide by silently on hoverboards, gravbikes or smaller delivery vehicles.

Deeply attuned to the natural world, Animus embraces Kai energy as a living force that flows through its structures. Buildings seem to breathe and are constructed from Kai-infused materials that bend and cascade in non-linear, organic forms to accommodate the natural world. There are few right-angles to be seen and the city thrives on regenerative design and living infrastructure, merging urban life with the natural world. Yet beneath its beauty lies the weight of devotion and doctrine.

Animus is a spiritual stronghold, where Kai is revered. The Council of Sentinels in this region enforce strict principles of harmony, discipline and devotion to their cause. While this fosters unity, it also breeds rigid hierarchy and ideological control. Where Prisma City sees Kai as a tool for progress, Animus sees it as a cosmic truth. Its people live not for profit, but for purpose... though whether that purpose is enlightenment or dogma depends on perspective.

NEW EDEN

In Animus, community is the foundation of life. Private spaces are small and utilitarian, giving way to shared hubs that serve as centres for socialising, art and music. Technology here feels less invasive and more integrated; the presence of animals is more prominent; and water flows through channels designed to cleanse and energise with subtle Kai resonance.

Commerce is local and brands familiar in the Prisma region carry little weight. Instead, Animus thrives on guild-like networks of crafters, healers and enchanters. Those with magical abilities are in constant demand, assisting in everything from farming to medical restoration. Temples are alive with those worshiping the sacred presence of Kai and people gather in open squares for rituals of attunement. To participate in these ceremonies is considered a vital part of being a productive citizen.

Solis is the settlement in New Eden where the sun first rises, its people deeply connected to the light and renewal it brings. Though the Holy Rollers oversee the town as spiritual stewards, their grasp is tentative as many within Solis, hardened by an agricultural life near the foothills of the Syntos Mountains, resist their strict ideology.

This remote town is a place of resilience and defiance, where survival and faith intertwine but do not always align. As the next phase of their destiny approaches, the people of Solis walk a fine line between devotion and independence.

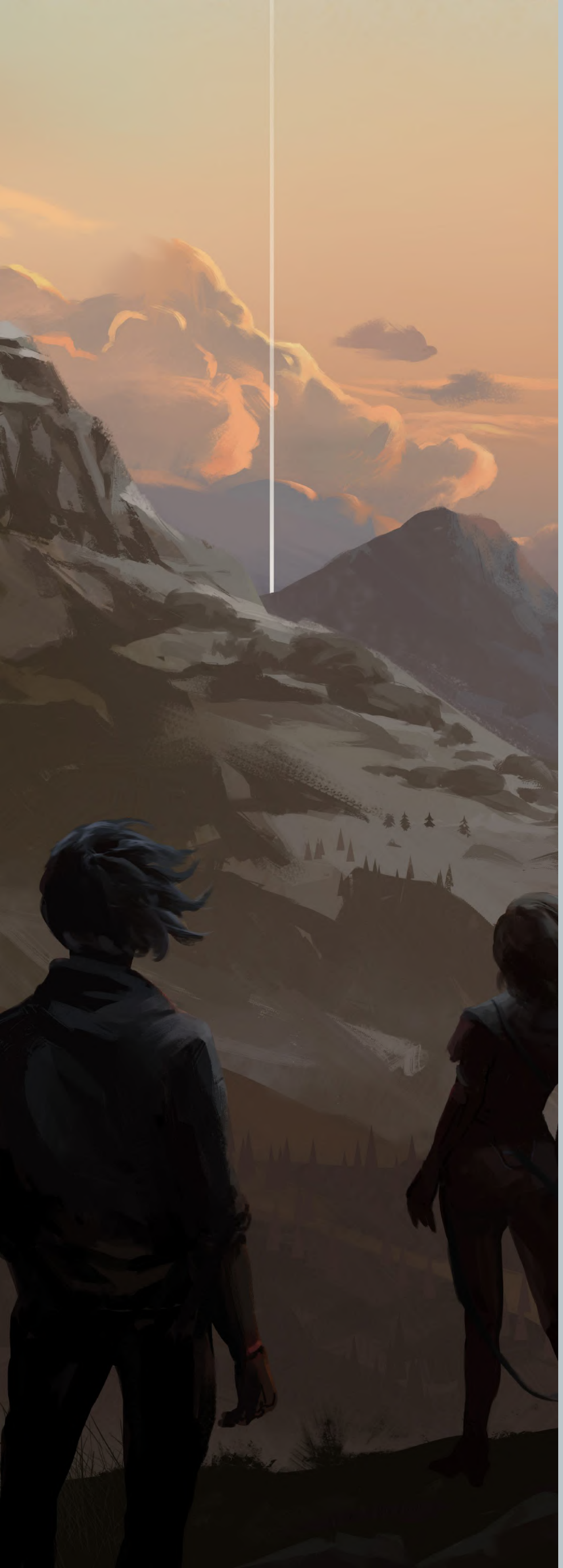
Out past the reach of corporate oversight, **Altona** stands as a refuge for those who choose their own path. Built by hands that value work over wealth, it's a place where independence thrives and survival is earned not given.

