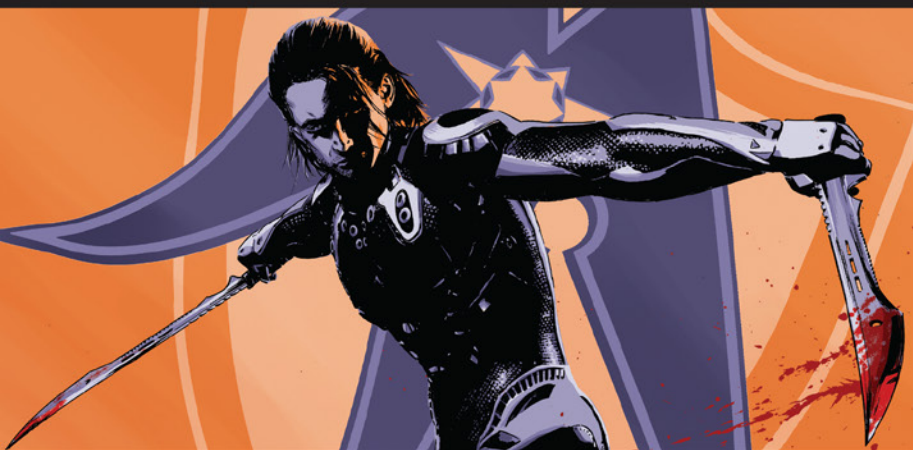




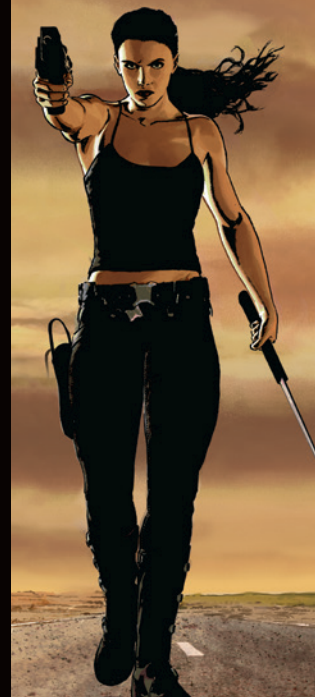
WORLD OF LAZARUS™



A DYSTOPIAN NEAR-
FUTURE SETTING FOR
MODERN•AGE



WORLD OF LAZARUS™



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FOREWORD

I was ten years old and my character was a halfling, and I was playing in a group of people twice my age, and let's just say it didn't end well, either for me or for the halfling whose name has mercifully been lost to time.

I wised up, starting playing with people my own age. Learned the difference between “roll playing” and “role playing”. Explored the absurdity of the original *Traveller* character creation rules (“What do you mean I’m dead? We haven’t started yet!”), lost my mind—repeatedly—fighting the Elder Gods (“Are they, like, real crocodiles?” “They’re, like, real huge crocodiles!”), poured over *Dragon* magazine for obscure character classes to play a Cavalier in my best friend forever’s campaign in high school (“It’s not retreat. It’s retrograde movement.”), and learned that a tavern table can, in a pinch, be used as a viable improvised weapon, at least according to some interpretations of the original *RuneQuest* rules.

What I’m saying is that my gamer cred is impeccable. I’m legit. I take my tabletop gaming the way I take my coffee, or better, my bourbon—straight and unadulterated. I count my years in campaign length, in characters retired, forgotten, or slain, and the fact is that my most enduring friendships, the people nearest and dearest to me, are the men and women that I have gamed with down the roll of years.

If I’d been asked, back in those halcyon days of my cliché Halfling, if I felt role playing games would have any bearing on my career, I’d have blinked and asked which die I should be rolling. A few years into my career as a novelist, just as I was transitioning primarily into comics, my late father of blessed memory remarked to me that all those days and nights gaming with my friends turned out to have been vital vocational training. I laughed, and he smiled, and the fact is, he was absolutely correct—if I can write worth a damn, if I can tell a story at all, it is due in no small part to the hours, days, and weeks spent crafting stories with others.

The fact that it has always been a hell of a lot of fun turns out, in my case, to have been the benefit, not the goal.

I’ll tell you something else, and this is between us, and you cannot laugh about this, okay? Seriously.

I’ve been writing professionally for over twenty-five years, writing with intent for over thirty-five, and I’ve managed—despite all the odds—to keep doing it and to make a living at it to boot. I have, by many metrics, become a Successful Writer™ (a designation bestowed by the IRS after the third audit, when they finally admit that, yes, those are legitimate tax deductions). I’ve got some awards to show for it, a fistful of New York Times bestsellers, at least one movie based on my work, and a slew of options in Hollyweirdland languishing in hope of a shot at the screen, big or small. I’ve had the genuine pleasure to meet men and women from all over the world who have read my works, and who have been pleased enough, or moved enough, or delighted enough, or enraged enough, to tell me such things to my face.

I am, arguably, a success at this writing thing.

And none of it is as genuinely meaningful to me as this book in your hands now. The idea that Michael Lark and I could create a story, a world, that was compelling enough that others might want to spend time there? That they might gather around a table with their friends and loved ones, roll up characters, and then send them into that same world to rise or fall, to triumph or fail, to affect its very destiny?

Not in my wildest dreams.

Not much more I can say to that, except for this: The world of *Lazarus* is decidedly dystopian, a world post-apocalypse, where that apocalypse was economic. It ain’t pretty, and it ain’t pleasant, and it sure as hell ain’t fair.

