Ascenders:

A Sky High Espionage RPG

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The World and Story

History

The Righteous Three

(Image courtesey of Irulana on DeviantArt, https://pre00.deviantart.net/5aa6/th/pre/f/2014/101/b/8/dark_lord__stylish_aristocrat_by_irulana-d7dzjet.jpg)

AD 2101, the gap between rich and poor had grown so large that only a few hundred owned the majority of the wealth and property in the world. Meanwhile, the rest could afford nothing. The rich became prideful to the point of seeing themselves as gods. They blamed the rest for all the world's problems and sought to enact divine punishment on all of them.

The rich decided to start ruling over the world to preserve their own dynasties and subjugate the poor. Using financial corruption and private military force, they took over governments and formed oppressive monarchies, forcing the common people into serfdom.

In AD 2250, The power grab eventually spawned five globe-spanning kingdoms. The Five quickly formed alliances and divided up the spoils. This turning point is referred to as the 'First Ascension'.

(Image courtesey of *Space Battleship Yamato 2199* by AIC, TFC, Xebec and Bandai Namco Games. https://vignette.wikia.nocookie.net/yamato/images/0/01/FloatingContinent2199.png/revision/latest?cb=20140831123049)

Seeds of Rebellion and the Rise of Skylands

However, the oppressed refused to submit. By AD 2377, after decades of planning and risky espionage, the peasants of the continent of Africa rebelled, and they

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rebelled hard. They successfully campaigned to overthrow their monarchy, killing the king and most nobles.

War broke out that lasted a hundred years. Losses on both sides were significant. Having lost two of their kings and a third of their nobles, the remaining kings christened themselves 'The Righteous Three' and used their accumulated technology to lift into the sky the four continents they still controlled. Safe from resistance, the kingdoms bombed the remaining continent into near-extinction. Assuming that the remaining few would die off eventually, they abandoned the remains of the earth.

The Righteous Three then established their domains as the Holy Skylands, establishing North, South and Central Skylands as each king's domain. King Don XI ruled the Central; King Vladmir XX ruled the North; Finally, King Giovanni ruled the South.

The last two continents were merged underneath the Skylands and re-named The Underclouds, the only landmasses underneath the clouds. In an attempt to quell rebellion and remind their subjects of their power, the Rulers turned the Underclouds' landmass upside down. This was deemed 'The Second Ascension.' All commoners living in the Holy Skylands were exiled to the Underclouds and kept under strict surveillance.

Don't Underestimate Humanity

In AD 2402, the people back on Earth - whom the kingdoms dubbed the Earthbound - had survived with what enough remaining knowledge of technology they had. They slowly, with determination, worked to rebuild their society. They established a social democracy in which everyone helped each other thrive to avoid another incident like the Ascensions. They christened themselves the Earthbound Alliance. The Kingdoms initially sent spies down to evaluate the threats of rebellion, but concluded that the dissidents no longer posed a threat. They left the remainders alone, expecting them to all die off eventually from the fallout of the uninhabitable, scorched Earth.

The people of Earth, however, still refused to submit to fate. They managed to salvage junk dropped from the kingdoms and reverse engineer it for their own purposes. They could now grow sustainable food, purify water, create transportation, medical supplies, and

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most importantly, develop a near-impenetrable defense. Society on Earth was revived.

Striking Back

With the salvaged technology, in 2452, the Earthbound set up a continent-wide barrier. Dubbed, “Gaia’s Shield,” it was strong enough to withstand almost any current weapons the Skylands threw at them. The barrier, visible from the Kingdoms above, shocked and baffled the Righteous Three. In a vain attempt to stop any further progress, the Skylands attempted to bombard them with their remaining, previously dormant bombs. However, it was too late. The barriers evaporated their strongest weapons.

While the Earthbound Alliance (EBA) was able to protect against any further attacks, they knew that as long as the Kingdoms were in power, they would keep trying to snuff out anyone who seemed like a threat. The EBA had to bring them down sooner or later.

With rebuilt airships in 2473, the Earthbound Alliance soon staged a counterattack to invade the Central Skylands. They managed to destroy several factories and noble houses before being pushed out by the Kingdom’s powerful dreadnoughts and soldiers. This event is generally referred to as “The Devil’s Rise”. Even though the Earthbound Alliance were pushed out, they left their mark.

Chinks in their Armor

The kingdoms’ military was kept on the mainland to prevent any unauthorized citizens from flying upwards or using their elevators. This led to the Underclouds leaving gaping holes in their security for the Earthbound Alliance to set up a fortified, extremely well-hidden headquarters underground in the island. Despite the military warnings to add more forces into the Underclouds, the highest-ranking nobles and royalty have dismissed their claims, believing that the Earthbound or peasants could never come up again to overthrow them. The EBA knew that they couldn’t destroy them through brute force. They now seek to overthrow them from the inside and free the Earth from tyranny once and for all.

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Rise of the Ascenders

The Earthbound Alliance established a spy network, dubbed the Ascenders, throughout the Underclouds. Fiercely loyal and incredibly competent, these agents carry out the will of the Alliance while toeing the line of between various allied crime organizations.

With holes in security, Ascenders gather information and resources with relative ease. They secretly help provide aid and hope to the downtrodden people of the Underclouds.

As agents of the Earthbound Alliance, the Ascenders' primary purpose is to cross the clouds to reach the Holy Skylands and take part in the secret war against the Righteous Three. Their main Skyland targets are often noble houses, factories, airships and even castles. Back on the Underclouds, Ascenders often infiltrate prisons, military establishments and unruly crime syndicates.

Trained under the best thieves, assassins and Skyland defectors, Ascenders are exceptionally proficient in several talents or extremely proficient in a few.

By the power of the Earthbound Alliance , their mission is to sabotage, steal resources and intel, assassinate and so on. Despite the strict demand of loyalty to the Alliance, they are given relative freedom to pursue mission objectives and work with groups who oppose the Kingdoms.

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Places and People

The World

Underclouds

The Underclouds are a continent physically underneath the Skylands, separated from them by a thick sea of grey clouds spanning half the globe. It's also completely upside down. The Underclouds contain about 100 cities with a central capitol, VesselRoyal, providing transportation to and from the Skylands.

The cities have been retrofitted with rope bridges for citizens to easily get around, while higher-ranked and luckier individuals drive aircars to get around safely. Punishment and threats from criminals and military often involve dropping or threatening to drop people off the landmass. Many peasants grow to learn climbing and swinging from ropes and other objects to maneuver around cities.

There are few floating islands around the Underclouds that range from ten to over a thousand miles, which are often heavily contested between criminal organizations and Skyland forces.

The continent is partially enforced by the Kingdom's military, while the Earthbound Alliance hides a vast spy network with allied crime organizations. The knights and soldiers serve to protect nobles and stomp out anyone who might become too powerful or dangerous for them.

Otherwise, the Underclouds are near-chaotic, with rampant crime and violence thanks to limited resources and restricted technology.

People born here are deemed peasants. Due to the continent's inverted geometry, they spend every day risking their lives just to go outside. They generally either resort to crime, become servants in the Skylands or undergo training to join the Ascenders. While the Earthbound Alliance has sought to bring Underclouds people back to earth, their sole landmass is too populated to house anymore.

Large prison complexes operate in every city, housing major criminals or enemies of the Kingdoms. Penalties are always life in prison (or execution if overcrowded).

This lack of enforcement led to the rise of crime syndicates. However, they have formed a pact with the Alliance to aid them and abide by their moral code. In

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exchange, most of their businesses are kept intact. These provide Ascenders with theft expertise, goods and intel.

North Skyland

This continent is occupied by several nobles who manufacture computer technology and robotics. For each industry, there are factories, business districts, noble HQs and servant homes.

A single large city occupies the continent, surrounded by vast mountains and canyons.

The continent houses a university for young nobles where they learn to inherit their parents' businesses.

North Skyland is also the home of the ancient archive, which contains billions of confiscated books, videos and other forms of media and data. They are forbidden to all but the Three Kings.

Finally, all robots are manufactured here. They're generally used for simple, menial labor tasks such as factory work, farming and foodpacking.

Central Skyland

The main domain of command where all three kings meet to discuss matters and establish law. Central Skyland's nobles focus on military command and arms trade.

The military recruits peasants from childhood, trains and indoctrinates them into enforcing the nobles' will throughout the Skylands and Underclouds. Knights, meanwhile, are their supreme generals that are cloned nobles trained to oversee them. Locations consist of barracks, airbases, storage facilities and command centers among many.

The arms trade manufactures all weapons throughout the Skylands. These range from small melee and firearms to planet-busting weapons used during the Second Ascension. However, due to the ineffectiveness of their largest weapons against Earth, their production has all but stopped, with most of their arms held in storage.

South Skyland

Home to agriculture, medical science and radical experiments, South Skyland is the main source of all biological technology throughout the Skylands.

Almost every conventional food and livestock that was found on Earth is grown here. The biotech is used to genetically modify food to grow larger, more plentiful

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outputs for the nobles' increased appetites. The science has been perfected to the point of being free of any side effects that could harm any nobles or royal family. However, any scraps and imperfect-looking foods are sent back down to the Underclouds for peasants to fight over.

South Skyland is also host to the most brilliant noble scientists. They are responsible for creating medical technology ranging from instantly healing wounds to increasing life expectancy by 100 years.

Their most astonishing scientific breakthroughs, however, have been related to cloning. This has allowed nobles to create children in their own image to create the perfect future business leaders and knights. As a result, many nobles no longer copulate to extend their bloodline.

Technology & Resources

The Skylands have most advanced technology.

It's considered an act of treason for any non-noble person to use any advanced technology without express permission, especially in the Underclouds. The exotic appeal of technology is a primary motivator for peasants to become a servant in the Skyland.

The Skylands' primary resource is Terramana, a renewable mineral that powers machines at incredible efficiency. Terramana can last for 5 years at a time before getting replaced.

They're also mixed to create Enhancers, drugs which enhance different physical and mental faculties.

However, their volatility means taking the wrong dosage can lead to death or mutation. As a result, they're restricted to only scientists and the military.

Medical science

The Skylands have created Life vessels which can quickly regenerate almost entire bodies to healthy condition by placing them in these pods for a month. These have allowed nobles and royalty to live for up to 300 years.

Medkits, while less effective, have the ability to heal a range of injuries depending on the potency. Smaller kits heal cuts and larger ones can repair broken bones and organs. However, these are restricted to the Underclouds, forcing peasants to undergo risky underground surgery.

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With robotics, the kingdoms employ advanced machines to handle menial tasks including farming, factory work and other systems.

Choosing to use obedient peasants and robots as servants are often a matter of choice for the nobles, some preferring the latter to sadistically force their will on them.

Transportation relies primarily on using air-based vehicles. However, in certain areas of the Skylands, some prefer to use ground vehicles. Servants are restricted to ground vehicles unless their job is a pilot.

There are three different classes of air vehicles:

- Aircars are generally driven by nobles themselves or chauffeurs and are used to and from cities. Carries up to 7 people.
- Airships fly to and from islands. As the most versatile, they transport everything from goods to people. Often used for both party cruisers and battleships. Carries up to 200 people.
- Dreadnoughts, largest ships for military purposes. Royal family members generally fly from island to island in a dreadnought. These primarily carry up to 1000 soldiers

As high-profile people and materials often travel by air, air vehicles are most often the target of criminal organizations and the Earthbound Alliance . Consequently, Skyland laws demand that there be a reasonable concentration of soldiers on Airships.

Culture & Politics

The Skyland Kingdoms are monarchies who rule by divine right. Kings and Queens are absolute rulers whose word is holy.

Nobles are directly below the royal families and serve them. They are also seen as holy beings. Nobles spend most of their time managing their businesses and mingling at parties on cruisers.

The servant classes are everyone who does labor below the nobles in the Skylands. Owned by nobles and royalty, servants have a seal to denote ownership and are treated like slaves. They perform all sorts of services from cleaning, programming, acting as a business vendors to military soldiers and entertainers. Soldiers are trained and indoctrinated into undying loyalty. With few exceptions, servants are paid meager wages.

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Knights are born under nobility and undergo extensive military training. Some are unknowingly clones of nobles and have no memory other than being born to fight and lead.

Everyone underneath the servants are peasants regarded as less-than-human vermin. They're only brought up to the main Skylands to be turned, or "tamed" into servants.

Some groups of nobles, however, began questioning their own superiority. Some have secretly started feeling sympathy for peasants and servants. This has prompted families and even a few lower-ranking royal family members to secretly support the Earthbound Rebellion, with a few defecting to them completely. These rogue nobles have provided the most crucial information on the geography and inner workings of the Skylands.

People

ALLIES

Ascenders ultimately serve under the Earthbound Alliance, the last remains on Earth who are supporting their endeavors in secret.

The Eight Leaders of the Earthbound, or E8, are the enigmatic rulers of the Earthbound who maintain order on Earth and are the primary founders of the Ascenders program throughout the Skylands. Their identities and whereabouts are kept a secret from everyone but their closest associates. What is known about them is that they live among the citizens of Earth in peace. They are the highest authority that all leaders of the Rebellion answer to. The E8 are elected democratically by all Earthbound civilians under anonymous aliases. Strict but patient and understanding, they often check in on the Ascenders via private video conferences during major events and missions. They expect the best out of all of the Ascenders. Most authority over the Ascenders is given to Rebellion leaders in the Underclouds.

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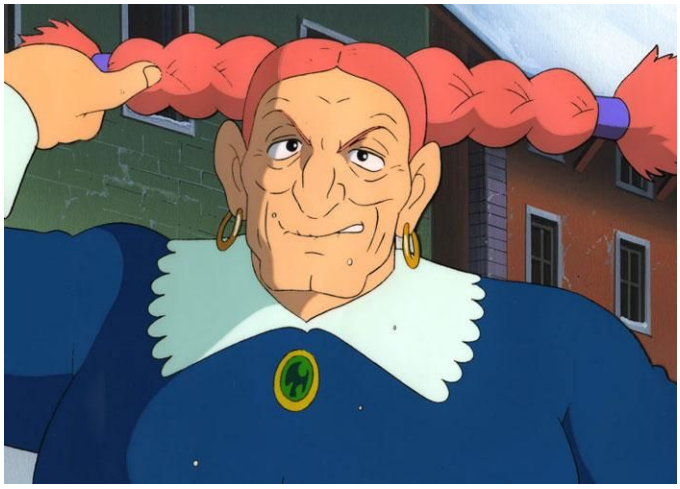

(Image Courtsey of Studio Ghibli's *Castle in the Sky,* *http://comicbook.com/anime/2017/04/13/anime-fans-rank-the-most-misunderstood-villains-/*)

The Ascenders' primary leader, Mira, is Grandmaster of the Rebellion in the Underclouds. As one of the oldest living rebels, she's a war hero who helped establish the underground network of the Underclouds.