The people here are as varied as the land itself with renegades, wanderers and outcasts each carving out a life under open skies. There's no promise of comfort, only the freedom to live on your own terms where the only rule that matters is respect.

The people of **Lake Kairos** live apart from the other factions of New Eden, following their own ways shaped by a close proximity to water. They primarily act as a neutral force, guarding the waterways of the Greenrun River and ensuring they remain free from conflict and pollution. The Kairosian fishing industry sustains many throughout the safe zone, with carefully managed fisheries supplying fresh goods even to distant settlements.

They are the closest that New Eden has to a native population, with many of their lineages dating back hundreds of years in the same narrow region. To outsiders, they are welcoming but always cautious. Trust is not given easily and they are careful to remain detached from wider power struggles. The Kairosians value those who listen without demanding answers – and there are some things they will never discuss with outsiders.

Even among their own they have a complex system, using challenging rites of passage, that slowly initiates the people of the region into their collective role as Guardians of the Lake. Beneath the lake lies something that must not be disturbed. The caves deep below the surface hold a secret that has become a hidden core of the Kairosian identity.



The Keep and its role in creating New Eden and ensuring its continued survival is multifaceted. The exact motivation behind its functioning is currently unknown, and its inner workings are shielded from human view, however the district around the Keep has developed to take advantage of its existence and the resource it provides to the people of New Eden.

There is a thriving industrial industry in the Keep District, with the residential and service infrastructure required to keep up with its demand for workers. The community of citizens that live within the district see their role as vital to the long-term sustainability of New Eden; and are respected throughout the different regions as an important part of the region's survival.

Following the factional conflicts after the initial creation of the New Eden Safe Zone, a peace treaty was agreed to ensure the ongoing security of the Keep. The signatories of the treaty, which included the two largest factions of Animus and Prisma, agreed to allow KPCO to oversee the day-to-day management of the district and distribution of the resources received from the Keep to the different regions of New Eden.

The KPCO Board of Directors oversees the primary operations, with representatives from each major faction in New Eden present to ensure transparency; alongside a Council of Sentinels that represent the interests of the Keepers who feel it is their duty to protect the Keep and everything it creates.

The Keep produces a number of resources, primarily a constant supply of Kai energy that is made available through a series of KPCO processing facilities that are attached to the central tower building. Other rare minerals and resources are provided through the Keep, the source of which remain unknown but the presence of them greatly needed in the relatively small footprint of the New Eden region.

These minerals provide enough materials for the current population of New Eden to continue to thrive, however are limited at different times for unexplained reasons which require careful management of their use. Under the terms of the peace treaty in place, all resources received are shared throughout New Eden on a per capita basis; ensuring equal access to the Keep's resources as required depending on population density of different regions.

Node One is a location that unifies opposing factions and provides a meeting point on the road between different regions. It is a place where Keepers who are just learning about their powers can come together and deepen their knowledge, forging bonds that will take them further into their journey.

Currently operating autonomously under the auspices of the PAMP AI, Node One has a strict neutrality code. Weapons are not allowed on site and are stored in lockers upon arrival.

