



DEGENESIS

PROVIDER



PROVIDER

THE GREATEST THING IN THIS WORLD
IS NOT SO MUCH WHERE WE STAND
AS IN WHAT DIRECTION WE ARE MOVING.

[JOHANN WOLFGANG VON GOETHE]

A COMMUNITY FANWORK

EDITORIAL

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FOREWORD

This fan work has been designed by fans of Degenesis to help you take your first steps as a player or GM in the rich world of the game. The goal is to take you by the hand and help you to easily run or play your first few sessions of the game. To this end, many of the more niche rules and deeper lore have been omitted, instead what is presented are the essentials to gain a working knowledge of both, creating a stepping stone to a more fundamental understanding of the vibrant and violent world of the game. The included adventure, PROVIDER, will allow you to put that working knowledge into practice, in an easily set up format suitable for running without any prior experience in the system or world. In the end, we hope to have provided all the necessary resources to allow you to delve deeper into the world of Degenesis Rebirth.

Please note that Degenesis Rebirth is a game with adult content and themes, including violence, sexuality and body horror. Sixmorevodka recommend that the game be played by people aged 16+.

DEGENESIS INTRODUCTION

YOU TAKE PEOPLE,
YOU PUT THEM ON A JOURNEY,
YOU GIVE THEM PERIL, YOU FIND OUT
WHO THEY REALLY ARE.

[JOSS WHEDON]

The world is ending. The world has been ending since 2073, when the first of the great catastrophes struck our fragile globe. Lancing down from orbit, a barrage of asteroids slammed into the surface of the Earth, rending it open and spilling its guts to cover the land. Ash billowed into the skies, coating the world in a thick grey haze for months on end as acidic rain poured down on the tortured land below. Tsunamis crashed into the coastlines as volcanoes and earthquakes devastated everything further inland.

However, even through this apocalypse, Mankind endured. Cowering in bunkers and caves, surviving on the barest scraps of food and resources, Mankind survived. As the dusty haze slowly began to clear, the last dregs of humanity crept from their enclaves to brave what had become of their world. They were greeted with a world irreparably changed, the climate having shifted to leave Europe a cold, snow covered expanse, survivors huddling around fires as they began to scavenge the scrap littering the surface, stacking sheets of discarded metal together to shelter from the fierce winds.

Meanwhile, while Europe was paralysed by the crippling cold, Africa was sheltered from the worst of the aftermath by the powerful equatorial winds, giving the once desolate wastes of the Sahara a new lease of life as warm rain from the Atlantic spilled over a swiftly blossoming jungle. As the survivors slowly expanded into the places they had been forced to abandon, they looked back upon the apocalypse and gave it a name. The Eshaton.

In the 500 years since the Eshaton, civilisation has re-emerged in the form of thirteen cults rising above the chaos of man, focusing the masses in new directions. From Europe to Africa seven new Cultures emerged, taking a new view on a forever changed world. Cities began to grow from the ashes of the old, the great beacon of Justitian shining out through the cold gripping Europe and the gleam of the gold flowing through the Bank of Commerce in Africa's Tripol lighting up the Mediterranean. However, even as humanity clawed itself from the hell it had been cast into, something dark rose from the deep craters punched into the Earth.

Inside the asteroids, carried across the cosmos for millennia, was the mysterious substance called the Primer. It billowed forth from the craters as a thick mist, latching onto the DNA of any organic matter it encountered and twisted it, rebooting the genetic code into a more optimal form. This was the birth of Homo Degeneration, a superior breed of human capable of accessing fearsome psychic abilities in their quest to topple humanity from its throne and take their rightful place as the apex predator of the world. However, as their twisted claws and rippling fields of energy reached towards humanity, resistance arose. Mankind wasn't going to give up without a fight. Across the world the Primer spread out from the craters, and when humans first saw the fungal infection rotting away both the earth and the people who walked on it, they gave it a suitable name. The Sepsis.

Since then, it has continued to spread, a spreading network of mycelium slowly devouring the world. Insidious, the Sepsis infects others through spores which hang thick in the air over the spore fields like a fog, flooding into the lungs of any who breathe it. The Sepsis often takes the form of a drug called Burn, harvested from inside the spore fields and capable of taking those who inhale the potent mix of spores inside on a journey beyond human comprehension. Emotions are stoked to the point of a burning star inside them, as they transcend to a new level of consciousness. The pains of the body are nothing to them but a mild annoyance, and the concept of cold is a distant memory.

However, this comes at a cost, the Burn sinks into the bloodstream and takes root. Should the user inhale too much, they run the risk of losing themselves completely to the alien infestation, their mind lost in a haze of otherworldly sensations as they cough up flakes of Sepsis, infecting others. Only fire can stop the spread of the rot.

This is the world of Degenesis. It is a brutal, harsh, and unforgiving place, filled with mysteries and secrets buried deep beneath the ruins of a world long gone. However, even in this bleak future there is hope. Humanity lives on, even through the worst catastrophes, and with enough grit and resourcefulness this apocalypse too can be overcome. It is time for people to prove themselves. It is time for sacrifice, and time to take a stand against the dark pressing in on humanity. In this world on the brink of extinction, what kind of person will you be?

So how can you, as a player, imagine the world of Degenesis? Imagine the end of the world, happening slightly into our own future, induced by a barrage of powerful meteor impacts. Now, look 500 years into the future of that bleak world, the survivors having crawled from their ruins and hiding places to try and piece together the shattered world. New cultures and cities have emerged from the past, traditions and societies have coalesced

into numerous clans and powerful cults. With the asteroid impacts came a new threat to Earth, the Primer, that created a new species of supernatural creatures that the remnants of humanity fearfully called Homo Degenesis. These powerful beings, known as Psychonauts due to their psychic prowess, are slowly pushing humanity back into the caves it crawled from, and the time has come to face the oncoming threat. But people always crave power and influence, working even against other humans while they fight the greatest enemy of humanity. It is important to realise that there is no such thing as clear-cut good and evil anymore, only shades of murky grey, and once you realise this the factions will become clearer.

Degenesis draws from countless different sources to create a world unlike any other so it can be intimidating to try and understand it, but the rewards of doing so are great. Often it can be helpful to ground your understanding of a world in other works, so in the words of the author here are a list of references to help you better understand the tone and content of the game.

For Films, Conan the Barbarian, Mad Max and Dune are a must see to understand the primal, post-apocalyptic and sci fi elements that influenced the game, respectively. Other good films to watch include Van Diemen's Land, There Will Be Blood, Irreversible, Snowtown Murders, and Altered States. For books, All quiet on the western front, Gulag Archipelago, One Day in the Life of Ivan Denisovich, Ham on Rye, Tropic of Cancer, Shadow of the Torturer, Dune and The Road. For comics, From Hell, Niege, Le Sommeil du Monster and Akira.

These references are a good intro to understand it better, along with the intricate stories weaved into the rulebook itself.

CULT AND CULTURES

BORCA

Nestled in the heart of Europe, Borca represents the potential of humanity to claw itself back from the brink. A wasteland of steel, concrete and scrap, Borca is filled with the debris of the world before the Eshaton, the Bygone age. However, the future of the people eking out a living in the red dust of the land doesn't lie in the remains of the past, but what they build from it. Stone by stone, brick by brick, the people of Borca have clawed their way back from the brink of extinction to build sprawling settlements like Justitian, Cathedral City and Osman from the ruins. Working together, the Judges and Chroniclers even constructed something close to a government, the Protectorate, operating from Justitian. The Protectorate offers its citizens laws and protection, and in return it has grown to cover most of Borca.

However, there will always be those who struggle in the chains of society, living in the shadows at the edge of civilisation and preying on the weak and impulsive. The Judges do their best to stamp out these dissidents as soon as they appear, but the Judges are stretched thin across the expanse of the Protectorate, and every day more and more slip through the net.

THE OTHER CULTURES

FRANKA

A land covering in swamps and infested with Pheromancers, a type of Psychonaut that entrances the mind of anyone near it with terrifying ease and powerful pheromones. The Pheromancers have been pushing out to the coasts from the central swamps for too long, and now the Frankers have begun to strike back.

POLLEN

A cold place, filled with a people stuck in the middle of a strange conflict between the Sepsis and the bizarre Fractal Forests. The Biokinetics roam the land, beasts perfectly adapted to the environment, able to shrug off all but the strongest of blows.

BALKHAN

Wild and untamed, Balkhan is filled with proud warriors. They are passionate to a fault, old friends just as quickly turning to lifelong enemies. However, when faced with a foreign enemy the Clans of Balkhan are a terrifyingly fierce enemy.

HYBRISPANIA

The Hybrispanians recovered quickly from the Eshaton, the country coming together and looking to the rest of the world. They rebuilt the bridge across the Strait of Gibraltar and marched into Africa to secure its valuable oil. However, the Lion struck back, and the Hybrispanians have been waging a losing war ever since, keeping themselves afloat using the information granted to them by the visions of the future the Precognotics give them.

PURGARE

Purgare is a religious land, the Anabaptists taking the region into their arms. It is divided in two, the east a paradise of rolling fields and the west a hell of burning and poison. Amid this hell are the Psychokinetics, a fearsome breed of Psychonaut able to bend and twist the space around them. The Anabaptists have been waging war on them for years, and the death toll only grows.

AFRICA

Africa has broken from the chains it was forced to wear before the Eshaton, like a phoenix it has risen to become strong again. The climate after the disaster has changed, and what was once a brutal desert is now a lush, temperate land filled with winding rivers and comfort. Now, the Lion looks to the north, eager to take back Europe for themselves, along with the artefacts lying beneath its soil.

CULTS

JUDGES

The Judges brought law to the wastelands. With hammer and musket, they confronted the savages, hiding their faces behind wide brimmed hats. They conjured hailstorms of lead, slaughtered the Cockroach Clan and judged outlaws with a blow of their hammers. They pursued their opponents like a pack of bloodhounds and followed the survivors deep down into their primordial underground. And they saw it was good.

In the city of Justitian, they completed their vision of a just and safe world. The walls were insurmountable, the law was strong, the people were not free, but free of fear. Settlement after settlement placed themselves under Justitian's custody. The Protectorate was born. But peaceful times are over. The ruins teem with life again. The clans have grown strong and learned from the past. A Judge can no longer depend solely on his Codex – Justitian's law. If he wants to survive in the Protectorate, he must master the law of the jungle.

CHRONICLERS

The Stream once encompassed the world and touched every mind. It recorded and catalogued every second; the pure, digital knowledge of Mankind bundled into evolutionary algorithms. Deep down on the bottom of this sea of data, something stirred. Humans sought it, searched, and found what they did not understand. But they believed. The Chroniclers are the offspring of these Streamers.

The Eshaton made the Stream dry up and petrified the sea of knowledge. The Chroniclers keep up its work, buying artefacts from the Scrappers, fueling an entire market as they search for remainders of the past and the last servers. One day, they will reactivate the Stream and lead Humankind back to the light.

Until then, they must be strong and resist the unruly clans and cults. They are not fighters, but with voice-amplifying Vocoders, cascades of light, and shock gloves, they are considered cruel gods in the wasteland. People in the cities consider them strange. Their language is riddled with archaic technical expressions, and they prefer the companionship of machines over humans. But that shouldn't fool anyone. For they watch, collecting data on everyone and everything. Advising and manipulating the world dancing on their strings.

SPITALIANS

Man's last line of defense against the Primer and its creatures. They explore the spore fields, dissect dead Psychonauts, develop poisons and weapons. With fungicides, they cut swathes into the Sepsis and carry spore-covered muscles in glass tubes, which lead them into the abberants' breeding grounds. If you are on the side of humanity and therefore, the Spitalians, you must answer their questions.

The Spitalians are doctors. They live by strict rules, shave their skulls, and rub themselves down with limestone. In the cities, they administer hygienics. Healing is a privilege that is earned. Any sign of the spore drug Burn is prosecuted. The Burners are burnt. The Spitalians cannot afford to be merciful. Their legions of famulancers fight the consequences of leniency in Franka every day.

SCRAPPERS

Drawn towards the ruins, away from the humming, raucous cities, Scrappers dig in the dust. Every cut of the spade brings them closer to the era of the ancient people. Working all the way down until they can drag technical wonders caked with soot into the light of day. Their faces and bodies tell a tale of dust, cold, stone splinters and hunger. But when they hear the wind whistle through gaping windows and the old buildings creak in the midday sun, they know that this is their home. Here, they know every nook and cranny. They can delve into tunnels and break the surface again somewhere totally different. They know which lichens are edible and where to find water. No one can best them out here.

If they need to return to the city for some reason, they choose the direct path to the Chroniclers' alcoves, drop their findings there, and get paid. For days, they revel in the city's maelstrom, knock the dirt from their skin, fill their bellies with greasy stew and float through the Apocalyptic's joints. But soon, they hear the ruins call again, promising them peace.

ANABAPTISTS

You only need to walk the world with eyes open to see the truth of the neognostic teachings! The land was once beautiful and full of trees. The sun shone down with a friendly face upon fields and happy people. But today, paradise is rotten. Spawn

of the Demiurge, Psychonauts in all their carnality carry no divine soul. The root of all evil is clear to see and must be hacked to pieces and cut out. The Anabaptists have made this purge their goal in life. Their Ascetics heal and till the tortured soil, sow wheat and baptize it with the purest water. They produce oils and blend them to create essences that lend strength and heal pain. The Orgiastics are the Anabaptist fighters: full of elysian oils, they confront the Psychonauts with swords and flame throwers. The final battle for Humanity is being fought here and now, and the Anabaptists carry the torch.