She handles relations between the Alliance and the criminal groups, keeping them under control so as to prevent infighting.

When the Eight Leaders aren't giving briefings, she orders and briefs the Ascenders on missions. She does sometimes clash with the E8's and believes that they often don't fully understand the situation from below. She's also angry about the fact that they can't bring Underclouds people down to Earth due to population issues.

She often reminisces about the "old earth" from great-grandparents' accounts.

Head Scientist Beatrix

(Image courtesey of Square-Enix's *Anachronox*, https://i.ytimg.com/vi/MGSNpQ19nkI/maxresdefault.jpg)

A cyborg scientist who leads the Research for the Earthbound Alliance, creating new technology and reverse engineering Skyland tech. She takes part in weapons, gadgets and augmentations. She's often disturbingly enthusiastic with her research. However, she will provide you with new gadgets if you find the materials needed.

She was an extremely talented scientist servant, but her talent made the noble in charge jealous. They threw her into the Underclouds where she found the Alliance. With all the resources and recognition she wants, she helps devise the technology to help win the war against the Skylands.

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Mister Merril

(Image Courtesey of Disney's *Recess*, http://recess.wikia.com/wiki/File:Screen_Shot_2012-07-18_at_6.23.34_PM.png)

The Noble who secretly leads the Skyrun Privateers. He is Main vendor of goods to the Alliance and one of the most valuable Noble insiders. While he feels remorse for the lower classes and tries to treat servants better without drawing too much attention to himself, he joined out of the fact that the Skylands' time is running out.

Allied Factions

Factions are criminal organizations allied with the Ascenders and Earthbound Alliance in the Underclouds. The front benefits Ascenders and the EBA by making them invisible beyond the organizations. They serve as both allies of the EBA and a front for their activities. In a way, Ascenders are shared between them as a weapon. Ascenders fulfill the factions' activities in the Skylands while also benefiting the EBA.

Thundercloud:

(Image courtesy of *Sword Art Online* by Aniplex & Reki Kawahara, https://vignette.wikia.nocookie.net/swordartonline/images/9/92/Agil_SAO.png/revision/latest?cb=20140302034009)

(Kyr-Rito, founder and boss)

The first criminal organization to ally with the EBA is also the most loyal. They believe the most in the EBA's cause of freeing the people from the tyranny of the Skyland Kingdoms. Thundercloud specializes in smuggling goods and money from the Skyland Kingdoms to give to the Underclouds. Their smuggling often comes through with cutting deals and negotiating with nobles in the Skyland Kingdoms.

Their loyalty has rewarded them with contracts given out by the EBA themselves to kidnap and assassinate targets. Most of the other factions are jealous of how

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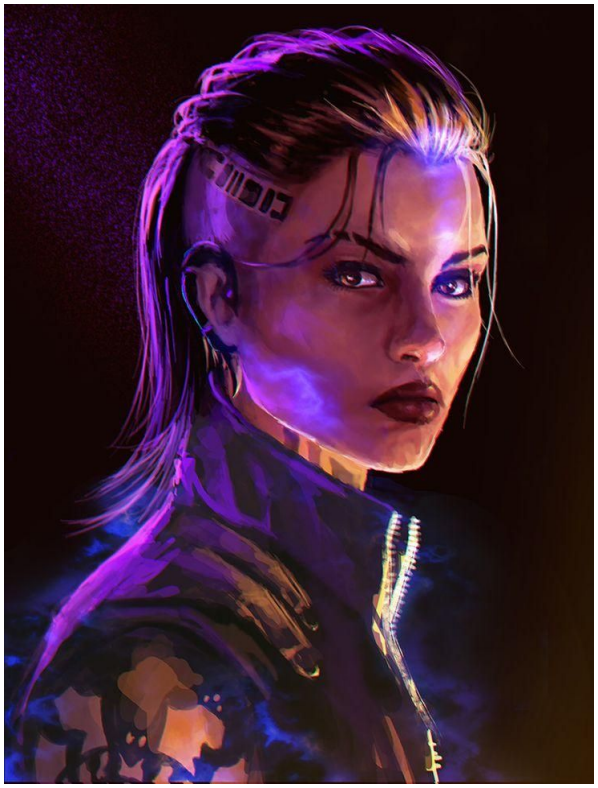
much Thundercloud gets these extra favors, and accuses them of being a lapdog. Thundercloud often doubts the other factions' loyalty in return.

They incentivize Ascenders with bonuses for minimizing casualties during missions and keeping out of the public eye as much as possible.

Wingclippers:



(Image courtesy of EA's *Mass Effect series* by , https://scontent.cdninstagram.com/vp/5a54f320dba3d802dbf37a4f74d85005/5B8CF5B1/t51.2885-15/e35/31816080_2547128184383899_8754582425285165056_n.jpg)

(Dreadwing, Current boss)

A violent, rage-filled vigilante group, the Wingclippers formed in the Underclouds to exact revenge on the Nobles who wronged them. They specialize in assassination and destroying noble establishments, seeking any opportunity to get revenge and steal their belongings. They have been the primary reason for the increased military presence in the Underclouds. Under the Earthbound alliance, they have reluctantly agreed to tone down the violence to prevent collateral damage to innocent bystanders. They wish to make their actions as public as possible to instill fear of the people of the Underclouds.

They are friendly with the Revelator Pirates due to their shared vendetta against the nobles.

Revelator Pirates:

(Image courtesy of Pintrest)

(Mister Hat, founder and boss)

This group of escaped servants specialize in computers and machinery. They specialize hacking and sabotage to rob airships and steal technology to sell to the

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Underclouds. While not commissioning Ascenders, they hack robots to do their bidding. Rumors have it that they are able to program AI into becoming sentient. They are the primary source of knowledge of Tech skills for Ascenders. The Revelator Pirates get a thrill out of defying authority and are enthusiastic about their alliance with the Earthbound. The Pirates crave attention and encourage you to make your actions public. They mistrust the Skyrun privateers due to their Noble affiliation, certain that they will stab the EBA in the back the moment they get complacent. They are more towards the Wingclippers due to their history of taking down prominent Nobles.

Skyrun Privateers: The Skyrun Privateers have been secretly hired by nobles dissatisfied with the Skyland Kingdoms and have formed a slightly tenuous relationship with the Earthbound Alliance. The Privateers sabotage and rob businesses to further their own. They are interested in receiving as much business as possible from all the Skylands and Underclouds. However, instead of bringing the kingdoms down, they're more interested in changing the Skylands for more business opportunities for the peasants.

They detest the Wingclippers for killing fellow Nobles. However, under the eye of the EBA, they are begrudgingly unable to act against them directly. They are the friendliest with Thundercloud, as they help bring products available to the masses. This allows people of the under clouds to be more familiar with products which will Prime them for buying more stuff later. Secrecy is their MO, as if word ever got out of their exploits, they would be left on their own.

ENEMIES

Criminals

Criminals in the Underclouds are mostly made up of peasants or disgraced/escaped servants. These small crime groups aren’t allied with the Earthbound Alliance. While some prefer to stay out of the way, knowing the alliance as a threat, others see it as an opportunity to steal weapons and tech for themselves or to aid the nobles for monetary gain. They cause trouble by disrupting faction activities or attacking innocent Underclouds residents. They also tend to attack allied syndicates if they’re brave enough, trying to take their

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territory for themselves. They often set up in run-down buildings and underground caves.

Soldiers

The primary military force of all the Skyland Kingdoms. While they mainly keep the servants in the Skylands in line, they take a more aggressive role in the Underclouds. They commonly imprison dissidents, allied criminals and fellow Ascenders. They often terrorize peasants for sadism and cracking down on cri. They have set up military outposts and prisons in most Undercloud cities to keep captives and maintain their order, with security ranging from lightly guarded to maximum security.

Knights

(Image courtesy of *Onyx* by Chris Ryall, Gabriel Rodriguez and Fotos, https://www.idwpublishing.com/product/onyx/)

Knights are nobles who were raised or cloned to command all military forces and are many times stronger and more ruthless than soldiers. They hold up command posts in order to spread their influence and flush out rebels in the cities. They sometimes plan schemes to destroy entire cities. While they mostly remain in the Skylands to protect nobles, they occasionally come down to check on the soldiers and intervene in crises that are out of the Soldiers' control. They have been rumored to take Terramana to enhance their physical and mental performance.

Nobles

(Image courtesy of Eiichiro Oda's *One Piece,* https://vignette.wikia.nocookie.net/villains/images/2/2c/SaintCharloss.png/revision/latest?cb=20150715040618)

The Ascenders' most common target. While many live peacefully without work due to their royal blood, wealth or connections, some also run the most powerful businesses, hold the biggest resources and develop the most technology. Most nobles were taught

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to generally hold a disdain for those below them, but some want to help the rebellion and seek defection with the help of Ascenders. Heads of science divisions often perform inhumane research and often test them on peasants and servants. Some even consider unleashing their “studies” onto to entire cities in the Underclouds en masse. Otherwise, many other scientists research secret weapons and information technology that threaten to give them an edge to wipe out the rebellion if not destroy the Earthbound Alliance.

Nobles’ airships and sky islands carry military or scientific secrets that benefit the rebellion. Carry important VIPs who hold crucial information about the Skylands or a certain islands’ blind spot ripe for infiltration.

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Creating Your Character

Quick Steps

1. **Create your Character Info**
2. **Choose a Background**(Back page)
3. **Choose Motivation to Join**(Back page)
4. **Set Initial Ascender Rank**
5. **Determine your Ability Scores**
6. **Determine your Skills**

Step Details

1. Create your Character Info

- Character Name
- Nickname
- Gender
- Appearance(Hair, Eyes, Height, Weight)

2. Choose a Background *(back page of Character Sheet)*

Your Ascender's background helps flesh out their story. There are no statistical differences.

Noble – You come from a noble family in the Skylands. You're likely savvy about the inner workings of the Skylands, something always useful to the Rebellion.

Clone – You were cloned from a noble or an exceptionally talented servant. You may have an existential crisis on the matter or may have lost your memory.

Servant – You worked a job of sorts for a servant in one of the Skyland. Maybe a cleaner, a soldier, programmer or even performer. You might have joined the rebellion so you would be appreciated.

Peasant – You live in the rundown Underclouds. You may have been a poor beggar, a street criminal or forced to take humiliating jobs. The rebellion has possibly given you a better purpose in life.

Earthborn – You decided to join your allies up above the earth. You may be there for adventure, or to serve the rebellion and make the world a better place. You may not know as much as a defected noble about the Skylands, but are willing to do what it takes to take the earth's nemesis down.

3. Choose a Motivation for Joining the Earthbound Alliance *(back page of Character Sheet)*

Change of Heart: You originally supported the Skyland Kingdoms, but grew disillusioned by their words and deeds. You might have discovered that the Earthbound Rebellion is in the right. On the opposite end, your capture by the rebellion has opened your eyes to what's really happening.

Loyalty to the Cause: You're dedicated to serving the rebellion and believe in everything they stand for. You might loathe the enemy and want to do anything you can to destroy them. You may believe that the rebellion's causes resonate with your own. As a result, you have an undying dedication to the Earthbound.

Aspiration: You're tired of the day-to-day life of struggle or drudgery. You may want to see other parts of the world, go on adventures and be a great Ascender like the one who inspired you. You're a dreamer who jumps at the call to adventure.

Wealth and Fame: You want the things that money can buy – or possibly can't. To you, the Skyland nobles are walking banks, ripe for the pilfering. Maybe you're interested in making a name for yourself, either as someone to fear or a celebrity among the Underclouds. You just might want to prove your worth to someone to impress them or make them eat crow for underestimating you.

Altruism: You may want to be a Robin Hood of the skies, wanting to steal from the rich and give to those who need it more. You may be interested more in giving your loved ones a brighter future or fulfilling a promise to a dead sibling. Either way, you're doing it for someone beyond yourself.

Escape: You were mistreated by a noble to breaking point or lived in the home of an abusive caretaker. Maybe, as a clone, you grew disillusioned after knowing that the person whose image you were made in will always be treated better than you. You just can't take it

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anymore. You could be a fugitive framed for the murder of a noble or knew too much about something that was supposed to stay a secret. Whatever it is that happened, you feel safer with the rebellion.

Revenge: Someone killed your family. You were cheated and left for dead. Someone did something to you and joining the rebellion will help you find them and make them pay.

Custom: You can create your own motivations and extra backgrounds if nothing here fits your character. Think of a good reason why your character has become a Ascender. It should be something life-changing or a catalyst for a life-changing decision. How would it affect your relationship with the rebellion, nobles and fellow Ascenders?

4. Set Initial Ascender Rank

- Set the Ascender Rank to 1.
- For Rank Points, write 0 in the first field.
- For the Next Rank, write 1,000 in the second field.

See the Ascender Ranking section under Advancing Your Ascender for more information.

5. Determine your Ability Scores

Abilities are the primary determinant of an Ascender's Natural skills. Each Ability Score starts at 1.

Players have 20 Ability Points to spend between them. Write the numbers in the ability score spaces.

5. Dexterity(**DEX**) – Measures agility
6. Strength(**STR**) – Measures physical prowess, health and combat ability
7. Personality(**PRS**) – Measures your ability to interact with people.
8. Knowledge(**KNO**) – Measures reason and memory
9. Instinct(**INS**) – Measures insight and perception

Ability scores factor into all Skills, while some combine with others. These are known as **Natural Skill Values**. Some skills require higher Ability Scores others to be more effective.