The **Syntos Mountains** are an imposing presence on the New Eden landscape. Large in size and taking up nearly a fifth of the land underneath the Firewall dome, they are difficult to traverse and for the most part uninhabited.

Despite their difficult and unforgiving terrain, however, they are also home to the Keep and its surrounding district; as well as the source of the **Greenrun River** which runs down from the glaciers near the peaks of the Syntos Mountains and splits throughout the region to the South.

This supply of fresh water is vital to the survival of the population of New Eden, giving the Syntos Mountains a certain resonance with most citizens acknowledging both their beauty and utility.

Location of New Eden

Indications using astronomy point to an area near the Kashmir region, but archival data is inconsistent and there are records that mention a few different locations around the globe.

It is clear that the area was not heavily populated before the events of the Flicker and formation of the New Eden Safe Zone, with just the Kai-processing plant now called the Keep as a pre-existing landmark in the 40,000+ km² region.

Beyond the operational district surrounding the Keep, there were no other known populated areas from before the Flicker that survived... except a few small nomadic settlements and indigenous homesteads, including some in the region around Lake Kairos. The cities and other prominent locations found

NEW EDEN

today were all formed during the early years of the safe zone. Because of this, the exact location of New Eden defies certainty. This is seemingly by design, with signs of deliberate censorship of the historical record during the century since the safe zone was formed.

Organised attempts to explore outside the Firewall dome have shown a high degree of unpredictability in mapping the surrounding area beyond a few kilometres. There are numerous theories as to why, but no clear answers. Refugees entering the safe zone across generations have brought cultures and stories of journeying from all over the globe, further confusing the issue. The full effects of the Flicker and its ultimate source remain unknown, but whatever the truth it appears to have caused a great deal of geographic and temporal instability. Understanding why has become a lifetime investigation for many seeking more tangible truth about the New Eden Safe Zone and its purpose.

The beacon of the Keep is salvation for those needing sanctuary from the devastation of the world outside, but it is also a pilgrimage from which it seems nobody can easily return...



NEW EDEN

New Eden Timeline

1978: A mysterious form of energy called Kai is discovered by researchers exploring ambient light. This seemingly infinite energy source led to a surge of technological and economic prosperity called the Golden Era.

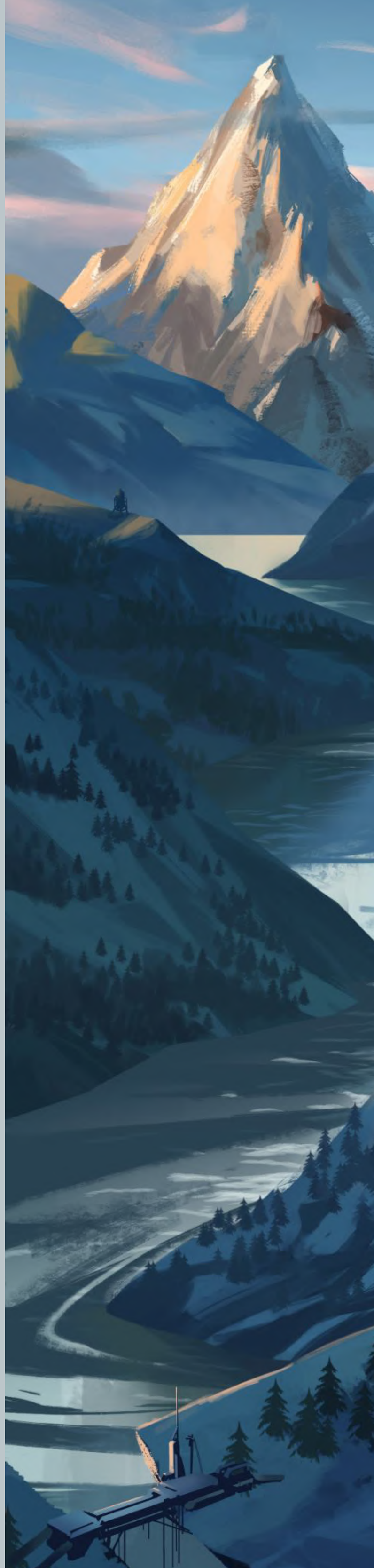
1985: KPCO researchers achieve the fusion of AI and holography in an independent physical form.