CLANNERS

The individual is nothing. Those who wanted to survive after the global conflagration joined groups, lived by their rules, cared and fought for them. Strangers became friends, friends became lovers. The survivors merged into Clanners. In terms of civilization, some tumbled into the darkness of a new stone age. They prayed to deities like Thunder and Sun and ate their ancestors' flesh to absorb their strength. Other Clanners clung to traditional knowledge, indulging in morality, manners and rapid-fire rifles. Very few settled down. Most see their home under a nomadic sky. Around Justitian, there lives a clan who tend to the fields that supply the sprawling metropolis with food. Calling themselves the Providers, their existence revolves around the flow of food into the city and the flow of money out. Forced by the Spitalians to buy fungicides at outrageous prices, and water from the Chronicler's filling stations, they toil under the yoke of forces beyond their control. But this can only last for a while, the Providers have begun to conspire, laying the groundwork for an escalation that will shock the city to its core.

OTHER CULTS

NEOLIBYANS

The influence of the Neolibyans stretches out from the shining capital of Africa, Tripol. Cunning traders, daring explorers, and the undisputed rulers of Africa, the Neolibyans aim to increase both their personal wealth and fame, but also the prosperity of their nation. If a Neolibyan ever takes no for an answer, it's because that's what they want you to say.

SCOURGERS

A powerful cult of African warriors, the Scourgers lead the charge against the European invaders, and now are at the forefront of the push back into Europe. They are the harbingers of death to any Europeans they cross – or worse, should their prey be taken as slaves.

ANUBIANS

The Anubians are mysterious, moving amongst the cults of Africa as spiritual healers and mystic warriors. They act as the tether that binds the African culture to the spiritual world, and as they develop they become privy to the deepest secrets of the world, nestled in the ancient city of Cairo.

JEHAMMEDANS

A cult of nomadic goat herders united by family ties and a universal worship of Jehammed, a pre-Eshaton prophet. When they take up the sword in defence of their religion, territory or family, there are few examples of more fearsome warriors.

APOCALYPTICS

Here for a good time, not a long time. The Apocalypitics embody this creed. They hold pure emotion as sacred, and all kinds of vice are just different ways to achieve that. They live lives of crime and excess, trading sex, drugs and Burn, and inevitably they have found an enemy in the Judges.

PALERS

45 bunkers lie scattered across Europe, each holding a precious cargo primed to rule the world above. The Palers are the ones chosen to protect these bunkers, but centuries of darkness have transformed them into pale, disfigured creatures. They venture out onto the surface to find the other bunkers and set in motion a plan that could shake the world to its core.

GAME MASTER ADVICE

(This chapter is an Extract from the Codex, written by Erwan Roudaut)

A break down of my best advices to create and run your own DEGENESIS campaign when you are an experienced GM or when you are new to DEGENESIS.

In the next few pages, you will read what I consider to be the core rules to follow when preparing a DEGENESIS campaign, or generally speaking, a RPG campaign. Each one of those advices are either born from my own mistakes and experiences, or collected through various readings, observations or discussions with other GMs.

They might no be the best rules in the world, or the most original ones, however, they can be very helpful for young or inexperienced GMs searching for some advices to start their own table. So please take those as advices, not as universal and unbreakable rules.

DON'T INCLUDE ALL THE METAPLOT

Start with local or regional issues, nothing too specific to Degenesis, except maybe a cult, or a clan. Avoid putting all that makes Degenesis unique in one scenario or too close by in a campaign. If you do so, it will become difficult for your players to enjoy each element, and have time to think about it if this is their first campaign.

If you want to use elements from the metaplot, start slow.

Example: If you want to start easily, but still give this sense of horror, use the Primer as a threat. Show traces of a Psychonauts, but not the Psychonaut himself. Just start with the consequences of its passing: a chakra in the ground, increase presence of parasites, a parasite infected corpse, a village destroyed by supernatural phenomenons. Illustrate how monstrous and dangerous such a creature must be.

To illustrate the Primer, the infected ground of a forest, with mycelium slowly corrupting trees and circumvulating on animal corpses, an area where air is filled with spores and wind pushing those to the characters. A person dying in front of their eyes, mycelium and spores pouring from their mouth.

I would say that subtlety is the key when you start mastering DEGENESIS. There is no use in force-feeding all this content to your players. This is supposed to stay extraordinary, almost exceptional. If this happen too early, with huge consequences, the pace of your campaign will start very high, and it will get complicated to keep up the rhythm.

However, pushing your characters out of their comfort zone, which may be a town, or the proximity of some powerful allies, or installations, is sometimes enough to start instilling the fear for your life this universe is supposed to make you feel.

IF YOUR PLAYERS ARE NEW TO THE WORLD, LET THEM DISCOVER IT AS CHARACTERS TOO

I feel like the best way to discover DEGENESIS' universe should be through the eyes of characters that are new to it too. There are plenty of ways to create a character, or a group of characters that lived isolated from the vast majority of the world until the start of the campaign. This could give to a new player the opportunity to have a very basic knowledge of the universe, and build their own conception of the world as they play through it.

Example: You could make a party composed of new players living in an isolated region of Europe. Maybe it's a deep forest in Pollen, or an isolated valley of the Alps to which the Hellvetics come once or twice a month to dispense foods and basic goods. Those two situations are different, with a level of technology that may vary and could lead to two totally different campaigns. But what those campaigns highlight is actually the lack of knowledge they have on the world. You can also start with a group of people living in a big city, like Justitian, or Toulouse, or Tripol. One of them is a new player, and their character has been living here for most of their life. It's now time that they go out of town for some reasons, may it be voluntary or not, which make them discover the world from the

eye of someone who leaves town for the first time. This way the lack of knowledge, or the very specific knowledge those characters will have, will be justified and won't impact the roleplay too much.

I really like the isolated clan thing, because it allows you to start with your very own creation inside the universe of DEGENESIS. All sorts of beliefs and rites can be part of this clan: from the most tribal ones to the most elaborated. You can even cross the spiritual part of this clan to recovered artifacts whom knowledge has been lost. This way, once the characters have grown up, they will probably want to discover their village or region with a better understanding of what actually were the foundations of their faith.

As a matter of fact, doing this exercise of writing your own content for DEGENESIS very early on will also make you more comfortable with the creation of new entities as you go through the universe to make it your own.

ADD A BIT OF DEGENESIS' UNIQUE ELEMENTS AT A TIME

Whether you are going to follow my second tip, I strongly advise that you do follow this one. Even as a GM, discovering the world of DEGENESIS might be a tough experience. It takes time, patience, and a lot of reading to fully catch what this is all about, and who are the various forces of this universe.

Now, even if you presented the universe to your players, including the Cults, and this world's story, they will still need time to get into it and know who you are talking about when using the game's jargon. Terms like "Preservist", "Orgiastic", "Ismaeli" or "Damui" can be confusing. Add to this the Cult's names, their way of living, the specificity of the city or region you are playing in, and the very purpose of the scenario they are playing... That's a lot of food for thoughts. In that respect, try to introduce the Cults one by one, slowly, with enough time for the players to catch what are the important elements constituting this Cult, and what seems to be their values, and purposes. At the beginning, I would advise to not involve more than 2 cults per scenario apart from those represented by your PCs.

Example: You want to play in Justitian, capital of the Protectorate, and lantern of civilization against the clans' barbarism. Very good. Justitian is probably one of the few cities in the world of DEGENESIS where all the Cults can be represented. Imagine describing

to your characters what it feels like to walk from one quarter of the city to another. It's full of diversity. My advice would be to start by making them have a very simple mission, something one of their superior asked of them for the good of their Cult.

Let's say your group is composed of this very classic composition: Hartman, a young Judge, freshly ordered ; Famulancer Niklai Altergott, whose Hygienist is a very strict woman ; and finally Chronicler Folder whose score has been slowly decreasing over the last weeks because of his too many talking in an Apocalyptic bar.

All those characters are played by new players, and this is their first ever steps in the world of DEGENESIS. To make them start, and seeing the composition of this group, their first opponents should probably be an Apocalyptic gang, because they probably are the most common scum in Justitian, and they could also find an ally in an Orgiastic gang trying to get revenge of one of those Apocalypitics. Don't go further than that.

Why ? Because for each of those new players, this is already 5 new cults they have to swallow and understand. Their own cult, those of their two colleagues, and the two new cults that are not part of their crew.

Adding a very talkative Neolibyan shouldered by their Scourgers, and a smelling Scrapper wouldn't add a lot to the scenario, except useless noise that your new players don't need. Let them focus and really understand what they are seeing before going further and creating more relationships between the Cults.

You can prepare it obviously, so when they dig a bit deeper, they will realize that while he was drunk, Folder talked a lot to one of the Magpies, and revealed information he had on one of those Orgiastics and their deeds elsewhere in town. Deeds that probably could also irritate the Judges if they were to learn about this. Meanwhile the Spitalian is very tempted by the Burn this Flock proposes him. He just passed and it would have terrible consequences on him, but experimentations is part of what he likes...

You see how complex a scenario can quickly become. Most experienced GMs know how to pace things and how to make new players comfortable with an universe.

Actually, this advice sounds a lot like the first one: don't put all in at the beginning of your adventure. You will have a lot of time to complexify the cults' relationships, keep it simple early on. At least on surface. Let the characters dig once they are comfortable with the universe.

Also, at the end of your first three or four sessions, make a debrief of what your players understood of the universe, of what happened, to make sure they are not mixing things up: like cults names and functions, or people from different cults. If you realize this wasn't clear enough, don't panic, you still have time to steer them in the right direction. Explain the elements that were not clear to them out of game. Give them some basic knowledge on what they saw. Don't go deeper in the explanations than their characters actually know about a specific point of the universe. This would probably ruin their experience of discovering the game.

GREAT STORIES ARE MADE OF CHARACTERS BONDED TO EACH OTHER

More often than not, inexperienced GMs tend to create characters independently from one another. I actually made this mistake at the creation of my last group, and I deeply regret it. What you miss when creating those characters independently is the opportunity of letting the characters create bonds between each other.

Example: Bonds are various: members of the same family, childhood friends that got separated by life and tried to find each other when the opportunity was given to them, or on the contrary, despite their different paths they managed to stay close to each other anyway.

They can be lovers, or former lovers, which create a tension and a dramatic involvement in the story. If you used the idea of the remote clan from tip 2, they can all come from this clan and have been separated by life.

They now try to find each other as the last survivor of their clan, and heir of its tradition. How did it survive time, cult indoctrinement or personal stories?

As you can see, each of those bonds give birth to a great number of ideas and dramatic situation. You can also use bonds to create a common goal, which will drive the characters towards the same direction even if they don't necessarily agree on their values, or the reasons an action must be taken.

Example: A very common trope in roleplaying game is the loss of something precious to a character. It's a very simple drive. It's easy to understand, and we can all relate to this as human. The loss can be a friend, a loved one, a mentor or even a place. If only a character is linked to this place, it is a very light reason to start an adventure. However, if several characters are

commonly bonded to this element, it creates a common goal: finding the lost friend, or at least their body ; retrieving the abducted loved one, even if the two PCs are supposedly rivals in this situation ; honouring the dead mentor by returning on his grave once a year, but what if the grave has been violated; understanding the cause that lead to the destruction of their home settlement... All those drives are legitimate drives for an adventure, and they are much stronger now that the characters are bonded. They don't just act on the orders of a superior, but also because they have a good reason to do so.

Reading this, you should realize how rich a bond between two or more characters can be, and where it can lead. This gives the opportunity to write stories that aren't just lead by the Cults, and their impact on the world, but rather exploit the significant individualities of your characters to create a very unique story. Embrace this, let your players have fun.

ABOUT YOUR VILLAIN, DON'T MAKE HIM TOO OBVIOUS

Your villain should be someone your characters could even want to side with, but don't for some reasons. Not all villains need to have very strong motives and to be understandable by the characters, however if you write an archenemy, make sure to make him relatable. This gives your story much more impact as the characters as well as the players will have to think about the reason they are opposing this very person. Roleplaying can be the moment to force reflexion about topics that aren't very common, seize this opportunity to create a reflexion about those motives and why your characters need to stand in their way.

Example: A villain is often something as simple as a character that has the same goal as the PCs, but he just tries to reach it in a different way. Maybe this person is a mad Spitalian, experimenting with the Primer in order to fight it. The group's spitalian can't stand the vision of his experiments, but this scientist is still fighting for the human race... Isn't there another way to stop him? It also can be trivial. An economic opponent threatening the PC's business. They need to be taken care of so they won't be a danger for their economic health. Is it necessary to kill them? Maybe it's possible to team up with them to make a stronger alliance instead of trying to put them on their knees? Try to nuance this villain. Don't make him be all bad. This is not how the real world works. If he

has motives, maybe he has a very good reason to act this way. Humanizing a threat makes it much more complicated to take care off, at least radically.

Example: The villain of your story diverted the water supplies of the city your characters are in at the moment. He did so because hundreds of members of his clans were in urge need of those supplies, and would have died did they not receive it. As a matter of fact, the city in which the characters were staying in have been strong enemies of this villain's clan for decades now, and they would never have spared some water to them.. What is the right decision ? Should they be punished for having tried to save their people ? For doing something any human being would have done ?

Putting a villain in perspective of their own actions is a powerful way to realize that the characters are probably not better than them. Maybe they would have done the exact same thing in the same situation.

USE REFERENCES. A LOT

Movies, books, video games, images, discussions. Anything that can feed your mind can be used. This is something that will never fail you, and most importantly, it will feed your imagination if you keep track of those inspirations. For example I have dozens of notes with scenarios summed up in a single line with a cf to the art that inspired the situation to me. So I can check it back and reuse it when need be. The more references you have, the easier it will get to picture scenes or improvise scenarios from almost nothing.