But it is a world that needs heroes, and needs them desperately.

You’ve got your work cut out for you.

GREG RUCKA
November, 2018



CHAPTER 1: X+65

What you hold in your hands is a guide to a different kind of apocalypse. A slow apocalypse, instigated not by war or plague or collective hysteria (though those all found fertile soil once it began), but rather by the actions we have already taken. The world ended not in a single grand disaster, but through the weight of a thousand bad choices. Catastrophes and conflicts came and went, but rather than culminating in a singular paradigm-changing flash, they continued to build, leading step-by-step to a world radically changed from the one a hundred years before—new wonders, new advancements, new horrors. So it is in this book: a brutal world of ruler and ruled, of soldier and subject, of the undying and the dead. *The World of Lazarus*.

The rich have taken over the world. In the world of Lazarus, humanity changed sixty-five years ago, when the wealthiest sixteen families in the world signed the Macau Accords, a compact that reshaped the world—politics, economics, morality itself—to suit their interests. In the wake of ecological collapse and escalating conflicts, plutocratic dynasties shucked off the pretense of being ruled. Led by the vision of Malcolm Carlyle, an economist-turned-billionaire, the Families leveraged their monopolies and supplanted governments, manipulating wars and choking off resources. The few anemic states that remained when they were finished were simply absorbed. What remains is a new age of feudalism, taken to frightening extremes.

With their new powers and wary of a final battle against their rivals, the Families declared themselves royalty by mutual consent and struck a deal to divide the world between them: Armitage, Bittner, Carlyle, Carragher, D'Souza, Hock, Inamura, Li, Meyers-Qasimi, Martins, Minetta, Morray, Nkosi, Rausling, Soleri, and

Vassalovka. With new technologies, these dynasties now shape the world. Genetic engineering, nanotechnology, and impossible machines work wonders, but those wonders are wrought by and for the benefit of those exclusive few. Even as unchecked scientific experimentation pushes the frontier of human knowledge, the pace of social progress has stalled.

The masses struggle to survive in the ruins of a collapsed age. Whole cities lie barren, abandoned by a population decimated by designer diseases, starvation, the devastating weather created by climate change, and constant fighting between the Families. Those of value to the Families—the Serfs—see lives of familiar comfort and constant scrutiny. Those without value—the Waste—make do with what they can beg, borrow, or steal, living outside the bounds of the law in crowded slums or the long stretches of wasteland that lie between the Families' shining cities.

In reshaping the world to their desires, the few elites over the many, the Families have given rise to an even more exclusive order: the Lazari. The sword and shield of their Family, the Lazari are human, but only just. Each Family's science pushes its Lazarus to the very limit of human capability. If Waste are those too low to be considered human, Lazari beg the question: when is one too great to be human?

THE FUTURE IS THE PAST

Neo-feudalism—a corporate descendant of feudalism of old backed by wealth and domination of resources—rules the world. The rulers of this new world enjoy wealth and privilege orders

of magnitude grander than the crumbs their servants squabble over. They live in shining technological marvels: cities of incredible technology and prosperity set against a world ravaged by decay, extreme weather, drought, war, and collapsing infrastructure.

Sixty-five years have passed since the Families struck their pact. Under their rule, the Families have shepherded in new technologies that fundamentally changed our relationship with the world. The Morray maintain their precarious rule over Central America with machines of war: the gargantuan, such as the mega-destroyers and aerial gunships, and also the minute, militarized prosthetics that can be installed in living soldiers. Hock, on the east side of the American pharma-curtain, rules alone, forgoing family and Serf to directly control his population with drugs that ensure loyalty, and protecting them from invasion with weaponized diseases. The Li rule their Asian territories remotely, with cybernetic intelligences twelve steps ahead in their plan to expand their unified and harmonious reign. And the Carlyles, perhaps the most powerful Family in the world, have so comprehensively mastered genetic manipulation that their science staves off not only famine and disease but also death itself.

Societal development has failed to keep pace with the unchecked advances in technology, and the world is once again divided into three orders.

- **The Families** declared themselves above any law but their own, claiming absolute rights over property, technology, and even people. A minority elite, the Families are not the 1 percent, or even the 0.1 percent, but two hundred ruling over the three and a half billion souls remaining on the planet. They are the 0.00000005 percent.
- Those the Families value—as assets, if not as people—are the **Serfs**. A captive populace of administrators, scientists, entertainers, industrialists, and soldiers, Serfs maintain the power of the Families, overseeing any communities that produce something the Families care to protect. While the lesser Serfs may receive basic health care, education, and sustenance, the rewards for those who rise are unlimited: opulent homes, endless entertainment, the finest food, or even extension of life itself. No Serf can forget, however, that proximity to the Family that provides such prestige and wealth also places them under constant scrutiny. Even the greatest among them possesses only conditional citizenship, their livelihood and even status as a human being subject to the whims of their masters.
- All others are **Waste**. The Waste struggle in the shadow of the great powers, excluded from the world of progress and even basic dignities, like running water or education. Despite the technological uplift, the Waste find themselves living lives more post-apocalyptic than progressive, struggling on impoverished land or crowded into the ruined slums of old-world cities. Waste also scavenge through the ruins of once-beautiful cities and towns, looking for tools and armaments from a lost time of plenty. It is the Waste who have reverted furthest toward medieval norms, and starvation, malnutrition, and disease cause many premature deaths. Where the changed world directly affects them, it is usually for the worse: those who sustain themselves by

LAZARUS AND MODERN AGE

Welcome to the *World of Lazarus*, a roleplaying game set in the world of Greg Rucka and Michael Lark's comic series *Lazarus*. This book gives you everything you need to tell stories of domination or survival or resistance in the *World of Lazarus* setting; to focus on the unlimited power and constant treachery of the Families, the criminals and freedom fighters who try to defy or escape them, or the disaffected masses that try to make it one more day under their tyranny.

