The background of the page is a vibrant purple color with a complex, abstract pattern of overlapping, translucent geometric shapes, primarily triangles and polygons, creating a sense of depth and movement.

ENEMY

By James Manley-Buser
GAT210-A | 4/25/2010

E N E M Y

By James Manley-Buser
GAT210-A | 4/25/2010

TABLE OF CONTENTS

Part 1 – Welcome!

| | |
|------------------------------|---------|
| <u>to the World</u> | Page 7 |
| <u>World Map</u> | Page 8 |
| <u>Major Locations</u> | Page 9 |
| <u>Los Diablos</u> | Page 9 |
| <u>Abuja</u> | Page 9 |
| <u>Bangkok</u> | Page 9 |
| <u>Hell's Teeth</u> | Page 10 |
| <u>Major Conflicts</u> | Page 10 |
| <u>Major Players</u> | Page 12 |
| <u>The GENOME Unit</u> | Page 12 |
| <u>The Sons of Madness</u> | Page 12 |
| <u>The Eyes of the Enemy</u> | Page 13 |
| <u>The Blood of the Pure</u> | Page 13 |
| <u>Why Is This Cool?</u> | Page 14 |

Part 2 – Characters

| | |
|--------------------------|---------|
| <u>How to Build Them</u> | Page 15 |
| <u>Characteristics</u> | Page 16 |
| <u>Skill Options</u> | Page 18 |
| <u>Talent Options</u> | Page 18 |
| <u>Gear Options</u> | Page 19 |
| <u>Character Roles</u> | Page 21 |
| <u>Combat Soldier</u> | Page 21 |
| <u>Stealth Ghost</u> | Page 22 |
| <u>Assault Trooper</u> | Page 23 |
| <u>MedTech Officer</u> | Page 24 |

Part 3 – Actions

| | |
|---------------------------|---------|
| <u>Measuring Them</u> | Page 27 |
| <u>Combat Actions</u> | Page 28 |
| <u>Non-Combat Actions</u> | Page 29 |
| <u>Recovery</u> | Page 30 |
| <u>Death</u> | Page 30 |
| <u>Experience</u> | Page 31 |

Part 4 – Example Campaign

| | |
|-----------------------|---------|
| <u>New Beginnings</u> | Page 33 |
|-----------------------|---------|

Welcome!

to the World

The Enemy fell from the sky, plunging their talons into the flesh of the world; four jutting obelisks twenty miles high piercing out of the crust of the planet.

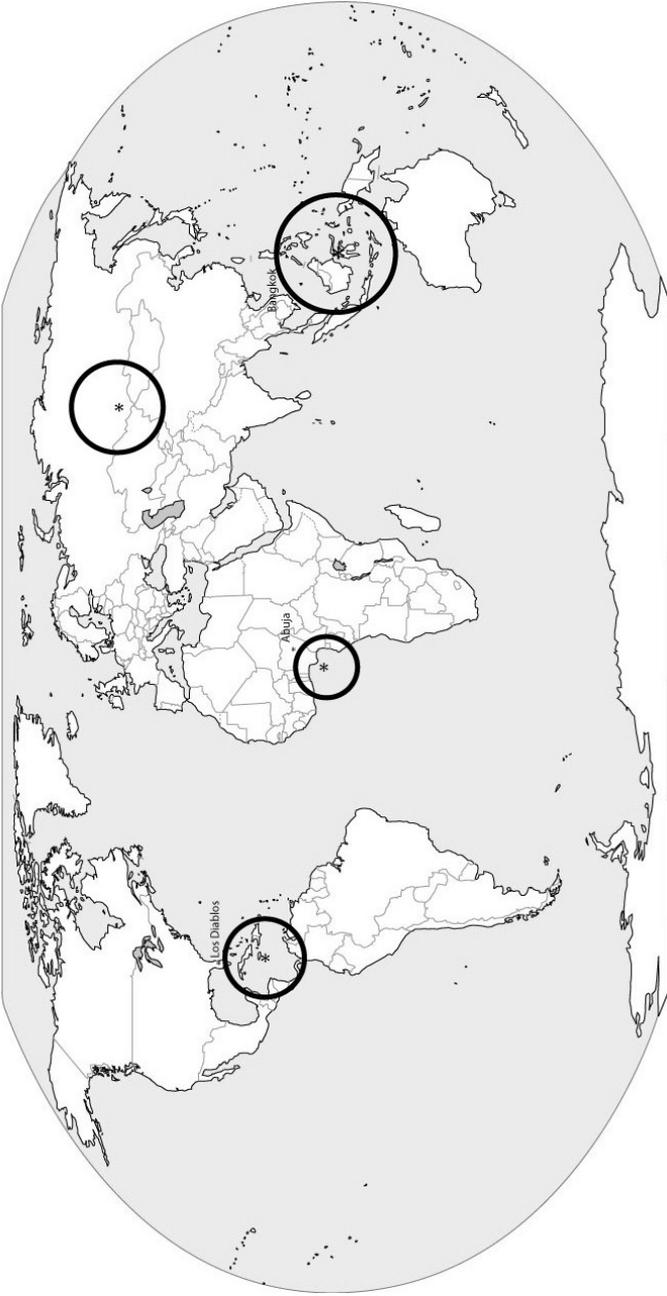
The first fell near Cuba, and when the smoke and ash settled, the Gulf of Mexico and Caribbean Sea were gone, replaced by newly-formed islands and obsidian glass where the water should have been.