Example: (This is an actual note I have made) A water pipe has exploded and need to be repaired. However, this pipe is in a dangerous territory, which means the workers will also need protection. It will take several days to totally repair it. The characters can either be hired as workers or protectors. A routine quickly takes root, but on day 3 or 4 of the reparation, the site get attacked by a clan. (Inspiration from the movie Sand Castle)

(This one is much shorter, it's more for a scene than for an entire scenario) A money transfer is taking place. While the money is only protected by a PC and a NPC, the NPC proposes to take one or two wad of drafts as extra payment. (Inspiration from the movie Sand Castle)

A judge comes from a dangerous quarter of Justitian. As time passes, he starts considering himself as the

boss of the quarter because he is a Judge and can ask bribe from the inhabitants. At some point in time, the quarter backfires on him as he starts making more and more mistakes undermining his power. (Inspiration from the movie Training Day).

Those very short paragraphs can lead to entire side quests/ adventures if your characters are curious and want to explore in this way. It's just here for them to grasp. Don't fear or be ashamed to note those inspirations as they are going to help you in situations where you would maybe have answered a basic sentence before proceeding further in your main story.

Something I do a lot is keeping those one line scenarios close to me. This way when I have to improvise a character I can easily stick a story to him if my players want to know more about him. This gives the impression that this story has been ready to be played for a long time, even though it was just a very vague idea I had from a piece of art I saw or read.

LEARN THE RHYTHM OF A CAMPAIGN

Even if you make a campaign with a very strong goal, pace it so your characters can slow down a bit. They shouldn't always be focusing on saving the world or the region. It's exhausting to always be after a big objective and not be able to live any other adventures in a world as vivid as DEGENESIS.

For this particular advice, I suggest you to imagine your campaign as mountain. Most of the time, your characters are going to climb this mountain. It will be exhausting, and at some point, a little bit of relaxing time around the camp- fire is more than welcome. It allows them to concentrate on their characters, their personal developments, lighter elements of the universe like games, trivia or even just chit chat without big consequences.

Example: You are playing a very intensive campaign in which the characters have been on the tracks of a Psychonaut for a very long time. It has taken them time to recruit people crazy enough to be willing to fight it. Hunting the creature in the dense forests of Pollen has taken them days, if not weeks, and they have finally faced the beast in an exhaustive and deadly fight. After this, they will need rest. Give them some hard earned time to enjoy this success, to observe the consequences of their actions on the world. They will probably be heroes in the settlement(s) they have saved from this creature, and this will let them

focus on what they want to do next, how they evolve after this climax in their story.

The pacing is very much like the dosing of how much metaplot you involve in your story. If your campaign is stressful, intense, without a single break, everybody will lose track of the actual objective. The extraordinary will become ordinary, and it will become complicated to realize what is the standard of this world. Smoothly switch from one pacing to another, sometimes more harshly to take your characters off guard, or on the contrary, to defuse a very tensed situation and give them some rest.

KNOW WHEN TO STOP

At some points your characters are going to get overpowered for the universe. When this happens it may be time to stop and start anew. It's ok to start from a lower standard, because in the meantime your players have learnt about the world and they can now create characters with better knowledge and you can start at another point.

Except if you want your campaign to be the campaign ending DEGENESIS, you will probably realize that your characters' position are too important to be playable without completely changing the world of DEGENESIS. Even if this is enjoyable, learning when to stop is a great way to make a story stop when it is still best rather than keeping it going because it's the tradition. Don't make the same mistakes as your favorite never-ending series.

DON'T BE SCARED OF THE METAPLOT

I often read that new GM are scared of playing DEGENESIS because they can't make sense of the metaplot and can't start an adventure if they don't have all the clues in their hands. My answer to this is rather simple: not everything in DEGENESIS has to be metaplot oriented.

The metaplot should be used like a spice. You use it to give a little extra something to your campaign and make it a bit more exciting at some points. However, don't use it as the core ingredient of your story, or you will probably miss it entirely.

If this happens you're probably going to get disappointed, either because you can't get the entire grasp of what the metaplot is, or because you're going to assume some elements and be wrong when the reveals are done.

Actually, even if I am very nerdy towards the metaplot, and love to decipher it, I almost don't

use it in my own game. As I said, it comes as an extra to give hints to my characters and excite them a bit about the past of their world, or scare them. But heavily relying on it to be the most important element of my campaign is taking the risk to disgust my players with it, and entirely lose the point of DEGENESIS. Sometimes the most trivial adventures are the best.

PREPARE BUT DON'T OVERPREPARE

This is not specific to Degenesis but I've gotten better at it by mastering a lot of this game. Preparing the unexpected is something that you should try to do when writing your campaign. What this means, is that rather than writing an entire campaign as a novel, you should approach it as a timeline with actors.

Example: Your campaign is about a Chronicler trying to access the locked bunker located under a Clan's settlement. They consider this place to be their sanctuary and are not willing to let the Chronicler get inside it, no matter how frightening he looks like.

The Chronicler on his side needs to access this bunker, and will gather the rivals of the clan he needs to attack to get to this bunker and recover all the lost knowledge inside it.

You won't prepare every confrontation and scene in this adventure, because you can't know how it will really unveil.

What you know on the other hand are the motivations of the factions, what they are planning to do to accomplish those goals, and how many times it would take them to do so without exterior help. Remember, it's a campaign, your characters are going to take position with one or the other faction.

So what you can write is the break down of the various actions, according to a timeline, and how this will affect the setting.

Those elements are the core of what you want to tell but not necessarily what your characters are going to head to. Generally those elements get triggered by a certain time or date in your timeline.

With this framework, you only prepare the things that aren't related to the characters, and which will take place whatever they do. Never prepare a scene with a signle outcome, or worse, never predict what your players will do. Because they won't do it.

If you prepare too much you're going to get disappointed because your players are going off road.

What you can prepare on the other hand is what you can improvise on. The more random elements you have at the ready the easier it will be to go off road and follow your players.

NPCS NAMES AND FUNCTIONS OR JOBS

This is very trivial, but when you are in the rush of an adventure, your brain won't be able to make up a name out of nowhere. Having some ready on a list is the simplest way to make it look like you prepared this encounter. Once you delivered a name and maybe a job, you can quickly build up a character in your head while your players are answering.

ESTABLISHMENTS NAMES

Also very trivial, but establishments names are the little extra of realism that will make your players enjoy discovering a city.

Example: Very recently my characters entered Toulouse - the capital of the Free Franks - for a very short stay, and they asked around where they could sleep. So I quickly looked at my French inn names and took out four of them out of the list. As they were thinking about which one they would choose, I quickly wrote down the specificities of each of them. Something very unique that would be the mark of fabric of the establishment.

BACKSTORIES

A backstory is something that can lead to a very interesting roleplay discussion between a random NPC and your characters. Generally a backstory can be resumed in one line. It's something that will start a conversation, and mixed up with the name, job and attitude of the NPC you presented to your characters, it catches their attention.

Example: An Orgiastic, veteran of the Adriatic war. Since the end of the war he has been looking after the Jehammedan woman who took care of his wounds.

A Borcan singer, he settles in every town or caravan he can. Sadly, his singing is very bad.

A cursed Jehammedan. They come and pray everyday at the same spot, hoping to be relieved from the so-called malediction.

PICKUP SCENARIOS

You remember those references from movies and other piece of arts ? They can be used here. You're not necessarily going to use it, but if you need it, it's here, ready to be played. So refer to Tip 6 for this.

RANDOM ELEMENTS READY TO FLOURISH YOUR DESCRIPTIONS

It can be anything you want, the content of a market stall, an object that catch the attention of one of your characters, a gambling game played by some people at a table, the various patrons that can be found in an inn at a very specific time...

Example: Vegetable Stall - Sells many different types of locally-grown vegetables. The owner is a kind Ascetic. They are proud of their vegetables.

A leaflet inviting to join the local Apocalyptic Flock.

A Jehammedan cheesemaker trying to make a business deal with the owner of the bar. He offers a free sample and if the player tries it, he can make a BOD+Toughness (2) to see if he gets food poisoning.

This is almost nothing, but those things can help you create a more vivid world when your brain will probably be too focused on managing the ambient stress of a table.

This is the last advice I really want to share, because it will be useful in any other RPG, and it is the thing that relieved me from most of the GMing pressure. Once you free yourself of this stress by preparing your improvisation kit, you are ready to go.

THE END

I do hope those advices have been helpful and that it has given you some keys to prepare and build your very own DEGENESIS' campaign.

I am looking forward to reading those adventures and how you prepared them.



PROVIDER - ADVENTURE

HOW TO USE THIS ADVENTURE

For better handling, each scene has a repetitive pattern. Every scene is labelled with a roman numeral. Afterwards, there is a brief overview for the Game Master detailing the general contents of the scene, called "What it's all about." After this, the individual stages of the scenes are presented with a possible course of action. The associated rules are briefly explained and a reference is given to where the rules can be found. If the scene allows, further information or possible variations for experienced Game Masters are presented. In order to properly prepare for a session, the Game Master should be sure to read through the adventure at least once, in order to have a rough understanding of where twists and turns may lie, and to allow for some improvisation in the face of unexpected Player actions.

PLEASE NOTE:

If you find any game breaker or if the values of the rolls are too high or too low, please give us a feedback. Use our Discord Channel for this (<https://discord.gg/4pcWmEb>).

Map Sketches and a Link for each Starting Characters can be found at the very end.

We wish you a lot of fun.

RULES:

Degeneration is played with six-sided dice. You will see them abbreviated to just D in the rules; for instance, a Potential that makes a character roll three more dice than usual would be written as +3D.

Each character has a collection of Attributes and Skills; each of these contribute dice to their attempted actions.

Attributes have a range from 1-6, and Skills have a range from 0-6, but they function identically: whenever a player wants to attempt an action that is meaningful and uncertain, they roll dice based on the most relevant Attribute and Skill.

When an action is attempted, characters typically roll a number of dice equal to the sum of their relevant Attribute and Skill.

This is called their Action Number (AN), and it may be further modified by things like Potentials and Gear, or traumatic wounds and bad weather conditions.

AN = ATTRIBUTE + SKILL +/- VARIABLES

Each die's result is calculated separately; a result of 4 or higher is a Success, and a 6 also gives a "Trigger". Triggers denote excellent successes, though outside of combat the effects are largely narrative in nature. Actions also have a Difficulty rating, which determines how many Successes a character needs to be successful.

Actions succeed if $SUCCESSSES \geq DIFFICULTY$

The Game Master determines the Difficulty of a test, and does not need to announce it beforehand. Where tests are noted in text, they are done using an attribute's abbreviation plus the name of the associated skill, followed by the Difficulty in parentheses: INT + Legends (2)

The exception to this is a Botch. If a character fails a roll with more 1's than Successes, they suffer a particularly bad fate; a guide leads his charges into an ambush, a warrior drops his weapon, and a Scrapper breaks a priceless artifact irreparably.

I. LEARNING LIFE THE HARD WAY

WHAT IT'S ALL ABOUT

The Players receive new orders. On their journey, they should get a sense of how serious the situation the Clanners are in is and feel their haste and desperation. They also learn the basic game mechanics through various non-lethal events.

NEW ORDERS

The weather is changing. After a week without rain, it might finally time for the skies to crack open once more. Those Anabaptists in the tavern yesterday were right when they said that winter would come early this year. You just wanted to start your days work when a courier addressed you. He seemed neither rushed nor particularly worried, although it seems he also doesn't like the way the weather is changing. By his appearance, it seems he works for the Judges. He presents you a document with scrawled words and heads off on whatever task he has been set.

"By the order of the Judges; Proceed to the Provider District, Parcel 124, immediately. Judge Ox requires support inspecting the seed, an unexpectedly high number of Providers are demanding their crop be certified today. No luggage required; the task will be complete by evening. Rendez-vous with other citizens assigned this task."

Judge Ox? That name seems familiar...

RUMOR MILL

The Rumor Mill is a simple but very effective way to give Players some insight into the world. After all, their characters live in this city, talking to people and picking up stories.

The Rumor Mill provides each Player with some knowledge about an individual or reason based on a simple roll, **INT+Legends (2)**.

However, the following modifications apply in this specific case:

Characters from the Culture of Borca add +1D.

Judges may add +1D to the roll for each point in the Allies Background.

Spitalians and Anabaptists may add +1D to the roll for each point in the Network Background.

Clanners may choose to add +1D to the roll for each point in either Network or Secrets.

The better the result of the roll, the more inter-

esting the knowledge. Each Player only receives a single rumor. The information contained in the Rumor Mill is not necessarily true.

SUCCESS

- Judge Ox is trying to make a name for himself.
- Judge Ox has always been a simple person, he didn't leave anything behind when he came to Justitian.
- Pay attention to what he says, or he'll slap it into you!
- Since Parcel 124 is located at the edge of the Provider District, it's a common place for illicit dealings. Judge Ox ought to take care of that.
- I heard he's a fan of cheap booze, wonder what else he's doing out there?
- Rumor has it he has something to hide, and that's why he hides behind those stupid Clanners.
- Ox is such a bully! Swaggering around as if he were the First fucking Judge himself!
- In Parcel 124, Ox is the law.

1+ TRIGGERS

- They don't like him much in Uptown, his demands grow larger every month. They even say that he stokes the anger of the Clanners so he can have more pressure for bargaining.
- The city is very grateful to this respectable man. Without Ox, the Provider District would have burned down long ago. Just imagine if some rookie was in charge of this place!
- Oh yeah, Ox, poor bastard got caught out. I dunno what went down, but I heard he got caught with Burn and didn't have a good enough excuse, dumb bastard...
- A first class alcoholic! Instead of doing his damn job, those farmers get him wasted so they can get the certificates for their crops!
- Judge Ox only gets sent if things are getting rough. I don't know what's happening in 124, but it won't be easy to deal with.

