

# TERRA OBLIVION

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## NOTE!

**This is not a complete game, and requires the MYTHIC D6 core book to play.**

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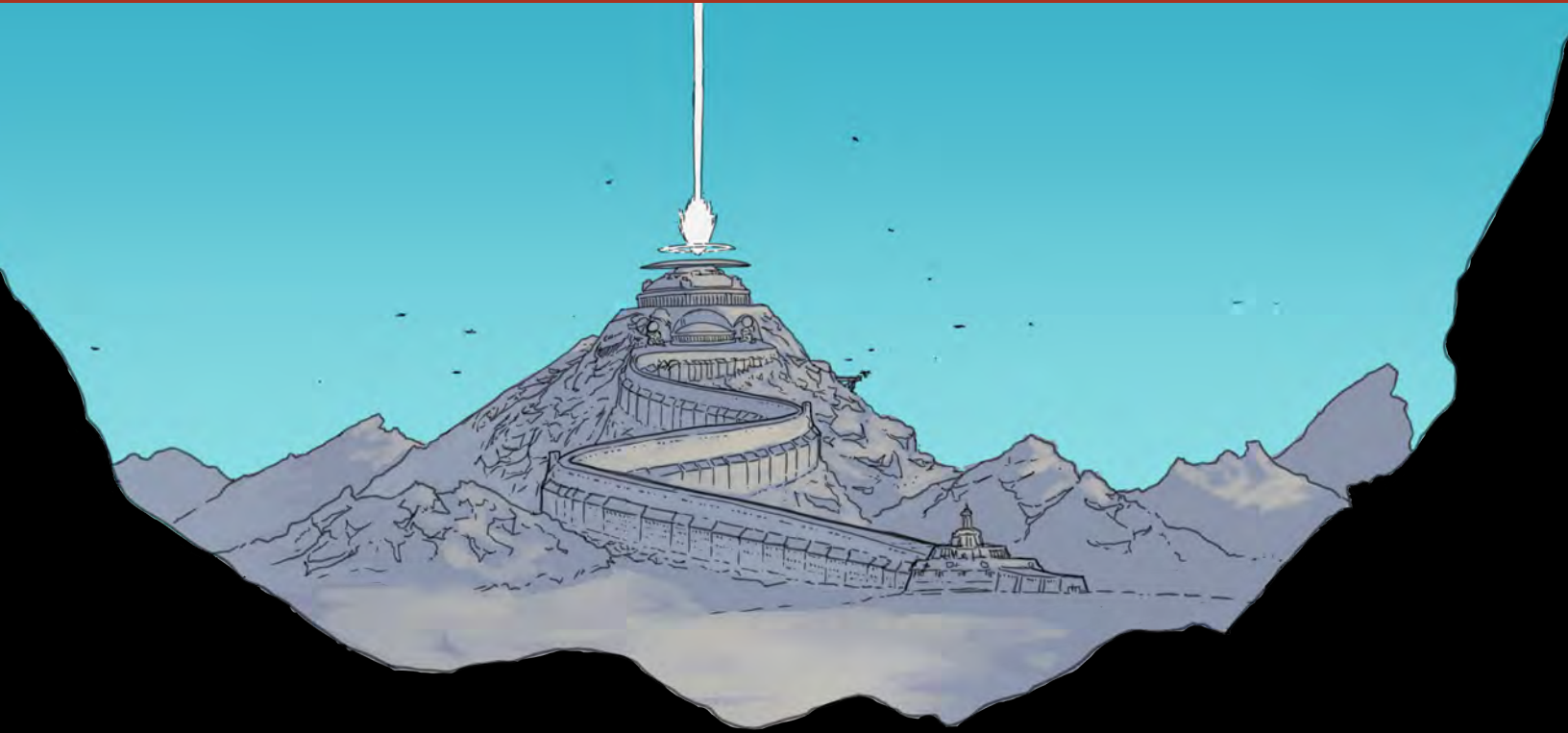
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# TERRA OBLIVION

"The world will not be destroyed by those  
who do evil, but by those who watch them  
without doing anything."

Albert Einstein

## INTRODUCTION

### A FEW THINGS TO KNOW

First off, this is not a complete roleplaying game and requires the MYTHIC D6 game to play.

**Terra Oblivion** is a game world supplement using the astounding artwork of Steven Sanders. More of Steven's tremendous artwork is found at the link below.

[stevensanders.artstation.com](http://stevensanders.artstation.com)

### How DO I USE THIS BOOK?

**Terra Oblivion** is a sci-fi fantasy game world using the MYTHIC D6 rules and is set up to provide the players and Game Master with enough information to create their own stories on the colonized planet of Terra.

**Chapter One-** Gives us character creation for **Terra Oblivion**.

**Chapter Two-** Details the Gnostic philosophy, and Prana powers the world of Terra bestows upon its inhabitants.

**Chapter Three-** The new nations of Terra and the makeup and national personality of the people.

**Chapter Four-** The unique equipment, vehicles, and attributes of the planet of Terra.

**Chapter Five-** Finally, the adversaries and opposition to be found on the planet of Terra.



## 12 QUESTIONS

### 1.) WHAT IS THE GAME ABOUT?

**Terra Oblivion** is about the tough choices people make when they face a certain future but are less certain about the solution to their common problems. The game is set on a distant world where every living thing is connected via an energy source that is running out, where global war looms on the horizon, and where the right choices are seldom the easy ones.