The second fell off the coast of Nigeria, extending Africa's bulge well down passed the equator with twisted crystalline plains.

The third fell into the southern half of Russia, rending the earth apart in a violent upheaval. Millions were lost. When any dared venture back near, a new range of jagged peaks ringed the Obelisk like the maw of some infernal beast.

The last fell into Indonesia, the uplifted landmasses and crystallization turning what was a chain of spattered islands from China to Australia now a solid land bridge filled with monstrosities, a choke point of hell-spawned horrors.

Humanity rallied back from this rape of the world, scavenging strange intelligences and pseudo-technologies fallen from the Obelisks as they fell. But the dark energies emanating from the Obelisks began to slowly mutate and twist the lands around them, tainting the creatures and transforming the land. And what's worse, the changed things from within the taint have begun to leave its bounds, venturing out into the wide world and ravaging the lands. The governments of the world have banded into one new World Government, and Humanity is finally ready to start fighting back, to retake their world from the hands of the Enemy. The time is now. Go!



Major Locations

Los Diablos -

The Obelisk that fell into Cuba has greatly expanded Central America's girth with its twisted volcanic plains, making North and South America just two halves of a much greater continent instead of two land masses connected via a narrow bridge. While several bases have been set up as incursion points around the perimeter of the Taint, the largest of these is Los Diablos, a military city built on the ruins of what was once known as Miami.

Los Diablos is the largest GENOME base on the planet, though others exist throughout the world. It is here that all the intelligence and pseudo-tech they gather from around the globe is pooled, studied, and put to use. Los Diablos serves as a good jumping in point for new players, as it is the most GENOME-friendly area of the globe, and home base is never far away.

Abuja -

The second largest military location dedicated to the opposition of the Enemy rests in the Nigerian city of Abuja, just outside of the Taint of the African Obelisk. Unlike Los Diablos however, Abuja is occupied by the military organization known as the Blood of the Pure, which is direct opposition to GENOME, though not as openly as they are against the Enemy.

Abuja is a good place for players familiar with the setting who have some experience playing the game. The mixture of Enemy encounters combined with the possible threat of a stab in the back from the local troops makes Abuja a more varied setting than Los Diablos.

Bangkok -

The city of Bangkok serves as the insertion point for the area of Taint surrounding the Indonesian Obelisk,

known as the Devil's Hallway. The Indonesian land bridge is now crawling with the mutated abominations of the Enemy and is cut off from help on at least two sides, though it unclear what the state of Australia is; contact with the land down under has been cut off since the Enemy fell from the skies.

Due to the nature of the area, a land bridge teaming with Enemy encounters with ocean on either side and a major unknown at the other end in the form of Australia, the Indonesian Obelisk would serve as a good play setting for advanced players who have a lot of experience and play time and are looking for a new challenge.

Hell's Teeth -

The high-impassible mountain range known as Hell's Teeth rings the Russian Obelisk, keeping everyone out, as well as everything in. No-one knows what horrors have grown inside the ring, making Hell's Teeth an ideal setting for highly advanced play.

Major Conflicts

Since the advance of the Taint began to spread out from the Obelisks, the world has been beset by the monsters and mutations that come out from those tainted lands. Generally referred to as 'The Tainted', anyone and anything inside the Taint's influence is slowly mutated and brought under the influence of the Obelisks should they stay there too long. Everything from twisted trees that lumber the lands to dogs whose prehensile tongues reach three feet out of their mouths to those who were once humans but are now the twisted servants of the Enemy fall into this category. All the Tainted, however, do have one defining characteristic; their forms are covered in veins of glowing purple crystal, and their skin, should they have any, has taken on a pallid blue hue. Additionally, most Tainted have one or two major physical mutations, such as

a hidden tentacle or razor sharp claws, in addition to overall enhanced strength, speed, and durability beyond what was normal to their original species.

The main purpose of the campaigns the players will be participating in should focus mostly on the defeat and driving back of the waves of the Tainted in some way, shape, or form. Typical campaigns should be something along the lines of "A highly intelligent Tainted has organized a force and has taken over the local city of X! It is now your job to infiltrate and defeat these servants of the Enemy!".