2+ TRIGGERS

- Parcel 124? I think I heard a Burn cache got found there recently...
- Judge Ox fights more for the Clanners than for the compliance with the Hygienics codes. It's only a matter of time before an investigation team is sent to assess his methods.

- I reckon Parcel 124 has been chosen to be made an example. No idea what exactly will happen, but I think a certain group of people want to get rid of an... undesirable.

- Judge Ox lives for the code, but at the same time hates the laws that have arisen from it. He never misses an opportunity to let the Advocates know what he thinks of their fines.

AT THE WEST GATE

WHAT IT'S ALL ABOUT

The West Gate serves as a quick cutscene to bring the characters together before the adventure truly begins. The characters gather and are quickly sent on their way, with little influence on their course. Experienced Game Masters can give the characters some room for roleplay here.

The gate is busy, Judges keeping a watchful eye on the people passing by while the Spitalians search the sacks of grain. If the seal on the bags is damaged, or the owner doesn't have the appropriate paperwork, the Clanner will be sent back to his Parcel immediately for re-examination and sealing. This will cost him at least another day's work, and another handful of Drafts. Nothing is free in the shining capital of Borca, not even the filtered water that the Chroniclers dispense to the people. The frustration in the air is at a low level, but occasionally flares up in shouting matches between the Providers hurrying through. These outbursts are quickly broken up by the Judges, wrestling their way in between the troublemakers. In the shadow of the tall gate, several figures arrive holding identical letters from a messenger. After a brief greeting, the party is formed and heads off to Parcel 124.

IN THE STREET

WHAT IT'S ALL ABOUT

The road to Parcel 124 is intended to set the mood of the adventure. It introduces the Providers, showing the burdens they must bear and the consequences of the Spitalians rejecting the grain. The characters should also have the opportunity to get to know each other a little better.

At the gates you can see the countless fields of the Provider District stretching to the horizon. Horse drawn carts line up one after the other on the path to Justitian, ready to fill the granaries for winter and get the Clanners their payment for the hard

work they've done. But despite the recently sparse harvests, only the grain that is cleared by the Spitalians is permitted to be stored. Consequently, only some of these Clanners will be paid. The rest will have to come back and try again, or find some other way of making ends meet. These stories can be found on the way to Parcel 124. Grown men squat on the roadside next to their fully loaded carts that didn't pass the inspection, with no idea where to go. Some of the Clanners are distraught, eyes red with tears. Others are furious, eyes locked on the target of their hatred; the nearest Spitalian. All of these serve as a reminder to the Clanners still waiting to be inspected, the Spitalians are the ones who decide your fate.

If the characters want to interact with one of these people, they can try to get through with a **CHA+Conduct(3)** or **PSY+Domination(3)** roll. Some need encouragement and gentle handling, while others need to be forced from their stupor. A successful **INS+Empathy(2)** roll could help a character take the right tone. Triggers will make the person more cooperative.

They complain about the tight financial situation, bemoaning the sharp regulations and all the effort they've put into the harvest this year. Add arrogance or rage to the mix, and you create an explosive cocktail of anger and powerlessness.

This anger could be directed at the character, should they Botch one of their rolls. However, this situation won't escalate, especially not with the home of the Judges so near. That threat doesn't stop the Clanner from raining insults onto the character. Truth be told, the Players won't learn anything from a conversation they couldn't guess from observing the downcast faces of the Clanners lining the road, but it showcases the mood of the Providers.

However, if the characters should ask specifically about Judge Ox or Parcel 124, they may discover one additional piece of information from the Success table of the Rumor Mill. A few hundred meters further along the road, the monotonous walk is interrupted by the loud clatter of hooves rapidly approaching from behind. The party swiftly clears the road and watches as a Judge leads a troop of Spitalians. It doesn't take much to realize what destiny is about to befall one of the Clanners. A few minutes further walk reveals the courtyard the riders were travelling towards.

RULES:

When you have a combination roll, each test can have its own difficulty; the first must succeed for the second roll to be attempted and any Triggers from the first carry over to the second.

Combination Rolls:

Roll 1: INS + Empathy (2): As normal, note the number of Triggers. If successful, continue to Roll 2.

Roll 2: CHA + Conduct (3) or PSY + Domination(3).

Result: Count Successes on Roll 2 plus all Triggers on Roll 1 and Roll 2.

A Hygienist, a high ranking Spitalian, reads their verdict as the Judges fruitlessly try to reassure the Clanners who are about to lose their years work. Finally, the Hygienist gives the order, and the Spitalian Famulancers begin comb the fields around the courtyard with cleansing fire from their fungicide rifles. The most severe penalty has been imposed because not only the grain was contaminated by the Sepsis, but also the soil itself. Only a later investigation will reveal the source of the infestation, or whether it was just a false measurement. Even if the Players are full of energy, there is little to be done here. The Judges have the area locked down, and no one wishes to engage in a conversation. The current purging order is too important.

However, the Players are given a chance to observe the hard and merciless crackdown of the Spitalians at the behest of the existing laws. A Judge or Spitalian in the party could declare this to his companions with a Combination roll with INT+Science(2) or INT+Medicine(2) and CHA+Leadership(2).

SUCCESS

The laws must be obeyed, they're our only protection. The more severe the offense, the more severe the punishment. The laws for the Providers are strict, but those who work hard and honestly will earn their reward.

1+ TRIGGERS

The grain from the Providers is so valuable that there is no choice but to be extremely strict here. If a single infested bag makes it into silo, it can cause a serious famine or epidemic. On the other hand, it's not possible to set the fields on fire at the first sign of trouble. There are many different levels of punishment, what we just saw is the last resort.

2+ TRIGGERS

We just watched the culmination of a chain of events. The Spitalian read out the Hygienics codes and judged the grain, but the Judges always have

the last word. They speak the law in accordance with their Codex. Presumably, some contaminated grain was found during a search. That was reported, then a Hygienist and a Judge went to inspect the field on which it was harvested. If there are traces of contamination, the authority then falls squarely on the Spitalians, who request further reinforcements and execute the orders of the Hygienist. At this point, the Judges may as well just be henchmen.

At last, Parcel 124 can be seen in the distance. Even from a long way off it's easy to see several Providers lining up along a street so that a Spitalian can inspect the grain in the central square. Standing at the top of a hill, the characters have a good overview of the square, although it is difficult to see details. It's time to make final preparations before meeting Judge Ox.

If the Players want to take a close look at the scene, they may do so with INS+Perception(2). If the character owns a pair of binoculars or some other long-distance lens, he adds +2D to the roll. Finally, Parcel 124 can be seen in the distance.

SUCCESS

There are only three Judges and two Spitalians in the central square, compared to well over thirty Providers. Who knows how many more are already on their way to the granaries.

1+ TRIGGERS

There are two horses leashed at the back of the square, probably belonging to Ox and one of the Spitalians. It's unlikely that the other horse belongs to one of the two Vagrants, since they're only low level Judges.

2+ TRIGGERS

Outside of the view of the Judges and Spitalians, a group of Providers stand around talking. Their gestures are aggressive and fast. A young lad is keeping watch.

II. LAW AND ORDER

WHAT IT'S ALL ABOUT

This is where the story begins. the Players should learn the tasks and worries of the Judges and Spitalians, along with witnessing the discovery of an infested crop. This leads to an argument where they are given a gently introduction to the combat rules.

ARRIVAL

The characters finally reach the central square. Judge Ox looks at them and his eyes are enough to let them understand that they should wait a moment, a deep-set grudge burning in them. He turns to a Provider and goes pointby- point through his checklist. Simultaneously a Spitalian and his assistance are handling the grain sacks: taking samples, estimating the quality of the grain and weighing the sack. Sweat runs down their foreheads, pulling lime through their face in sticky tracks. Their information will be forwarded to the Judge, who will take a careful note of it.

The Players have a moment to take stock of the situation. The clouds are getting more dense, and the air is cooling fast even though it is still mid-day. There are already several sacks on the Provider's cart and as they watch another is tossed on. Only three Providers are left to have their sacks checked, standing in front of the Spitalians. If the Players were able to see the group talking out of view of the Judges before, they will find them again hiding behind a cart close by.

If the Players want to evaluate the situation, they can make a roll on **INS+Empathy(2)**.

SUCCESS

The Spitalians are sweating with the work, but getting through it. Judge Ox is calm, but focused. The Vagrants are hurrying to comply with Ox's instruction. However, it is easy to see that the Providers are tense.

1+ TRIGGERS

Judge Ox keeps a close eye on the crowd, his gaze darting to cover every angle. The Spitalians will need a break soon if they don't want to be negligent in their checks. The mood is icy, there's no casual conversation, a chilling silence has fallen over the square.

2+ TRIGGERS

Judge Ox doesn't seem happy to see the characters here, seems like he expected someone else. Reception Ox waves one of his Vagrants to take over for a moment. He lifts himself from his chair with a grunt and beckons the characters to him as he moves away from the Providers to find some time to talk in peace.

"Shit, I wanted a replacement for those sickly Spitalians, not some thrown together squad. They're already sweating like pigs, they ain't gonna survive the day if more Providers show up, and I'm telling you there are more on the way." Ox draws his coat closed around him, looking up to the sky.

"Whatever, at least you're here, I appreciate that. Go to the end of the line and send everyone else home, we don't have time to see them if the weather is going to turn bad. Be warned, most of them aren't going to like being sent away but be firm and stay calm. And don't draw a fucking weapon at any cost, alright? I don't want any dead bodies because on of you has an itchy trigger finger, understood?"

Before the Players have a chance to respond, a shout goes up from one of the Spitalians: "Spores!"

III. DISPUTE

WHAT IT'S ALL ABOUT

Despite the imminent panic, stop the scene and make sure the Players have a good idea for what is about to happen. They should have a clear picture of the situation so they can react accordingly; they're going to be exposed to attacks on both their body and mind.

Everything springs into quick motion. The Spitalian who made the call takes a step away from the sack and looks toward the Judge. The Vagrant at the table makes a startled look towards the Provider the sack belongs to, who calls the Spitalian a liar and has started to raise his fists, ready to go for the throat. Other Providers have broken away from their carts and are making their way to the front. They quickly form a loud, swearing mob. Not counting the Players standing with Ox, there are two Vagrants and two Spitalians facing down thirteen Providers. Judge Ox turns away from the characters, rushing to support his comrades. So far, the situation hasn't escalated, but that can't last forever.

If the Players stand by Ox's side, or stand near and try to stay neutral, they too are abused and provoked by the mob. Only if they stand far away from the confrontation can they avoid being perceived as targets.

Otherwise, the characters are now exposed to Mental Attacks **PSY+Domination** (The Clanner have 5 Dice), with which they must defend themselves using **PSY+Faith/Willpower**.

If a Player fails this roll, they can't stop themselves throwing a punch at the Provider who insulted them; he couldn't withstand the provocations. In this case, a wild hand-to-hand brawl starts in which each Player faces only a single opponent, all

other participants are ignored to keep this introduction simple.

After three Combat Rounds have been completed, or someone in the brawl has fallen unconscious due to falling to (0) Ego Points, Judge Ox ends the fight by firing a shot from his musket into the air. The deafening blast separates the two groups, allowing him to stand confidently between them.

If a Player should draw a weapon despite Ox's explicit instruction, the fight ends abruptly with the Player staring down the barrel of Ox's musket. The Providers shrink away, raising their hands in surrender. Ox speaks to the Player in a commanding tone, *"Settle down there, put that piece on the ground. I'm the law here, and we're going to handle this my way!"*

OPTIONAL

If the Game Master wishes to play a practice fight, they may increase the amount of Dice for the Clanner to 6 or even 7, which makes a brawl more likely.

All rolls to come to a diplomatic solution between the Providers and the Judge are now complicated, and the Difficulty is increased by (1) point. On the other hand, all rolls aimed at intimidating the Providers have +1D added.

"Alright, shit, what's going on?" Ox asks, looking furiously back and forth between the two groups. *"There's a sack with spore contamination, I must immediately report it to the Hygienist responsible for this lot!"*

Instantly the Spitalian is berated by the Providers, who call him a liar and a bastard. *"Quiet!"* Ox scolds the Providers.

CONFLICT

When two characters are at odds, they each roll (potentially using different Skills, if appropriate) and whoever gets more Successes wins. Ties end in a draw or a success for the defender, if the action is hostile. Please look at the rules in the official book (KATHARSYS) on combat and the use of Ego. We can not offer simplification here because the possibilities are too diverse.

Anyone who willingly opposes this order must resist a renewed Mental Attack, in this case against Ox's **PSY+Domination (3)**.

When peace finally settles, Judge Ox silently takes stock of the situation. His eyes wander over to the sacks, to the Providers, to his Vagrants, back to the Providers. Finally, he stops in the middle and his eyes land squarely on the party.

"The following facts occur to me. Provider Achim has been clean for years. No entries for over ten years, and suddenly a sack with contaminated grain emerges. I want you to investigate. The rest of us will get back to work, we have a lot of grain to search. By this evening I expect a report from these citizens, after which I will be the one to decide whether the Hygienists are necessary or not. Understood? That's how it's going to be!"

The tension slowly defuses, and the Providers return to their wagons. They know that no one goes against Ox's word. The Spitalians return to their work. They take the contaminated bag to the side, marking it with a bright red Spitalian cross. Judge Ox takes the Players aside.

"Alright, forget your previous assignment, this investigation is more important. Go take a look at Achim's farm and his fields. Look for a source of discrepancies, because something ain't right here. Achim has been immaculate for years, and his spending on pure water and pesticides from the Spital doesn't suggest negligence. I have to stay here and keep these searches going, but remember that with your decision you'll be setting something in motion that will affect all of us. Justitia can't afford a famine or a Provider riot. I want your report before sundown, alright? Now go, time's running out!"