### 2.) WHAT DO THE CHARACTERS DO?

At their best, the characters literally try to save the world, sometimes from itself and sometimes from others who are trying to save it in their own way. Along the way they may fight in one war, end another, and start a third; explore dark corners of the globe in search of answers; forge alliances and test friendships; or risk one nation to save another. **Terra Oblivion** is a world of grand adventure and great deeds.

### 3.) WHAT IS THE RESOLUTION MECHANIC?

The Game Master picks a difficulty number, and if your roll of the dice is equal to or higher than that number, your hero succeeds. Your hero has a value for each of their Attributes (such as Reflexes, Knowledge, and Perception) and skills (such as Fighting, Scholar, and Sneak) that represents a number of six-sided dice. You roll that many dice to see how well you do when you want to perform an action with that Attribute or skill.

### 4.) HOW DOES CHARACTER CREATION REINFORCE WHAT THE GAME IS ABOUT?

Only by learning to live in union as part of a broader ecosystem does humanity stand a chance, but the paths to achieving that unity are varied and often at odds with one another. The choices that Players make about their character will drive them along one path or another, forcing them to use their unique set of skills, talents, and beliefs to push for what they feel is right.

### 5.) HOW DO PLAYERS CONTRIBUTE TO THE STORY?

Heroes in **Terra Oblivion** contribute by stopping a global apocalypse. The heroes know the truth behind Prana energy and will do everything in their power to stop their adopted home world from suffering the same fate as their ancestors'.

## 6.) HOW DOES THE SETTING REINFORCE WHAT THE GAME IS ABOUT?

**Terra Oblivion** may be set on a distant planet, but the setting has obvious analogies to our own world's second Great War. The nations and events in this game are not meant to directly map one-to-one with that from World War 2, but they are meant to be seen as echoes, giving Players the ability to explore a strange new world as if from the deck of a familiar ship. Players know the stakes that were in play during WW2, so they will inherently understand the complexities of the world of Terra and what it too faces.

## 7.) WHAT SHOULD THE PLAYERS FEEL WHEN PLAYING?

They should feel hopeful that their characters can affect an ideal outcome for themselves, their friends, their countrymen, and the world, but they should also feel challenged by the difficulties in achieving that outcome when not everyone agrees on how to accomplish that goal. They should feel heroic and capable of great things, but tempered by a sense of responsibility and obligation to their fellow citizen. They should feel like they can win, but the path to victory will not be an easy one.

## 8.) WHAT TYPES OF BEHAVIORS/STYLES OF PLAY DOES THE GAME ENCOURAGE?

**Terra Oblivion** above all else prizes bold action and heroic deeds; however, an individual Player expresses that heroism. No one ever saved the world from their armchair. Players are encouraged to send their characters into harm's way unafraid to do whatever it takes, be it leaping from the top of a flaming flukecraft to disarm a bomb about to go off, or making a diplomatic decision that will literally decide the fate of millions.

## 9.) WHERE DOES THE GAME TAKE THE PLAYERS THAT OTHER GAMES DON'T?

**Terra Oblivion** is a front-loaded game, where the heroes are accomplished and competent from the moment play begins. The goal of the game is not to amass power and skill, but to use their existing capabilities to realize their goals and affect change in the world. The game is not interested in the amassing of wealth, but the accumulation of the renown tied to great or infamous deeds.

## 10.) WHAT DOES THE GAME DO TO ENGAGE THE PLAYERS' ATTENTION; WHY SHOULD THEY CARE?

The Player Characters are the central stars of the game. Nothing of importance happens without the characters' involvement. It is impressed upon the Players that they are the movers and shakers in the game world, and that they have the potential to literally change the course of events as they unfold. Furthermore, Players are motivated by the promise of Renown and the tug of their responsibilities to move their characters forward. Proactive play is rewarded; the penalty for idleness is no Renown-gain and a forgotten life for their character.

## 11.) WHAT ARE THE PUBLISHING GOALS?

**Terra Oblivion** is designed as a single, self-contained, narratively focused game with a recognizable setting that can be expanded with ease due to its familiar themes. Additional adventures and game-enhancing materials like "drama decks" or GM mats may eventually be released, but we do not foresee the addition of multiple "splatbooks" filled with new races and equipment; the world of Terra should be fleshed out within the imagination of the players and GM, not within "supplements."

## 12.) WHO IS THE TARGET AUDIENCE?

Experienced and mature role-players interested in contributing to shared storytelling involving an existential and ecological message.



## BRIEF WORLD HISTORY

### TERRA

The planet Terra rotates around its sun in the same “Goldilocks Zone” as its long-lost namesake, albeit a bit further out; therefore, the climate is a bit cooler than old Earth’s with an average temperature of about 13° C (55° F). Terra features most of the same basic geographical variety as the former Earth: tectonic plates, mountains, forests, and arctic regions, but with fewer tropics and hot deserts and thus fewer extremes in climate.

### CALENDAR

Terra has four satellites of note: three small moons (Alpha, Beta, and Gamma), and the colony ship that brought the first settlers to Terra (though small, it can be seen with the naked eye). All four objects have irregular periods of rotation, so the Terran calendar is based entirely on the solar year, with “months” so-named only out of tradition.

Years are 674 days long, divided into four “months” each of Winter and Summer, and three months each of Spring and Fall, each named numerically; e.g., First Spring, Second Spring, etc. Each “month” consists of 48 days divided into eight 6-day weeks (with a typical “work-week” being either 4 or 5 days, depending on the nation). Each day is approximately as long as 30 “old Earth hours”, each hour 60 minutes in keeping with tradition. Other than in remote rural areas, the day is generally divided into three 10-hour periods: one for work, one for leisure, and one for rest and sleep.