Other campaign conflicts could include run-ins with opposing factions of non-tainted, such as Blood of the Pure, or a cell of the Sons of Madness, though these serve best as side-plots to a larger Tainted-oriented campaign storyline.

As far as the actual Obelisks are concerned, they are things the players should never actually get up to in person. They are impossibly large and unknowable, something to be seen jutting up from afar. For story-telling purposes, they appear as twenty-mile high shards of purple-tinted obsidian, and equally smooth and jagged. They can not be damaged by any means known to the players, and it is unclear if they are solid or hollow or what they actually are at all.

Equally mysterious are the Enemy. In reality, the governments of the world don't actually know what the Obelisks are, but the general populous have assumed the existence of some driving force behind these 'attacks' on the world and as some controlling force behind the advance of the Tainted beyond just simple madness. It just helps the human psyche to have an enemy to focus upon, and thus the peoples of the world gave birth to the concept of 'The Enemy', whether or not one truly exists at all.

Major Players

The GENOME Unit -

There exists a slowly growing army of people who have been genetically and cybernetically enhanced by the pseudo-tech found during the fallout of appearance of the Enemy. The military refers to them as the Genetically Enhanced New Ordinance Military Elite, or GENOME Soldiers for short. The GENOME Unit currently consists of 318 members, though only 113 of these are GENOME Soldiers, the rest being made of medic, tech, and support personnel, though the normal World Military provides support during missions when possible.

The Unit is headed by General Ian McGreggor, a hardline old-school no-nonsense by-the-book officer who will not hesitate to demote or imprison if his orders aren't obeyed. The players are members of this force, whose purpose is the opposition and eventual destruction of the Obelisks, the Tainted, and the Enemy.

The Sons of Madness -

The Sons of Madness are a fanatic cult with a world-wide following. They worship the Enemy as the primordial gods of old, come back to re-exert their influence on the world. They are lead by Alejandro Vasquez, a former South American refugee who found religion in the death raining from the sky. In the months that followed he amassed enough followers to be declared a religion, he instead chose to take up arms.

The Sons typically commit Guerrilla warfare across the globe, trying to procure artifacts from the original crash of the Obelisks, as well as take down any military action against the Enemy. An average cell of Sons contains 15 or so fanatics accompanied by several Tainted of low intelligence, such as mutated wolves, bears, or pack animals. Occasionally a cell will be found that is lead by a highly in-

telligent humanoid Tainted, but these are few and far between.

The Eyes of the Enemy -

The Eyes of the Enemy are what the governments of the world refer to them as, as none know what they call themselves. They are a group of highly intelligent and deadly Tainted who appear to have some influence over the general movements of the lesser Tainted around the world, though what their aims are is anyone's guess. They are humanoid in nature, but appear to have developed far further in their mutations than most, exhibiting abilities far beyond what is normal even for those mutated by the fell influence of the Obelisks. Originally, only 3 Tainted of this type were reported to exist, though it is now believed that there are currently 7 members of this deadly cabal.

The more intelligent of the lesser Tainted, the ones in charge of a 'unit' of lesser Tainted, acting in an organized fashion, more often than not answer to at least one of the Eyes in some way, shape, or form.

The Blood of the Pure -

Made up of former military personnel from around the globe, the military organization known as the Blood of the Pure believe that anything to do with the Enemy must be destroyed. While this means that they actively fight off Enemy incursions and quell Tainted uprisings, they also actively hunt down GENOME Soldiers whenever they get the chance, though they keep this side of themselves less open to the public.

They are lead by Joanes Noh, a former Major in the British Military. He was one of the first to try to go back in to the Hell's Teeth area in an effort to save his family. None know what he encounter inside the Hell's Teeth, but when he came back out he quit the military and founded the Blood of the Pure in an effort to stamp out Enemy influence wherever he found it.

Why Is This Cool?

If you enjoy stories like those out of Lovecraft, a slight weird fiction, or games like Metal Gear Solid, you may very well like this setting. This game strives to bring high-tech soldiers with cool weapons together with a setting of ambient evil and strange forces at work.

This is a world-gone wrong, but also a Cyberpunk one. It has hints of old and angry gods as well as that Ghost In The Shell cy-tech atmosphere. There's renegade military organizations and alien-worshipping cults. There's super soldiers and cyborg ninjas, robot wolves and tentacled fanatics. This setting has a nice blend of tactical action, exciting combat, Lovecraftian Horror, and Metal Gear atmosphere.

Tell me, what more could you want out of your weekly tabletop session?

And so, I bid you, enjoy.

Characters

How to Build Them

Your character will be your representation within the world of the game of ENEMY. They are you, and are how you will interact with those peoples and threats that inhabit the game's world. To this end, it is important to know how to construct your character, yes?

Characteristics

Your Characteristics are the numbers that describe your character's abilities in relation to the other inhabitants of the game world.