Write the calculated values in the following fields for all stats.

Example:

10. *Calculate Max Health:* 10 + (STR x 2) + 3d4
    - Current Health starts at Max .
11. *Calculate Speed:* (DEX x 2) + 2d4

■ Calculate Dash Movement (amount of rooms or regions a Ascender can move through in one turn while taking a dash action):

Speed	Movement Range
1-29	2
30-39	3
40-49	4
50+	5

12. *Calculate Dodge:* INS + DEX + 3d4

6. Determine Your Skills

After you're done distributing Ability Scores, look at the Skill table. Add the corresponding Ability scores in parentheses into the space denoting Natural scores:

- Thievery & Stealth
  - Sneaking (DEX + INS)
  - Hiding (DEX + INS)
  - Sleight of Hand (DEX x 2)
  - Disguise (PRS + INS)
  - Lying (DEX+PRS)
- Entertainment
  - Music (Instrument) (DEX + KNO)
  - Music (Voice) (PRS + STR)
  - Comedy (PRS x 2)
  - Dance (DEX + INS)
  - Acting/Impersonation (PRS + KNO)
- Social
  - Charm (PRS x 2)
  - Intimidate (STR + PRS)
  - Bartering (PRS + KNO)
  - Diplomacy (PRS + INS)
- Perception & Wits
  - Investigation (INS x 2)
  - Lie Detection (INS x 2)
  - Detect Secrets(INS x 2)
- Tech
  - Hacking (KNO x 2)
  - Demolitions (DEX + KNO)
  - Engineering (KNO + INS)
  - Robotics (KNO)

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- Weapons – When equipping a weapon, In addition to the skill value, calculate the weapon's Damage Bonus as: **Skill Value/10** rounded up
    - Hand-to-Hand (STR x 2)
    - Blunt (STR x 2)
    - Blades (DEX + STR)
    - Firearms (Light) (DEX x 2)
    - Firearms (Heavy) (DEX + (STR / 2))
- Vehicles
    - Aircraft (DEX + INS)
    - Airship (KNO + INS)
    - Ground Vehicles (STR + INS)
- Physical
    - Acrobatics (DEX + STR)
    - Throwing (STR + INS)
    - Athletics (STR + INS)

Once you're done adding up the Skills, spend 20 Skill points among any of the Skills in the spaces denoting Learned scores.

Finally, you get $5,000 in starting money.

Example: Creating a Character 1

Nico knows the kind of Ascender she wants to create. She begins to follow the necessary steps to build her Ascender.

Step 1: Create your Character Info

Nico decides to name her character Nii with the nickname, Smooth. She establishes the gender as female. She describes her appearance as tall, slender, with red-eyes and raven hair.

Step 2: Choose your Background

Nico wants Nii to come from a Noble background as part of her character's origin.

Step 3: Choose your Motivation for Joining

Nico decides that Nii's motivation is Wealth and Fame. To elaborate, she describes that Nii wants to make a bigger name for herself among the Skylands instead of following in her family tradition of marrying into another family. Nii secretly defected to the Earthbound Alliance in order to be an Ascender by faking a kidnapping of herself by the Skyrun Pirates.

Step 4: Determine your Ability Scores

Nico decides to spend 20 Ability points in a way that makes her Ascender smart and personable thanks to her noble background. She put 1 into DEX & STR, 7 into PRS, 9 into KNO and 2 into INS.

Ability	DEX	STR	PRS	KNO	INS
Score	2 (1+1)	2 (1+1)	8 (1+7)	10 (1+9)	3 (1+2)

Nii now adds up her Health. She adds 10 to her STR x 2, giving her 14. She then rolls 3 D4s getting a 1, 3 and 4. Added up, Nii starts with 22.

Next, Nii adds up her Speed. With her DEX x 2, she starts out with 4. She then rolls 2 D4s, getting 3 and 4. Nii starts with 11 Speed. Because her speed is between 1 and 29, her Dash Movement range is 2 regions.

Nii then adds up the Dodge stat used to evade attacks. She adds INS & DEX to get 5, then rolls 3 D4s to get 2, 4, and 4. Added up, Nii starts with 15 Dodge.

Step 4: Determine your Skills

To determine her initial Natural Skill scores, Nico starts adding together each Ability score to the corresponding cells under *Natural*. This results in the following (highlighted in yellow):

Skills

	Total		Natural		Learned		Modifier
Sneaking (DEX + INS)		=	5	+		+	
Hiding (DEX + INS)		=	5	+		+	
Sleight of Hand (DEX x 2)		=	4	+		+	
Disguise (PRS + INS)		=	11	+		+	
Entertainment							
Music (Instrument) (DEX + KNO)	20	=	12	+	8	+	
Music (Voice) (PRS + STR)		=	4	+		+	
Comedy (PRS x 2)		=	8	+		+	
Dance (DEX + INS)		=	5	+		+	

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Acting/Impersonation (PRS + KNO)		=	18	+		+	
Social							
Charm (PRS x 2)	20	=	16	+	4	+	
Intimidate (STR + PRS)		=	10	+		+	
Bartering (PRS + KNO)		=	18	+		+	
Diplomacy (PRS + INS)	14	=	11	+	3	+	
Lying (DEX + PRS)	15	=	10	+	5	+	
Perception & Wits							
Investigation (INS x 2)		=	6	+		+	
Lie Detection (INS x 2)		=	6	+		+	
Detect Secrets (INS x 2)		=	6	+		+	
Tech							
Hacking (KNO x 2)		=	20	+		+	
Demolitions (DEX + KNO)		=	12	+		+	
Engineering (KNO + INS)		=	13	+		+	
Robotics (KNO)		=	10	+		+	
Weapons							
Hand-to-Hand (STR x 2)		=	4	+		+	
Blunt (STR x 2)		=	4	+		+	
Blades (DEX + STR)		=	4	+		+	
Firearms (Light) (DEX x 2)		=	4	+		+	
Firearms (Heavy) (DEX + (STR / 2))		=	3	+		+	
Vehicles							
Aircraft (DEX + INS)		=	5	+		+	
Airship (KNO + INS)		=	13	+		+	
Ground Vehicles (STR + INS)		=	5	+		+	
Physical							
Acrobatics (DEX + STR)		=	4	+		+	
Throwing (STR + INS)		=	5	+		+	
Athletics (STR + INS)		=	5	+		+	

Nico is then given 20 Skill Points to distribute among any skills. She decides to increase her Skill Scores in Music(Instrument), Charm, Diplomacy and Lying. We see the resulting Skill Points added to the corresponding cells under *Learned* (shown in green).

Nico adds the Natural and Learned values and writes the total in the far-right cells under *Total* (shown in blue).

Finally, Nico gets $5000 in starting funds for the underground bank and a debit card to buy any supplies or services.

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Rules of Engagement

Turn Order

At the beginning of the session, all Ascenders roll d100 + Speed for Initiative. Ascenders act each turn in order of the highest to lowest number.

1. Player Action
    - Each player can choose between two options:
        - Move and Act (or vice versa)
            - Move - travel from one region of the area to an adjacent.
            - Act – Interact with an NPC, the environment or other Ascenders. Includes:
                - Talking
                - Combat
                - Skills
                - Interacting with environment object
                - Using object held by a Ascender
                - Etc.
        - Dash – travel quickly across multiple regions in a turn.
    - NPC/Environment Reaction – If active or conscious, the NPC, object or environment reacts to the current Ascender's action.
    - Repeat until all Player Actions and Reactions are finished
2. NPC/Environment Action
    - Any special action the GM should know about should be performed by any Bystander or VIP within the vicinity perceptible by Ascenders.
3. Turn End

Important note: All Ascenders are fitted with communication and sensory technology that allows you to be aware of each other's whereabouts and actions in the mission as well as communicate telepathically over a private channel. Everything that is described by the GM and what you do is visible to everyone.

Combat Rules

Weapons, Damage and Armor

The current weapon equipped should have its values displayed in the weapon section, located under Dodge and Damage Reduction.

- "Attack: Relevant Weapon skill + Attack bonus"
- "Damage: (Weapon Skill / 10 rounded up) + Total Damage bonuses + Number of Weapon's dice D Die type"

Each weapon has a different die/dice to roll for damage. Depending on the weapon's quality, it will have a numerical damage bonus added to the roll.

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Damage Reduction subtracts the amount of damage taken when hit by its value. Equipment such as armor, when worn, has damage reduction and has an integrity value. Worn equipment integrity is reduced by the total damage taken. If the integrity reaches zero, the armor is broken and no longer available.

For more information on weapons and armor, see the Weapons section under the Economy chapter.

Combat Phase

The hostiles who will attack you will appear on the map, if present, in the regions they are currently in.

When combat starts, roll initiative D100 + Speed for Ascenders and NPCs engaged in combat. Characters go in order from highest to lowest.

Start of Turn

1. To Hit: Attacker rolls d100 + Weapon Skill being used.
2. To Dodge: Defender rolls d100 + Dodge.
    a. Awareness
        i. If the defender NPC is Focused on the attacker, then they get the full roll.
        ii. If the defender NPC is Aware, then Dodge is cut by half.
        iii. If the defender NPC is Unaware of the attacker or Focused on something else, then no roll will take place.
3. If the Attacker's roll is higher, then they hit and roll for damage.
    a. Damage = Roll die shown on weapon (If unarmed, roll d4) + Weapon bonus + (Skill Damage Bonus / 10, rounded up) + (Attack roll - Dodge roll).
    b. Damage Total = Damage – Damage Reduction(if Armor is worn)
    c. HP = Current HP - Damage
4. Else, the Attacker misses.

End turn

Attacking out of combat

If you are attacking a character out of combat and they are not fighting or about to fight back, then you don't need to roll for initiative.

Surprise Attack

To attack someone who is less than focused on your presence in the same region, perform a Stealth Check of:

DC 30 + Target Awareness + Target Skill Counter: Stealth

If successful, then you automatically hit them and only have to roll for damage. Add double your weapon skill's damage bonus to your roll.

Attacking non-lethally and knocking out

To attack to knock out, follow the rules for Surprise Attack above. You must first announce that you are going knock out an NPC.

If successful, then the NPC is knocked out for X number of turns, with:
X = (Total Roll - 50) / 10.

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You then draw a circle divided into X number of segments and name the NPC or the region in which the NPC lies unconscious. Each turn, fill in one of the segments until it's full. Then, the NPC will wake up on their own. They will attempt to alert any guards if they saw you previously or is suspicious of you.

Movement and Combat

The Ascender must always move into the correct amount of regions to attack based on their range. When moving while in or going into range of the attacker, they get an attack of opportunity, allowing them to make an attack roll. Moving into an adjacent region away from the attacker will require the player to roll either an Acrobatics(move quickly) or Athletics(push through) check in addition to a Dodge check.

If they fail the first check, then they don't move, if they fail the second, then they take damage as well. Moving to a region away from the attacker while they are in the same region will trigger an attack of opportunity from them.

Cover

Depending on the description of the region, there may be cover to hide behind. If the Ascender goes into a room that hasn't been entered before and is in combat, perform an Investigation check to find cover. Perform a hide check to get behind cover(dependent on the object size. **See: Hiding under the Skills chapter**. Suspicion meter won't be lowered. Cover has its own HP. It's destroyed when it reaches zero, leaving the person in cover exposed. It's generally up to the GM to determine how much it can take.

If you have a ranged or throwing weapon, you can choose to attack with blind fire or duck out and throw.

Ducking out lets you fire/throw with regular accuracy but your range is reduced by 1. You also have a +20 to dodge.

Blind fire makes you immune to damage from enemies from other regions while you attack, but players suffer -30 on the attack roll.

Cover does not work with enemies in the same region. Special techniques make an exception.

Throwing

See: Throwing skill.

Unless already described, Ascender performs an Investigation check for something in the room to throw. If successful, they find a stronger item to throw, then start their Throw roll.

HP going to Zero

If an Ascender’s or mission-critical NPC's health reaches 0 or below, then they are in the Dying state.

The player draws a Death Time Circle on their character sheet and draws the number of segments equal to their HP / 10. Every turn the player fills in one segment. If they take damage from another source, calculate it into segments by dividing the damage by 10 and fill in that number of segments.

If the Death Time Circle is fully filled in, the Ascender is dead.

Death

If they're dead, then they are gone for good. Their body will lie in the area and all their items are dropped and available for anyone to pick up.

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Combat Rules Example:

Nii has been caught by a Soldier! Both of them roll initiative. Nii rolls a total of 95 and the Soldier rolls 40. Nii goes first.

Nii decides to fire her pistol at the Soldier. She has a Firearms(Small) score of 4 and adds it to her D100 roll. The Soldier has a Dodge of 20 and the GM adds it to his D100 roll.

Nii Attack Roll: 10 + 4 = 14; Soldier Dodge Roll: 20 + 20 = 40

The Soldier dodges Nii's pistol attack. The Soldier fires back with his rifle. As a Soldier combatant, he has a default Attack Score of 15. The GM rolls a D100, adding his 15 to the Attack Roll. Nii dodges by rolling a D100 and adding her 15 to the Dodge Roll.

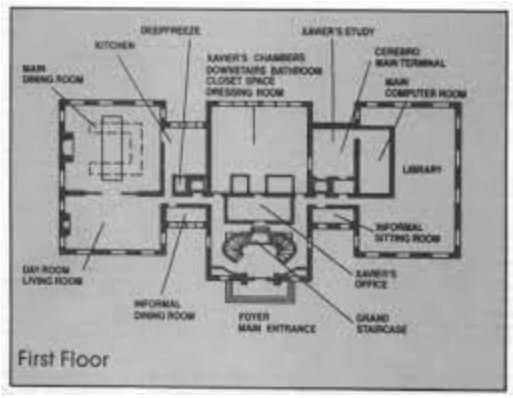
Soldier Attack Roll = 20 + 15 = 35; Nii Dodge Roll = 10 + 15 = 25

The Soldier successfully hits Nii. His Rifle's damage output is 2D6. The GM rolls 2 D6s and gets 12. 12 damage is dealt to Nii. Nii's Health is reduced from 22 to 10.

Maps and Movement in a Mission

Each mission should have a blueprint-like map layout. All maps are made up of regions that characters move between.