While *World of Lazarus* contains many new features and special rules to help bring the setting of the *Lazarus* comics to life, you need a copy of the *Modern AGE RPG* to play. These rules expand on the rules contained in the *Modern AGE RPG*, also published by Green Ronin Publishing.

agriculture depend on genetically modified crops designed to grow in the harsh modern world, and must tithe a portion of their crop to pay for seeds, while those crowded into cities work in dangerous conditions for pitiful wages.

THE RISE OF THE LAZARI

According to the Macau Accords, each Family may name a champion: sixteen knights who speak with a Family's voice and carry their standard. A Lazarus—collectively Lazari—is their Family's sword and shield. Equal parts living flagship, commander in chief, and armed ambassador, the Lazarus is at once the exemplar of and greatest investment in a Family's technological and military capabilities, pushing the very limits of what it means to be human. Lazari conduct precision missions, engage in espionage, fight honor duels to settle disputes, and clash against one another in proxy warfare.

Each Lazarus is supported by a team of technicians, researchers, and handlers. They have daily contact with the ruling members of their Family as bodyguards and living tools, and in many cases Lazari are members of that Family, chosen to lead but also forever doomed to serve. Lazari inspire—and terrify—as soldiers, provide a valuable public focus for their Family's protected Serfs, and are viewed as near-mythological creatures by the Waste.

The Lazari embody what the world has become: a new type of human, called forth by the concentration of wealth and power into a handful of elites, as far removed from the Waste as can plausibly be accomplished. They command powers and abilities that others could only dream of. In some cases, they never die.

WAR AGAINST THE THRONE

The Families have many enemies, including Serf conspiracies, subordinate Lesser Houses, oppressed religious orders, Waste warlords, shadowy criminal cartels, invisible hackers, and of course, one another. With the exception of their fellow Families, these foes are not aligned or organized, but contribute to the chaos of the X+65 world. Most are local concerns, wrestling for regional authority and fighting for personal agendas, but some rattle the cage so hard that even members of the Family take notice.

Just as the Lazari are emblematic of everything the Families have created and serve as protectors of all they have accrued, there

MAKING LAZARUS YOUR OWN

This book recounts the canon of the *Lazarus* comic series through Issue 27. It includes the first two *Lazarus Sourcebooks*, with additional notes providing Greg Rucka and Michael Lark's wider vision of the world, expanding on the factions, conflicts, and technologies that shape the setting beyond the story.

But the relevance of that vision and information ends when you sit down to play. Your *World of Lazarus* campaign is your own, to do with as you please. You may be the first team of Lazari ever assembled by one Family, or your scrappy freedom fighters might topple Hock or Armitage or the Carlyles. You may play new members of existing Families, or add new cities, important characters, or world details that the comics never touched on and Rucka and Lark never intended.

The story of *Lazarus* is sprawling and unfinished, which provides a perfect starting point for shaping the setting to the needs of your table and story. Who are the Free? What became of Family Soleri? What is the ultimate fate of the other Forever Carlyle? Off the comic page, at the table, this is your story to tell. Let the information in this book serve as a springboard to your own stories, rather than chains restricting what you can do.

are those who serve as a global symbol of everything the Families oppose: the Free.

Terrorists to some, freedom fighters to others, and a lost cause to most, the Free are a global resistance network, coordinated across the world. The dominion of the Families—the absolute control each one exerts on all walks of life—means that most people lack even the memory of the rights and liberties that have been taken away. Histories that have been erased or rewritten teach citizens and Waste alike that the low have always served the high. Their neo-feudal overlords are the new normal. Only the Free—symbolized by a burning torch—preserve the memory of greater ideals and spread the word of higher aspiration.

No two Free cells operate the same way, or with the same goal. The torch of the Free is seen on a rogue currency issued to the Waste in Los Angeles one night, appears carved into an assassinated dynast in Caracas another, and is left behind in a virus that crashes drone networks in the Pacific the next. Though their methods vary and captured agents are organized only in loose cells, rumors insist that a shadowy and mysterious leadership directs the most crucial Free operations, and somehow evades always intense and sometimes coordinated Family pursuit.

Though the Free provide hope, they work against impossible odds. They endeavor to reverse the order of the world, but without the tools, resources, or influence the Families wielded in their own coup. But with stolen technology, dubious allies, and a thousand enemies, the Free constantly make their stand. After all, they have nothing left to lose.

THEME AND GENRE

Lazarus has elements of military thrillers, post-apocalyptic road Westerns, noir procedurals, conspiracy thrillers, transhumanist science fiction, and political dramas. In shaping your own game, you can draw from these deep wells, mixing and matching aspects and bringing in your own preferred influences. The comic cuts between the Waste family evading bandits and scavenging for food

in Oklahoma to elite military Daggers flying jetpacks into high-tech battles against superhuman soldiers in Switzerland; between life-or-death games of conspiracy and secret alliances to race-against-the-clock scientific puzzles. In *World of Lazarus*, characters may wine and dine in the finest hotels ever conceived the night after trailing a Lazarus into the shantytowns of Los Angeles.