Vagrant Jutta Schmidt is assigned to the Players, she'll bring them to Achim's farm and explain their orders there. Then she has to go back to the central square to continue helping with the search. Before she leaves, she'll take any questions the Players might have.

A sample Q&A is presented below as a rough guide.

Q: Is there a map of the farm?

A: Yeah, here you go. (Show the Players Handout A)

Q: Where does the farm get its water for the fields?

A: The filter systems the Chroniclers set up, it's stored in the tanks next to the house. There's also a well nearby that the family uses.

Q: Who lives there?

A: Achim, his wife Clara and his three children.

Q: What rights do we have?

A: You can search the buildings and the fields on Ox's authority. You can also search private things if you have to, but you ought to maintain at least some decency, people can get irritated easily at you poking around in their shit.

Q: What if they deny us things or hinder us at work?

A: Tell them you're here on Ox's authority, and any refusal would risk calling a Hygienist down on them. Trust me, no one wants the Hygienists to come out here.

Q: Can you narrow down where the contaminated grain was harvested?

A: Yeah, the Spitalians marked it on the sack when they checked it, the grain came from the southmost field. (Field C – Handout A)

Q: Will we need any additional protection.

A: Since this is a Sepsis infestation, I'd suggest you put on gas masks if you have 'em, thick scarves or kerchiefs if you don't.

IV. STAND YOUR GROUND

WHAT IT'S ALL ABOUT

The Players arrive at the farm, skipping the journey to the location, and after the Vagrant has given them the all clear they are to start their investigation. They go in search of the source of the Sepsis and make a startling discovery underground.

THE SEARCH

Heavy clouds hang low in the early afternoon sky. The Providers are far from pleased when they're told about the reason for the investigation. Legs braced and arms crossed, the full-grown sons of Achim and Clara stand in front of their home, suspicious eyes trained on the Players. If there was any doubt as to their attitude, it's eliminated when the elder of the two spits on the ground. Time to start the search.

If the Players have not yet asked for the map of the area, give it to them now (Handout A). They have a choice between two buildings, three fields, and four people. Where the Players start is up to them, as there are many ways to go about this search. Use the character's skills to occasionally ask for a roll to discover something or assess something they've found, but don't overdo it. Obvious things should be given without a roll.

THE BUILDINGS

THE HOUSE

Achim's residence is a simple wooden house, probably several generations old. Here and there the wood has been torn away and replaced with corrugated steel sheets. It gives the impression of stability and preservation. Inside, there is a large kitchen, several rooms with patchwork beds, and a large table with chairs arrayed around it.

However, by far the largest section of the house is taken up by the storage room. Inside, the walls are stacked high with potatoes, beets, flour, and many other things that can be kept for the winter. All of these goods were harvested from Field B, and with a suitable **INT+Science/Medicine** or **INS+Perception** roll at **Difficulty(2)** it can be seen that none of the goods here are infested with the Sepsis. Notable things include a large, heavy chest located at the foot of the parent's bed. It is sealed with a heavy padlock. The storage room is well filled but won't last much longer than the next winter. Everything here is very spartan and func-

tional, with little personal property to investigate; all the family treasures and documents are kept in the large chest. It is possible to find some jewelry made from wood or cheap metal, but everything seems to be under control. The documents are all in order, the jewelry is not too expensive, and the rest is simply normal. There aren't any surprising hiding places, and no find that is too suspicious.

THE BARN

The barn is also a simple wooden building, windowless, and reinforced with several metal plates. In the lower area are an assortment of farm tools: scythes, rakes, shovels, ropes, a plow, and dense rolls of fabric. In the upper area there is a hayloft, reached with a simple wooden ladder. Stacked against the back of the barn are a few crude weapons, mostly blades made from cheap steel. If asked, the family members simply shrug and say "Can never be too careful out here."

THE WATER TANK

The water tank standing next to the house bears several seals of approval from the Spitalians, it has clearly been regularly maintained and cleaned. The water is distributed by a long hose, wound up now but long enough to reach the fields. A gauge attached to the tank's outlet reveals that it is about half full.

THE PESTICIDE TANK

This tank is visually identical to the water tank, but the heavy leather apron and gloves hanging next to it reveal that care is needed here. Upon approaching it, the pungent smell can immediately be noticed. There are many Spitalian marks on this tank, along with a skull symbol near its outlet. If the Players wish to examine this tank more closely, they will need to roll **INT+Science/Medicine(2)**, or they risk taking some chemical burns, causing **1D6-3 Flesh Wounds of Damage**. If they do inspect the tank, they can see that it is still quite full, doesn't look like they saw much need to use it so far...

FIELDS A - C

Field A is barren, with nothing planted on it, while on Field B there are many winter vegetables growing. Field C was recently harvested, in the last few days or so, this was where the infested grain surely

came from. A roll on **INT+Science(2)** reveals that the farmers are using a three-field rotation to ensure that all of the fields can produce a good yield, without leeching too many nutrients from the soil. Examining Field A and B doesn't yield any evidence of the Sepsis, but examining the ground in Field C with an **INS+Perception(2)** roll will allow a Player to see thin white threads coming from the ground. A further roll on **INS+Survival(2)** or **INT+Science(2)** will reveal that these threads are certainly not part of the grain's root system. They must be from somewhere further underground and are enclosing the cereal roots. It would appear that this is the source of the Sepsis infestation on the grain, but there isn't an indication as to where these Sepsis threads came from. However, it doesn't take a lot of intuition to guess that investigating underground would be a good idea, and with a roll of **INS+Perception(2)** a character can hear a muffled rippling from the well, suggesting that there is water flowing underneath. This should suggest to the Players that they should also take a look down the well. However, the Players may be satisfied by just finding the source of the Sepsis infestation on the grain, and feel they have enough information to return to the Judge. This is a form of success for the Players, and Judge Ox will begrudgingly agree, but now he has no choice to call in the Spitalians. They will descend on the field and tear it apart until they find the source, ruining the livelihoods of the Providers and likely resulting in some violent outbursts. In this way, the Players would miss on a lot of the gaming experience, however it is important to keep this possibility in mind.

THE WELL

Currently the water is at a low level, since it hasn't rained for days or even weeks. Looking down, it's possible to see that some stones have been knocked from the wall of the shaft, with some sort of cavity behind it. If the Players don't have their own climbing tools, they can take a long ladder or some ropes from the barn to descend safely.

As they descend, the first few drops of rain land on their head, looks like the predictions of a storm were correct. When they reach the bottom, they can look through a hole in the wall to a large, dark space. To knock out more stones, it will take some sort of blunt weapon, or pure muscle power. This would be a Complex Action, requiring **(20) BOD+Strength(1)** successes to break through the wall, or the same amount of Damage with a hammer or blunt weapon. Finally, the bricks tumble away allowing a human to pass through. As they

enter the open space, the next chapter begins.

OPTIONAL - BALLS OF STEEL

Should a Player wish to "requisition" some of the family's valuables without their notice, they can attempt to do so by rolling **AGI+Dexterity** against the **INS+Perception** of the family members. They won't take their eyes off the investigators, so this is a difficult task. The family rolls 6D for their Perception. If a player is caught, he will be challenged. Only a quick response can defuse the situation, such as bribery (**CHA+Negotiation**, 100 Drafts for silence), intimidation (**PSY+Domination**), or deception (**PSY+Cunning**).

Regardless, the Players will have to compete with the family's **PSY+Faith(4)**. Should this attempt fail, the youngest of the three children will rush to inform Judge Ox. The following options are briefly listed as possible consequences, with increasing severity.

Players can continue to search for the cause in order to prove their innocence, but they only have an hour to spare. In game terms, they will have to agree on one last location to search before the Judge arrives, there is no time for more.

The Judge will listen to each party when he arrives, lying to this man has a **Difficulty of (3)**. If the Players fool him, he will angrily ride away – he hates having his time wasted. However, the work is now massively disturbed by the family, all tests have their **Difficulty increased by (1)**. If they confess, they may continue their work, but the thief's hands are blackened. He alone is not allowed to enter the buildings. If the Players fail to convince the Judge of their lies, the adventure ends and they are led away to face trial. If the situation escalates and weapons are drawn, the Players will surely face trial if they are captured. Judge Ox already made clear he doesn't tolerate such behavior.

POSSIBLY STOLEN GOODS

- 800 Drafts hidden in a can.
- A jar of strawberry jam.
- A half-charged E-Cube.
- 3 12-gauge shotgun shells.
- Wood and steel jewelry worth approx. 350 Drafts.
- An Impact Ring.
- A broken radio (with a hidden code, for more details look at the suggested continuations at the end of this adventure).

RULES:

The Players can push one brick after another out of the wall. When a character attempts something made up of many small actions, or something that takes a significant amount of time, this is represented by a Complex Action.

Like a regular Action, a Complex Action can have a Difficulty (in which case an attempt that does not meet the Difficulty is entirely wasted), but they also have a number of required Successes to be completed. For example, freeing a cart from mud might be a BOD+Force (3) test that requires 30 cumulative Successes to complete.

Triggers count as bonus Successes on complex actions, and the number of Successes can be used to give a general sense of how long an action will take during combat or other pressing situations.

Outside of situations where time is of the essence, it is suggested to forego Complex Actions and simply do a regular Action to test for a character's ability to successfully complete a task.

Although there is no time pressure at the moment, it is recommended to use the Complex Actions to introduce the concept to Players.

Another possibility is to use tools or weapons. For example, one could attack the wall with a Melee Weapon like a Hammer and inflict a total amount of (20) Damage.

The third and last possibility would be a Cooperation roll. As a group, characters can achieve things that are impossible for one. For complex actions, they simply function as if one character were rolling; the Successes and Triggers of each add to a common pool. For regular Actions, they function more like a Combination action with a couple twists.

Each additional character gets +1 Difficulty, and their Triggers are applied to the main character's roll in the form of bonus dice. However, failure on such a roll does not keep the main character from making an attempt.

V. BACKDOOR

WHAT IT'S ALL ABOUT

This chapter presents the first hard decisions after finding the cause of the Sepsis infestation, leading to the first contact with the spores and a potentially deadly fight. The Players are given an offer by an Apocalyptic, but it carries heavy consequences. The Players will learn that their decisions will have both short- and long-term effects.

THE TUNNEL

As soon as the Players step through the hole in the wall of the well, they enter a completely different world. They're no longer surrounded by the feudal environment of the farmer, but a long-forgotten world of a different culture. The walls are made of solid concrete. Cables run along the ceiling, the sight of which would make a Scrapper cry with joy. The groundwater collects from the well to flow through this tunnel at ankle depth. This corridor leads in two directions, one towards Field C and one away from it. However, their descent down the well has disoriented their sense of direction, it will take an **INS+Survival/Orienteering(2)** roll to get their bearings.

Should the Players take the wrong route away from Field C, they run the risk of getting lost in the branching tunnel system. The Game Master can also warn them away from this route with a distance howl echoing through the tunnels. They don't know what sort of creature can make such a terrifying noise, but if they continue on this path and repeatedly fail their **INS+Orienteering(2)** rolls, they will not only be lost but will encounter a Spore Beast in these deep tunnels. Not many people survive such a battle.

However, if they take the route towards Field C they will pass branches to the right and to the left before the tunnel winds away into the unknown away from the farm. In the right-hand room, there are the remains of some old technology. It is impossible to tell the function it once had but a Scrapper could reclaim two kilos of usable Tech IV scrap from its carcass. The lefthand room leads up a small staircase to a small chamber which looks as if it was recently inhabited. In this room, there is a small sleeping area, lots of food packaging discarded in the corridor, along with used light sticks. The shelves mounted on the wall reveal the original purpose: a storage room. Ahead of the Players, there is only one exit leading to the next room.

THE SOURCE

Opening the door creates a gust of wind, a white cloud billowing outward. It coils around the Players and makes them cough. Panic sets in, everyone knows what this cloud must be, the Players hold their breath and try to step out of the cloud. A primal fear rises in everyone, did it catch me? How bad is it? Only a Spitalian examination can answer those questions. No answers now. Instead, the characters are facing a nightmare. A Spore Field is blossoming underneath the Provider District. Time to let Judge Ox know.

As the Players open the door to this room, the first Spores will fly directly to wards them. Everyone standing within three meters of the door is completely enveloped. Due to the one-time concentrated burst, the Players must roll **BOD+Toughness(2)** due to avoid infestation. Gas masks and towels can assist in this. If they are unsuccessful, they'll receive **(2) points of Spore Infestation**. Afterwards, the young field is considered a strength (1) field, and only if the Players spend more than a day inside it or come back later will they have to roll again. With this find, they've completed the Judges orders. What follows now should be a conversation about the possible consequences of their decisions. Help the Players, especially those inexperienced, to think ahead so they understand the full scope of their decisions beyond a shadow of a doubt.

OPTION A – Tell Ox about the Spore Field. Judge Ox has no choice but to report such a severe find to the Spitalians, who will inevitably request a Hygienist. Achim's family will lose their land to the Spitalians digging up and decontaminating all three of their fields. Hygiene and quarantine. It is doubtful they'll survive past winter.

OPTION B – Hide the find to protect the family. The Players will have to lie to the Judge, against a **Difficulty of (5)**. If this succeeds, he will believe it and calm the Spitalians. The infected sack is destroyed, and Achim's family will be able to work their field again next year. However, the next time they use the infested field to produce grain it will be even more spore infested as the field gains strength at a rate of (1) every six months. Once these two options are understood, the next scene begins.

VI. DEAL WITH THE DEVIL

WHAT IT'S ALL ABOUT

On their way out of the underground passage, the Players are stopped by a group of Apocalyptics. There are as many apocalyptists as there are players. Their leader offers the Players a third option to prevent a life-or-death struggle breaking out. Again, keep calm and ensure that the Players have a full understanding of the situation.