At character creation, will receive a pool of 20 Characteristic Points to place in to you various characteristics based on the role you want to play during the game.

Your 9 Primary Characteristics are as follows:

- **Intelligence** (INT) – Your cleverness, awareness, perception, and ability to learn.
- **Willpower** (WILL) – Your determination and ability to face danger. Your courage & self control.
- **Technique** (TECH) – Your ability to use and manipulate tools, equipment, and technology.
- **Reflexes** (REF) – Your response time and hand eye coordination.
- **Dexterity** (DEX) – Your overall athletic and balancing capability.
- **Constitution** (CON) – How healthy and resistant to disease you are.
- **Strength** (STR) – How strong you are, how hard you hit, how much you lift, etc.

- **Body** (BODY) – Your size, toughness, and ability to stay alive.
- **Movement** (MOVE) – How fast you can move.

When creating your character, all of your characteristics begin with a minimum score of 4, and you are given a pool of 20 Characteristic Points to spend on your stats to further improve them. You may not exceed a score of 10 in any one characteristic, as that would begin to put you on equal footing with whatever gods may be looking over this forsaken world.

Derived Characteristics

Derived Characteristics are statistics that are dependent on your base Characteristics scores to determine their levels. They include such things as how much health your character has or when they can act during a turn and many other things besides.

- **Health** (HP) – $[BODY \times 10]$ How much lethal damage you can take before you need to get to a hospital and call the priest. Any Armor you have can be subtracted from the amount of HP damage you receive from attacks.
- **Stamina** (STA) – $[CON \times 10]$ How long your character can expend energy, as well as how much non-lethal damage you can take. When this runs out, you can not act except to take a Rest Action to recover. If this goes below zero, you fall unconscious. In general, every time you roll a die for an action, spend 1 point of STA, as well as taking STA damage from non-lethal attacks.
- **Stamina Defense** (SD) – $[BODY \times 2]$ How resistant to STA damage you are. Subtract this number from STA damage you receive, to a minimum of 1.

- **Recovery** (REC) – [STR + CON] How fast your character recovers from damage. You recover this much STA whenever you take a turn to rest, and this many HP back for each day of medical attention received.
- **Run** (RUN) – (aka **Combat Move**) [MOVE x 2], **Sprint** (Non-Combat Move) [MOVE x 3], **Swim** [MOVE x 1], **Leap** [MOVE x 1] How far your character can move in 3 seconds during various situations.
- **Luck** (LUCK) – [INT + REF] Fate acting on your behalf. Each game session you get a pool of this many Luck Points and may use them in other places; to add to dice rolls or subtract from damage totals, etc... When they are gone, they don't come back until the next game session; you've run out of luck.
- **Speed** (SPD) – [$\frac{1}{2}$ REF] Use this stat to determine turn order during situations that require an order of initiative.
- **Sanity** (SAN) – [WILL x 10] Your ability to resist mental or psychological damage, as well as your ability to interact with other people. For every 10 points you lose, you suffer a -1 penalty to rolls that involve social interaction or mental exertion. Every time you see something horrific, lose a limb, get a new cybernetic enhancement, or situations the Game Master deems appropriate, you may lose SAN. You regain 1 point of SAN every day that you spend resting away from mental or physical stress.

Next, your character has a pool of 50 Option Points to spend on Skills, Talents, & Gear. What follows is a brief overview of the different types of character options you may spend these points on during character creation. For more character options and additional character building tips, we recommend you check out the Fuzion Powered Multigenre Roleplaying Tool Book from Talsorian.

Skill Options

Skills represent the things your character knows or can do. Their scores represent the level of competence your character has in that skill. Here are a few generic skills that will come in useful in campaigns in this setting. Each point in a skill costs 1 Option Point, and no skill should exceed 10 points.

- **Hand to Hand** – basic unarmed fighting prowess.
- **Melee Weapons** – ability to use melee weapons.
- **Marksmanship** – ability to use projectile weapons.
- **Perception** – observation, perception, spotting hidden things, detecting lies and emotions.
- **Athletics** – escaping, flipping, leaping, swimming, dodging, etc.
- **Stealth** – move silently, avoid detection, hide in shadows, etc.
- **Jack of All Trades** – assorted but limited skills in tinkering, fixing, first aid, and other handicrafts.
- **Mechanics** – skill with repairing and getting to work machines and technologies.
- **Paramedic** – ability to administer aid and keep people alive.

Feel free to come up with other skills that suit your character as long as they are approved by the Game Master.

Talent Options

Talents are things that are innate to your character, things that they don't have to roll for, they can just do. Each Talent presented here costs 3 Option Points to purchase.