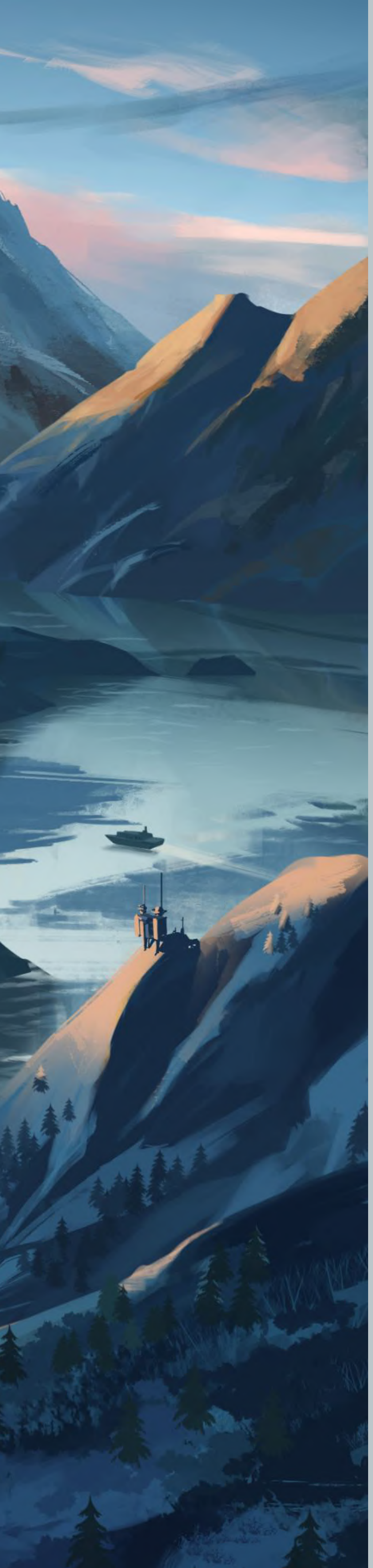
1991: The Vines first appears as dark, pulsing lines on Kai-infused technology. Quickly spreading to humans, hardening their skin and causing agitation and delirium.

1997: The first known outbreak of Aberrants occurs among Vines infected, causing dozens of deaths as people are attacked by these monstruous creatures.

2000: A massive surge of Kai energy through all Vines-infected technology causes a global blackout, this event which would become known as ‘the Flicker’ led to the collapse of modern society.

2000: The day after the Flicker, a Kai collection facility called ‘The Keep’ roared back to life and projected a protective dome over the surrounding territory. The New Eden Safe Zone was created.





2002: Conflicts breakout between the major factions in New Eden, focused on the continued use of Kai energy provided by the Keep.

2004: Following a two-year period of violence, the New Eden Constitution treaty was signed following a local conflict that threatened the integrity of the Keep structure itself. A rotating governance structure was put in place for oversight of the Keep District.

2005: Individuals begin to display the ability to manipulate Kai energy naturally, without the assistance of any technology. These people become known as Keepers, because of their close affinity with the source of Kai energy in New Eden.

2020: Node One is discovered and becomes the first Keeper Haven.