As soon as the Players step back into the main tunnel, they notice two things. First, the water has risen to about knee height, and is flowing strong. Second, there are figures approaching through the tunnel. They look at least as surprised as they Players themselves, but their leader reacts quickly. He raises his hands defensively, showing he's unarmed, and says *"Okay, let's stay calm, let's talk about this. Completely calm, no one gets hurt, deal?"*

Should the Player ignore this offer, or immediately rush to combat, skip to the fight. However, if they listen, he offers them the following: *"I know why you're here, okay. Whaddya think, I pay for your silence and we take care of this problem instead? Come on, think about it, either you have something good with me and my people, or maybe I'll make those purses of yours a little heavier?"* He offers the Players a point in either the Resources or Network backgrounds, up to a maximum of the third point, for their silence. This is a valuable thing.

If the Players start to ask questions, he is fairly receptive. It seems he really doesn't want anyone to come poking around down here... A sample Q&A is presented below.

OPTIONAL - BALLS OF STEAL

Players can try to persuade the others to a higher reward. But that should only be possible with a very good success, like two Trigger or even more. In this case, the leader gives them an address with the prospect of a worthwhile job.

Depending on the outcome, they would have a connection to another adventure.

Q: Why so much?

A: We have the same problem as you, but we'd really prefer that these tunnels are kept a secret, you know?

Q: What do we tell the Judge when he asks where the infestation came from?

A: Take this Burn, sprinkle it with some soil on the surface, hand it to him and say those farmers had it in their barn. He'll buy it, I promise.

Q: But the hole in the well, that'll tell you anyway.

A: That's our problem, not yours.

Q: We want more.

A: Come on now, no need to be greedy, I'm already giving you a generous offer.

Q: Can we trust that you'll hold up your end of the deal?

A: You'll have to decide that for yourself, but you should think about whether you can really trust the Judges or those gas masked freaks.

The longer the conversation takes, the higher the water rises and the Apocalyptic's patience sinks. The rain has grown stronger, and the water is slowly filling the corridor. Every movement action now takes a penalty of -1D.

If the Players take the offer, the leader shakes their hands and clears the way for them to leave through the well. They've just made a deal with an Apocalyptic.

Should the reject the offer, it comes to a fight. Unlike before, this is no-holdsbarred fighting to the death, the Apocalyptics can't risk their interests being compromised by some band of misfits!

The water adds an additional complication to the combat.

After the third Combat Round: hip high, penalty of -2D to all movement actions.

After the sixth: belly up, penalty of -3D. After the tenth: up to the shoulders, -4D.

After the thirteenth Combat Round, the water is now approaching the ceiling.

High time to disappear.

For rules related to drowning, see Katharsys Page 112.

When the Players finally escape the tunnel, their next destination is Judge Ox. There is nothing more for them here.

VII. COUNTING COSTS

WHAT IT'S ALL ABOUT

The Players have found the source of the infestation, and also realize that whatever decision they have made will have consequences. Now, they have to tell Judge Ox this decision.

THE TAVERN

The Players travel back to Ox, taking until the evening hours to trudge back to the central square through the heavy rainfall. Arriving at the empty square, the Players realise that the Judge apparently finished his job or broke off the work to go head to the tavern.

The tavern is busy, many of the Providers enjoying their newly earned Drafts with some pretty women and alcohol. The mood is relaxed, in stark contrast to the day. Ox is near the bar, eating dinner. When the Players approach, he wipes his mouth and lays down his cutlery. They have his full attention. His reaction depends on what they Players decide to tell him.

They tell the truth: The Judge listens attentively.

They lie: They must roll against a **Difficulty of (3)**. If he sees through their deception, he becomes loud and angry. The tavern goes silent, and he demands the truth in front of the crowded audience.

They come back obviously hurt: He will ask for the cause of the injury.

They have not found anything or just the threads in the ground, but not the source: He sends a Hygienist to the field. That can't have been everything. The Players receive a reward of 50 Drafts each, contained in a leather envelope.

They report that they found the young Spore Field: He hurriedly pushes his food away, paying the bill and thanking the Players. Haste is obvious in his eyes as he hands the Players a leather envelope containing 200 Drafts per Player. Their reputation amongst the Judges and Spitalians increases by one point, while it falls by one point amongst the Providers and Apocalypitics.

They deliberately conceal the source: They have to lie to Ox. Should they succeed, unless they pres-

ent another source, the Judge will have to call in a Hygienist.

They present an alternative source (for example, a Burn cusp): If they manage to succeed in lying to Ox, he will acknowledge this as the official justification for the contaminated grain and punish the Providers accordingly, however they'll be spared the attention of a Hygienist.

They mention the fight against the Apocalypitics: He will take note of this and give the Players an encouraging clap on the shoulder. The pay increases by 50 Drafts per Player.

They mention the sprawling tunnels under the field: He'll take note of this fact and ask the Players to keep it to themselves until they know more.

Should other things be mentioned or discussed, you must respond as a Game Master based on how the adventure has gone so far and the tastes of your group. Otherwise, the Judge dismisses the Players and thanks them for their actions and support.

If the Players made a deal with the Apocalypitics, they might suspect that they are being watched. A successful roll of **INS+Perception(3)** will confirm their suspicion, as one of the faces from below reveals itself in the crowded tavern. He gives them a wink as they become aware of him. Should the Players tell the Judge something other than what they agreed, the Apocalypitics know that the deal has been broken. They do not receive the bonuses from the Apocalyptic leader, and they know have an enemy on their back they they'll find difficult to shake off.

However, if the Player doesn't notice their observer and cancel the deal, this will lead into a new adventure with the Apocalypitics as vengeful opponents.

VIII. FURTHER STORYLINES

In order to avoid the unfortunate situation of being unable to deliver a plausible continuation after the adventure is completed, the Game Master should insert elements during the adventure that point to further stories. These can be varied in nature, for example in the form of an NPC, an object, a clue, or a story. The crucial factor in these elements is that it does not displace the current goals, but is also noticed by the Players. Some of these elements have already been woven into PROVIDER, below are presented some examples of how to use them.

THE PLAYERS FUCKED UP

Sometimes, everything just goes horribly wrong. However, if the Players have truly reached this point, the Game Master should deliver decisive consequences. The Players should feel that they have made mistakes, but the punishment must remain plausible for the failure.

THEY GET THE RADIO

Whether they stole, bought, or otherwise acquired the radio, when a new E-Cube is inserted a sequence of numbers is scrawled into the E-Cube socket. If the radio is tuned to this frequency, a message running in a continuous loop is played. Whatever this message may be, it leads to the next adventure.

For example, “Not Fractal” from the Gray Edition, a gold-rush themed adventure where Chroniclers, Scrappers, and Apocalypticists play a major role.

THEY MESSED UP A THEFT

If the Game Master does not like the punishment of blackened hands mentioned in the adventure, the Judge could demand a favour of the offender as penance, which leads to a new adventure working for them.

THE JUDGE IS PLEASED WITH THEM

The Players have revealed all of the secrets, defeated all of the villains, and told the Judge nothing but the truth. They are glittering with glory, and their determination and zeal must be rewarded with more work for the Judges. New orders await. Perhaps a mission in Purgare, leading into IN THY BLOOD?

THEY TRIED TO EXTORT THE APOCALYPTICS

This path also leads to a new adventure, but in contrast to working for the Judges, the Players will find themselves quickly staining their hands and souls with dark deeds.

THEY TOOK THE DEAL, BUT TOLD THE JUDGE

The apocalypticists will seek revenge and make life difficult for the players. It's going to be a tough fight because the apocalypticists do not think to fight fair. At the end of the day, they'll probably have to make a much crappier deal for the madness to end, opening the door to the next adventure.

EXPERIENCE

Add up the points below for each Player individually. The Game Master can add more points at their discretion, for example for extraordinarily good game flow or good roleplaying.

Survived +1

Uninjured +2

First contact with the Sepsis +1

Source located +2

Successful theft +1

Order executed without self-inflicted complications +3

Fought against the Apocalypticists +4

Told Ox nothing but the truth +5

Told Ox what he wanted to hear +5

This results in an approximate frame between 7 and 18 experience points per Player.

HELPFUL LINKS

Here you will find a lot of helpful Links.

OFFICIAL STUFF

SMV and Shop:

<http://sixmorevodka.com/degenesis/>

SMV Degeneration Forum:

<http://www.sixmorevodka.com/degenesis/forum/>

Discord Server

<https://discord.gg/4pcWmEb>

GETTING INTO THE RIGHT MOOD

Trailer 1:

<https://youtu.be/WTCARC9Iyyw>

Trailer 2:

<https://youtu.be/oTw3KaMr8wk>

FANWORKS

German Degeneration Wiki:

<https://zentraler-cluster.de/mediawiki/Zentraler-Cluster>

NPC Library:

<http://sixmorevodka.com/degenesis/icons/>

Game Master Tools:

<https://www.degenesis-cluster.com/>

RESOURCES

ACTING NPCs

JUDGE OX

A tall man with a weak spine who has devoted himself to the Provider Quarter in his retirement. He knows many of the local farmers, understanding their rules and motivations like no other Judge.

Due to the ongoing conflict with the Cockroach Clan, his reputation has steadily grown in size as he knows how to reassure the Providers and avoid any difficulty with the Judges. He rarely speaks in his old age, but whenever his voice splits the air it must be something important. To argue with him makes little sense, once he decides on a position he is legendarily stubborn: only a few people have ever been able to persuade him to see another view.

PROFILE

ARCHETYPE: Borca, The Mediator, Judge, Rank : Protector

ATTRIBUTES: BOD: 3 AGI: 3 CHA: 3 INT: 3 PSY: 4 INS:3

SKILLS: Brawl 5D, Force 5D, Melee 6D, Stamina 4D, Toughness 5D, Navigation 6D, Mobility 5D, Projectiles 5D, Conduct 4D, Expression 5D, Leadership 5D, Negotiation 6D, Focus 5D, Legends 4D, Medicine 4D, Domination 7D, Reaction 6D, Willpower 6D, Empathy 5D, Orienteering 4D, Perception 6D, Survival 5D

BACKGROUNDS: Allies 2, Authority 2, Network 3, Renown 2, Secrets 1

POTENTIALS: Lynch Law (2)

INITIATIVE: 6D / 10 Ego Points (Focus)

ATTACK: Judgment Hammer, 4D, Distance 1, Damage 6, Blunt, Impact (3T); Judges Musket, 5D, Distance 10/40, Damage 8, Muzzle Loader

DEFENSE: Passive 1; Mobility 5D; Mental (Willpower) 6D

MOVEMENT: 3m

ARMOR: Hat and coat (2)

CONDITION: Spore Infestation 0/12, Flesh Wounds 10, Trauma 7

<http://sixmorevodka.com/degenesis/character-en/index.html?id=e01864e7-6ee1-4e2f-fac6-faaf3c706c3f>

VAGRANT JUTTA SCHMID

The young Vagrant is full of zest and zeal. In a conversation with her, one will very quickly find she is not shy of confrontation, even if now and then a certain glimmer of uncertainty shines through her facade of confidence - a flaw to which she owes Judge Ox' tutelage. Only when she can move out of his shadow will she learn to be sure of her own decisions.

However, she can learn from the experienced man with his tight grip on the Providers, or at least that's what she has heard from him every day. Whether he is correct in his self-assessment, only the future will tell. Until that day comes, she practices restraint and conscientiousness. After all, she'll be around long after he is.

Use stats for a Standard Judge Vagrant, found in the fanmade supplement ARTIFACTS

FAMILY RUTT, PROVIDER

Achim (father), Clara (mother), Bernd (21), Gustav (19), Jörg (16).

GINA

Apocalyptic mugger (leader).

PROFILE

ARCHETYPE: Borca, The Adventurer, Apocalyptic, Rank : Crow

ATTRIBUTES: BOD: 3 AGI: 3 CHA: 3 INT: 3 PSY: 3 INS:3

SKILLS: Athletics 6D, Brawl 5D, Force 5D, Stamina 5D, Toughness 6D, Dexterity 5D, Navigation 4D, Mobility 6D, Stealth 5D, Conduct 4D, Expression 5D, Leadership 4D, Negotiation 5D, Artifact Lore 4D, Cunning 5D, Deception 5D, Domination 5D, Reaction 5D, Willpower 5D, Empathy 5D, Orienteering 4D, Perception 5D, Primal 5D, Survival 4D

BACKGROUNDS: Authority 2, Resources 2, Secrets 1

POTENTIALS: 1000 Ways (1)

INITIATIVE: 5D / 10 Ego Points (Focus)

ATTACK: Stiletto, 3D, Distance 1, Damage 4, Smooth Running (2T)

DEFENSE: Passive 1; Mobility 6D; Mental (Willpower) 5D

MOVEMENT: 6m

ARMOR: Leather (2)

CONDITION: Spore Infestation 0/10, Flesh Wounds 12, Trauma 6

<http://sixmorevodka.com/degenesis/character-en/index.html?id=4af32bo7-6ff4-4159-fcc4-f70730953d55>

APOCALYPTIC MUGGER

PROFILE

ARCHETYPE: Borca, The Disciple, Apocalyptic, Rank : Finch

ATTRIBUTES: BOD: 2 AGI: 3 CHA: 3 INT: 2 PSY: 3 INS:3

SKILLS: Athletics 4D, Brawl 4D, Force 3D, Melee 4D, Stamina 3D, Toughness 3D, Dexterity 4D, Mobility 5D, Stealth 4D, Conduct 4D, Expression 4D, Negotiation 4D, Seduction 4D, Legends 3D, Cunning 4D, Deception 4D, Reaction 5D, Willpower 4D, Empathy 5D, Orienteering 4D, Perception 5D, Primal 5D, Survival 5D

BACKGROUNDS: Allies 1, Network 1, Resources 1, Secrets 1

POTENTIALS: All-in (1)

INITIATIVE: 5D / 10 Ego Points (Focus)

ATTACK: Knife, 4D, Distance 1, Damage 3, Smooth Running (2T); Club, 4D, Distance 1, Damage 4, Blunt

DEFENSE: Passive 1; Mobility 5D; Mental (Willpower) 4D

MOVEMENT: 4m

ARMOR: Fur cape (1)

CONDITION: Spore Infestation 0/8, Flesh Wounds 6, Trauma 5

<http://sixmorevodka.com/degenesis/character-en/index.html?id=7f995b6b-55b7-4799-cfe8-e3132e2ca37c>

SUGGESTED STARTING PLAYER CHARACTERS

These characters provide some inspiration to assist Players in creating their own characters, or offer the Game Master some pre-made characters to ease their preparation work. Their description is very archetypal, and strongly based on the official books. The characters have not had their personal details, such as name or gender, specified, and as such the Players should feel free to invent their own.