The two “extra days” in the calendar mark the Winter and Summer solstices (which fall immediately after the last day of Second Winter and Second Summer, respectively). These are universally recognized and observed as days of peace, truce, and rest, although each locality has its own particular traditions: some engage in gift-giving; others, debt-forgiveness or criminal pardons.

The Spring and Autumn equinoxes are seen as minor holidays that fall in the middle of a standard week. Ascendance Day falls on the day after the Spring equinox; this is also observed as the first day of a new “year”, which means that each new year begins on 25, Second Spring and ends on 24, Second Spring, 674 days later.

### FLUKES

Flukes are the only native species of life on the entire planet of Terra. In effect, however, everything on Terra is filled with flukes. Animals are not just flukes, but are in turn filled with billions of microscopic flukes. Plants are, in essence, flukes, but also composed of flukes, and use flukes to transfer energy so they can grow. Even inorganic matter such as dirt, rocks, precious metals, and various minerals are essentially composed of fluke material.



The “animal” forms of flukes resemble eels or leeches in their smaller forms, the larger ones much like whales from old Earth in appearance. All animal flukes generate a localized gravity-dampening effect. The very smallest (microscopic size, akin to mitochondria) are light enough to leave the atmosphere of Terra, whereas the largest, though strong enough to lift entire cities, cannot rise so high. The effect is variable, based on the will of the fluke itself, and—as far as can be determined—those visible to the human eye can “decide” to rise or descend within the atmosphere as if a fish through water.

Despite being alive, flukes do not appear to feel pain or have any sort of true awareness of their surroundings or existence. Without guidance from humans, flukes seem content to simply exist. The largest can have entire chunks of their bodies carved out and reshaped to human purpose without reacting, and flukecraft torn into chunks will silently twitch and throb as they slowly decay into rich soil. Flukes can apparently be eradicated via various means (acid, fire, etc.), although it is debatable whether this kills the fluke or just transforms it.

## PRANA

Pranic Gnosticism asserts that all living things are one in the same, and the truth is not far off. Prana and flukes go hand-in-hand; the more flukes in an area, the more Prana energy. Some argue that flukes generate Prana; others posit Prana is an energy source that flukes consume in order to survive, and they flock to it or grow to sufficient size to ingest what is available.

From the moment settlers landed, they were breathing in flukes and absorbing Prana, and now there is no clear way to tell where the human stops and the flukes begin. Not only is technology built upon bioengineered flukes, but respiration, digestion, circulation, etc. are made possible only through the interconnection with flukes. The ill are believed to have a “sick fluke,” and might get a blood transfusion or organ replacement from a donor with compatible flukes; the Samraaji and Kilmitoki are most likely to employ such medical treatments.

The relationship between flukes and humanity has driven society to the precipice of destruction—human habits have depleted Prana all around Terra. Many argue that not enough is known about Prana energy and that the decrease in its prevalence is likely just part of a larger cycle. The truth of the matter is that humanity’s use of Prana in weapons, transportation, and existence has accelerated the decay of flukes into smaller components that drift out of the planet’s atmosphere, taking the Prana energy with them. If Prana is depleted, the flukes will die, and if the flukes die, then humanity is doomed. Scientists call this doomsday scenario “Terra Oblivion”.

## HISTORY

### 1 AD

Humanity’s history on Terra stretches back 528 years, long enough for fact and fiction about the past to be hopelessly blurred. Even the months spent in orbit above Terra have been mostly forgotten, the colonists (25,000 souls, plus an undocumented number of embryos) struggling to understand what happened when they came out of cryo-sleep.

However, Terran-recorded history officially begins with Ascendancy Day (1 AD), the day when the colonists left the ship in orbit and landed on the planet below, scrambling to grab terrain which sowed the seeds for the wars that would follow. It would take a full year before humanity grasped the reality that most of the technology brought down to the surface was useless.

### 2 AD

By the time the citizens of Terra celebrated their first anniversary on the planet, six colonies had established themselves in disparate parts of the largest continent. At first the flukes were seen as little more than a food source, supplementing and then supplanting the stores with which the colonists had arrived. By the time they were recognized for what they were, it was too late to worry about avoiding them; flukes were everywhere, internal and external.

### 10 AD

As humanity became irrevocably intertwined with flukes, basic needs of food, shelter, and safety were all met and the majority of people fell readily into jobs involving agriculture, construction, exploration, and medicine. Flukes of all sizes were harnessed for use in any number of applications, and fluke tech touched every area of society, including sustenance, medicine, and transportation. It was only a matter of time before all of these advances were militarized.

### 100 AD

By the dawn of the first centennial, humanity had working fluke-craft, Prana-driven energy weapons, and new reasons to fall back into old habits, including the formation of sects, cults, and religious beliefs, as well as an unfortunate tendency to war with one another. The Kilmitok Republic suffered the most losses during this

era, although its people remained resilient. For safety, the five known colonies established central capitals that gradually became walled fortresses. Rumors about the loss of the sixth colony circulated, but it would be some time before its annihilation was proven.

### 250 AD

The five nation-states were well established by the time the Yaksha were discovered. Most encounters with this reclusive race were violent (as they were blamed for the loss of the sixth colony), although enough peaceful contact occurred that small groups of humans became more awakened to the Prana around them and developed the Gnostic religion. Their warnings about a coming apocalypse were ignored, as the leaders of the five nations continued to war with one another. Almost as one, five capital cities were raised into the atmosphere to become skyhavens, using the power of “Monarch flukes.”