The smallest rooms should constitute a single region while larger rooms are made up of smaller regions.



Movement

Ascenders can move to one adjacent room or region per turn and take an action. This movement can be modified using special items and gadgets or other circumstances.

They may also dash through multiple regions without an action. The number of rooms and regions they can dash through is dependent on their speed.

Speed	Movement Range
1-29	2
30-39	3
40-49	4
50+	5

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An NPC(non-player character) may block an opening to a region preventing movement between them. It's up to the GM to determine what region they are currently in. Range rules apply regardless. However, they generally can't do so for regions that are part of a multi-region room unless there are multiple NPCs surrounding said area.

Throwing objects

Ascenders can throw an object among multiple adjacent open regions in a straight line. The regions must not be blocked by any walls or obstructing objects.

Strength	Throwing Range
1-29	1
30-39	2
40-49	3
50-59	4
60-69	5
70+	6

If the Ascender intends to hit a target, they must use the **Throwing** skill under the **Physical** category. Check the **Skill Categories & Skills** section.

Destruction

When a destructive event occurs, such as a bomb going off, gas filling an area or an angry mob taking over, the range of adjacent spaces affected depends on the power of the bomb. If the bomb is powerful enough to destroy walls or objects, then those walls or objects no longer hide anything and characters may move to that region through the rubble. A curved wall count as a single wall.

If a room has all walls adjacent to a region are no longer present, it will merge into a single region.

Public Awareness

If any Ascender in the beginning of a mission uses the same class identity as the previous mission with similar clothing with a high enough public awareness, then the suspicion meter towards them will be raised depending on the Public Awareness rating.

Caught for Action:	Public Awareness raised
Completing the mission	+1
Completing mission objectives	+2
Attacking a noble or destroying Skyland facilities	+3
Killing a noble	+4
Killing multiple nobles or knights	+5
Attacking a royal family member	+10

If Ascenders take on a mission in the same area twice, their public awareness will cause said area to have a higher concentration of soldiers and security systems.

Ascenders can use different ways to decrease it, including:

- Paying at least $5000 to fund a misinformation campaign. Every $5000 lowers your Public Awareness by 2.

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- Hiring a cleanup group to wipe the memories of any witnesses for the last mission. Costs $1000 per witness. This will negate the public awareness being raised for that mission.
- Using a memory wiper in the mission area, which erases witnesses' memories of the Ascender causing the actions.

An Ascender's Public Awareness is lowered by 1 for every two missions they complete without getting caught, as the Skylands' guard is lowered every so often.

However, some factions and even contacts will reward Ascenders who risk their lives to publicize their exploits.

Noise

Different actions cause can different noises. Quieter sounds may only be heard by you while the loudest sounds can be heard from several regions away.

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Missions

Missions are the primary operations that you partake in. These can range from gathering intelligence through eavesdropping, freezing prisoners or assassination.

Mission Steps

1. **Briefing and Preparation**
2. **Outfitting Equipment**
3. **Starting the Mission**
4. **Fulfilling Objectives**
5. **Failing the Mission**
6. **Completing the Mission**
7. **Exit Phase**
8. **Mission Debriefing & Rewards**

1. Briefing and Preparation

a. GM gives a map layout of the level with objectives and information:
   i. What classes of NPCs will be attending
   ii. Approximate locations of mission objectives
   iii. The GM is allowed and encouraged to add extra regions or content mid-mission to keep players engaged. New rooms or regions should be drawn in a way that makes sense and have a logical explanation for why it wasn't seen there before. (?)

b. Each player decides on which disguise to take for any class or go in without it.
   i. Ascenders disguised as a non-noble class start in a region where a character of that class and occupation might work. They decide which region authorized for that class or role they'll begin in.
   ii. Nobles or above will generally be entering through the main entrance of the mission area in most circumstances.
   iii. Ascenders who go undisguised will generally start outside of the mission area, hidden near the entrance and must enter without raising suspicion.

c. Each player gets a job request from the four factions to choose from.
   i. See the Factions chapter
   ii. For their first mission, players automatically receive a job from the faction they selected when creating their character.

d. After finishing the first faction job and mission, players are able to choose missions from any faction they please.
   i. GM Note: The first job should be intentionally made easier for new players. For the job rules, it's okay to remove a job objective.

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2. Outfitting Equipment

For each mission, you are outfitted with weapons from the EBA or related faction. For your mission, you may choose a basic kit to start.

Kit Type	Weapon	Items
Diplomat	Basic Pistol	Noble's watch
Hacker	Stun Baton	Decker Kit
Seducer	Stun Baton	Aphrodisiac Perfume
Assassin	Jackknife	2 Choking Wires
Robber	Basic Pistol	50 HP Body Armor
Demolitions	Sawed-off Shotgun	1 Plastic Explosive
Burglar	Jackknife	2 lockbusters
Custom	Any weapon shown above	Any 1 type of items shown above

Once you receive a weapon, In the front page of the character sheet:

i. Add your total Weapon Skill score for the weapon type you're using into the **Attack section**.
ii. Add the weapon's Damage value into the **Damage section**. Add bonuses from the weapon in the second blank space as your Weapon Bonus.
iii. Take your Weapon Skill for the relevant weapon, divide it by 5 and round it down. Add it into the third blank space as your Skill Bonus.

You will receive basic attire depending on the class and disguise you are going into the mission for.

Example outfits:

Rags
Janitor Uniform
Work Suit
Tuxedo
Party Dress
Any other outfit designated by the GM.

Before starting the mission, you and the GM will decide on the attire to wear based on the class and occupation. Once you do, add up the total Concealment of the worn attire and add to the total on the front of the Character Sheet. Any attire or armor with Damage Reduction is added to the Damage Reduction section on the front as well.

Any other attire not held or worn by the Ascenders will be placed in the section titled **Gear at HQ(back of the character sheet)**

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Note: The attire you're wearing must have a high enough Concealment to fit all the starting items. The starting attire above will generally hide most starting items.

2. Starting the mission

All Ascenders start in their decided positions wearing their disguises, currently doing whatever task they're disguised as.

Examples:

Disguise	Action
Janitor	Cleaning the floor
Soldier	Patrolling hallways
Noble Student	Mingling with classmates
Noble	Mingling with nobles
Servant businessperson/vendor	Mingling, selling goods at booth

3. Initiative

Players and the GM roll initiative:

1. Add d100 + Speed stat.
2. Ascenders and NPCs move in order from highest to lowest.
3. Bystander NPCs of the same class act at the same initiative.

4. Fulfilling Objectives

When an action is performed that meets the objective, it is considered complete. When an Ascender fulfills one, the GM will notify Ascenders about it. Ascenders must fulfill all primary objectives not affiliated with faction jobs before the mission is complete.

Afterwards, you may vacate the mission area. The mission is considered finished when all players have left the mission area or are unable to act. This also includes being captured or separated from the team.

5. Failing the Mission

When an objective is in a state in which you are unable to complete it (e.g. NPC escort killed, object is destroyed or taken out of the area by an enemy), the objective and the mission is considered a failure. However, the GM can either think up a way for the team to reclaim the mission objective or provide new alternate objectives.
If it fails, the GM must start the Exit Phase.

6. Mission Success

If all objectives have been completed, then the GM starts the Exit Phase when all Ascenders are ready (or maybe not).

7. Exit Phase

The GM must urge the team to start leaving the mission area. Give them a waypoint for all team members to move to so they can exit the mission. This can extend to bringing an escape vehicle or revealing an escape route shortcut.

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To prevent the team from stalling, add more situations that increase the risk of being caught or attacked. This should be done even more so for when a mission objective is failed or for a Ascender who wants to get attention. It's recommended that the GM causes a ruckus that alerts the area to the team's presence, introduce more hostile enemies or more.
Do allow Ascenders to complete mini objectives or perform other tasks, such as gain contacts or loot the area of valuables.

When all Ascenders have reached the waypoint and announced they're ready to leave, the mission officially ends.

8. Mission Debriefing & Rewards

The GM and the Ascender's EBA supervisor will describe to the Ascenders the results of the mission and provide the proper rewards. The allied factions for the Ascenders will also contact each one privately to debrief them about their own personal mission. Ascenders keep any items they acquired during the mission. Between missions Ascenders may, depending on the item, sell, trade or give it to the Earthbound Scientists. Giving certain combinations of items plus blueprints for such combinations will provide new gadgets on the next mission.

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Creating a Campaign

Campaigns are generally made up of a series of successive missions. Campaigns can be standalone series within the world of Ascenders or a longer, more permanent adventure with world-changing events. It's possible, even encouraged that the GM creates a campaign that could end the story that culminates in a decisive victory depending on the Ascenders' decisions.

One-Shot Campaigns are usually self-contained plots that may consist of stories preventing an enemy from acquiring too much power or tracking down a key character. Finishing these will generally not change the setting.

Permanent Campaigns, however, can change the world. People, places and items may be rendered inaccessible or dead due to mission developments. It's also encouraged that a permenant campaign work toward a conclusive ending for the players and GM's world.

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NPCs

NPCs are the characters who Ascenders interact with during and sometimes between missions. They help the mission area feel alive and provide boons and obstacles for Ascenders to overcome. It is often crucial to interact with NPCs to succeed in missions.However, VIPs are the sole NPCs to have dedicated NPC Sheets for the GM to keep track of. All NPCs that Ascenders interact with have the following:

- **Awareness** – Whether an NPC senses you fully, partially or not at all.
- **Attitude** – How NPCs feel about you at the current moment.
- **Skill Counters** – The modifiers added to DCs for different types of skills used on them.
- **Class** – Their social status. Heavily influences their Skill Counters and Attitudes towards each other.
- **Map Movement** – All NPCs can share and interact with space the same way Ascenders do. Some will stay in one region while they may move to another depending on the circumstances. **Ex:** A fire in the kitchen causes everyone to run to the closest nearby region.

Awareness

Awareness determines how much an NPC is aware of you in the current region. The GM usually tells you if they're aware in three types. These affect the DC of skills you use on them.

Awareness of Ascender	DC Modifier
Unaware	-30
Aware	+10
Focused	+25

Gaining Attention: If the NPC is occupied with doing something else, they are focused on that action and currently unaware of the Ascender until they do something to catch their attention.

If Ascender meets an NPC, the NPC will become Aware of them. This can be done through examples such as:

- Greeting or addressing them
- Making a noise
- Passing by them while they're not focused on anything (e.g. doing menial tasks that require less focus).
- Entering the same region as them.

If the Ascender is directly interacting with them or doing something suspicious, then the NPC is Focused on them. When focused, the NPC becomes unaware of anything but their target. This can be done through:

- Starting a conversation
- Failing a check under Thievery & Stealth
- Performing well – Successful Performance Check.

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Skill Counters

NPCs have skill counters, set numbers for various skill categories. These are added to the Difficulty Check(DC) of the Skill Category when a Ascender tries to use a skill of that type on them. The following are used for the following Skill Categories:

- Thievery & Stealth
- Personality
- Entertainment
- Perception & Wits

Example: Bob the Vendor is very paranoid of potential thieves, especially those who try to smart talk or barter with him. Bob starts with a Skill Counter of +20 for Thievery and Stealth and a Skill Counter of +15 for Personality.

1. If you try to use Sneaking, Hiding, Sleight of Hand or Disguise around or on him, add 20 to the DC.
2. If you try to use Charm, Intimidate, Bartering, Diplomacy or Lying, add 15 to the DC.

Attitude

Attitudes represent how NPCs feel about you. Player actions will generally increase or decrease their attitudes. Higher attitudes will generally lower their Skill Counters**(see the next section below)**, leaving them more open for you to perform skill-based actions on.

The NPC's attitude of the Ascender is **established the moment they become aware of them within the mission either through mention of them or meeting in person**. Introducing a fellow Ascender to a VIP will likely copy their attitude towards you over to them and associate them with you.

Action	Recommended Skill Counter Decrease	Action	Recommended Skill Counter Increase
Do, talk about or give them something they like	-10	Do, talk about or give them something they dislike	+10
Successfully use a skill to impress or entertain them	-10	Get caught trying to use a skill on them such as stealing	+20
Complete a task for them	-20	Get caught lying to them	+30
Do something to save their life	-50	Do something to betray their trust.	+40
		Get caught attacking them	+50

Whenever an Ascender acts in a way that affects an NPC's attitude, the GM should write the actions or feelings the NPC remembers about them. If this NPC is a VIP, it's recommended that the GM add that info to the NPC sheet in the attitude section. The player may also add that info to their character sheet.

The GM should take into account awareness, class difference, and the NPC's personality when increasing or decreasing Skil Counters. NPCs of a higher class react more strongly to someone of a much lower class.

For instance, if you're currently disguised as a peasant or servant, nobles, knights and royalty are more likely to shoo you away. Some VIPs will be the exception.

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Example: Bob the Vendor thinks very favorably of Volcott, grateful for the great deal made with him. Bob is more willing to make deals and listen to Volcott, so the GM reduces his Skill Counters for Thievery & Stealth, Personality and Entertainment by 15.

Example: Lady Elorn the noble is insulted by Nii's existence because she's disguised as a peasant. Elorn is much more cautious around Nii and actively moves away to avoid her while keeping up her guard. The GM adds 20 to the Skill Counters of Thievery & Stealth, Personality and Entertainment.

GM Notes: The attitude consequences shown are a broad framework. Vary NPC reactions to attitude changes based on their personalities.

NPC Types

There are three types of NPCs:

Bystanders

Less important individuals who can be interacted with to a lesser degree than VIPs. They often stay in one region or come and go to never be seen again. However, Ascenders should always remain vigilant, as they can still compromise the mission or their cover.

Under normal circumstances, Bystanders will stay in the current region. It's up to the GM to decide their actions. All Bystanders have default Skill Counters of 0. The GM should add or subtract from it depending on the situation.

Bystander Attitudes are represented for the entire class in the region, as word gets around fast.

Example: Nii angers a noble bystander in the main hall, any noble bystander who is in the main hall will feel angry towards her.