THE DOCTOR

WHO YOU ARE AND WHAT DO YOU DO ?

You are the bastion of defense against the diseases afflicting humanity, both terrestrial in origin and that stemming from the stars, the foul Primer. As a young child, you were taught the ways of prevention, the signs of Sepsis setting in, the cough signalling lung degradation, all of this and more drilled into your head until it was as simple to recite as your name. You have been sent to accompany this expedition to the east, past the treacherous Reaper's Blow, to ensure that it does not fail due to disease, injury, or worse.

In combat, you can take one of two roles. One, close with the enemy, using your Splayer – A spear specially designed to sever the vitals of an enemy with its Cutting blades – or two, destroy them from a distance with the crippling gaseous agents of your Fungicide Rifle. Outside of combat, you can administer first aid to your fellow party members, patching up cuts and scrapes with ointments, pastes and bandages. You are also well trained at noticing the telltale signs of Sepsis contamination, the spores floating through the air, the fractal patterns in the environment. You wear an all enclosing suit, protecting you both from the environment and your enemies. A gas mask completes the ensemble, sealing you away from the world and granting you a permeating air of respect.

PROFILE

ARCHETYPE: Borca, The Healer, Spitalian, Rank : Famulancer

ATTRIBUTES: BOD: 3 AGI: 3 CHA: 2 INT: 3 PSY: 3 INS:2

SKILLS: Force 5D, Melee 5D, Stamina 4D, Toughness 6D, Mobility 5D, Projectiles 5D, Conduct 3D, Negotiation 3D, Focus 5D, Medicine 6D, Science 4D, Deception 4D, Reaction 5D, Willpower 5D, Perception 5D

BACKGROUNDS: Allies 1, Network 1, Secrets 2

POTENTIALS: Splaying (1)

INITIATIVE: 5D / 10 Ego Points (Focus)

ATTACK: Splayer, 4D, Distance 2, Damage 6, Cutting (2T, +1D damage); Fungicide Rifle, 5D, Distance 2/8 (Fire Dust, Irritant)

DEFENSE: Passive 1; Mobility 5D; Mental (Willpower) 5D

MOVEMENT: 3m

ARMOR: Spitalian Suit (2)

CONDITION: Spore Infestation 0/10, Flesh Wounds 12, Trauma 6

SPECIAL: The Manual

<http://sixmorevodka.com/degenesis/character-en/index.html?id=832eo68b-5c7f-444a-bf30-583ado2eff9f>

THE SCHOLAR

WHO YOU ARE AND WHAT DO YOU DO ?

Before the asteroids fell, and before the Primer came and ravaged the world left in its wake, there was The Stream. A glorious flow of information in its purest form, data rushing through the world in a constant network. This is what the internet developed into, and this is what the Chroniclers strive to recreate. As a child, you were chosen, sold, or otherwise recruited into their ranks. Your forehead was tattooed with a barcode, and you began your learning. You learned about the ancient world, about the wonders of the stream, about the artefacts that are still to be discovered and the dangers the world faces. You have begun to learn how the Chroniclers manipulate all of these things, and all of the rest of the Cults, but that information is above your access level for now. You crave information, and you'll do whatever you can to assist in the revival of The Stream. You are an apprentice of sorts to the Chronicler leading this expedition, hence why you are so far beyond the reach of the Chronicler network. As a Chronicler, you have in depth knowledge about the Pre-Eshaton world, before the apocalypse. You know how to access the old systems, how to reroute the terminals and locks of the bunker doors, how to redirect the power to jumpstart systems. Your main strengths lie in this, finding your way through the ancient technology to the immensely valuable knowledge contained within. However, the Chroniclers have been bitten before when they attempted to be friendly, and they have learned. You hide yourself beneath a mask which gives no trace of the human beneath, you speak through a carefully tuned voice distorter, rendering your own speech into a dark and intimidating tone. And it is this that you use in combat, tuning your Vocoder to turn your voice into a fearsome cry or a terrifying screech, tearing at the mental state of whoever stands in it. However, the Chroniclers forbid the use of lethal weapons, that duty is left to the other Cults, for they are always so eager to get their hands dirty.

PROFILE

ARCHETYPE: Borca, The Seeker, Chronicler, Rank : Agent

ATTRIBUTES: BOD: 3 AGI: 3 CHA: 1 INT: 4 PSY: 3 INS:2

SKILLS: Force 5D, Toughness 4D, Crafting 5D, Mobility 4D, Projectiles 4D, Stealth 4D, Negotiation 4D, Artifact Lore 8D, Engineering 5D, Focus 6D, Science 6D, Deception 4D, Domination 5D, Reaction 4D, Willpower 5D, Perception 4D

BACKGROUNDS: Network 2, Resources 1, Secrets 1

POTENTIALS: Upload (1)

INITIATIVE: 4D / 12 Ego Points (Focus)

ATTACK: Vocoder, 5D/5D, Distance 10, Damage 1+T Ego, Thunder Strike, Area Damage (45°)

DEFENSE: Passive 1; Mobility 4D; Mental (Willpower) 5D

MOVEMENT: 3m

ARMOR: Cape (1)

CONDITION: Spore Infestation 0/10, Flesh Wounds 8, Trauma 6

SPECIAL: Chronicler's Mask

<http://sixmorevodka.com/degenesis/character-en/index.html?id=foeo6f8c-72ae-49bc-b4b9-605d6d4080b1>

THE TROOPER

WHO YOU ARE AND WHAT DO YOU DO ?

The Hellvetics start their training young, for their training must be perfect. You are part of an elite group, the best soldiers in the world, and that is no exaggeration. You hold in your hands a Trailblazer, an assault rifle with a history dating back to before the asteroids fell, before the Primer, before the chaos of the world today. Your body is protected by a Harness, a suit of armor perfected over the course of the centuries since the disaster. And you are part of the Hellvetics, the neutral protectors of this new world. Your comrades support you and judge you all at once, for the ammunition for Trailblazers is scarce, and efficiency with your rifle is the most important principle to a Hellvetic. Use more bullets than are deemed necessary and you'll quickly find yourself with an empty magazine. You are on this mission to secure resources for your detachment, the Chroniclers are paying good money for your services and your squad needs them, as one of your squadmates taking potshots at passing animals has led to your ammo supplies being cut short, and his prospects at any advance in rank going the same way. You must be conservative, and you must not miss.

Hellvetics are combat monsters, the Trailblazer is among the best weapons that exist in the world today, but such great power comes with an equally great responsibility. A Hellvetic must always ask themselves if a situation requires the use of their precious ammunition, or if it can be resolved in another fashion. If a situation does arise that requires the use of the Trailblazer, then then you must ensure that it does not last long enough for you to need a second shot. That is not to suggest, however, that you are useless without a gun. The Trailblazer's bayonet is kept sharp and it is lethal in your trained hands. Outside of combat, your presence alone can be enough to intimidate people into compliance, the sight of a functioning Trailblazer and the imposing figure of a soldier in Harness is enough to scare off most attackers, and put allies at ease. You aren't the best talker, and it can be hard to predict how people will react, but your confidence is rock solid, and you can always predict where to aim if they start to run.

PROFILE

ARCHETYPE: Balkhan, The Protector, Hellvetic, Rank : Corporal

ATTRIBUTES: BOD: 3 AGI: 3 CHA: 1 INT: 3 PSY: 5 INS:1

SKILLS: Force 7D, Melee 5D, Toughness 4D, Navigation 4D, Mobility 5D, Projectiles 6D, Stealth 5D, Leadership 2D, Focus 5D, Reaction 9D, Willpower 7D, Perception 3D, Survival 3D

BACKGROUNDS: Allies 2, Authority 2

POTENTIALS: Doctrine: Discipline (1)

INITIATIVE: 9D / 10 Ego Points (Focus)

ATTACK: Trailblazer, 6D, Distance 30/120, Damage 11, Smooth Running (3T), Salvoes (3); Trailblazer Bayonet, 5D, Distance 1, Damage 5, Smooth Running(2T)

DEFENSE: Passive 1; Mobility 5D; Mental (Willpower) 5D

MOVEMENT: 3m

ARMOR: Spotter Harness (3), Camo (5C)

CONDITION: Spore Infestation 0/14, Flesh Wounds 8, Trauma 8

SPECIAL: 2 Units explosives (Thunder Strike, Explosive)

<http://sixmorevodka.com/degenesis/character-en/index.html?id=a6851dd5-7cff-4c5f-90c5-6ada846c43d6>

THE WASTELAND HUNTER

WHO YOU ARE AND WHAT DO YOU DO ?

The apocalypse left an entire civilisation's worth of scrap buried under feet of ash and dirt, and you're one of the people who digs it up. You've been picking your way through scrap fields all of your life, picking out shiny and useful bits of pre-Eshaton tech, making your own way in the world. The Chroniclers pay up, even if they sometimes don't pay what you think you deserve. You know the scrap almost as well as you know the trusty rifle you keep in your hands to warn off anyone going for your catch. Most of the trash scurries away after a warning shot, but you know how to use your rifle well, you've had lots of practice. To a Scrapper, pre-Eshaton tech is your life-line, a steady stream of money and a field in which you have near unparalleled experience, and for this reason you've been hired to guide the Chronicler and whoever else he brings along through the ruins of whatever he's dragging you to find, and if he does find anything useful he'll give you a hefty cut. Sounds like easy money, and easy money always sounds good to you.

You excel at finding things other people miss in ruins, in listening to rumors passed around camps at night and finding treasure buried deep in the old streets. In combat, you're a good hand with your rifle, pelting bullets down at your enemies from a distance before they can engage you directly. However, if the fight gets up close and personal, you can put those tough fists to use and prove that those muscles of yours aren't just for show. Outside of combat, you're not much of a talker, Scrappers tend to work alone. However, what you are very good at is finding places where the old technology still ticks over, dormant and awaiting a hand to lift it up out of the dirt and back into life. You're an expert at surviving in the world, and you won't shy away from trekking for days across open land to find a scrap haul.

PROFILE

ARCHETYPE: Pollen, The Adventurer, Scrapper, Rank : Badger

ATTRIBUTES: BOD: 4 AGI: 3 CHA: 2 INT: 2 PSY: 2 INS:3

SKILLS: Brawl 6D, Force 6D, Melee 5D, Toughness 6D, Dexterity 4D, Navigation 4D, Mobility 5D, Projectiles 5D, Stealth 4D, Artifact Lore 4D, Legends 4D, Cunning 3D, Willpower 4D, Orienteering 4D, Perception 4D, Primal 5D, Survival 6D

BACKGROUNDS: Allies 1, Network 1, Renown 2

POTENTIALS: Tough Dog (1)

INITIATIVE: 2D / 10 Ego Points (Primal)

ATTACK: Hunting Rifle, 5D, Distance 30/120, Damage 6

DEFENSE: Passive 1; Mobility 5D; Mental (Willpower) 4D

MOVEMENT: 4m

ARMOR: Tough Flesh (1)

CONDITION: Spore Infestation 0/8, Flesh Wounds 12, Trauma 6

SPECIAL: Rope, Compass, Periscope, 30 rounds .357

<http://sixmorevodka.com/degenesis/character-en/index.html?id=74fc44d2-230d-44e9-b760-be230ef1feb4>

THE HAMMER OF JUSTICE

WHO YOU ARE AND WHAT DO YOU DO ?

Even after the world fell apart, and humanity began its splinter into different groups and ideals, some people still recognised the necessity of the law. These people amassed, growing in power over time until they became the Judges. You are one of these Judges, passing out the law in the more civilised areas, administering court sentences, passing judgement, and delivering punishment upon those who break the law. Your hammer is the hammer of the law, and you are the vehicle upon which the law is delivered. You carry The Codex with you at all times, a large tome which contains every law in the Protectorate, and you know it by heart, learning the book is part of the initiation to the Judges. You have been attached to the expedition for two purposes, ensure that the Chroniclers don't try to do anything sneaky, and to spread word of the Protectorate to the unenlightened masses beyond its current borders. The more people a system of law protects, the more powerful it becomes.

The hammer you carry is both a metaphorical representation of the law crashing down on criminals, and an all too literal threat to them. The long hammer, unwieldy, badly balanced, is held like a burden by the judge, yet as the hammer swings into action it strikes down with a terrifying ferocity, cracking through armor and shattering bones. The Judgement Hammer is a brutal weapon, and you are a brutal man. You swing your hammer as an extension of yourself, and if your hammer fails you then the brass knuckles you keep for more brutal occasions certainly won't. Outside of combat, you are an excellent talker, able to convince most people to come around to your point of view with a reasonable discussion. You put your faith in the Codex and it grants you the confidence to stare down hardened criminals and not flinch in the slightest. Your silver tongue helps talk down criminals to be, and helps you get information from those that might otherwise harbor them.