### 525 AD

The “Great War” officially broke out in 525 AD, with a lightning invasion of Vidjera by the Rinwald Empire that crippled the Vidjeran skyhaven and annihilated its military in a matter of weeks without any open, official declaration of war. A Vidjeran resistance movement quickly formed around the city of Casabelle, and powerful citizens of all nations began to use the city as a diplomatic center. Long a meeting place between Gnostics and the Yaksha, it soon became a place to try to resolve not only the war, but the fact that the world’s Prana was being depleted.

### 528 AD

Rinwald has now been occupying Vidjera for three years, with the other nation-states providing troops, support, intelligence, and other assets to one or both sides as suits their own needs. Open global war between all parties is a constant threat—the depletion of natural resources has been recognized by everyone in the midst of this catastrophe. In Casabelle, Gnostic knowledge and the development of newer Prana technologies presents the power to save or destroy the world. One way or another, humanity’s existence on Terra is on a course for dramatic change. It remains to be seen whether it will end with a transformation or oblivion.

## Orbiting Ship?

The Rinwald Empire is actively trying to develop the means to launch pilots into orbit with the goal of docking with the colony ship that still orbits the planet. Their want to secure the technology they believe was left behind on the ship, using it to help secure victory in the wars they see as inevitable. Thus far, they have been unable to develop a craft with enough power to escape Terran gravity, despite many lost test pilots.

The Republic of Almendi has focused its efforts (in great secrecy) on finding a way to communicate with the ship. As with Rinwald, their efforts have been in vain, despite repeated attempts to fuse old technology with fluke tech. The purported goal of the Almendi is to determine if the ship contains databanks that might point out the location of other habitable systems, and has enough fuel to get anywhere.

Rumors abound that the Yaksha are trying to steal this same Rinwaldi and Almendi technology. One rumor claims they want to use the colony ship as a weapon, annihilating any city it was brought down upon. Others claim the colony ship contains terraforming technology that would overwrite the planet’s DNA with one more suitable to human life (as it existed before Terra), which would lead to the destruction of the human race as it exists now.

## THE STORY OF YU

There were plenty of reasons to leave Earth, and I'm sure everyone had their own particular reasons that were more important than everyone else's, but after the Chimeran war, none of that really mattered. War was plenty of reason for everyone. Once the war was lost, there was really no other option left but to find a new home. For those that could afford it, of course. Like my ancestors.

I suppose I could feel bad about the billions who got left behind, but time and distance have sort of made it all moot. Before I was born, before my parents and their parents, before our ship had even made it halfway here, the sun had ballooned out and swallowed Earth whole. Now there's not even memories of home left. And that's fine, because now we have our own home, our own memories to create. The fact that we call this place "Terra" is about the only connection we have to what came before. That, and war. Turns out, you can take humans out of a war, but you can't take war out of humanity. I found that out the same way everyone else does: The hard way.

I was born in a small town in Vidjera. Not any place you'd recognize—not only because it was that small, but because it no longer exists. Just like the person I was back then no longer exists. All that's left is what I am now, what I became the day that the Rinwald Empire invaded, turning everyone in Vidjera who was able to carry a gun into a resistance soldier. Everyone who was able to work with flukes to turn into a pilot, or an engineer. There was nothing special about me, not on my first day, or my tenth day, or my hundredth. Nothing special, I guess, except for the fact that I survived to tell this story, unlike so many. Unlike everyone else from that small town in Vidjera. Everyone else I grew up with. Everyone else that mattered even less than me in the end.



If it wasn't for the Monarch heart, a lot wouldn't have happened. For starters, you wouldn't know who I am. I'd be just another name, another statistic. But I was lucky enough to be selected to strike that enemy ship that day, to take advantage of intelligence gathered over the span of several months. I wasn't alone, of course, but it probably goes without saying why mine is the only name people remember. Over a hundred of us boarded the ship. Fifty-six broke through the outer defenses. Twenty-three made it back to the outer deck with the heart. Nine made it over the side. Only one of us made it all the way to the ground alive. Me.