Certain themes and conceits link this wide range of genres, styles and stories.

IN THE WAKE OF ARMAGEDDON, ONLY COMPROMISE

It is a grim future. Hopes for survival and ambitions for power clash and entwine, propelling the story and the characters in new directions. Conspiracies and schemes lurk in every shadow. Trust is hard-won, and often betrayed. No-win scenarios constantly test loyalties and ethics, and the choices characters and their players make are paramount. In some games, these choices will change the world, as Families rise and fall and technologies and conspiracies unleash their power across the planet. In others, the impacts are more constrained, affecting characters' friends, communities, and ideals. Victories are bittersweet. History never ends; there is no final victory.

AS ABOVE, SO BELOW

The godlike ability of great and terrible people—Malcolm Carlyle, Jakob Hock, or the mysterious patron of the Free—to shape history is one of the key elements of the setting. Do individuals impact the world around them, or are they the spearheads and symbols of broader social forces that move and motivate the entire world?

The drama in the *World of Lazarus* and the *Lazarus* comics comes from the tension between these ideas. Individual decision-makers—their rivalries and their feuds—have had an enormous impact, but this is not only because of their special qualities, but also the opportunities afforded to them by the circumstances of their wealth, power, and influence.

Moreover, the *World of Lazarus* remains deeply interconnected at all levels. For all that they have broken apart the world, the Families are continually drawn into each other's business. Enmities and alliances between Families can result in Lazari from rival Families becoming star-crossed lovers. Even as the gulf between powerful and desperate grows, the classes are deeply linked. The superhuman Lazarus of any Family is often constrained by obligation or even hardwired loyalties, while the actions of Serfs or Waste, applied at the right place and time, may shake the entire world.

The extreme stratification of society makes a convenient narrative device to examine how different groups respond to the same challenge, based on the resources available to them. Being hunted by an assassin will play out one way when the target is a powerful Family member who commands considerable technology and wealth but may never have experienced actual danger in his entire privileged life; the same scenario plaguing Waste may involve a bitter but resilient scavenger accustomed to daily threats to her life. Presenting challenges, scenarios, and opportunities ordinarily only available to other levels of society provides interesting narrative fuel, as does stacking challenges that transcend those divides. In your games, victories will be won

ISN'T THIS CYBERPUNK?

It is the future. The rich rule the world from their isolated enclaves, answering to no law but their own. The disenfranchised struggle in the shadows, stripped of their rights and dignity. In the face of environmental collapse and global conflicts, nations, cultures, and faiths have balkanized. Cyberware, genetic modifications, and unchecked automation have eroded the line between man and machine. So is *Lazarus* “just” cyberpunk for the modern era?

In cyberpunk, corporations are faceless, implacable, and ultimately impersonal. While managers and middlemen leverage the privilege being a company man provides, they are disposable in the final analysis. Because of this, cyberpunk tends to center on the resistance: the punks, anarchists, criminals, and other agents of change.

In *Lazarus*, the Families are anything but faceless. These sixteen dynasties make their political dramas and infighting aggressively personal. The Families and the Serfs share the stage with the elements of the resistance: the Free, the Waste, and the cartels.

That being said, you can run *Lazarus* as a cyberpunk game. *Lazarus* offers a heavy criticism of last-stage capitalism in much the same way cyberpunk denounces corporate culture. The tools within this book suit the genre well, but the core of *Lazarus* looks at a much wider range of the world beyond resistance to authority in crowded cityscapes, taking time to examine the crumbling world left abandoned as the Families consolidated their wealth and influence. The comic portrays ruined cities, ghost towns, ramshackle shantytowns, and the occasional preserved Serf city, operational but reduced from its modern-day glory.

and defeats tasted, whether your characters are highborn or the lowest Waste. The stakes of these individual stories are central, but there is also a sense that these stories are part of a larger tapestry, where tales from all walks of life have their own importance and urgency.

There are, of course, lots of other ways you could choose to run this game: a tale of a few unique individuals who hold nations in the palm of their hand might lend itself to internecine scheming and backroom dealing without consideration of whether others will adhere to the party line. Invulnerable super-soldiers might engage in hand-to-hand clashes in exotic locations to determine the fate of nations.

THE MEANING OF HUMANITY

Lazarus returns time after time to the question of what makes a person.

Despite having superior numbers, the Waste are deprived of their humanity, classed as garbage, and treated like animals. The Daggers—elite special forces—see themselves as superior because they deny their humanity, openly declaring themselves tools to be used by a higher power. The Families acknowledge themselves as higher powers, lifted above the common herd by virtue of wealth, intellect, or circumstance. The Free claim that through the Families’ cruelty and savage oppression, they have indeed cut themselves off from humanity, but in a way that marks them as depraved and monstrous—tormentors and demons rather than gods.

Beyond these questions of marginalization and privilege, the pace of technology also races ahead to challenge our ideas of humanity. Immortality, the power to access databases and command machines with the mind, the replacement of flesh with steel; all may change someone in ways more fundamental than we can imagine. Does the integration of flesh and steel, the technology that allows for the Lazari, make them more than human? Or less?

Can money and power cut off someone from the human race entirely? Is their existence a paradise, a proving ground, or an endless hell? Have they left ordinary people behind, or do they dance along the edge of a precipice, waiting for the vast tide of humanity to swell up again and pull them over the cliff?