VIPs

The most important NPCs in the missions. These NPCs generally have more information about them and often contain key items or capabilities (e.g. access to restricted areas and rooms). Interacting with them is often key to completing the mission at hand. These VIPs can take more actions within missions. They are also more likely to show up in later missions, remembering your actions.

They also may become contacts if they have a high opinion of you or you fulfill certain objectives. While by default, they stay in their region, the GM can have them move around for autonomy.

In addition to the universal NPC stats, VIPs generally have:

- Unique Ability stats
- Unique Skill Counters
- Personal Details – These personal details are points that they know about themselves.
- Likes & Dislikes – Doing or giving something to them on this list will contribute to their attitude.
- Inventory – Anything they're carrying on their person. These can be taken or traded.
- Any objects that they are hiding require a Skill Check: Detect Secrets vs. any Skill Counters for Perception & Wits.
- Individual Attitude – this is generally independent of all other NPCs. Depending on their personality and class, if the then the NPC is more likely to help depending on their personality.

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Hostiles

Hostiles will actively attack the player at any opportunity. They have stats similar to VIPs, but will always have values related to attack, damage dodge and health. Certain NPCs who have a hostile attitude towards a character, such as soldiers, knights or security bots, will start fighting. These characters will often have said stats by default.

Depending on the security and alert levels, hostiles will be brought in to attack the spotted player.

Making Contacts

When interacting with VIPs, if you either fulfill certain requests from them or increase their attitude to 3 or higher, you will gain them as a contact. These contacts can provide special bonuses including:

- Information on the current mission (e.g. hints, secret areas, shortcuts)
- Provide a special action once per mission that benefits players, either remotely or in-person during the mission
- Sending items or loot
- Provide new missions or bonus objectives

Class

NPCs have different classes. These determine their general activities, Initial Attitudes and Skill Counters. Ascenders will often disguise as a class during missions. NPCs' Attitudes toward the class will be inherited to a Ascender's representative disguise. Acting in-character as said class will prevent NPCs from raising suspicion.

Class and Initial Attitudes

Each class has different default attitudes toward classes below them. These will vary for VIPs. The higher the ranking difference between the higher and the lower classes, the greater the Skill Counter addition will be when reacting.

Example: Prince Glenn, a member of the Royalty class, encounters an Ascender disguised as a servant. He is disgusted by the servant's presence and therefore has a lower initial attitude when the Ascender first encounters him. He is more likely to call guards.

1. Royalty – Any royal family member of any of The Righteous Three of Skyland. Their words are considered holy. Most likely to attack Ascenders or call soldiers on them on-sight.
2. Knight – A noble who commands the military. They command over all soldiers and have greater authority over regular Nobles. Will generally attack Ascenders on sight.
3. Noble – The ruling class. They command over all servants. They look down the most on anyone below their class. Mostly unlikely to assist Ascenders.
4. Soldier – A servant, but also a trained member of the military. Any military or combat occupation is affiliated with them. They'll turn hostile when the area is on alert. Mostly unlikely to assist Ascenders.
5. Servant – Those who work under nobles. They take any job or menial tasks the nobles demand in exchange for little food, shelter and security. They're likely to assist Ascenders, but are often reluctant to risk angering their noble masters.
6. Peasant – Residents of the Underclouds. They have no means of working and are therefore vilified by those above servants. They're most likely to assist Ascenders.

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Resolving Conflicts

When performing in missions, Ascenders are expected to come across a myriad of obstacles that come in the way of their goals.

Abilities

Abilities are the primary determinant of a Ascender's Natural skills.

- Dexterity(DEX) – Measures agility
- Strength(STR) – Measures physical prowess and combat ability
- Personality(PRS) – Measures ability to interact with people in convincing and favorable ways.
- Knowledge(KNO) – Measures reason and memory
- Instinct(INS) – Measures insight and perception

Abilities are factored into all Skills, with most combining into one another with some requiring more training than others.

Skills

Skills are the primary tools of Ascenders used to tackle various situations during missions.

Skill Checks

When a player starts to perform a task, they must do a Skill Check with the corresponding skill on the Character Sheet. To perform a Skill Check:

1. The GM first checks the Difficulty Check(DC) of the task the player wants to perform.
2. The DC is the total number that the player needs to roll for their Skill Check. The GM adds the initial DC of the target plus any modifiers that are added.
3. The player rolls a d100 and adds the proficiency number of their related skill.
4. If the player's total number is higher than the total DC, then they have made a successful check. If not, then they made a failed check.
   - A successful check means that the player performs the task successfully.

A failed check means that the player fails at the task and may have to deal with consequences depending on the circumstance.

It's recommended that players elaborate as vividly as possible how they perform the skill for more fun and immersion.

Describing a Skill Check Result.

Whenever a skill check is performed, the GM elaborates on how they succeeded or failed to perform the task.

Examples:

1. The Ascender attempts to flatter a noble with their Charm skill. They roll a total of 25 while the Charm DC of the the target is 30. The Ascender failed.
   a. The GM says: "You try to flatter the noble, but he finds the attempt awkward and is unimpressed."

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2. The Ascender attempts to hack into a computer to obtain the password for the house's door. They roll a total of 50 while the Hacking DC of the target is 30. The Ascender succeeds.
a. The GM says: "You successfully crack the PC. You are now able to access anything you need on it."

Skill Check Order

1. Player Character: Performs action based on a skill.
a. Object/NPC – Skill Check Difficulty Class (DC)
i. Successful Check – Something Good Happens
ii. Failed Check – Something Bad Happens

Table: Difficulty Class Examples

Difficulty (DC)	Example (Skill Used)
Very easy (0)	Spot a VIP in a sparsely populated area (Investigation)
Easy (15)	Hack into computer without protections (Hacking)
Average (30)	Flatter someone who's very narcissistic (Charm)
Tough (45)	Rig an EMP bomb next to a region full of aware bystanders(Demolitions)
Challenging (60)	Hide a key in your pocket snatched from a surprised, aware guard (Sleight of Hand)
Formidable (75)	Blend into a crowd alerted by a disturbance you caused(Hide)
Heroic (90)	Pick a noble's pocket when talking directly with them who hates you (Sleight of Hand)
Nearly impossible (100)	Fix a hole in an airship airship engine that's on fire from an explosion. (Repair)

Smooth Move

If the player elaborates on performing a skill in a way that impresses the GM, the GM should have the skill check automatically succeed and give the Ascender experience equal to the task's total DC multiplied by 10.

Skill Categories & Skills

1. **Thievery & Stealth** – Any sort of action that involves performing actions in secret and/or of the dishonest variety.
    - *Sneaking (DEX + INS)* – The ability to move stealthily. When successful, you can move through an area or one to another without being seen.
        - NPCs and any object that can spot motion must provide a check.
            - **DC 35 + Counter: Thievery & Stealth + Awareness**
    - *Sleight of Hand (DEX x 2)* - Take a single item off a target or secretly move an object from one nearby place to another(e.g. hand to pocket).
        - **DC 35 + Counter: Thievery & Stealth + Awareness + Weight – Attitude Bonus (if target is creature)**
    - *Hiding (DEX + INS)* – Hide above, behind around or underneath an object or the environment in the immediate area. If successful, you are unseen. If the area is small, you can hide while moving to another adjacent area.
        - **DC 30 + Counter: Thievery & Stealth of all NPCs in the area + Awareness + Object Size (Small + 5, Med +3, Large +1)**
    - *Disguise (PRS + INS)* – *Requires outfit, object or gadget to disguise with* Determines how good your disguise is. Check occurs only when you're around NPCs. Can't get into disguise when an NPC you're trying

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to fool is immediately aware of you. **Note:** *Do not do this check if you have started the mission in this disguise unless a VIP had already seen you in it.*

- **DC 30 + Awareness + Viewer's DC Modifier + Counter: Thievery & Stealth**
- Gain a skill bonus of 10 for this check if you have already made a successful Acting/Performance check.

Familiarity	**Viewer's** DC Modifier
Recognizes on sight	+8
Friends or associates	+16
Close friends	+25
Intimate	+50

2. **Entertainment** – If any check with these skills is successful, the targets will focus their awareness completely towards the performer(s).
    - *Music* (Instrument) (DEX + KNO) – Requires an instrument. How well you can perform any instrument you're using.
        - DC 30 + Counter: Entertainment + Crowd size to perform to
        - A successful check that's over 10 higher than the DC will increase their attitude by one notch.
    - *Music* (Voice) (PRS + STR) – Singing well with a higher roll over the DC will increase each NPC's attitude towards you.
        - DC 20 + Counter: Entertainment + Crowd size to perform to
        - A successful check that's over 10 higher than the DC will increase their attitude by one notch.
    - *Comedy* (PRS x 2) – How well you can tell jokes to NPCs and how well they'll respond. Playing well with a higher roll over the DC will increase each NPC's attitude towards you.
        - DC 20 + Counter: Entertainment + Crowd size to perform to
        - A successful check that's 10 higher than the DC will increase their attitude by one notch.
        - Successful checks that are double the DC or higher will make them laugh to distraction for a number of turns equaling Total Skill Check / 10.
    - *Dance* (DEX x 2) – How well you can dance with a partner or by yourself to impress NPCs.
        - In front of onlooking crowd: DC 20 + Counter: Entertainment + Crowd size to perform to
        - With a partner or group: DC 20 + Counter: Entertainment + PRS / 2 + Number of people to perform to
            - A successful check with a total double the DC or higher will reduce all the partner's Skill Counters by half while dancing is ongoing.
    - *Acting/Impersonation* (PRS + KNO) – How well you can impersonate the voice of a creature and convince the target.
        - DC 35: Counter: Entertainment + Crowd size to perform to
        - Gain a skill bonus of 10 for this check if you have already made a successful Disguise check.
3. **Social –** Any skill in which a Ascender engages in dialogue with another person.
    - *Charm (PRS x 2)* - Make the person feel good about your interaction. Doing so can increase their attitude towards you.
        - **Attitude Bonus is NOT added to your roll.**
        - **DC 30 + Counter: Personality**
    - *Intimidate (STR + PRS)* – Request a person to do something for you with force. Make them creature afraid of you. **(See Request Table below)**
        - **By default, a roll will lower the target's attitude toward you by 1.**
        - **DC 30 + Counter: Personality**
    - *Diplomacy (PRS + INS)* – Request a person to do something for you. **(See Request Table below)**
        - Attitude bonus is added to your roll.

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- **DC 30 + Counter: Personality + Diplomacy Modifier**

Request Table

Request	Diplomacy DC Modifier
Give simple advice or directions	–5
Give detailed advice	+0
Give simple aid	+0
Reveal an insignificant secret	+10
Give lengthy or complicated aid	+10
Give dangerous aid	+20
Reveal secret knowledge	+20 or more
Give aid that could result in punishment	+30 or more
Additional requests	+10 per request

- *Bartering (PRS + KNO)* – Trade easily. Get more for less.
  - Attitude bonus is added to your roll.
  - **DC 30 + Counter: Personality + Value Difference %**
    - Value Difference is the total percent calculated from the value's offer subtracted from the original.
    - +10 DC if the target is a business or salesperson.
- Lying (DEX + PRS) – To tell an NPC something false and have them believe it.
  - Attitude bonus is added to your roll.
  - **DC 30 + Counter: Personality + Lie DC Modifier**

Circumstance	Lie DC Modifier
The target wants to believe you.	–35
Lie is believable and doesn't affect target much.	+0
Lie is a little hard to believe or puts target at a moderate risk.	+20
Lie is hard to believe or puts target at a significant risk.	+40
Lie is way out there, almost too unbelievable.	+80

4. Perception & Wits – These involve a Ascender's perception to see and hear beyond the surface level.
- Investigation (KNO x 2) – Learn details of a person, object, place or lore.
- Lie Detection (INS x 2) - Figure out if a person is lying or hiding something.
  - **DC 30 + Counter: Thievery & Stealth**
- Detect Secrets (INS + KNO) – Figure out if something is hidden, such as an object, compartment, door or switch.

5. Tech – An Ascender's ability to manipulate and sabotage machines to perform their bidding. Checks for these skills can be used in dialogue to demonstrate knowledge of a certain topic.
- Hacking (KNO x 2) – To enter a locked electronic device including computers, networks and smart devices. Once successful, you may spend an action to do something with the hacked device.
  - **DC 30 + Security Level * 5 + Device type.**

Device Type	Hacking DC Modifier
Computer	+0
Phone	+15
Security System	+25
Power Grid of a building or ship	+40

- Demolitions (DEX + KNO) – Ability to set and disable explosive devices or traps. Determines how effectively the bomb detonates when setting it up. Requires an explosive device.

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- **Arm: DC 30 + Bomb complexity**
- **Disarm: DC 35 + Bomb complexity**
- If the explosive you're trying to disarm was one that you armed, then you get a DC Modifier of -30.
- If Skill Check fails, roll a d4. If it's 1, it doesn't go off and it's unsalvageable. If 2 or higher, the bomb will automatically detonate in that number of turns - 1.

- Engineering (KNO + INS) – How well a Ascender can repair or modify a machine. This includes weapons, tools, and objects. Requires tools compatible with the type of machine.
    - Modify: DC 30 + Object Complexity
    - Repair: DC 40 + Object Complexity
- Robotics (KNO) – How well a Ascender can command or manipulate an automated machine with Artificial Intelligence, done through speech and programming.
    - **DC 30 + Modifier**

Command	Robotics DC Modifier
Get information on creator	0
Get information on master	+10
Give simple aid	+10
Give complex aid	+10
Provide a password or code for an insignificant security	+10
Move to a location	+15
Send a message to a person	+20
Perform an action that would knowingly harm a machine, object or other robot.	+30
Give a password to a significant login	+45
Perform an action that would knowingly cause harm to a person.	+50

6. **Weapons** – Describes your ability to wield and attack with various weapons. Some weapons have a skill requirement to use without penalty.