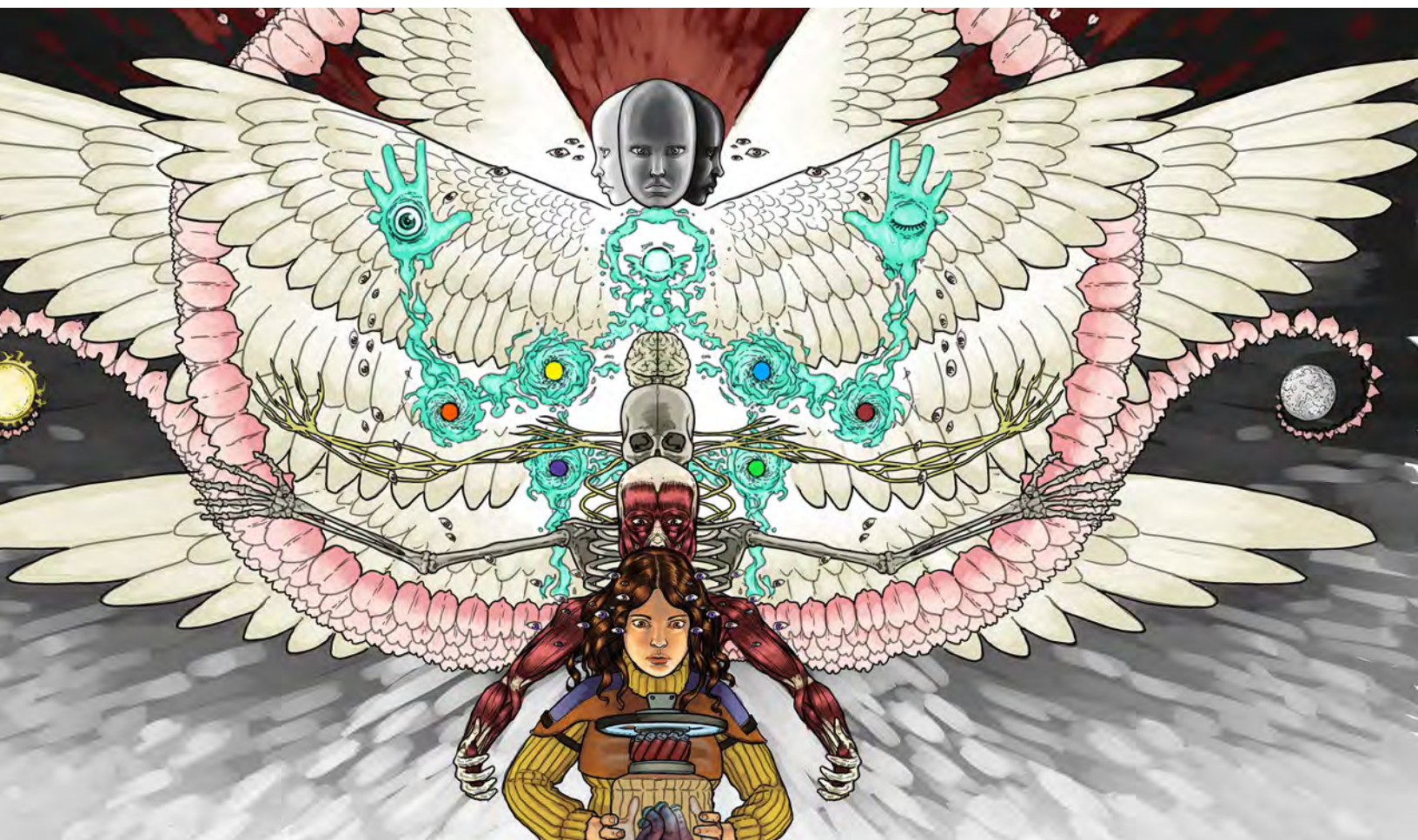


At the time, and in the days afterward, I thought perhaps that it was some twist of fate, some fortunate happenstance that put the Monarch heart in my hands, seeing as I was the only one to survive the resistance assault. What if one of the others had gotten the fluke, I wondered? What if they'd taken it, had leapt overboard, had plummeted to the ground and died, or been torn apart by enemy fire? Where would we be today, if the heart had been destroyed? I don't wonder that any more, because I realize the truth of it. It wasn't that the Monarch heart survived because I took it: I survived because I was the one with the heart.

I can't be sure if the Monarch heart helped our side, or just me, but either way, we won that battle, even if the strike force was all but wiped out. The enemy flukecraft were all shot down or crippled. And the remnants of our strike force likewise settled down in the barren landscape, to wait for rescue. I think that was the worst time, really. In the heat of the battle you don't have time to think about mortality, about all the many ways you might suddenly be wiped clean away. You just act and react, and survive, or don't. But afterward, waiting there in the desert on the Vidjeran border, shooting survivors and scrounging food and flukes from the dead, there was too much time to think. Maybe that's why the heart reached out to me. Or maybe it was the other way around.



I know you're hoping I can explain what it was I experienced when I connected with the Monarch heart, like so few people ever do. But, unfortunately, I have to disappoint you there—it's impossible to explain exactly what I experienced. I can tell you that I became something more than myself, that I was filled with what some call Prana energy, that I experienced oneness with everything on this planet, that I saw the past and the future, that I saw every possible path to victory and defeat. And I could tell you that all of that happened in a split second and then I forgot all of it, everything but the memory of having held it in my mind at all. But that's as good as saying nothing at all. I guess it doesn't matter. There are others better equipped to explain Monarch hearts. And that's exactly why we took the heart where we did: to Casabelle. There was really no other option.



They took the Monarch heart from me even before we landed, as we were arriving in Casabelle. Or I guess in her airspace, really. Lots of first-timers to Casabelle comment on how the air feels charged with energy, like the city itself is alive. And I guess I felt that too. But having the heart taken from me, I found myself plunged into much more basic observations. Like the fact that Casabelle was cold that day, snow threatening to blow in but held away by the wind from the defense platforms hovering over the earthbound city. Like the fact that I felt vertigo for the first time in my life, staring down at the city that was about to become my home, something I hadn't felt, not even when I was falling to the ground with the Monarch heart. Like the fact that I felt, above all else, lonely. Like a piece of me had been removed.

There's so much to do in Casabelle. So much that you can lose yourself in the mundane, forget for a while that it's a city under siege, that the entire country of Vidjera is under enemy occupation, that the armies of the world are just waiting to destroy each other for whatever reasons they come up with. But on my own in those first few weeks, I found myself not wanting to do much of anything. I wandered, alone. Barely talked to anyone, barely ate. Tried to find purpose time and again, and failed. Maybe, I wondered, my role in everything had been fulfilled. I was a nobody who had stumbled into greatness through no fault of my own. I'd captured the Monarch heart, I'd become an accidental hero, and now there was nothing left for me but a medal and a memoir, at best. Or, at worst, another deployment to the front, in whatever war was to come. And this time, I knew, I wouldn't make it out alive. Nobody gets that lucky twice.