CHAPTER 2: LIFT SELECTION - CHARACTER OPTIONS

The *World of Lazarus* presents a new set of challenges and a harsher setting for *Modern AGE* heroes, but creating a character to face the struggles of living in a world governed by the Families follows the same rules and process described in *Modern AGE*. This chapter provides a summary of the character creation process for reference, but keep the *Modern AGE* rulebook handy for the full description of the options.

This chapter gives an overview of how the character options in *Modern AGE* work in the *World of Lazarus*, along with exclusive new options for its dystopian setting.

CHARACTER CREATION SUMMARY

The basic process of creating a character as described in the *Modern AGE* rulebook remains the same, following the steps that follow.

1. **Concept:** Most of the concepts that can exist in a *Modern AGE* game are possible in *World of Lazarus*, but include some restrictions. A rich industrialist, for example, must be under the thumb of one of the Families as a high-ranking Serf or a member of a Lesser House, or may even be a member of the Family. An ex-criminal might be a raider modeled on a post-apocalyptic movie, a member of the Waste with no chance to mingle with civilized society due to the high-tech security around the areas the Families actually care to protect. With such a sharp separation in social classes, the GM and players should decide in advance the kind of campaign they want to play (see the different campaign models in **Chapter 4: The Rule of Law**); while it's normal for a Family member to work alongside Serfs, partnering with Waste or rebels is difficult to justify.
2. **Abilities:** Determine your character's nine abilities exactly as you would in any *Modern AGE* game.
3. **Background:** In the *World of Lazarus*, a character's social class is an unavoidable aspect of their background. Backgrounds are still divided into the classes described in *Modern AGE*, but they run parallel to social status in the world of the Families: Waste, Serf, and Family. Later in this chapter, you will find what existing backgrounds look like in this brave new world, and learn about new ones arising from the collapse before the Macau Accords.
4. **Profession:** The rule of the Families made new professions available for characters of all backgrounds, in addition to those described in *Modern AGE*.
5. **Drive:** Characters must have a strong drive in order to survive the cutthroat corners of the new civilization. This chapter includes new Drives for characters who aspire to more in this world.
6. **Resources and Equipment:** The availability of goods and services is strictly controlled by the Families. A character's Resources score is calculated as normal, but take into account the new rules and equipment found in the **Equipment** section at the end of this chapter.
7. **Health, Defense, and Armor:** Determine your character's Health, Defense, and Armor as described in *Modern AGE*.

A GRIM, MODERN WORLD

A *Modern AGE* game can be played in one of three modes: gritty, pulpy, or cinematic, depending on how serious you want the action to be.

While you can run your game in any of the three modes, a gritty tone is most appropriate for the post-collapse world of the Families. Life is harsh, brutal, and most often short—barring the extraordinary, life-lengthening privileges enjoyed by the upper classes. Pulpy mode can easily support more action-driven stories, especially if the characters are valued Serfs with certain augmentations or access to cutting-edge medical care, allowing them to take greater risks. Characters facing or fighting together with a Lazarus will witness amazing feats of strength, agility, and skill more appropriate in a pulpy tone. Cinematic mode is possible, but the atmosphere of paranoia and uncertainty that dominates the setting generally contradicts over-the-top action and heroic feats.

8. **Goals and Ties:** Who and what they are creates different challenges for each character in achieving their short- and long-term goals. Chapters 2 and 3 are full of inspiration for what your character can set their mind to achieve in the *World of Lazarus*.
9. **Name and Description:** Choose your character's name and appearance based on where your character comes from. Games set in the Carlyle Territories and Domains would have the same diversity found in North America today, but the Domains of other Families might be more homogenous.

BACKGROUNDS

Where a character comes from is as important in the *World of Lazarus* as it is in any other *Modern AGE* game, for it determines the character's place in the new world's rigid social hierarchies and volatile social status.

Based on the campaign model your group decides to play, roll or choose a social class from the following table. You can choose an odd combination such as Lower Class but still part of a Family to represent a "disgraced noble" concept, but discuss unusual concepts with your GM first. Some of the Backgrounds already found in *Modern AGE* are more appropriate for certain *World of Lazarus* social classes as described below, while new Backgrounds exclusive to the *World of Lazarus* note the regular and post-Macau class statuses to which they belong.

EXISTING BACKGROUNDS

The Backgrounds from *Modern AGE* exist in the *World of Lazarus* mostly unchanged. While some of them straddle more than one status, most fall neatly into either Waste, Serf, or Family.

OUTSIDER BACKGROUNDS

The Outcast is a perfect example of a Waste character who has learned to use neighbors and companions as both protection and leverage. The Exile represents a Serf or, in extreme cases, a Lesser House now demoted to a Waste. A while a Bohemian is always striving to go the opposite way, starting either as Waste who hopes to get lifted on artistic merit, or a Serf who struggles to keep their art popular to avoid demotion. New Backgrounds in this book are the Herd Worker and the Insurgent.

LOWER CLASS BACKGROUNDS

A Military character is almost always a Serf, or occasionally a member of a Lesser House. The Laborer and Urban are two sides

A QUESTION OF CASTE

When the Families divided the world among themselves, society regressed to a kind of neo-feudalism, giving birth to three new social classes: Family, Serf, and Waste. These new classes replaced the concepts of lower, middle, and upper classes, but for the purpose of *Modern AGE* backgrounds and professions, the original social classes remain, and the new hierarchical tiers are referred to as "class status."