- **Acute Senses [X]** – One of your five senses is extremely acute. If Touch, you can read print with your fingertips or determine subtle differences in material by feel. If Smell, you can track as good as a blood-hound. If Sight, you receive a +1 to Perception checks and can see further distances than others. Etc.
- **Direction Sense** – You are always aware of which direction is North and which direction is 'Up'.
- **Eidetic Memory** – You never forget anything you have read, seen, touched, smelled, or tasted.
- **High Pain Threshold** – You take 2 less STA damage from non-lethal attacks, to a minimum of 1.
- **Night Vision** – You can see perfectly well in all but absolute darkness.
- **Rapid Healing** – You recover 1 STA per round when not resting, and an addition 3 HP per day even without medical attention.
- **Time Sense** – You are always aware of what time it is and how much time has passed since you last checked.

These are but a few suggestions. Feel free to come up with more and get them approved by your Game Master.

Gear Options

Gear Options represent gear your character might have on or available to them. Trivial gear, such as flashlights, clothes, rations, etc. are assumed. Gear Options are more of the types of armor, weapons, and accessories that your character has available to them. Here a few examples of standard gear available to the GENOME Unit, though feel free to run ideas by your Game Master. A gear's cost in Option Points is listed next to its name.

- **Cybernetic Exoskeleton** (19) – Negates 5 HP worth of damage from attacks, as well as boosting the wearer's REF & DEX by 1 each.
- **Optic Camouflage** (12) – Mimics whatever the wearer is in front of, granting a +3 to Stealth Rolls. Does not, however, mask your thermal signature.
- **Cyberoptic Vision** (15) – Allows the user to see in Infrared, switching back and forth between their normal vision and infrared.
- **High-Frequency Blade** (6) – A katana-like instrument whose blade vibrates at high frequencies, allowing it greater cutting power. DC 7 damage.
- **High-Frequency Knife** (3) – Similar to the HF Blade, but shorter and weaker. DC 4 damage.
- **Sub-Sonic Pistol** (6) – Uses similar technologies as the HF blade weapons to fire bullets at close to sonic speed. DC 3 damage. These are silenced, so no need to worry about the noise.
- **Sub-Sonic Automatic Assault Rifle** (10) – Like the Pistol, but more powerful. DC 5 damage. These are also silenced.
- **Stem-Pack** (3) – Inject to recover 5 STA and 1 HP. Cost is per unit. Each unit is usable once per day.
- **Floating-Eye Security Drone** (3) – A small, floating cybernetic eye, about the size of an orange. Has a Perception rating of 8 and sees in Infrared. Has 1 HP.
- **Combat Synthetic WOLF Drone** (10) – A cybernetic combat companion that looks like a wolf made of other-worldly tech. Understands simple commands (GO!, ATTACK!, TRACK!, BRING!, etc). Can do DC 3 bite or claw damage. Has 50 HP and +3 to REF based die rolls.

Character Roles

Your character's role is an important thing. It helps determine where they've spent their Characteristic Points and their Option Points, and helps give the party a general idea of what your character can do. Below, we've summed up the four basic types of GENOME soldier in the employ of the GENOME Unit, in order to help you better build your character.

Combat Soldier -

The Combat Soldier is the type to run in, picking off targets with their pistol, then whipping out his knife to carry on when he's out of bullets, barking insults the whole time.

Combat Soldiers are the most common of the GENOME troops; those who are good at many things, though they don't tend to excel in any one area. Despite this lack of specialty, they are extremely handy to have around during combat, being able to act in a main offensive role, provide support fire, or help out the medic if needs be.

Combat Soldiers typically have a nice spread of Characteristics across the board, having mostly 6's or 7's in all of their base Characteristics. Options-wise, generalist skills like Jack-of-all-trades are typical, along with equipment good in any combat situation.

Here is an example of a standard Combat Soldier :

Name : Jack Miller

Characteristics :

- INT 6
- WILL 6
- TECH 6
- REF 6 (+1)
- DEX 6 (+1)
- CON 6
- STR 7

- BODY 7
- MOVE 6

Skills :

- Hand to Hand – 4
- Jack of All Trades – 4
- Melee Weapons – 4
- Marksmanship – 4

Talents :

- High Pain Threshold
- Rapid Healing

Gear :

- Cybernetic Exoskeleton
- Sub-Sonic Pistol
- High Frequency Knife

Stealth Ghost -

Stealth Ghosts lurk in the shadows, dancing out of the darkness with the flash of a blade, then sinking back in while their target realizes they've already died.

The Stealth Ghost is a less common occupation among the GENOME Soldiers, but no less deadly than the Combat Soldier. The Stealth Ghost goes in for a degree of specialization, eschewing ranged combat for a mastery of the blade and the ability to slink into the shadows.

Stealth Ghost typically have a high DEX, REF, & MOVE, abilities that enhance their ability to run, hide, and strike with a blade. As far as Options go, the Night Vision talent allows them to traverse dark areas better, and Skills like Hand to Hand and Melee Weapons accent their higher Characteristics, while Stealth helps him get his job done.