In the end, they killed me. Well, not literally. Just the person I was, finally finishing the job the Rinwaldi had started when they'd wiped out my village. Took my clothes, my identity, my name, my purpose. I needed to be dead, you see. Plausible deniability, they call it. So now I'm part of the war being fought around tables in meeting rooms. Spies and diplomats and, of course, the Gnostics. I'm not quite sure where I fit into all of that. I'm none of those, but in a way, I'm a little bit of each. And I guess the important thing to realize is that so are you. All of us are citizens, and soldiers, and diplomats, and all of us are tapped into something greater than ourselves, and all of us have roles to play, and all of us have the chance to change the future. I suppose it would be great if we could all agree on one. I saw so many futures when I held the Monarch heart in my hands, my mind. In the end, all I can do is try to work toward a future I prefer. The one I think is best. And, in the end, all I can do is hope that I'm right. Same as you.

# CHAPTER ONE



## CHARACTER CREATION

### CHARACTER CREATION IN TERRA OBLIVION

Using the MYTHIC D6 core book, starting heroes in Terra Oblivion are built at Power Level 2 (100 points). To make things easier, each hero is built using the following templates.

- ✂ Academic
- ✂ Consul
- ✂ Handler
- ✂ Soldier
- ✂ Spy

#### PICK AN ARCHETYPE

- ✂ Use the standard archetypes from the MYTHIC D6 core book starting on page 21.

#### PICKS A CULTURE/NATION

The hero's culture and nation play a big role in influencing the hero's persona. An academic from the Republic of Almendi is different from a Rinwaldi of the same profession.

- ✂ Pick a Nation where your Hero is from. Page XXX

#### PICK AN OCCUPATION

Each occupation focuses on a set of skills that sets the hero apart from others. The occupation comes with Attributes, skills, and equipment preloaded. Each occupation is built at Power Level 2, with a portion of the points already pre-spent.

- ✂ Spend 12 points on Attributes
- ✂ Spend 16 points on skills



# CHARACTER OCCUPATIONS

## THE ACADEMIC (KNO)

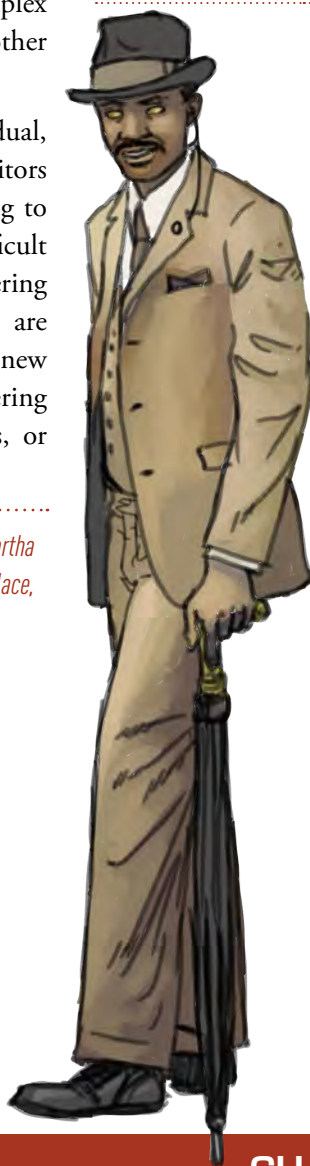
Whether you consider an Academic to be a smart mouth, a smart aleck, or just a smart guy or girl, they're usually the one calling the shots in any given situation. Whether or not anyone is listening to what they have to say is another matter entirely, but one thing's for sure: they know what they're talking about. Certainty is their bread and butter. If they don't know something, they're going to find out. And once they find out, they're going to share that knowledge with others. Because what good is knowledge if you're the only one that knows it?

Academics are sometimes scholars, sometimes professors, sometimes scientists: mathematicians, physicists, chemists, biologists, economists, or anything else of the sort. Some are employed as codebreakers, whether for a nation, a military, or a private enterprise; others might be employed to create complex socioeconomic algorithms to predict what another nation might do under certain circumstances.

Academics are greatly treasured by the individual, company or nation they work for, and competitors can profit greatly by capturing such a prize. Trying to keep an Academic safe, however, is often more difficult than it would seem, since they are prone to wandering outside their laboratories and classrooms. They are often found out in the field investigating strange new flora and fauna, advising on artillery strikes, tinkering with new technology, organizing field operations, or searching for artifacts in dangerous terrain.

*Inspiration: John Wesley Gilbert, Marie Curie, Nikola Tesla, Martha Putney, Alan Turing, Mary Cartwright, Lloyd Hall, Ada Lovelace, Wernher Von Braun, Margaret Atwood*

COO	KNO	PER
2D	2D	2D
PHY	PRE	REF
2D	2D	2D
Skills		
INTUITION 2D, INVESTIGATION 3D, KNOW-HOW 2D, LANGUAGES 2D, SCHOLAR 3D (SPECIALIZATION LVL 1 VOCATION OF CHOICE), TECHNICAL 3D		
Advantages		
JUST CALL ME PROFESSOR LVL 1		
Equipment		
ENCEPHALIC ENHANCER FLUID, PRANA TABLET, PERSONAL FLYER (SKIMMER), AND A MEDIUM PISTOL.		



## THE SPY (PER/REF)

Spies are the worst-kept dirty secret on Terra. Every nation, army, company, faction, neighborhood, gang, and family has at least one, and everyone is spying on everyone else all of the time. There is a time and place for protocol and diplomacy, and another time and place for direct action, but for all the times in-between, Spies rule the day. They operate on both sides of the law, but there is plenty of overlap within the gray area.