Note also that the terms "Serf" and "Waste" are mostly used in Carlyle territory. Members of these classes may have different names in other Domains, such as "Citizen" and "Non-Person," respectively, under Hock's regime.

FAMILY

As the name says, Family members are the new royalty. However, unlike in classic aristocratic models, Families must work to maintain their Domains, to remain in the top echelons of government and industry, and to enjoy every privilege available. Family includes direct family members as well as relatives and spouses, but no one holds as much power as the core Family. Family characters are all strictly upper class.

SERFS

Those whom the Family consider worthy of joining their world become Serfs, though they will never reach the top tier reserved to Family. All Serfs have something to offer to their Domain, whether their skills, knowledge, or just their bodies as cannon fodder. In exchange for such service, the Families grant Serfs certain privileges according to their station, which makes Serf status surprisingly fluid within its boundaries. Serf characters can be considered lower (Rank 1), middle (Rank 2), or upper (Rank 3) class, depending on what they have to offer the Family.

WASTE

Left to their own devices by the Families, Waste form the bulk of humanity in the era after the Macau Accords, struggling to survive in a world that is falling apart around them. Without support for infrastructure or even basic utilities, Waste inch closer and closer to a new Dark Age. The Carlyle Family makes small gestures to manage their Waste population and regularly elevates some of them to Serf status to refresh their talent pool, but in other Domains, like Hock's or Morray's, Waste are mostly on their own. Waste characters can be outsiders or lower class, though some warlords and criminal masterminds such as Novaya Bratva and Bloody Railroad leaders can carve out a middle-class existence, as unstable as it may be.

of the same coin, representing the backbone of every Domain, whether protected by serfdom or exposed by existing outside a Family’s shadow. New Backgrounds in this book are the Rural Waste and the Lifted.

MIDDLE CLASS BACKGROUNDS

The Suburban lifestyle can only be found among Serfs, and even then the apparent stability is always threatened by the specter of demotion. Serfs generally come from a background of Trade, with skill sets useful to the Domain, and some junior Family or members of Lesser Houses might find a purpose with day-to-day work. An Academic represents the elite among Serfs, with an advanced education providing better tools to advance a Family’s goal; members of the Family can pursue this route as well. This book includes the Retainer as a new Background.

UPPER CLASS BACKGROUNDS

Only members of the Family can afford to be Cosmopolitan, and then only by living close to one of the Trader centers; otherwise, travel is too restricted for any one person to experience different parts of the world. Family members are Aristocratic by definition,

Backgrounds			
Outsider		Lower Class	
2D6	Background	2D6	Background
1–2	Bohemian (Waste or Serf)	1–2	Military (Serf)
3–5	Exile (Waste)	3–5	Laborer (Waste or Serf)
6–8	Outcast (Waste)	6–8	Urban (Waste or Serf)
9–10	Herd Worker (Waste)	9–11	Rural Waste (Waste)
11–12	Insurgent (Waste)	12	Lifted (Serf)
Middle Class		Upper Class	
2D6	Background	2D6	Background
1–3	Academic (Serf or Family)	1–3	Aristocratic (Family)
4–6	Suburban (Serf)	4–6	Corporate (Serf or Family)
7–9	Trade (Serf or Family)	7–9	Cosmopolitan (Family)
10–12	Retainer (Serf)	10–12	Minor Family (Family)

Social Class in World of Lazarus		
1D6 Roll	Family Campaign	Serf Campaign
1	Middle Class (Serf)	Lower Class (Waste)
2–3	Middle Class (Serf)	Lower Class (Serf)
4–5	Upper Class (Serf)	Middle Class (Serf)
6	Upper Class (Family)	Upper Class (Serf)
1D6 Roll	Waste Campaign	Resistance Campaign
1	Outsider (Waste)	Outsider (Waste)
2–3	Lower Class (Waste)	Outsider (Waste)
4–5	Middle Class (Waste)	Lower Class (Waste)
6	Middle Class (Serf)	Middle Class (Serf)

and only they have access to such privileges. A Corporate background represents those among the Family who take the reins of their Domains, but also valuable Serfs with the necessary skills to act as modern seneschals of the kingdom. This book includes the Minor Family as a new Background.

NEW BACKGROUNDS

The following are new Backgrounds available in the *World of Lazarus*. Options followed by an asterisk (*) appear in this chapter.

HERD WORKER

OUTSIDER (WASTE)

You grew up on the move, going from work site to work site. Maybe you received honest payment or were a slave of Wolf operators. Your only benefits are one more day with a meal and occasionally a roof over your head. You may hope to be lifted from the life of Waste, or simply rebel against a life led hand to mouth.

ABILITY: +1 CONSTITUTION

FOCUS: INTELLIGENCE (CRAFTING) OR STRENGTH (MIGHT)

TALENT: JUNKER* OR OVERWHELM

Herd Worker Benefits Table	
2D6 Roll	Benefit
2	+1 Strength
3–4	Focus: Strength (Steering)
5	Focus: CONSTITUTION (STAMINA)
6	Focus: Dexterity (Driving)
7–8	+1 Willpower
9	Focus: Intelligence (Explosives)
10–11	Focus: Strength (Machining)
12	+1 Dexterity

INSURGENT

OUTSIDER (WASTE)

You were saved from life as a sheep, and are now surrounded by those who see the world’s evil for what it is—and are willing to do something about it. You learned the best ways to interfere with the operations of Family and petty warlords alike, and you are ready for whatever they throw at you.