(see Combat Rules section under Rules of Engagement chapter for weapon rules and Weapons section under the Economy chapter for information about weapons)

- Hand-to-Hand (STR x 2) - allows the Ascender to fight without having to weld a weapon. These are most effective for taking down NPCs non-lethally and knocking them unconscious. Equipped weapons include Knuckles and boot enhancements.
- Blunt (STR x 2)- allows in a sender to wheeled blunt objects. These are most often used to non-lethally take out opponents and knock them unconscious. Blunt objects are the most common weapons and can be used from the environment as improvised weapons. They are also generally cheaper than bladed objects or any sort of firearms. However, they do less damage than the aforementioned weapons.
- Blades (DEX + STR) – Allows Ascenders to wield sharp objects such as knives and swords. They deal more damage, and are used primarily in killing NPCs. However, they are more conspicuous and expensive to buy.
- Firearms (Light) (DEX x 2) - Allows Ascenders to use lightweight firearms such as pistols, handbows, tasers, submachineguns, assault rifles and stun guns.

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- Firearms (Heavy) (DEX + STR / 2) - Allows Ascenders to use stronger, heavier weapons such as shotguns, machine guns, laser guns and explosive launchers.

7. **Vehicles** –The degree of how much you succeed or fail the DC determines how well a Ascender can perform the vehicle's actions. See: Vehicles
   - *Aircraft (DEX + KNO)* – The ability to pilot small flying vehicles including planes, air yachts and aircars.
     - DC 35 + Aircraft Class * 10 + Condition Modifier
   - *Airship (DEX + KNO)* – The ability to pilot large flying vehicles including airships, cruisers and dreadnoughts.
     - DC 35 + Airship Class * 10 + Condition Modifier
   - *Ground Vehicles (STR + INS)* – The ability to pilot any ground-based vehicles including cars, trucks, speedbikes and hovercraft.
     - **DC 35 + Ground Vehicle Class * 10 + Condition Modifier**

Aircraft Class	DC Modifier
Aircar	+10
Plane	+25
Air Yacht	+40
Airship Class	DC Modifier
Airship	+10
Air Cruiser	+25
Dreadnought	+40
Ground Vehicle Class	DC Modifier
Car	+10
Motorcycle	+25
Truck	+30
Tank	+50

Condition	Condition DC Modifier
Unscathed	0
Small damage	+15
Medium damage	+30
Heavy damage	+45

8. **Physical –** A Ascender's ability to perform any action that requires physical abilities.
   - *Acrobatics (DEX + STR)* – Your ability to keep balanced and on your feet when in a tricky situations. Used for fitting through tight spaces, reaching objects behind dangerous spaces, manipulating fragile objects and escape from captivity or restraints.
     - Used for performing stunts including dives, rolls and so on.
     - Add Acrobatics to Dodge when you're using a stunt to evade an action or situation that causes harm to you.

Task Rating	Description	Examples:	Starting DC
Average	Something an average adult human can pull off with minimal effort	Fit a hand through a hole slightly smaller than a hand to grab an object out from the hole. Fall from about ½ a story and land without taking damage. Balance on a surface 5 to 10 inches wide.	30
Above Average	Something that requires a considerable amount of effort for a human to pull off.	Fit hand through a hole ¾ the size of a hand. Fall from about 1 story and land without taking damage. Escape from being grabbed by a weak foe. Escape from rope or plastic bindings. Balance on a surface 3 to 5 inches wide.	40
Experienced	Something that generally requires training to succeed at.	Fall from about 3 stories and land without taking damage. Run along a wall one region long. Move entire body through prison bars ¾ to the same height or lower of the person. Escape from being grabbed by a strong foe or up to 3 weak foes. Escape from metal bindings and handcuffs. Balance on a surface 1 to 3 inches wide. Step lightly on up to 3 floor traps without triggering them.	60
Advanced	Requires exceptional training and talent to succeed	Fall from about 5 stories and land without taking damage. Escape from being grabbed by up to 3 strong foes. Escape from laser bindings or full-body metal bindings. Balance on a surface less than 1 inch wide. Step lightly on up to 5 floor traps without triggering them.	80

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Elite	Requires effort rarely seen in a normal human.	Quickly maneuver through an area of laser tripwires. Fall from about 7 to 10 stories and land without taking damage. Escape from full-body laser bindings. Step lightly on up to 10 floor traps without triggering them.	100

- *Throwing (STR + INS)* – How far and accurately you can throw and catch an object.
  - For use in combat, See: Combat
  - For non-combat/non-living targets:
    - **DC: 10 + Object Weight * 5 + Distance intended to throw + Target Size**

Distance	DC Modifier	Target Size	DC Modifier
Within the current area	+5	Large	-10
Into an adjacent, open region	+15	Medium(Human-sized)	+5
Further adjacent region	+15 per areas away	Small	+20

- *Athletics (STR + INS)* – Used for actions such as jumping, climbing, swimming, grabbing, moving and holding on to something. If multiple types of athletics are utilized (e.g. jumping to a height to grab onto an object, then separate DCs will be used for them. When having to perform at least 2 different Athletic tasks, add all their DCs together.

Task Rating	Description	Examples:	Starting DC
Average	Something an average adult human can pull off with minimal effort	Jumping a 2 meter gap, climbing a chain link fence	10
Above Average	Something that requires a considerable amount of effort for a human to pull off.	Jumping a 6 meter gap, lifting a 50lb object(?), swimming in rough waters	20
Experienced	Something that generally requires training to succeed at.	Climbing a surface with narrow handholds, jumping 10 meters forward, lifting an object of one's size or weight, jumping up two stories, breaking free of rope bonds	40
Advanced	Requires exceptional training and talent to succeed	Climbing a smooth surface, Lifting a heavy object twice one's size or weight, swimming upstream in a torrent, break free of small handcuffs and chains.	60
Elite	Requires effort rarely seen in a normal human.	Lifting a heavy object several times one's size, leaping up to the top of a 10-story building, break free of metal cuffs.	80

Skill Check Example:

Klein wants his Ascender, Volcott, to perform Sleight of Hand on the VIP Noble Lord Erichs and steal his ring. Volcott's Sleight of Hand skill is 24.

The starting DC for Sleight of Hand is 15.

Since Sleight of Hand is a Thievery & Stealth skill, we check Lord Erichs Skill Counter for Thievery & Stealth which has +10. In addition, Erichs is currently Aware of Volcott, adding +10 more to the DC. As a result, Lord Erichs has a total DC of 35.

The GM checks Lord Erich's attitude toward Volcott, noticing that it's at a +3. Volcott gets a +30 attitude bonus to his roll. The total is now 54.

Klein rolls a D100 for Sleight of Hand. The die totals up to 15. Adding the 54 from his skill, the total is 69.

Success! Klein's 69 is higher than Lord Erich's DC of 35. Volcott is able to steal his ring successfully without getting caught.

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Techniques

Techniques are special actions Ascenders can use. These techniques require special training from various secret teachers and schools. You must pay either with cash, or Favor from the faction with access to them. In addition, upon rising an Ascender Rank, the EBA will give you a voucher for a free class.

Various skills' effectiveness is measured by your relevant skill.

Technique Name	Description	Usage	Requirements
Silent Bomber	Can set up a bomb without making any noise.	Once per mission.	$150,000 cash or 2500 Favor - Wingclippers
Dance of captivation.	Upon a successful dance, all NPCs who aren't Allied in the region will become in love with you and completely focused.	Once per 10 turns	$50,000 cash.
Dual wielding.	Allows you to hold two light firearms at once and attack dealing double damage at one target or regular damage with -20 attack roll at more than one target.	Once per 5 turns	$160,000 or 5,000 Favor - Wingclippers;
Crocodile Tears	If you are a class of lower status than the target, you may use this action to	Once per target NPC. Increased by 1 for every 5 Personality	6,000 Favor - Thundercloud or Skyrun Privateers; 8 Personality

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	remove all attitude modifiers from their Skill Counters.		
Get Across the Wall.	Smashes a single door or wall with your body, not dealing damage. Will leave evidence behind and make noise to attract NPCs.	Once per 10 turns. Reduced by 1 for every 5 Strength.	$50,000; 8 Strength
Shock to the System	Perform a Hacking action on a device. On success, damages all electronics in a range of Hacking Skill / 15 rounded up, dealing 1d10 damage + (Hacking Skill / 10). Will cause Terramana sparks that deal 1d20 damage to NPCs touching the device. If the roll is 10 or higher, the NPC is stunned and unconscious for 1d4 turns.	Once per 10 turns. Reduced by 1 for every 5 Knowledge.	$50,000; 7,000 Favor - Revelator Pirates or Wingclippers
Infector	Perform a Hacking action on a device. If successful, any devices in the adjacent region will be hacked and accessible for d4 turns.	Once per 5 turns. Reduced by 1 for every 10 knowledge	$40,000; 3,000 Favor - Revelator Pirates or Wingclippers
Con Deal	Combine your Lying Skill with your Barter Skill when making a deal or buying something. On a successful roll, the deal cost is reduced by an extra (1d6 x 10) percent without the dealer knowing you paid that much less. If the NPC you previously used this on begins to question or become suspicious of this, roll a Skill Check of Lying DC 30 + Skill Counter to convince them you didn't cheat them.	Once per target per mission.	$30,000; 2,000 Favor - Skyrun Privateers or Thundercloud
Way of The Roundhouse	If one or more hostiles are in the same region, you may attack all of them at once using a regular attack roll. Deal 1d4 damage + (Hand-to-Hand skill/10)	Once per 3 turns. Reduced by 1 for every (Strength / 20) rounded up	$30,000 or 500 Favor - Wingclippers or Thundercloud

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GM Tools

Interacting with the World

A Ascender's job is to often infiltrate areas of the Skylands that are off-limits to all but Nobles and authorized Servants. Any intruders are either captured or killed depending on the groups and level of security.

Ascenders

Ascenders often undergo training in multiple areas of all the skills you see. However, depending on their attributes or abilities, they become skilled more in certain areas than others. Later, Ascenders often take extra training in fewer disciples or even broader disciples just to get a little extra Edge at each one.

Ascenders are trained by elites of the major criminal organizations allied with the Earthbound. And say grow more experienced, they become skilled enough in certain areas to seem almost superhuman thanks to Advanced training techniques and Terra Mana dosages to naturally increase their abilities.

Underclouds

Cities in the Underclouds are large hundred-mile metropolises with decrepit buildings spread across thousands of miles of scorched earth. The organizations, now allied with the Earthbound Alliance, used to struggle with controlling them. However, under the Alliance's authority, they now work to make life better for peasants and gain their favor. However, Skylands soldiers often try to sabotage and tear down these establishments to discourage them. This has only works to anger the peasants. The Earthbound Alliance understands this and often advises the syndicates to keep working this way anyway in order to further increase the civil unrest towards the Nobles.

Locations

Intelligence and resources are everywhere nobles go in the Skylands. These locations often include:

- Schools
- Opera Houses
- Science Labs
- Banks and Vaults
- Fortresses
- Mansions

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- Airship docks
- Factories

While some take place on stable land, some land masses have been broken off to hold up mansions. In fact, some interiors have pits that fall off below for style and making examples of servants.

In the Underclouds, there's fewer tangible resources and intelligence. Instead, Ascenders often go rescue allied hostages, eliminate military threats and find peasant or servant witnesses:

- Prisons
- Military Outposts
- Brothels
- Airship docks

Location Sizes

The nobility's ego is only matched by the size of their structures, so they often live and work in buildings and houses with 2 or more floors. Houses often contain 8-10 rooms per floor including hidden rooms to keep more nefarious materials.

Factories and business buildings are often 10-30 floors high, with about 5-8 rooms or more each.

Schools are often as large and contain as many buildings as a state university of the past, with lots of space in between.

Many of these structures share similar layouts seen in blueprints of the older eras, which are crucial for Ascenders to plan with during briefing.

Airships are often 2-4 floors and are structured similar to old era cruise ships.

This is often a result of nobles' love of the medieval and Victorian-era designs.

Security Systems

All of these places are under moderate to extreme security. The more security systems operational, the more soldiers that will come to their boss' aid.

There are often hidden warp points built by nobles that can instantly teleport individuals into a room, allowing for soldiers to provide quick access. These are commonly underneath floor tiles and require either special tools, access to security terminals or simple interrogation to find.

Cameras, or eyeCams, are often found in Noble establishments and workplaces to monitor servants and spot intruders. They contain rudimentary robotic AI that can identify trusted or dangerous individuals and communicate with them. More advanced eyeCams can see through walls, identify fugitives and lock up adjacent rooms and devices. To deal with directly without hacking, a Ascender must have a heavy disguise and use their Robotics manipulation skills.

All security systems have a PC terminal dedicated to controlling them. However, they may often have high protection against hacking and viruses requiring greater expertise.

Higher security facilities often contain laser sensors and pressure-sensitive plates. The lightest touch can sound off an alarm and warp soldiers in the vicinity within seconds.

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Robots

Robots are often used in areas where nobles prefer privacy such as living quarters and top secret areas. These robots often contain advanced AI which often record everything they see and hear, making them ripe for extracting data. Some robots, however are armed with guns to prevent unsavory individuals from getting too close.

Disposal & Waste

When trash is thrown away, it is thrown directly into a disposal chute that gets directly tunneled through underground sewers and fall off the sky islands onto the earth and the Cloudlands. Most waste, however, is now consists more of organic materials and biowaste to prevent crucial technology and information from being intercepted. Even still, a noble will accidentally place some broken device or crucial note into the disposal chute, sometimes causing a peasant to make a lot of money from Ascenders or the Earthbound Alliance.

These sewage chutes are often twice the size of humans to allow for larger amounts as well as human corpses from experiments.

For most electronic equipment, they're taken to remote islands for recycling.

Air vehicles

Aircars may be smaller, but they are the most versatile at reaching locations within Skyland cities. They're capable of moving straight up and down as well as similarly to airplanes of the old ages. These are often helpful as getaway vehicles.

Describing the World

The Skylands are a futuristic twist on medieval and Victorian era castles and houses. Oftentimes, buildings are sleek and futuristic on the outside and extravagant and well-kept on the inside.

Industrial areas such as factories and offices, however are grey, plastic and sterile, sucking out any enthusiasm out of any servant.

The Skylands' natural flora and fauna have been preserved by scientific advancement, so you'll see everything from green hilly pastures with cows to dense jungles with chimpanzees and tigers. However, these locations are all privately owned and preserved exclusively by and for the nobles. They're treated more like zoos than wildlife reserves.