Most spies are employed as information-gatherers by one side to keep covert watch on another side behind closed doors. Many are asked to take things a step further, however; not just looking and listening, but acting as well—infiltrating locked-down areas to locate hard-to-find information. There is a niche for every sort of spy, somewhere. Some are better at working the social side of the equation; others are more physically inclined and tend toward stealthy entrances and quick getaways.

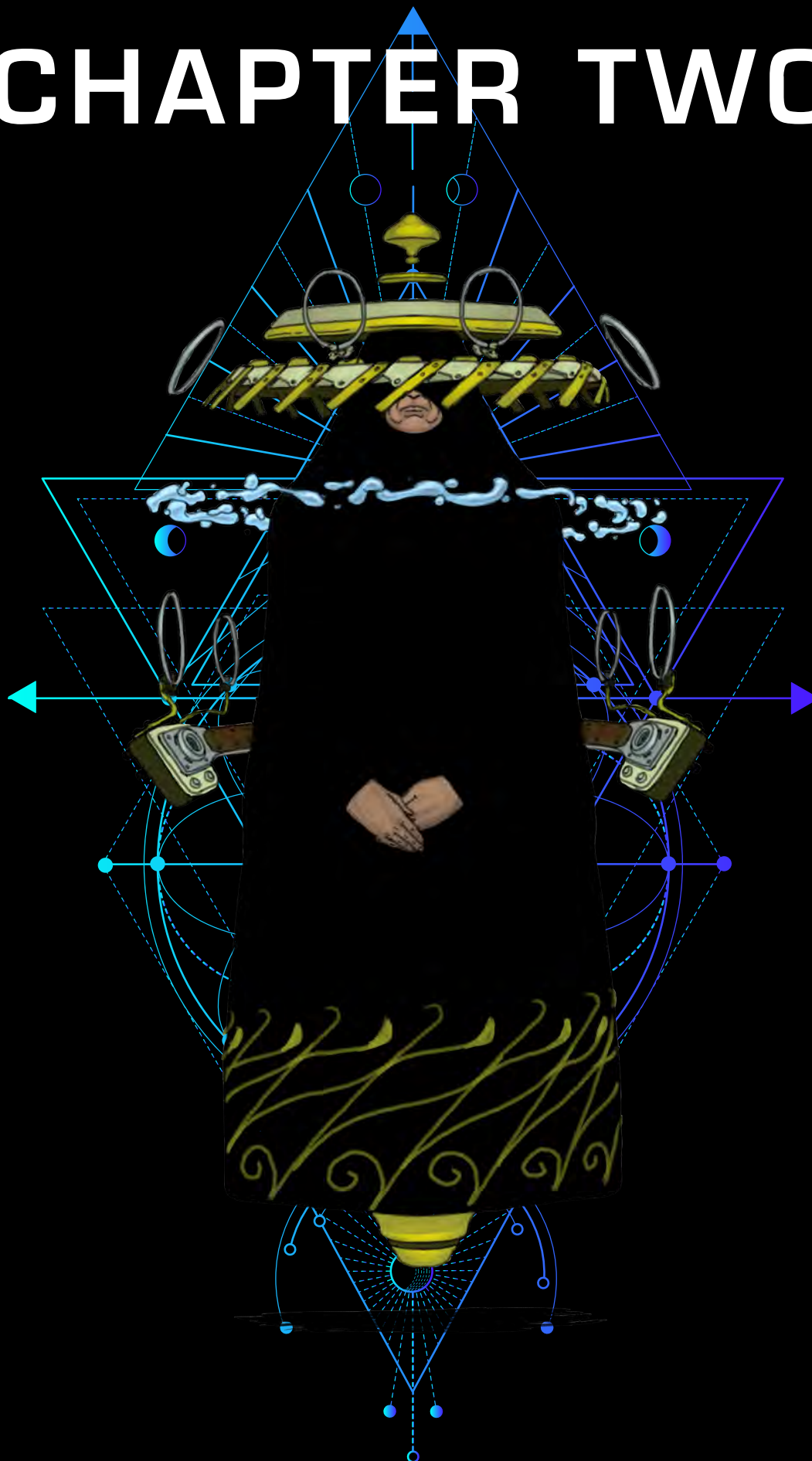
Spies are also discovered and turned. Some might become double-agents, acting against their own employer's interests, risking discovery. Others take it even a step further, becoming triple agents, embedding themselves so deeply within the lie that they themselves might not know to whom they pledge allegiance, other than themselves, of course.

*Inspiration: Ian Fleming, Josephine Baker, Patrick Leigh Fermor, Harriet Tubman, Krystyna Skarbek, Graham Greene, Noor Inayat Khan, Helias Doundoulakis, Lise Borsum, Roald Dahl, Violette Szabo*

COO	KNO	PER
2D	2D	2D
PHY	PRE	REF
2D	2D	2D
Skills		
Evasion 2D, Investigation 3D, Languages 2D, Perform 1D, Scholar, Sneak 3D, Thievery 3D, Willpower 1D		
Advantages		
Info Thief Lvl 1		
Equipment		
Chameleon Cloak, Personal Flyer (Skimmer), and a Medium Pistol.		