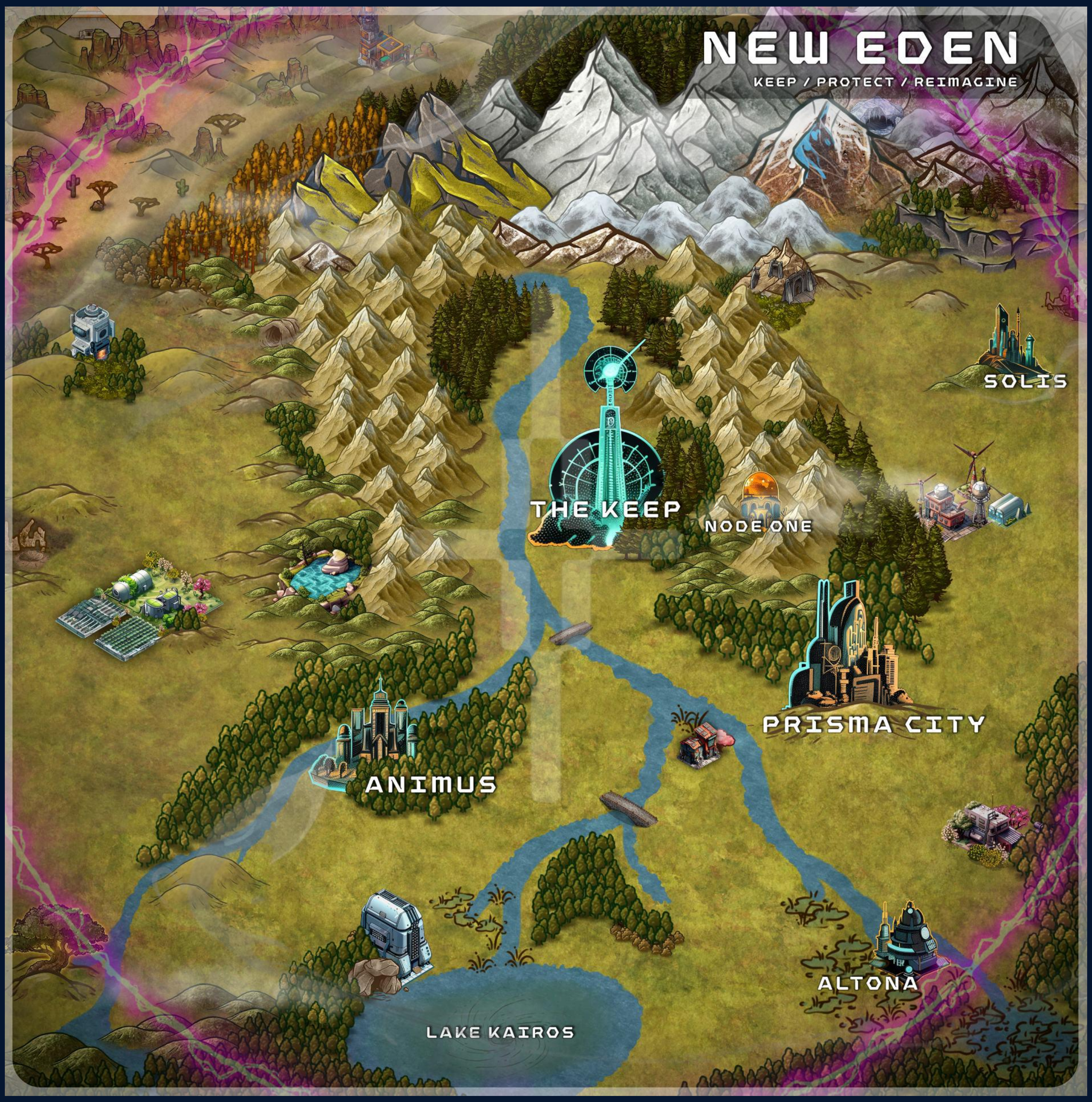
2074: Aberrant incursion near the town of Solis destroys a village on the outskirts of New Eden.

2090: Rolling blackouts across the Prisma region cause many citizens to become agitated with KPCO and their ability to provide resources effectively throughout the region.

2092: A plot to infect the citizens of Prisma City with Aberrant infected meat is uncovered, with the revelation that the CEO of Neon Corp. was a malevolent AI intent on destroying New Eden.

2094: Present Day.

WORLDMAP



Dynamic map of New Eden that will change as our world evolves, with many new locations and hidden secrets to be found. Map is not to scale.