PROFILE

ARCHETYPE: Borca, The Traditionalist, Judge, Rank : City Judge

ATTRIBUTES: BOD: 3 AGI: 2 CHA: 3 INT: 2 PSY: 3 INS:3

SKILLS: Force 5D, Melee 6D, Toughness 5D, Mobility 4D, Conduct 5D, Expression 4D, Negotiation 4D, Legends 4D, Domination 6D, Faith 5D, Reaction 5D, Empathy 4D, Perception 5D, Primal 5D, Survival 4D

BACKGROUNDS: Allies 1, Renown 1, Resources 2

POTENTIALS: Hammer Blow (1)

INITIATIVE: 5D / 10 Ego Points (Primal)

ATTACK: Judgement Hammer, 4D, Distance 1, Damage 6, Blunt, Impact (3T)

DEFENSE: Passive 1; Mobility 4D; Mental (Faith) 5D

MOVEMENT: 3m

ARMOR: Hat and coat (2)

CONDITION: Spore Infestation 0/10, Flesh Wounds 10, Trauma 6

SPECIAL: The Codex

<http://sixmorevodka.com/degenesis/character-en/index.html?id=4a14ad53-d871-40df-9c43-e8ecd7b6ba2b>

THE BLADE OF THE LORD

WHO YOU ARE AND WHAT DO YOU DO ?

The final fight for Humanity has begun, and the species hangs on the balance between heaven and hell. The Anabaptists are the holy crusaders pushing back against the foul threat of the Demiurge, his corruption represented in the Sepsis and his demons the Psychonauts that infest our world. You were likely recruited as a farmer, accepted into the ranks of the Anabaptists in their eternal struggle, taking up arms against the invader. You take comfort in the belief, and it fuels you, your faith burning inside you as a fire that you're all too happy to let loose, burning the Sepsis from the lands, and cutting those who assist the plague down with your blade. You are here on this expedition because even though the Anabaptists don't trust the Chroniclers, they recognise that for the most part they are working towards the same goals; The Chroniclers want to resist the Primer, Anabaptists wish to defeat the Demiurge. For now, these interests align, and so you have been assigned to protect the Chronicler in charge of the expedition. And to ensure that he doesn't try anything funny...

The Anabaptists are on a holy crusade, and it is the same for you. You waded into combat, wielding your massive Bidenhander, a seven-footlong sword designed to cleave into even the toughest of corrupted flesh, tearing apart skin, armour, bone, and whatever else the Psychonauts are made of. It matters not to you what your blade cuts, so long as it cuts in the name of the crusade. However, this is not all that you are. You can inspire people with the rousing words of your faith, and your faith alone burns brighter even than the Spitfires that the Anabaptists use to burn the Sepsis from your lands. You can cow people into submission with the force of your words, their own will no match for your towering spirit. You work based on your instinct, doing what feels right rather than what "logic" dictates. The world is no longer logical, and only those who cling to the world before claim it is so. The time has come for the last crusade, and you'll be on the frontline.

PROFILE

ARCHETYPE: Purgare, The Zealot, Anabaptist, Rank : Orgiastic

ATTRIBUTES: BOD: 3 AGI: 2 CHA: 3 INT: 1 PSY: 3 INS:4

SKILLS: Force 6D, Melee 6D, Toughness 5D, Mobility 4D, Stealth 3D, Leadership 5D, Legends 4D, Domination 5D, Faith 8D, Reaction 6D, Primal 6D

BACKGROUNDS: Allies 1, Authority 1, Renown 2

POTENTIALS: Zealot (1)

INITIATIVE: 6D / 12 Ego Points (Primal)

ATTACK: Bidenhander, 4D, Distance 2, Damage 10, Impact (2T), Special

DEFENSE: Passive 1; Mobility 4D; Mental (Faith) 8D

MOVEMENT: 3m

ARMOR: Heavy Robes (1)

CONDITION: Spore Infestation 0/16, Flesh Wounds 10, Trauma 6

<http://sixmorevodka.com/degenesis/character-en/index.html?id=6b991672-oecd-4570-f4ff-9f67c713f7bd>

THE VILLAGE HEALER

WHO YOU ARE AND WHAT DO YOU DO ?

Not everyone in the post-Eshaton world subscribes to an ideal like those in the Cults. The common man makes his way in the small gatherings who all are trying to make their own way, hunting and foraging for food, these are the Clanners. You are the resident healer of a small clan in East Borca, you have a good knowledge of the medicinal arts in terms of their practical effects, you know which berries are useful and which are deceptively poisonous, you know what a Sepsis infection looks like from seeing those poor scum that have succumbed to it, and you know how to stave off the worst of the effects. You joined the expedition far later than the others, the Chronicler and his retinue passed through your village, seeking a guide for the unknown lands to the East of the Reaper's Blow, offering knowledge, medicine, equipment, all things your village needs. How could you not go?

From the edge of the fight, your arrows rain down on the enemy, piercing into their flesh and whittling them down with deceptive ease. You're not a stranger to close combat, but you certainly aren't an expert, staying at range allows you to hurt the enemy without being hurt yourself, which is a favorable trade. You're intelligent, but in more practical, and arguably more useful, then the Chroniclers in their intimidating clothes, or the Spitalians with their gas masks and sealed environment suits. You've learned the ways of the land from experience, and the healer before you taught you both the medicine he himself learned from those before him, and the legends of the area, of the pale people beneath the ground with the sticks that shoot fire and death, of the people beneath even them who sleep in the cold. But those are just stories, surely?

PROFILE

ARCHETYPE: Borca, The Healer, Clanner, Rank : Hunter

ATTRIBUTES: BOD: 3 AGI: 4 CHA: 2 INT: 3 PSY: 2 INS:2

SKILLS: Brawl 5D, Force 5D, Melee 4D, Stamina 4D, Toughness 4D, Navigation 5D, Mobility 6D, Projectiles 6D, Conduct 3D, Legends 5D, Medicine 6D, Faith 4D, Reaction 3D, Empathy 3D, Orienteering 3D, Perception 3D, Primal 4D, Survival 4D

BACKGROUNDS: Authority 1, Network 1, Renown 1, Resources 1

POTENTIALS: Elephant Skin (1)

INITIATIVE: 3D / 8 Ego Points (Primal)

ATTACK: Spear, 4D, Distance 2, Damage 6; Bow, 5D, Distance 10/40, Damage 8

DEFENSE: Passive 1; Mobility 6D; Mental (Faith) 4D

MOVEMENT: 3m

ARMOR: Elephant Skin (1)

CONDITION: Spore Infestation 0/8, Flesh Wounds 8, Trauma 5

SPECIAL: Traps

<http://sixmorevodka.com/degenesis/character-en/index.html?id=b914b7d0-b7a8-4211-fb04-d5001b7902ee>

THE ENGINEER

WHO YOU ARE AND WHAT DO YOU DO ?

Some Scrappers are content with dragging the contents of their search through the scrap fields and ruins back to the Chroniclers or the Neolibyans, happy with the money tossed their way in exchange for their service. Not you. When you look at the scrap littering the fields, the artifacts buried deep in the earth, you don't see money, you see building materials. You take the scrap you find and use it, tinkering and building until something more than what you started with emerges. The Chroniclers dislike this attitude, seeing it as a break from the standard formula, but you don't care, people pay for your creations and you enjoy making them. Your purpose on the expedition is to provide the knowledge you've gathered of the ancient artifacts from your tinkering in case it is needed. In exchange, the Chronicler leading the expedition will allow you to take some of the haul for your own purposes, which could lead to some very interesting creations.

You carry a rifle and you aren't a bad shot with it, but your real joy lies in using those hands not for killing but for building. You are skilled at tinkering and building what you need in a situation from the scrap you carry on you or find around you. In a fight, you fire shots at the enemy if you aren't tinkering to create some sort of contraption to help turn the tide. Outside of the battles, you like to tinker, building and examining the scrap. Your knowledge isn't learned from the remnants of the Stream like the Chroniclers, but ground out from years of experience testing and experimenting with different artifacts and oddities. That said, you aren't the strongest willed, tending to shy away from most conflict if possible, and your conversation skills have deteriorated through a general lack of use, but the language of the scrap is as clear to you as any language could ever be.

PROFILE

ARCHETYPE: Hybrispania, The Creator, Scrapper, Rank : Mechanist

ATTRIBUTES: BOD: 2 AGI: 4 CHA: 2 INT: 4 PSY: 1 INS:3

SKILLS: Brawl 3D, Force 4D, Toughness 5D, Crafting 7D, Dexterity 5D, Mobility 5D, Projectiles 6D, Artifact Lore 6D, Engineering 6D, Focus 6D, Science 5D, Reaction 2D, Willpower 3D, Perception 5D, Survival 6D

BACKGROUNDS: Network 2, Resources 2

POTENTIALS: Truffle Pig (1)

INITIATIVE: 2D / 12 Ego Points (Focus)

ATTACK: Hunting Rifle, 6D, Distance 30/120, Damage 6

DEFENSE: Passive 1; Mobility 5D; Mental (Willpower) 3D

MOVEMENT: 2m

ARMOR: Heavy Robes (1)

CONDITION: Spore Infestation 0/6, Flesh Wounds 10, Trauma 3

SPECIAL: Toolkit (+1D Crafting), Scrap

<http://sixmorevodka.com/degenesis/character-en/index.html?id=4bcce857-3eb4-4a65-9d90-1bae2490dc31>

ROAD



PESTICIDES



WATERTANK



HOUSE



BARN

FIELD C

FIELD B

FIELD A



THE WELL

ROAD

PLAYER HANDOUT A

ROAD



PESTICIDES



WATERTANK



HOUSE



BARN

FIELD C

FIELD B

FIELD A



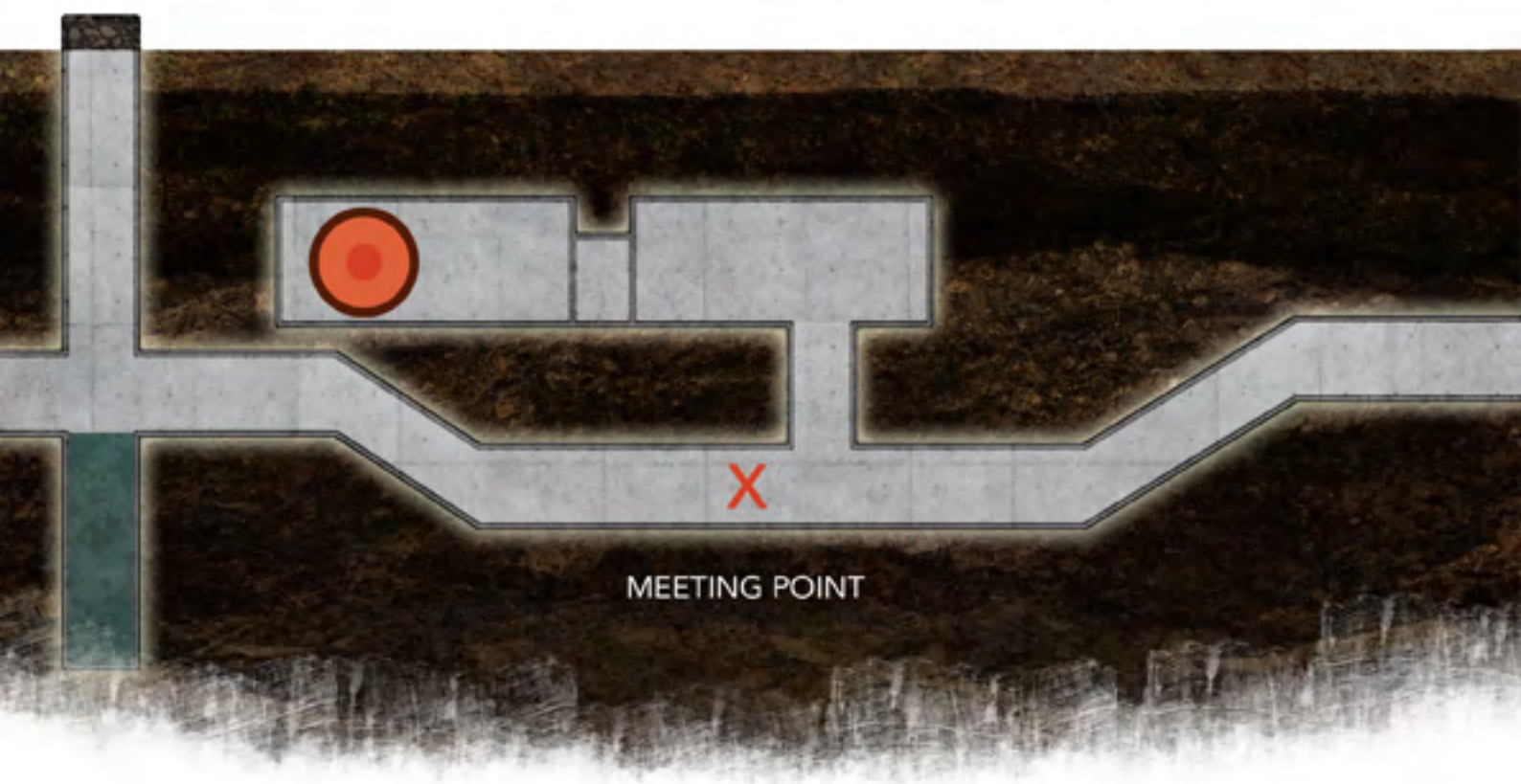
SPOREFIELD

UNDERGROUND TUNNEL



THE WELL

GAMEMASTER MAP
NEW SECTIONS
AFTER EXPLORING



SOMETIMES, REACHING OUT AND TAKING SOMEONE'S HAND
IS THE BEGINNING OF A JOURNEY. AT OTHER TIMES,
IT IS ALLOWING ANOTHER TO TAKE YOURS.

[VERA NAZARIAN]