Most noble establishments are in slick, clean and optimistic-looking cities with blue skies, lots of trees and eyeCams everywhere to monitor servants. As long as a Ascender is properly dressed like a citizen, however, they'll avoid suspicion.

Aircars fly up between skyscrapers, having a round frame and open hood for easy access into higher building floors.

Back down in the Underclouds, only ground vehicles are used by anyone but the soldiers. The soldiers fly around in aircars and ships to survey the cities for any suspicious individuals.

Setting up a Mission

When setting up a mission, you need to answer a few questions:

- How do you want this mission to work in the grand scheme of the world?
- What happens if players complete the mission? What if they fail?
- Is this part of a campaign? What do the completed objectives lead to? What happens when they fail?
- Where in the world does this take place?

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        - Skylands
            - Factories
            - Facilities
            - Houses
            - Mines
        - Underclouds
            - Prison
            - Warehouse
            - Streets
            -
        - The Skies
            - Airship
            - Dreadnought
    - What kinds of VIPs will they encounter? Will they be mostly hostile nobles? Or will some want your help if you reveal yourself to them?
        - VIPs should almost always serve a purpose in missions. Whether they hold important information or items is up to the GM. If not, then they should act as an obstacle to the Ascenders, prompting one of them to prevent them from doing so via distraction or manipulation.
- **Objectives**
    - Figure out what objectives you want Ascenders to complete that fit within the mission's narrative.
    - It's recommended that you determine the difficulty of a mission by how many objectives that require completion.
        - Easy: 1-3 objectives
        - Medium: 4-6 objectives
        - Hard: 7-9 objectives
    - Each objective should be expected to have 1-2 mandatory mini-encounters. Faction missions should have at least 1 or 2 more in addition.
    - Ascenders are expected to split up to tackle objectives alone or in groups of up to 3. This way, they can accomplish objectives more efficiently and get out.
    - Faction missions need to be designed in a way that can be accomplished within the mission time but not drastically affect other Ascenders' playstyle or compromise the main mission. At least, there must be alternate ways around the consequences. For example, if one of the mission objectives is to rescue a VIP, then there may NOT be any mission that requires them to be assassinated. However, if it's to only get information out of said VIP, the GM can put a note on them.
- Mission Layout
    - The size of the mission area will be determined by the number of rooms and floors that Ascenders can move through and interact with.
    - Determine a general area which Bystanders will occupy and specific places for VIPs to stay around.
        - The classes of NPCs available will determine what Ascenders will be able to take disguise as.
    - When designing objectives, remember to accommodate for different playstyles to complete objectives.
        - Ex: Locked door to room containing intel:
            - Hack the lock to open it
            - Talk to a VIP to get the key or swipe it off them
            - Smash the door open

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- Trick VIP into going in and opening the door

Other Mission Tips:

Surprise Them

Find ways to keep the Ascenders on their toes. The GM could have a random bystander walk near the mission area and risk tripping off an alarm.

An accident could occur in the ballroom, calling cleaners to clean it up… including your Ascender in disguise as one. They may have to choose between acting out their job, risk getting caught changing disguises or try to hide from the boss and risk raising suspicion.

However, the GM should never spontaneously put Ascenders in situations that they can't get out of. They need to have a reasonable Skill Check for whatever conflict that comes their way. These spontaneous moments can also allow for ways to perform tasks that earn Faction Points.

Little Rewards

Rooms should often, but not always, contain opportunities to use Skills to obtain something or make something interesting happen. When laying out the mission area, look at what rooms may have interesting quirks.

Creating a VIP

When creating a VIP, use the following steps:

1. **Mission Purpose**
2. **Basic Details**
3. **Personality**
4. **Skill Counters**
5. **Ability Scores**
6. **Dialogue**
7. **Contact benefits**
8. **Combat behavior(optional)**

Mission Purpose

- The Objective – This person must be taken off the site, convinced to do something or be killed.
- The Path to Objective – These may lead you to the objective. Their survival may often be required, but you could possibly provide other means such as notes or keys on their person to reach it.
- The Obstacle – They could be an enemy or simply someone who keeps getting in your way. For the former, you should expect to give them weapons and Abilities for combat skills. For the latter, they should be made for a Ascender to overcome. Oftentimes, they should be inserted at least more than once to get in the Ascenders' way (if alive) and require different approaches.

Basic Details

- Name
- Class
- Gender

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- Appearance

Skill Counters

What kind of would they be the most defensive or leery about? Those who sneak around? Those who try to smooth talk them? Default values should be about 15.

Ability Scores

In combat, these can help determine how effective they might be, especially if they're a soldier or general. They can also be used for corresponding Skill Counters:

- Thievery & Stealth – INS x 2
- Entertainment – PRS x 2
- Social – KNO x 2
- Perception & Wit – DEX x2

Personality

VIP personalities can often be the key to letting down the VIP's guard. Learning what makes them tick can allow Ascenders to exploit them for their own gain:

- Likes & Dislikes – Oftentimes, actions that have to do with what they like or dislike will affect their attitude or even bring up interesting topics. What kinds of things would Ascenders need to say to butter them up? Give some hints about it through their actions.
    - For example, Lord Johnny likes apples, so you often see him eating them.
- Bio & Personal Details – These are often details that they may keep secret or express implicitly.
- Attitudes toward other classes (optional) – Lower Attitude personalities provide more challenges since they can be harder to talk to.

Dialogue

Do keep some pre-scripted lines, but be prepared to improvise variations depending on the situation. Think of what the Ascenders would want from the VIP and what they'd say to get it. If they have a something such as a mission-important item or information, give them reasons why they can't give it or deny anything suspicious.

Contact Info(optional)

When making a VIP a contact, figure out what benefits they could provide. They don't need to be set in stone, and the NPC can negotiate with the Ascender as to what they can do. You can decide on the benefits and deals early or have them negotiate with the Ascender mid-mission.

Combat info(Optional)

NPC hostiles are mostly soldiers or criminals of similar Abilities and some diversity in makeup. Their Weapon Skill should have a value that's the median of all current Ascenders' best Weapon Skill. They should have basic versions of weapons with no Skill Damage added to their Damage Rolls. For VIPs in which combat is likely, it's recommended to have a weapon skill that's 10 points higher than the highest Weapon Skill of the Ascenders and apply Skill Damage bonuses. If the VIP is not someone who would resort to combat, then they would likely run away.

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Security Levels and Being Spotted

Player characters have a Suspicion meter that ranges from 1(Innocuous) to 10(High Alert), visible on their character sheet. The player fills out the relevant level on their sheet when a new security level is obtained.

Suspicion Level	Suspicion Status
1-4	**Innocuous:** You completely blend in.
5-6	**Suspicious:** VIPs, Soldiers and Knights will start questioning you.
7-8	**Very Suspicious:** VIPs, Soldiers and Knights will start following and questioning you.
9	**Alerted:** The NPC who spotted you and brought you up to this level will automatically alert the nearest guard, crowd, or sound the alarm. If this happens, you go automatically to 10.
10	**High Alert:** All armed NPCs in the mission area, including Soldiers and Knights, will start moving to the area where you're visible to attack you. Hostiles enemies will begin to spawn in designated regions of the map every 2 turns.

Different Actions will raise and lower suspicion by different amounts.

Suspicious Action	Suspicion Raised	Action	Suspicion Lowered
Being seen by an NPC while doing something suspicious	+2	Successful Skill Checks trying to lower suspicion	See: Skill Success
Failing a Skill Check for certain actions	See: Skill Failure	Increasing witness' attitude	-1 per 2 Attitude raised
Caught doing suspicious action in restricted area/restricted object	+6	Witness rendered unconscious or dead when unseen.	-X with X being suspicion raised by witness.
Alarm Sounded	+10		
Soldier or Knight or Noble alerted by NPC.	Automatic 10		
Caught by Knight	Automatic 10		
Helping or associating with another Ascender or faction member on a higher suspicion level.	Automatically raised to higher suspicion level.		

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High Alert and Security Rolls

When High Alert is achieved for the Ascender, their Public Awareness is increased by 1. Hostile enemies will start spawning as long as they're visible in an area. When there are any armed NPCs, the mission area will have a security level. The more visible and severe the Ascender's actions are, the higher the level rises.

Every turn, players on High Alert will perform a Security Roll using a D10. A hostile of a different level will spawn depending on the total.

Security Roll	Enemy Spawn	Kills or knockouts of spawned enemy required to add +1 to roll
1-5	Low-Level	3
6-8	Med-Level	2
9-10	High-Level	1

Enemy Examples

Foot Soldier

Security Level	Low	**Stats**	3 DEX, 6 STR, 2 PER, 2 KNO, 2 INS
HP	25, +5 Dmg. Red.	**Attack**	+20 Attack, Assault Rifle - 3d4 Dmg, Range: 2rg
Speed	5 Init; 10 Dodge		

Armored Drone

Security Level	Medium	**Stats**	6 DEX, 6 STR, 2 PER, 2 KNO, 2 INS
HP	30, +10 Dmg. Red.	**Attack**	+20 Attack, Laser Rifle - 4d4 Dmg, Range: 3rg
Speed	15 Init; 20 Dodge		

Cloned Armored Knight

Security Level	High	**Stats**	3 DEX, 6 STR, 2 PER, 2 KNO, 2 INS
HP	100, +20 Dmg. Red.	**Attack**	+20 Attack, Laser Sword - 3d12 Dmg, Range: 1rg; Laser Machinegun - 2d20 Dmg, Range: 2 rg
Speed	20 Init; 30 Dodge		

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Advancing Your Ascender

Ascender Ranking

A player's Ascender Ranking represents the growth of their capabilities in action. Ascenders are promoted up by one when they acquire enough **Rank Points(RP)**.

Ranking	Rank Points to reach Ranking
2	1000
3	2000
4*	4000
5	8000
6	12000
7*	16000
8	20000
9	25000
10*	30000
11	35000
12	40000
13*	50000
14	60000
15	70000
16*	90000
17	11000
18	13000
19*	15000
Principal Ascender	20000

Upon every promotion, you gain 5 skill points to spend among your Skills. They also gain 5 max HP + their STR ability.

Upon every 3 promotions, you gain 1 ability point to add to any ability. All natural skill values that use this ability must be updated to adapt to this value. You get a free voucher to train for any Technique not exclusive to a faction.

Upon reaching Principal Ascender, RP is reset to 0 and you gain 5 Ability points. You may choose to reset your Public Awareness to 0. For every 5,000 RP gained from this point, you get 10 skill points. Every 40,000 RP gained allows you to promote one of your five highest-value skills to Mastery status by writing M in the Total space. Any mastered skill used is automatically successful.

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Gaining Rank Points

RP is accumulated in the following ways:

All Ascenders:

- After completing a mission: Mission Dependent
- Completing the mission without getting caught: +1000RP

Individual Ascenders:

- Successful Skill Checks 20+ over the DC: +200RP
- Attitude is increased for a VIP: +100RP
- Elaborating on their skill-based actions that impress the GM. +500RP
  - (e.g. Player tells a joke that makes the GM laugh out loud).
- Completing a mission objective. +100RP
- Gain a Contact. +300RP
- Perform an action in-character that puts the Ascender at considerable risk. +300RP

Example: Nii has gained over 1,000 RP after completing the mission. Nii is promoted to Rank 2. She gets 5 Skill points to distribute. Nico decides to invest the 5 skill points into Nii's Firearms (Small) skill, raising it from 4 to 9. Nico updates her Attack, giving it the same value.

Recommended post-mission Rewards (individual Ascenders):

Level	**Cash**	**RP**
Easy	$5000-$10,000	1000-3000
Medium	$10,000 - $25000	3000-5000
Hard	$25,000-$50,000	5000-8000
Extreme	$50,000+	8000+

Faction Rewards

Factions are groups allied with the Ascenders and Earthbound Alliance in the Underclouds. Each Ascender chooses a faction to be sponsored at the start of character creation. Alliance with that faction is permanent.

Factions have initial perks Factions provide lots of benefits for proving loyalty to them through completing objectives and acting in ways that please them.

Faction	**Mission Types**	**Favor**	**Rewards**
TC	Recruiting VIPs, Dealmaking	Social, Non-lethal	More Gadget Research access, Personal Techniques
WC	Assassination, Ruining noble reputation	Killing	Bounties, Combat Techniques

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RP	Technology Intel, Steal from Nobles	Hacking	Servant assistance, Tech Techniques
SP	Sabotage, Steal from nobles	Stealth	Money, Vendors, Stealth Techniques

Favor earned from the faction is used to spend on different perks, skills and other bonuses provided for that faction.

Faction Perks

Thundercloud:

Favor	Perk
1000	Knockout Gas Emitter
2500	Tranquilizer Pistol
3500	Sneak-knockout
5500	+3 to all Social Skills

Wingclippers:

Favor	Perk
500	+5 to Demolitions
1500	Rage: +5 to Attack rolls & Damage when facing 2+ hostile enemies
3000	Multi-hit: Able to hit up to 3 foes with Hand-to-Hand, Blunt & Blade attacks
4500	+6 to all Weapon Skills

Revelator Pirates:

Favor	Perk
1000	+5 Autohack tools.
2000	Datalyze: Know all functionalities of one computer in the mission.
4000	Hack pistol: Hack skill on any device shot at. 1rg
8000	+1 Servant Attitude without Disguise

Skyrun Privateers:

Favor	Perk

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1000	Sound suppressor: Cancels your noise for 5 turns.
2500	+5 to Hiding and Sneaking
3500	+1 Amnesier: Erases all NPCs' memory of actions since the start in region.
5500	+5 Invisors

Faction Point Values:

Favor Actions: 100 Favor

Faction Mission Complete: 500 Favor (if Loyal, + special item)

(All except WC) Finished without raising Public Awareness: 300 Favor

(WC) Raising Public Awareness: 100 Favor per Unit.

Advancement Example:

Nii has finished a Faction job for the Thunderclouds which consisted of escorting a VIP with them off of an airship to their escape route. As a result, she earned 200 Favor. She also did a lot Socialization and finished without getting spotted. She earned a total of 800 Favor, which promotes her to Rank 2 of the Earthbound Alliance faction. As a result, Nii is given a knockout gas emitter gadget. When she wants to take it with her on a mission, she adds it to her gadgets. Otherwise, she leaves it in the Gear at HQ section.