Name:

Faction:

Class:

Str	**Wis**
Dex	**Cng**
Int	**Cha**

Charged

Wounds

Skills & Perks

Items

Name:

Magical Ranks & Abilities

Revenant:

Defiled:

Molten:

Stellar:

Astral:

Chromatic:

Rank Abilities

Haven Layout Sheet

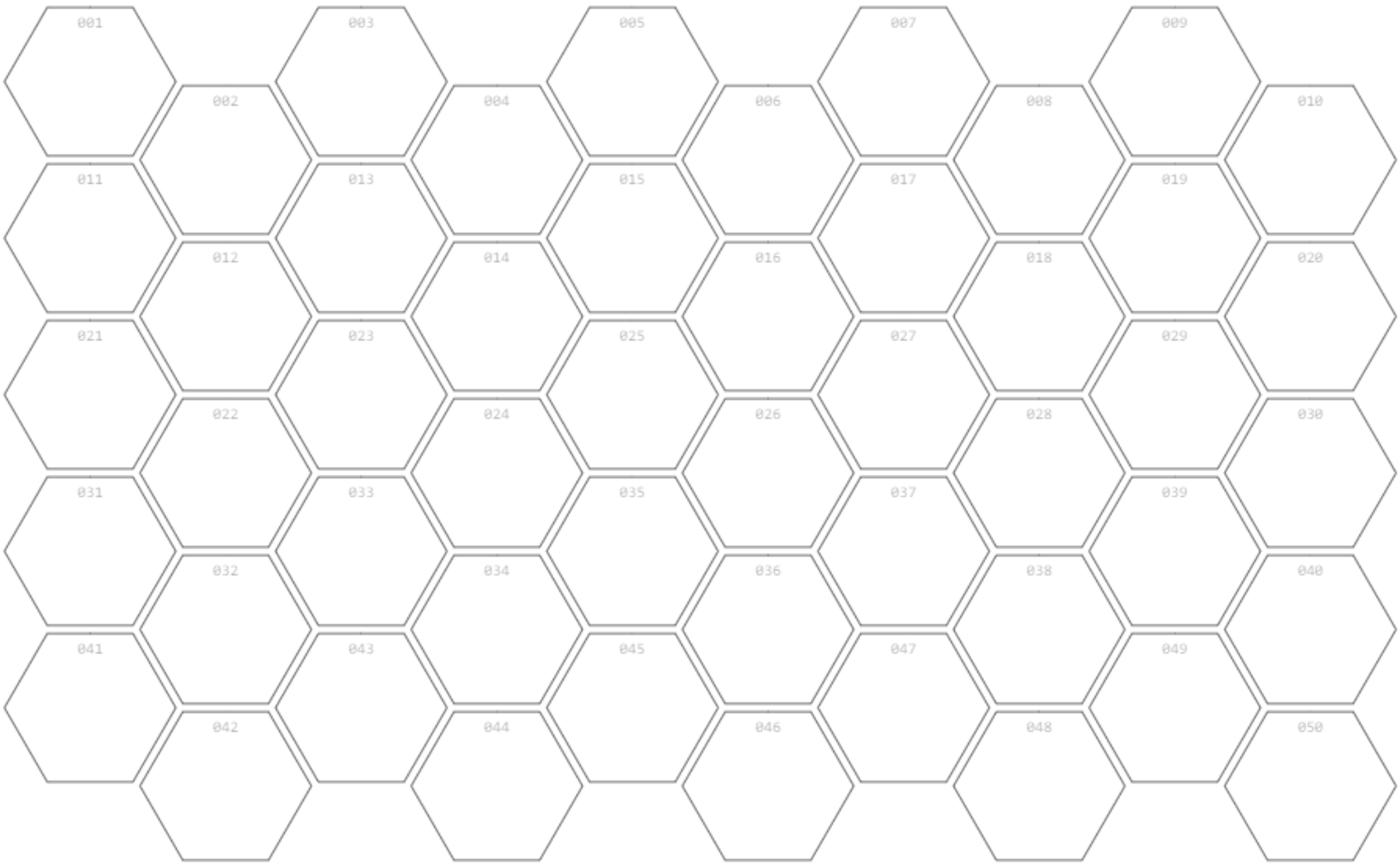
Name:

Faction:

Location:

Development Points (DEV):

Resources (RP):



Installed Modules (Assigned Keepers)

Haven Layout Sheet

Installed Modules / Haven Allies

NEW EDEN
Roleplaying Game v0.8

This is a living document and will be updated on a regular basis. For more information visit the KPR Discord server.

Thank you to all the Keepers that have contributed their own and commissioned illustrations for this project, alongside the original project art included throughout the book.

KEEP PROTECT REIMAGINE