ABILITY: +1 WILLPOWER

FOCUS: ACCURACY (LONGARMS) OR DEXTERITY (SABOTAGE)

TALENT: DEMOLITIONS TRAINING* OR RIFLE STYLE

Insurgent Benefits Table	
2D6 Roll	Benefit
2	+1 Constitution
3–4	Focus: Fighting (Self-Defense)
5	Focus: DEXTERITY (STEALTH)
6	Focus: Communications (Unobtrusiveness)*
7–8	+1 Dexterity
9	Focus: PERCEPTION (SEARCHING)
10–11	Focus: WILLPOWER (MORALE)
12	+1 Perception

THE LESSER HOUSES

Under the Macau Accords (Section II, Subsection IX), provision is granted for each Head of Family to appoint any number of Lesser Houses to assist in the ruling of their assigned Domain. These “junior” families act as noble houses beneath the “royalty” that is the ruling Family, and as such are accorded many of the rights and privileges of the Family itself. Elevation to the position of a Lesser House can be granted at any time by the Family head, and the Lesser House maintains their position via heredity and service to their ruling Family. This appointment can also be revoked at any time should the Family choose to do so, resulting in the entire Lesser House being “sent down” to the level of Serf...or even Waste.

LIFTED

LOWER (SERF)

You have a comfortable position, working menial jobs without much room for luxuries. But you still remember life as Waste, barely surviving until you or one of your close relatives were lifted into Serfdom and brought the rest of the family along. You will not go back to that life.

ABILITY: +1 PERCEPTION

FOCUS: COMMUNICATION (BARGAINING) OR INTELLIGENCE (TINKERING)

TALENT: EXPERTISE OR IMPROVISATION

LIFTED BENEFITS TABLE	
2D6 ROLL	BENEFIT
2	+1 Communication
3–4	Focus: DEXTERITY (CRAFTING)
5	Focus: Intelligence (Folk Crafts)
6	Focus: WILLPOWER (FAITH)
7–8	+1 Intelligence
9	Focus: PERCEPTION (EMPATHY)
10–11	Focus: Strength (Machining)
12	+1 Willpower

MINOR FAMILY

UPPER (FAMILY)

Whether a member of a Lesser House or dangling precariously from the Family tree, you enjoy every privilege of minor nobility. You may be devoted to fulfilling your duty and winning your Family’s respect, or you may be an embarrassment, seldom counted on by the rest of the Family for anything of importance. This gives you room to grow and explore your talents, or waste them in debauchery.

ABILITY: +1 COMMUNICATION

FOCUS: INTELLIGENCE (FAMILIES)* OR COMMUNICATION (ETIQUETTE)

TALENT: CLEARANCE* OR PARTY ANIMAL

MINOR FAMILY BENEFITS TABLE	
2D6 ROLL	BENEFIT
2	+1 Perception
3–4	Focus: COMMUNICATION (DECEPTION)
5	+2 Resources
6	Focus: Intelligence (Regency)*
7–8	+1 Intelligence
9	Focus: Constitution (Tolerance)
10–11	Focus: Intelligence (Business)
12	+1 Willpower

RETAINER

MIDDLE (SERF)

Your loyalty and diligence earned you a position within a Family household, directly or indirectly attending to the needs and wishes of a member of the Family. Your position may grant you certain privileges over other Serfs, but only as long as you remember your place.

ABILITY: +1 INTELLIGENCE

FOCUS: COMMUNICATIONS (PERSUASION) OR INTELLIGENCE (HOMEMAKING)

TALENT: CONTACTS OR SOCIAL SURVIVOR*

RETAINER BENEFITS TABLE	
2D6 ROLL	BENEFIT
2	+1 Willpower
3–4	Focus: Intelligence (Regency)*
5	Focus: DEXTERITY (INITIATIVE)
6	Focus: COMMUNICATION (ETIQUETTE)
7–8	+1 Communication
9	Focus: Intelligence (Law)
10–11	Focus: PERCEPTION (SEARCHING)
12	+1 Perception

RURAL WASTE

LOWER (WASTE)

Your life might not have been pretty, but it was stable. You worked a farm you didn’t own, and the Family let you keep just enough of the profits to eat and keep your roof repaired. The dreariness pushed you to seek something else, but the skills you learned will always be with you.

ABILITY: +1 STRENGTH

FOCUS: CONSTITUTION (STAMINA) OR DEXTERITY (RIDING)

TALENT: ANIMAL TRAINING OR JURY-RIGGING*

BACKGROUND BENEFITS TABLE	
2D6 ROLL	BENEFIT
2	+1 Accuracy
3–4	Focus: Intelligence (Tinkering)
5	Focus: Accuracy (Longarms)
6	Focus: COMMUNICATION (ANIMAL HANDLING)
7–8	+1 Constitution
9	Focus: PERCEPTION (TRACKING)
10–11	Focus: Intelligence (Folk Crafts)
12	+1 Willpower

PROFESSIONS

The post-collapse world of *Lazarus* bears enough similarities to our present that most of the professions from *Modern AGE* remain valid options, though some may play out differently. Professions followed by an asterisk (*) appear in this chapter.

OUTSIDER PROFESSIONS

All Outsider professions listed in *Modern AGE* have a place in the harsh lands that the Waste call home. Survivors and Scavengers travel around, eking out a living from whatever resources still grow on the land or are buried in the ruins of the pre-X world. Brawlers, Criminals, and Fixers stay closer to settlements and communities, trying to exploit their skill at violence and their connections. Artists are less common, and are those Waste most likely to be lifted to Serfdom.