Here is an example of a typical Stealth Ghost :

Name : Lynn Kurosagi

Characteristics :

- INT 5
- WILL 6
- TECH 5

- REF 8
- DEX 8
- CON 5
- STR 6
- BODY 5
- MOVE 8

Skills :

- Hand to Hand 6
- Melee Weapons 6
- Perception 6
- Stealth 6

Talents :

- Acute Senses [Hearing]
- Direction Sense
- Night Vision

Gear :

- Optic Camouflage
- High Frequency Blade

Assault Trooper -

The Assault Trooper walks in at a steady pace, laying down cover fire for his comrades while his WOLF Drone takes care of anyone trying to flank his back.

Second in numbers only to the Combat Soldier, the Assault Trooper is the second most common of the GENOME troops. Assault Troopers specialize in a degree of marksmanship that allows them to attack from a distance, but also have a bit of mechanic training to be able to service the WOLF Drones that accompany them into battle.

Assault Troopers tend to put their points more or less evenly, with a trend towards WILL and TECH and a dash of REF. Common Skills are of course Marksmanship and Mechanic, with Talents that accent their abilities, like Acute Senses [Sight]. Their gear tends to include projectile weapons and, of course, their WOLF Drone.

Here is an example of your typical Assault Trooper :

Name : Nikolai Wilks

Characteristics :

- INT 7
- WILL 8
- TECH 8
- REF 7
- DEX 5
- CON 5
- STR 5
- BODY 5
- MOVE 6

Skills :

- Marksmanship – 7
- Mechanic – 2

Talents :

- Acute Senses [Sight]
- Time Sense

Gear :

- Sub-Sonic Automatic Assault Rifle
- Cyberoptic Vision
- Combat Synthetic WOLF Drone

MedTech Officer -

When the Combat Soldier gets shot, the MedTech Officer is there to get him back on his feet the next round. When the Stealth Ghost needs an energy boost, the MedTech Officer is there with a Stempack and a send-off. When the Assault Trooper needs back-up, the MedTech Officer is there to repair their WOLF.

MedTech Officers are as well-rounded as the Combat Soldier, just in different areas. Where the Combat Soldier focuses on direct combat, the MedTech Officer focuses on support. She can provide medical and technical assistance on the battlefield, and is competent enough with her weapons to provide support fire if need be.

MedTech Officers tend to have Skills like Mechanic and Paramedic, along with Talents like Acute Senses [Touch] and Eidetic Memory, which allow them to quickly and easily assess what's wrong and how to fix it. Their gear tends to include a handful of Stempacks and some light armaments should the need arise.

An example of a typical MedTech Officer follows :

Name : Anna MacWilliams

Characteristics :

- INT 8
- WILL 7
- TECH 8
- REF 5
- DEX 5
- CON 7
- STR 5
- BODY 5
- MOVE 6

Skills :

- Jack of All Trades – 2
- Mechanic – 5
- Paramedic – 7

Talents :

- Acute Senses [Touch]
- Fast Healing
- Eidetic Memory

Gear :

- 2x Floating Eye Security Drones
- 3x Stempack
- Sub-Sonic Pistol
- High-Frequency Knife

Actions

Measuring Them

Distance -

The amount of literal distance you can cover is measured in yards by your Run and Sprint scores. This is how far your character can move in 3 seconds under various circumstances. For more mundane things, like who gets to the fallen gun faster, use your raw MOVE score plus a die roll.

Terrain -

What terrain you are moving through effects how fast you can move through it.

- Easy Terrain – Allows For Normal Movement
- Rough Terrain – Halves Normal Movement
- Very Rough Terrain – Quarters Normal Movement
- Blocking Terrain – Negates Movement

Time -

In combat, you get four 3 second actions. If an action takes longer than 3 seconds, it takes the whole 12 seconds of your turn. Turn order, or Initiative (INIT) is determined by rolling 1d10 plus your SPD characteristic, with the highest going first, and so on down the list until everyone has gone, then the next round begins.

Combat Actions

Typical Combat Actions -

Attacking & Defending

- The attacker combines the appropriate Skill (Melee Weapons, Marksmanship, etc) with his REF score plus a roll of 1d10 to get his Attack Value (AV).
- The defender combines the appropriate Skill (Evade, Dodge, Athletics, etc) with a roll of 1d10 to create his Defense Value (DV). If the AV is larger than the DV, the attack hits.
- Attacks can be firing your weapon, grabbing for a hold, kicking, etc.
- Defenses can be full blocks, dodging out of the way, or even counter attacks if the Game Master allows.

Damage

- Weapons deal 1d6 of damage to the target for every Damage Counter (DC) on the weapon.
- Unarmed attacks deal 1d6 of damage for every point of STR the attacker has.
- Slashing or Piercing weapons, as well as things like fire or acid, deal HP damage.
- Bludgeoning or Bashing attacks, like fists or saps, deal STA damage.