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Working with Factions

Faction Jobs

Faction Jobs consist of a couple of objectives given to you during missions. They are specific to that mission and provided by the faction you're working with. Completing them will earn you rewards such as Faction Points(FP) and exclusive items and perks.

Faction Missions

In some cases, the factions themselves will directly assign missions instead of the EBA. These can often involve performing espionage against other factions. Here, alliances will be more blurred and getting caught by a faction member can lead to temporary loss of missions or having underlings set up traps for you in later missions. However, rewards can be equally rewarding if not moreso, as players can gain exclusive rewards and perks from factions they may not be loyal to.

Under these missions, there will be only one or two Faction Jobs from other groups. These will be directly contradictory to the faction providing the mission objectives.

Swearing Faction Loyalty

After completing at least three missions for one faction, you will receive an offer from the leader to swear loyalty to their group. Any time you choose to do so, you will receive free exclusive perks with more available to buy with favor. In addition, you will earn 50% more favor for your faction-approved behavior.

However, while you are loyal to a faction, you are not able to earn favor from or do missions for other factions. However, you may reverse these effects by quitting a faction to work freelance or joining another one. Some exclusive types of perks you get with faction loyalty will be unavailable without them.

Available after quitting	Unavailable after quitting
Special moves	Exclusive missions
Items bought	Faction intelligence
Contacts	Access to services

To rejoin a faction, you must wait until another mission is finished before you can ask to join again.

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Economy

Skylands Economy

In the Skylands, all goods are sold through vendors, both robotic(vending machines) and human. The latter are more likely to show up at noble gatherings to sell goods. They're servants who sell on behalf of the corporations, earning a meager living. Any servants are required to provide a fingerprint ID in order to make purchses, which are closely monitored by the Skyland Kingdom's respective government. Peasants, of course, are completely banned from even touching said goods.

Underclouds Economy

60% of goods in the Underclouds are often smuggled from the Skylands and sold by criminal organizations in the black market as well as the Factions.

Some crafty salespeople avoid the middle-man and craft counterfeits. These are generally more valuable the more convincing they are, sometimes even moreso than the original. However, the less convincing counterfeits, will often be cheaper and lower quality than the original. There are individuals who are cautious and wary enough to identify fakes. They usually have a higher Skill Counter for Thievery & Stealth and can identify them more easily.

Counterfeit Example

Nii wants to buy a counterfeit, special noble tuxedo from a salesperson in the Underclouds streets. Generally, the tuxedo costs $100, but the counterfeit costs $50. As a consequence, the tuxedo looks more patched together than the usual tuxedo and would stand out among other nobles wearing the similar outfit.

On the mission, Nii wears it. A Noble NPC with a Skill Counter for Thievery & Stealth of 30 looks suspiciously at Nii and start to question her about it. Nii rolls a 50 for Lying to make the excuse that her tuxedo got dirty on her way to the party.

Manufacturing and Research

While basic equipment is often provided by either the EBA or the factions, supplies are generally limited. They're willing to help produce new supplies for a price.

How to Manufacture

To manufacture, the Ascender must have at least seen the object in some way, shape or form. Outside of missions, you may ask HQ or a faction interested in the item to start manufacturing it. The GM will then show you the cost of it. Generally, it will cost you about 100 times the regular cost to manufacture goods. The items are then manufactured after one mission(or more depending on the GM's decision), they are fully available to add to your loadout between missions. There is no limit to the amount of items to manufacture at once. **See Reducing Manufacturing Costs and Item Quality below for details.**

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Reducing Manufacturing Costs

While the cost of manufacturing an item is daunting, there are ways for you to make them less so. For instance, Ascenders may pitch in together to pay for the manufacturing.

If you have already manufactured an item with a faction's help and want to use it for other jobs or general missions outside of the faction who made it, you must pay 25% of the original total cost to them. After that, the item will be available to the Ascenders' loadout regardless of faction.

Item Quality

Item qualities can include vary from authentic to counterfeit to enhanced. The maximum quality to manufacture an object depends on if you have encountered the item of said quality or reference of it**(See Cost Modifer chart below)**. For example, if you have only seen a counterfeit gold watch, you are only able to manufacture counterfeit gold watches. However, if you have a blueprint for an authentic watch, you will be able to start manufacturing it.

To manufacture enhanced versions of the item, you must have already manufactured the original.

Object related to Manufacturable Item	Related Cost Modifier	Quality	Quality Cost Modifier	Item Type and Faction Association	Faction Cost Modifier
Photograph of item	-5%	*Cheap Counterfeit*	-50%	*Weapons, WC & TC*	-15%
Video of item	-10%	*Convincing Counterfeit*	-25%	*Computer Tech, SP & RP*	-15%
The actual item in working condition	-25%	*Authentic Original*	+0%	*Basic Goods(Food, Clothing, Everyday objects), TC & SP*	-15%
Design plans/recipe of item	-50%	*Enhanced*	+50%	*Military & Spy Tech, WC & RP*	-15%

Manufacturing Example

Grizzy found a video of a scoped, armor-piercing handgun. She wants the EBA HQ to manufacture the weapons at the original quality for future missions. The EBA finds that it will cost about $500,000.

The Wingclippers(WC) express interest in the weapon and offer to reduce the cost by 15% when taking on missions with them. Grizzy agrees to it. When Grizzy shows them a video, the agrees that they have a decent amount of reference to make the weapon, reducing the cost by an additional 10%. The total is now $. However, the item can now only be used when taking on Wingclipper jobs.

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Money

All currency (still known as dollars) is both digital and paper in the Skylands and Underclouds. Nobles mostly use debit cards tied directly to their bank accounts while most servants and peasants rely on paper money due to technology laws. Paper money and accounts are kept in several nobles' personal vaults throughout the Skylands. However, the Earthbound Alliance and the syndicates have acquired the technology to use debit cards to secretly trade goods and services and hack Skyland accounts. Funds awarded by the EBA and allied forces are sent through Ascender's underground bank account managed by the Skyrun Privateers.

Instead of buying outright, many weapons and goods can be equipped between missions for free. However, you must pay for manufacturing to make them available.

Equipment & Objects

Concealment stat

Ascenders have a Concealment stat that determines the amount and size of objects they can carry without them being seen. Concealment is determined by what they're wearing, primarily Attire and Armor. If a Ascender wants to carry an object, but their Concealment is full, then the object they're carrying will be in plain sight. It's recommended that the player describes how their Ascender conceals the object.

Certain augmentations allow for more concealment within the Ascender's body.

Weapons

Weapons are wielded by Ascenders to break open doors and locks, cut wires, and of course, kill and/or incapacitate people. Up to 3 weapons may be equipped by a character at any time. The tech ranges from traditional blades and bludgeoning objects to laser swords and anti-material bazookas. Hand-to-Hand and Blunt weapons are mostly used for knocking out a victim while other types are used primarily for killing. However, some varieties of

The more advanced varieties are, of course, forbidden in the Underclouds. Weapons require a general proficiency in the related skill to use. The stronger and more exotic the weapon, the higher the requirement. Among most mission areas, brandishing a weapon is enough to alert the authorities, so Ascenders are encouraged to keep them concealed when not in use. However, some larger weapons are harder to conceal and require attire or containers large enough to conceal.

Name	Example	Type	Damage	Range (adjacent regions)	Special	Concealment Cost	Value
Hand-to-Hand	Unequipped	Hand-to-Hand	D4	0 rg.		0c	-
Knife	Any short blade for melee or throwing	Blades	D6	0 rg.		0.5c	$5
Stun Baton	Any blunt weapon or object	Blunt	D4	0 rg		0.5c	$7
Knuckles	Knuckles or gloves used for punching	Hand-to-Hand	D4	0 rg		0.5c	$7

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Steel Soles	Blunt shoe insertions for kicking	Hand-to-Hand	D4	0 rg		0.1c	$40
Sword	Any long blade for melee	Blades	D8	0 rg		1c	$75
Pistol	Any mid-range firearm	Firearms(Light)	D10	2rg		1c	$100
Shotgun	Any short-range firearm	Firearms(Heavy)	3D4	1rg		3c	$200
SMG	Any short-mid range, rapid firing guns	Firearms(Light)	D10	2rg		2c	$200
Rifle	Any mid-long range firearm	Firearms(Light)	2D6	3rg		5c	$450
Sniper	Any long range firearm	Firearms(Heavy)	2D10	5rg		7c	$750
Launcher	Any heavy firearm that fires explosive rounds	Firearms(heavy)	D20(varies depending on ammo type)	4rg		10c	$1,000

Armor and Attire

Attire is a requirement for any Ascender when infiltrating an area. These provide the proper disguise for the kind of person you're trying to impersonate. Clothing also has concealment, which determines the amount of objects such as weapons and gadgets you can hide. Attire itself also has a concealment cost for when Ascenders need to store a disguise.

If a Ascender dons an outfit outside of the rules book, they discuss their properties with the GM, taking concealment and cost into account. Attire can vary in detail from a simple business suit to wearing a blazer, white undershirt, slacks, black socks and leather shoes.

Name	Most worn by	Damage Reduction	Concealment	Special	Concealment Cost	Value
Rags	Peasants	0	5		0c	-
Janitor Uniform	Servants	0	20		0.5c	$7
Work Suit	Servants	0	20		0.5c	$7
Tuxedo	Nobles	0	18		1c	$100
Party Dress	Nobles	0	18		1c	$100
Thief Outfit	Peasants	0	15		0.5c	$5
Evening Gown	Nobles	0	20	Suit Gadgets	1c	$200
Aristocrat Suit	Nobles	0	20	Suit Gadgets	1c	$200

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Body Armor	Soldiers, Knights	40	10		8c	$600
Slipper Shoes	Nobles	0	4	Foot Weapons	3c	$50
Loafers	Nobles	0	4	Foot Weapons	3c	$50
High Heels	Nobles	0	5	Foot Weapons	4c	$50
Fencer's outfit	Nobles, Knights	20	15		7c	$300

Special: Suit Gadgets mean that this attire can hold suit gadgets for half the concealment cost. Foot weapons mean that a foot weapon can be placed in the attire.

Gadgets

Gadgets are an Ascender's best friend. These range from the utilitarian, such as the grappling hook, to the deadly, such as the poison gas. Different gadgets are usable for different situations. Some can even help enhance skills to make tasks easier or compensate for weaker areas. Gadgets are acquired through Professor Beatrix of the Science Division. She is unable to supply these useful devices.

Like other objects, gadgets have a concealment cost and Ascenders must carefully decide which ones prove the most effective. However, with a large sum of money, Ascenders can have certain gadgets augmented into their bodies, preventing explicit concealment. This may come at another price, however, with various side-effects if too many are installed.

Name	Description	Range	Concealment Cost	Value	Components	Side Effects
Gas Emitter	Small capsules that emit different gases. Effects range from knockout to giving illusions to toxic.	2-5 reg.	0c	-	Gas compound, detonator, Steel can	
Blinder	Pellets that blind and deafen any unprotected person in the surrounding area for D4 turns.	1-2 reg.	0.5c	-	Bisnium, Steel capsules, detonator	
Grappling Hook	Smaller than a pistol, fires a hypermagnetic hook that can stick to any surface. Can pull user to the hook and vice versa. Often used for escape. Can be upgraded to pull heavy objects including humans and vehicles.	3-7 reg.	3c	-	Terramana, Platinum wire, Magnetarium	
Drink Powder	Varieties of powder that dissolve instantly upon placed in liquid or food. Effects can range from sleep (2 turns),	N/A	0.5c	-	Steel capsules, Powder compound	

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	nausea(1 turn), and poison(4 turns).					
Sound emitter	Small speaker emits recorded sounds that can reach across wide ranges.		1c	-	Terramana, Softre, Transmitter chip	
Invisor	Spray that renders an object invisible. Larger objects with higher concealment cost requires greater amounts sprayed.	-	1c	-	Gas compound, Terramana, Invisiar	
Lock-killer	Single-use digital card that automatically hacks digitally locked doors.	-	1c	$5,000	Terramana, Transmitter Chip	
Autohack	Single-use digital card that can instantly unlock a computer or device of similar intelligence.		1c	$5,000	Terramana, Transmitter Chip	
Vocalist	**Augmentation** – Allows you to change your voice to any individual you've heard.	-	1c	$100,000	Terramana, Transmitter Chip, Softre, Platinum wire, Platinum plates	Constant sore throats.
Changeling Capability	**Augmentation –** You can change the muscular form of your body.	-	0	$2,000,000	Flesharn, Terramana, Softre, Flexinum	Health cut by 25%. Intense muscular pain occurs weekly.

Items

Items are any objects Ascenders acquire that aren't categorized above. Some may be trivial, such as a ball. Some common items are essential for anyone, such as Med Packs. Others may prove to be worth good money, such as a noble's necklace. Key items are those crucial to the mission and may be taken and/or used at certain points. Losing them without any way to obtain them back will result in mission failure.

Name	Description	Special	Concealment Cost	Weight	Value
Wine glass	A glass of wine		5c	0.1kg	$1
Mop	Mop used by janitor servants to clean floors.		10c	1kg	$2
First Aid Pack	Single-use item that heals 3D4 health		5c	1kg	$1000
Med Pack	Single-use item that heals 3D6 health		7c	2kg	$3000
Remedy Pack	Single-use item that restores blindness, nausea and unconsciousness instantly		7c	2kg	$5000
Antidote	Single-use item that cures poison and diseases instantly		3c	0.5kg	$4000
Diamond Necklace	Gold necklace lined with 16ct diamonds		1c	0.5kg	$75000
Sapphire Ring	Platinum Ring with a Sapphire gem in the center		1c	0.1kg	$40000
Datachip	Small Chip that fits into a computer or digital device slot containing sensitive data	Key item	1c	0.1kg	

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Written Note	Note written by a VIP containing sensitive information	Key item	1c	0.1kg	
Captain's Quarters Key	Key to the Captain's Quarters of the airship.	Key item	1c	0.1kg	

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