

# FILE X/34110C COLONY DISCOVERY UPDATE

THIS UPDATE BOOKLET REQUIRES THE COLONIES RPG.

## NEW COLONIES: OBERON & ERIDANI

### Oberon

Anarchy broke out shortly after touchdown on Oberon, resulting in looting and skirmishes between neighbors. Realizing the necessity for order, command personnel and their families banded together to form a policing force and government. This ruling class became known as the Admiralty. They assigned the colonists to duties depending on their field of expertise.

### TEX

Those with technical backgrounds were put in charge of designing devices and structures to make life on Oberon more bearable. Originally referred to as *techs*, their children were forced to continue their assignments and the technical caste was born. The name eventually evolved into *Tex* which is both the singular and plural version of the word.

### MEDIX

The medical personnel were also lumped into a caste, as were their descendants. *Medix* eventually replaced the Earth term, *medic*.

### COLONISTS

Everyone who could not offer technological or medical assistance were known as *Colonists*. They contribute food, pottery, and labor, but do so under

the orders of the Admiralty. Colonists are both servants and average citizens, while the Tex and Medix are castes that are highly respected.

### THE ADMIRALTY

The only land owners on Oberon, the Admiralty are akin to feudal lords. There are various titles associated with the Admiralty and each has many Tex, Medix, and Colonists in his charge. It is the Admiralty who collectively make decisions for the colony and tell the people how to behave. Those who rebel against the Admiralty or commit crimes are excommunicated from society and must fend for themselves in the untame wilds.

### OBERON RECRUITMENT

A. Roll one die and consult the Family Caste table.

B. If Tex, Medix, or Admiralty, roll one die and consult the appropriate table. Record any skill modifiers received.

### Eridani

Eridani is a world of few resources. All of the colonists pulled together for many years in order to build a strong community. Some people became greedy and didn't want to share, causing families to splinter and argue amongst themselves. A war between the families began.

The factions were at a stalemate and each began looking for ways to win. In the end, one did—sort of. They created the ultimate weapon and used it on their enemies. It was not unlike nuclear devices from the early twenty-first century.

No tests were performed, except for the small-scale, controlled detonations; they were unprepared for the full-size device. Upon detonation, a shock wave was unleashed which demolished every building and killed three quarters of the population. And it didn't just affect their enemies, the shock wave reached the territories of all factions, even theirs.

A Mars spacecraft entered Eridani's orbit approximately one year after the apocalypse. Upon reaching the surface, they discovered what was left of the colonists living in caves. They were maimed and malnourished. Every last surviving colonist was transported back to Mars. The injured were treated and most who were fit for duty, volunteered to fight for Earth.

### ERIDANI RECRUITMENT

A. Roll one die and consult the Number of Injuries table. Roll two dice on Injury table if required.

B. Roll one die and consult the Number of Mutations table. Roll two dice on Mutation table if required.

# OBERON

## THE WORLD OF FOUR CASTES

### Family Caste

- 1 Admiralty**  
The character belongs to a noble household.
- 2 Tex**  
The character belongs to a Tex household.
- 3 Medix**  
The character belongs to a Medix household.
- 4-6 Colonist**  
The character is a simple Colonist in service to the Admiralty.

### Medix

- 1-2 Nurse**  
You act as an assistant to experienced Medix and have only the most basic training.  
*BEGIN PLAY WITH FIRST AID SPECIALTY*
- 3-4 Junior Medix**  
You are apprenticing under an experienced Medix.  
*+1 MEDICINE AND BEGIN PLAY WITH FIRST AID SPECIALTY*
- 5 Senior Medix**  
You are an experienced Medix.  
*BEGIN PLAY WITH SURGERY AND FIRST AID SPECIALTIES*
- 6 Chief Medix**  
You have many other Medix under your charge.  
*BEGIN PLAY WITH ALL MEDICINE SPECIALTIES*

### Tex

- 1-2 Junior Tex**  
You are apprenticing under an experienced Tex.
- 3-4 Second Class Tex**  
You have been given honorary graduate status for your accomplishments.  
*BEGIN PLAY WITH 1 TEX RELATED SPECIALTY*
- 5 First Class Tex**  
You are an experienced Tex.  
*BEGIN PLAY WITH 2 TEX RELATED SPECIALTIES*
- 6 Chief Tex**  
You head a specific research project have many other Tex under your charge.  
*BEGIN PLAY WITH 3 TEX RELATED SPECIALTIES*

### Admiralty

- 1-2 Vice Admiral**  
You are the most junior of the Admiralty and as such own no land, but you still command respect.
- 3-4 Admiral**  
You are a typical member of the Admiralty and have a few servants caring for your needs.
- 5 Lord Admiral**  
You have been granted considerable land and have many servants.
- 6 Prince Admiral**  
You are a close relation to the Grande Admiral and have few peers. You run an entire household and have scores of servants.

### TRAIT COSTS

- Strength 3**
- Dexterity 3**
- Perception 3**
- Willpower 3**
- Reasoning 3**
- Psionics 8**

The first number is the standard cost. The second is for the specified caste.