Movement

- You may move a distance equal to your Run (Combat Move) score at no penalty.
- You may move a distance equal to your Sprint (Non-Combat Move) score but be at ½ DEX and 0 REF for the remainder of the round.

Other

- Anything else you can think of. Reloading, Getting Up, Calling for Help, Opening a Door, etc. How long these take are subject to the Game Master.

Non-Combat Actions

Most actions taken outside of battle are incidental, and won't require a die roll, though they may require some role-play on your part. When the Game Master deems it worthy, however, you may end up needing to make a Skill Check.

Skill Checks -

A Skill Check is performed by taking your score in the Skill relevant to the situation (Drive for driving a car, Stealth for sneaking past a guard, etc), adding the relevant Characteristic, (REF for sleight of hand, STR for lifting a heavy road block, etc), and finally adding a die roll of 1d10. Check your resulting Skill Value (SV) against the task's difficulty to see if you've succeeded.

Difficulties -

The difficulty of a task is determined by what type of task it is. Everyday tasks like driving through the compound or lifting some weapons crates would have a difficulty of 15 or less. More heroic or incredible things, like sneaking through a room full of guards or throwing a vehicle out of the way have difficulties going up around 25. Legendary feats like navigating the jeep through a minefield at high speeds while returning fire have difficulties as high as 30. Feats beyond that are getting into the cosmic scale of things and just shouldn't be attempted in the first place.

For non-combat, non-stressful situations, it's okay to have the character take their time and just assume a roll of a 10 on the dice while making the check.

Recovery

You are going to take damage of some sort sometime during the course of playing as your character, so it's nice to know how to recover that damage before you die.

- To recover STA during stressful or combat situations, you may spend a round resting to recover a number of points of STA equal to your REC score. Outside of combat, resting for a bit will recover your full STA.
- To recover HP damage, you must spend a day receiving medical attention to recover REC HP points.
- For every full day spent outside of combat, stressful, or dehumanizing situations, you may recover 1 point of SAN damage you have taken.

Death

If you hit 0 STA, you have passed out. Any additional STA damage you take is converted to HP damage in a ratio of 2 STA damage equals 1 HP damage.

When you hit 0 HP, you are dying. You can still act if you have STA left, but are at a -6 penalty to everything that requires a Characteristic stat and a die roll. You lose 1 HP per round as you bleed out, up to negative BODY x 2. If you have not been healed or stabilized by this point in time, you have, unfortunately, died. Sorry.

Experience

Gaining Experience Points -

The Game Master should, at the end of each gaming session, reward out Experience Points based on the Player's performance during the session. Experience Points can be used to improve Skills, purchase new Gear, or, with the permission of the Game Master, improve Characteristics.

The Game Master can award experience points in a number of ways. 1 to 3 Experience Points can be awarded for good roleplaying. The Base is 1 Experience for simply being at the session and participating, but an extra point here or there could be awarded for clever use of Skills, good roleplaying, or the solving of a difficult puzzle.

Spending Experience -

- To Buy Up Skills – This costs as many points as the New level of the skill. For instance, if your Stealth is 3 and you want to raise it to 4, it would cost you 4 Experience Points.
- To Buy Up Characteristics – With the Game Master's permission, this costs 5 Experience Points per every level of the New Characteristic score. So, if you want to raise your CON from 2 to 3, it would cost 3 x 5, or 15, Experience Points.
- To Buy Gear – It costs the same number of Experience Points to buy Gear as the Option Points cost listed for the item. So if you wanted to buy a new StemPack, it would cost you 3 Experience Points.

Example Campaign

New Beginnings

This short adventure serves as an introduction into the wider world of ENEMY, and is perfect as a jumping off point for a larger campaign. If players are new to the setting, it is suggested that they use the example characters presented previously above.

Adventure Background -

The Sons of Madness have recently set up a small base in the midst of what was formerly known as the Everglades. They hope that this base might be expanded and used as both an insertion point deeper into the territory of the Taint around the Cuban Obelisk, but also as a forward base for information gathering and attacks against the military city of Los Diablos.

Unfortunately for the Sons of Madness, their base has been discovered. Due to the fact the base lies a ways into the territory under the influence of the Taint, the World Military has asked that GENOME dispatch a unit to deal with the potential problem while it is still young and retrieve any information they may have gathered.

Due to the perceived ease of the mission, the General has assigned the task to a squad of rookies, composed of the player characters. This will be their first official mission out in the field.

Adventure Synopsis -

The party must navigate through a small stretched of Tainted swampland, before coming across the Sons of Madness outpost. They will need to get into the outpost and retrieve documents from the commander's office, either through sneaking and stealth kills, or by rushing in and making a fight of it, the choice is theirs.