# CHAPTER TWO



## PRANA POWERS

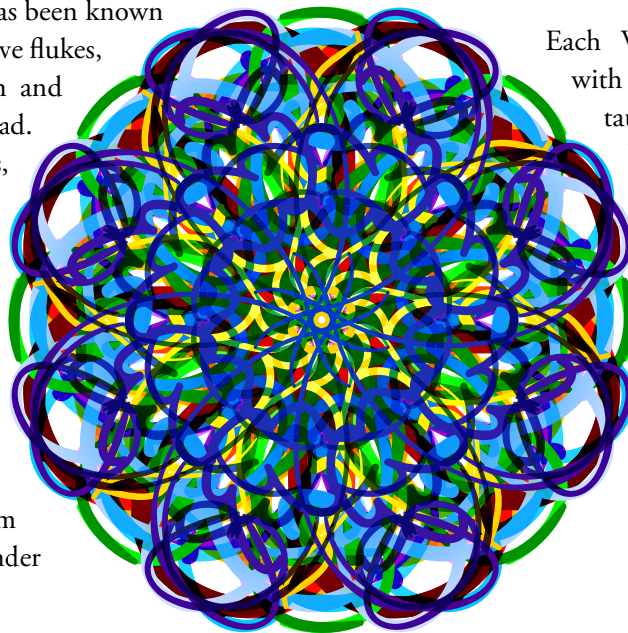
### THE Gnostics OF TERRA PRANA

Remnants of some old Earth religions still exist, morphing over time to take into account the realities of being on a different planet, although the bulk of society are atheists. Among those who do ascribe to some sort of spirituality, however, most are adherents of a new semi-scientific religion known as Pranic Gnosticism. These people, known as Gnostics or Pranans, rightfully believe that a spirit (Prana) resides in everything on Terra, and that humans are meant not only to revere and respect it, but to ultimately be one with it after death.

The gray-and-rose robed Pranans follow a fairly basic set of religious practices that focuses on seven great emanations or virtues: Charity, Honesty, Equality, Wisdom, Empathy, Self-Respect, and Humility. As their beliefs are generally non-controversial, as well as rooted in practical science on some level, they are an accepted religion in all five nations, with temples in four of the five skyhaven city-states (the skyhaven of Rinwald being a notable exception; its particular set of laws and restrictions prohibit any religious institutions).

The most controversial public practice of the Pranans is one that adherents must accept willingly and only after decades of belief. This special form of trepanation involves drilling a hole through the forehead into the skull, to allow the flow of Prana through the “mind’s eye.” In extreme cases, this has been known to attract the presence of native flukes, which might freely crawl in and out of the hole in one’s head. Generally, this is innocuous, if offensive to some, but there are the expected problems, including the risk of infection and death.

Higher-ups within the order have been rumored to use Monarch flukes to extend their lifespans, although practitioners claim this is just an attempt to slander them.



## GNOSTIC TALENTS

With practice and experience, along with sacrifice, Gnostics may gain abilities to manipulate the flow of Prana in more tangible ways, affecting themselves and the world around them.

The things they want to do can be in support of the Virtue or run counter to the Virtue. Talents that support the Virtue have less cost and less impact; Talents that run counter to the Virtue have greater cost and more impact, because the planet tries to find equilibrium with what is being asked.

Determine who benefits from the use of a Talent and if what is asked for has equal benefits to costs. If there’s an imbalance or it is purely selfish, then it runs Counter to the Talent. This should be treated as a sliding scale rather than purely binary.

There may be cases where the particular Talent desired seems to fall into multiple Virtues. The Player should make an argument for the one that fits better. Prana is fluid and not as rigid as the system developed to use it. The important thing is finding balance. Likewise, it is the Virtue that matters and not strictly the associated Attribute that scholars have associated with it on paper. Being charitable, for example, does not necessarily have much to do with presence and influence (although it can, both positively and negatively).

The way the Player words the use of the Talent should influence the degree of selfishness. Intent matters, even if the outcome is the same.

Each Virtue is roughly associated with three distinct Talents that are taught to students of the Virtues. No Virtues are considered better or worse than others, but students generally walk through and learn them in the above order (Red through Violet), and are expected to master the warmer colors before the cooler ones.

## BUYING GNOSTIC TALENTS

Gnostic Talents are purchased as packages, each costing 16 points. Once the package is purchased, the hero receives the powers under the package at their starting rank. After purchase, the Player may raise the Talents as normal.

All Talents have the following Limitations that govern how they work.

### SIGNATURE EFFECT (-1)

Each Talent has a signature “tell” when used. The Prana energy used manifests as a smoky cloud of nebulous energy each time the power manifests, and lingers in the area for minutes equal to the power rank.

When the power is first activated, a nimbus of colored light appears behind the user’s head, making it evident that something is happening.

### COST HERO POINTS TO USE (-1)

Using a Talent costs the hero one Hero Point to activate a power. To activate all three would cost the hero 3 Hero Points.

If a hero does not have the required Hero Points, they may use five times as many of their own Stress Points. If the hero chooses, they can pull the Prana directly from the planet and use the ability. This adds 2D points to the Aggravation Pool.

### TERRA OBLIVION (-2)

The use of powers has a trade-off. Short-term gains = long-term impacts on the world, called Karmic balance.

Less impactful needs results in less impactful effects. Very small things have a negligible impact that might not be noticed, but it builds quickly. The more selfish is the action or the more living things it impacts, the greater the cost.

*For example, a Gnostic might need to purchase something and uses a power to convince a merchant to sell them something at a lower price. This may have an impact on the overall economy in the area, affecting prices for weeks or months to follow, or it might have a greater impact on that merchant in particular, possibly driving them out of business.*