- [A] Admiralty
- [T] Tex
- [M] Medix
- [C] Colonist

### SKILL COSTS

- Brawling 3**
- Weapons 3/1<sup>[A]</sup>**
- Athletics 3**
- Finesse 5**
- Survival 8/3<sup>[C]</sup>**
- Algorithms 8/6<sup>[T]</sup>**
- Astro 8**

- Chemical 8/4<sup>[M]</sup>**
- Civil 5**
- Electrical 8/3<sup>[T]</sup>**
- Genetic 8**
- Mechanical 8/3<sup>[T]</sup>**
- Photonics 8/4<sup>[T]</sup>**
- Medicine 8/4<sup>[M]</sup>**

- Space 8**
- Surface 8/4<sup>[T]</sup>**
- Water 8/4<sup>[T]</sup>**
- Kinetics 8**
- Passive 8**
- Active 8**
- Intrusive 8**

# ERIDANI

## THE WORLD OF DESOLATION

### Number of Injuries

1	No Injuries
2-3	Roll once on Injury Table
4-5	Roll twice on Injury Table
6	Roll three times on Injury Table

### Injury

2-3	<b>Small Scar</b>
4-5	<b>Disfiguring Scar</b>
6	<b>Damaged Optical Nerves</b> Character has <i>MEDICAL GRADE EYE</i> implants.
7	<b>Limb Replaced with Implant</b> Choose a <i>MEDICAL GRADE ARM</i> or <i>LEG</i> implant.
8-9	<b>Poor Immune System</b> Character has <i>AUTO INJECTOR</i> implant and requires regular computerized treatments of a special drug.
10-11	<b>Lung Infection</b> Character has <i>NASAL FILTER</i> implant.
12	<b>Sensitive to Radiation</b> Character has <i>EM SHIELDING</i> implant for his protection.

### Number of Mutations

1-3	No Mutations
4	Roll once on Mutation Table
5	Roll twice on Mutation Table
6	Roll three times on Mutation Table

### Mutation

1	<b>Biotech Mutation</b> <i>NOCTURNAL VISION</i>
2	<b>Biotech Mutation</b> <i>ENHANCED RESISTANCE</i>
3-4	<b>Biotech Mutation</b> <i>TACTILE DESENSITIVITY</i>
5	<b>Biotech Mutation</b> <i>OPTICAL SHOCK PROTECTION</i>
6	<b>Biotech Mutation</b> <i>HYDRATION</i>



### TRAIT COSTS

Strength	4
Dexterity	4
Perception	3
Willpower	2
Reasoning	4
Psionics	7

### SKILL COSTS

Brawling	4	Chemical	6	Space	8
Weapons	5	Civil	4	Surface	5
Athletics	4	Electrical	5	Water	8
Finesse	6	Genetic	8	Kinetics	7
Survival	1	Mechanical	2	Passive	7
Algorithms	6	Photonics	7	Active	7
Astro	8	Medicine	4	Intrusive	7

# THE COLONIES RULES ADDENDUM

## Errata

### PAGE 13 (MARTIAN FAMILY STATUS TABLE)

<p><b>2 Political Upper Class</b> Family lives on the top level of an arcology. +2 REPUTATION, ENERGY FIELD</p>	<p><b>7 Labor Management</b> Family lives near the middle level of an arcology.</p>
<p><b>3 Political Lower Class</b> Family lives near the top level of an arcology. +1 REPUTATION</p>	<p><b>8-9 Laborer</b> Family lives near the bottom level of an arcology. You begin play with 10 experience points which may be used for projects only</p>
<p><b>4 Corporate Upper Class</b> Family lives on the top level of an arcology. +1 REPUTATION, ENERGY FIELD</p>	<p><b>10 Military Officer / Command Rank</b> Family lives in military complex suite. EP PISTOL</p>
<p><b>5 Corporate Lower Class</b> Family lives near the top level of an arcology.</p>	<p><b>11 Military Enlisted Rank</b> Family lives in military complex quarters. EP RIFLE</p>
<p><b>6 Scientist</b> Family lives near the middle level of an arcology. You begin play with 10 experience points which may be used for projects only +2 IN ANY TECHNICAL SKILL, TECH OR MEDICAL KIT</p>	<p><b>12 Shirker</b> Family moves from friend to friend or lives in makeshift atmospheric shelter. SPECIALTY IN CRASH SURVIVAL)</p>

## New Technology

### STASIS CHAMBER

A plague struck the Oberon colony about ten years ago and threatened its continued existence. Unable to find a cure, the Medix asked the Tex to create a device which would freeze all human life functions and essentially put a person in suspended animation. The Tex were finally successful after the decimation of one-third of the colony's population. Those who were infected, were placed in the devices so that the Medix could find a cure and they eventually did. The plague is now no more dangerous than the common cold.

The MDF's Moon base has been recently equipped with several portable Stasis Chambers. All cell members with life threatening injuries who cannot be treated on Mars, can now be placed in a chamber and sent back to Mars on the next available transport.

INVESTMENT COST: 20

#### FIELD COSTS:

ELECTRICAL . . . . . 10

PHOTONICS . . . . . 10

*Electrical or photonics may be used.*

CHEMICAL . . . . . 10

MEDICINE (DRUGS) . . . . . 10

MEDICINE (IMPLANTS) . . . . . 5

MECHANICAL . . . . . 5

MATERIALS: photonic or electrical circuits, high tech metals and plastics, plants, chemicals