1 Square = 1 Yard



Encounter 1 : The Swamps

Setup -

- 3 Tainted Crocodiles (C marks on map)
- 2 Proximity Alarms (A marks on map)

The area is composed of twisted marshland. In places, the water is gets to about three feet deep, and scattered about are gnarled trees and clumps of swamp grass. Jutting crystalline growths pulse a sickly purple against the backdrop of the rotting green of the scenery.

The characters will have to traverse across the brief stretch of swampland before they get to the perimeter of the Outpost. What they don't know is that the Sons of Madness have put up a couple proximity alarms to let them know if anyone might be coming.

Players succeeding on a Difficulty 17 Perception check will be able to see the camouflaged alarms as they near the Outpost. Players with the ability to see in infrared will have an easier time of it; the Difficulty for them is lowered to 13. The alarms go off silently if tripped.

Players will also need to watch out for the tainted crocodiles that live in the swamps. They blend in with their surroundings remarkably well, putting the difficulty to see them at 15. The crocodiles are cold-blooded, so they won't be easier to spot with infrared. If the players get too close to the crocodiles or disturb them in any way, they will attack the nearest player character.

Players should keep in mind that making too much noise may alert the Outpost to their presence, at the Game Master's discretion.

Tainted Crocodile -

HP 90 | STA 90 | Rapid Healing, High Pain Threshold
REF 2, MOVE 2
Bite DC 4, Combat Skills at +3

Encounter 2 : The Perimeter

Setup -

- 2 (or 4) Guards (G marks on map)
- 1 (or 2) Tainted Hounds (H marks on map)

The outpost is situated on a raised clearing in the middle of the wetlands and is surrounded by a crudely erected wall of barbed wire. Around the dirt-lined perimeter walk a couple of guards and an odd-looking dog.

The players will either have to sneak past the guards or incapacitate them out without raising too much of a ruckus.

If the players tripped the proximity alarms in the previous encounter, the number of guards is doubled at each location, as is the number of hounds, making for an encounter of 4 guards and 2 hound, instead of the normal 2 guards and 1 hound. Additionally, if the player characters have tripped the alarms, the guards will be on the look out for potential intruders, and the Game Master should raise the difficulty to sneak by them accordingly.

Guard -

HP 35 | STA 45
REF 4, STR 3, INT 3, MOVE 3
Marksmanship 2
Automatic Rifle DC 4
Knife DC 1

Tainted Hound -

HP 50 | STA 50 | Acute Senses [Smell]
REF 5, STR 3, MOVE 4
Bite DC 2
Prehensile Tongue [+3 to Grab & Hold]
All Combat/Dodge Skills +3

Encounter 3 : The Outpost

Setup -

5 (or 3) Guards (G marks on map)

3 (or 2) Tainted Hounds (H marks on map)

1 Officer (O mark on map)

Inside the Outpost's fenced perimeter is a small gathering of second-hand military tents, well worn and full of holes. A larger, well kept tent is placed near the back of the Outpost, and guards patrol around the lanes of the compound, such as it is.

The Guards and Hounds will be patrolling around the Outpost systematically, so the players may want to watch for a bit to learn their pattern. If they do so, they gain a +4 to sneak past them, should they choose to do so, or to get a surprise attack on them if they wish to initiate combat.

If the players tripped the alarms back in Encounter 1, there will be 2 less Guards and 1 less Hound inside the Outpost walls, because they went outside as extra patrol in Encounter 2.

The Officer stays in his central tent, and the players will have to take him out if they wish to recover the intelligence documents from his desk. They can do this a number of ways, such as a stealth kill, causing large distraction outside, or any other ways they may want to try.

The Guards and Hounds have the same statistics as in Encounter 2, and their statistics blocks can be found there.

Officer -

HP 50 | STA 45

REF 5, STR 4, INT 6, MOVE 4

Marksmanship 2

Melee Weapons 2

Automatic Rifle DC 4

Machete DC 2

Concluding the Adventure

Conclusion -

Regardless of how the players obtained the documents, as long as they return to base relatively unharmed with a report of having completed their mission, they will be well rewarded.

The Game master should give out some extra Experience Points to the players for the completion of their first quest.

Expanding On This Adventure -

There are many ways in which this adventure could be used as a jumping off point for a larger storyline. Here are some suggestions as to how this might be accomplished:

- The documents the players recovered do not contain intelligence on Los Diablos, but in fact contain information on the locations of several other Sons of Madness compounds deeper within the Taint.
- The documents contain information regarding a traitor within the ranks of GENOME who has been passing the Sons of Madness information from within.
- The documents are a study the Sons of Madness had been performing, indicating that something further in the Taint is agitating the creatures there and rapidly increasing their rate of mutation.

Either way, whether you continue after this adventure or not, thank you for taking the time to try the experience that is ENEMY.

Thank you, and Adeu.

this game prototype © 2010
DigiPen Institute of Technology