LOWER CLASS PROFESSIONS

Most of the professions available for lower class characters are more suitable for Serfs, as they rely on some semblance of civilization. Athletes aspire to play for Family-sponsored teams and the elevation that comes with such success. Human beings remain cheaper than drones, making Soldier one of the most stable careers among Serfs serving a Family, but it is also valid among Waste, where their particular skills serve petty warlords or local militias. Technicians can use their skills to maintain and build the technology the Families use, or salvage and repair whatever materials they can lay their hands on. While Investigators and Negotiators are useful for both Serfs and Waste, the latter offer are seen as less valuable in a world where either

tyranny or anarchy has replaced laws and due process. Clergy occupy a volatile niche, either tolerated as a relic that keeps the masses docile, or else persecuted wherever a Family decides they are what people will worship.

MIDDLE CLASS PROFESSIONS

Almost exclusively Serfs, the expertise provided by these professions makes their practitioners valuable to the Families. While some Waste may acquire similar skills by luck or circumstance, such training is rare and specialized among wasteland communities. Pilots, Security personnel, and Scholars often directly serve Family interests in facilities of middle to major value, while Professionals and Merchants represent a wider range of positions in Family holdings. With democracy long faded from people’s minds, Politicians no longer seek public office; instead, they are a new breed of courtiers, staying close to Family members and managing Family assets.

UPPER CLASS PROFESSIONS

Despite these being positions of responsibility and power, few actual Family members fulfill these roles. Instead, high-status Serfs fill many of these professions, though some Family members pursue eclectic skills out of boredom or personal interests. Only Family, members of Lesser Houses, and the occasional child of high-profile Serfs can afford the idle life of a Dilettante or Socialite. Commanders, Executives, and Experts are overwhelmingly comprised of Serfs who rose through the ranks, but Family may still have an interest in playing these roles, particularly as Executives. Explorers are scarce in a world where the ruling class is more interested in keeping their hold on their Domains than in the thrill of the unknown, where machines can do most of the exploring.

PROFESSIONS

OUTSIDER			LOWER CLASS			MIDDLE CLASS			UPPER CLASS		
ID6	ID6	PROFESSION	ID6	ID6	PROFESSION	ID6	ID6	PROFESSION	ID6	ID6	PROFESSION
1–3	1	Brawler	1–3	1	Athlete	1–3	1	Pilot	1–3	1–2	Commander
	2–3	Survivor		2–3	Soldier		2–3	Security		3–4	Dilettante
	4	Criminal		4	Investigator		4–5	Professional		5–6	Expert
	5–6	Scavenger		5–6	Technician		6	Scholar	4–6	1–2	Executive
4–6	1	Fixer	4–6	1	Clergy	4–6	1–2	Merchant		3	Socialite
	2	Artist		2	Negotiator		3	Politician		4	Power Broker*
	3	Bodger*		3	Guide*		4	Breacher*		5–6	Researcher*
	4–5	Hunter*		4–5	Itinerant Laborer*		5–6	Foreman*			
	6	Vandal*		6	Infiltrator*						

SOCIAL MOBILITY

Some of the new character options in this book have class status prerequisites. As a character’s fortunes ebb and flow, their class status may change, such as a Waste adventurer lifted into Serfdom, a disgraced Serf bureaucrat demoted to Waste status, or even a Family member exiled to a different Domain where they have no status at all. In such cases, characters can keep whatever options they already have, but they may not be able to use them and will not be able to improve them (for example, choosing a talent’s Expert and Master tiers, or increasing an ability focus to +3) until they recover their lost status. Life is not fair in the *World of Lazarus*.

NEW PROFESSIONS

The following professions are new options for characters in the *World of Lazarus*, arising in order to address the new needs and realities of the world under the Families' collective thumbs. Options followed by an asterisk (*) appear in this chapter.

BODGER

SOCIAL, OUTSIDER

Family technicians may have the best tech, but you have the strongest necessity, and all the innovation that comes with it. Whether stolen, shot-up, or scavenged, you can bring any device back to life...at least for a while. You might have an altruistic streak, distributing some of your time or wares to people who need them, but your survival comes first.

FOCUS: COMMUNICATION (BARGAINING) OR INTELLIGENCE (TINKERING)

TALENT: CONTACTS OR JURY-RIGGING*

HEALTH: 15 + CON

RESOURCES: 2

BREACHER

SKILLED, MIDDLE

You know how to get in, get something done, and get out. Your particular skill set is mostly taught in Family militaries, but you may have picked it up by trial and (costly) error so that you could steal vital resources from those who have them.

FOCUS: DEXTERITY (SABOTAGE) OR INTELLIGENCE (SECURITY)

TALENT: BURGLARY OR FREERUNNING

HEALTH: 15 + CON

RESOURCES: 6

FOREMAN

PHYSICAL, MIDDLE

You are used to leading a group of laborers, usually by example. You could be a Serf serving the Family in the field, or a Wolf in charge of a herd of workers. You don't take it easy, however; you get down in the pits, grab a shovel, and show the fresh meat how the work is done.

FOCUS: DEXTERITY (DRIVING) OR STRENGTH (INTIMIDATION)

TALENT: EXPERTISE OR GRAPPLING STYLE

HEALTH: 20 + CON

RESOURCES: 4

GUIDE

SKILLED, LOWER

You have traveled the land and know its many features, and have turned this knowledge to your advantage by guiding others who are prone to getting lost and dying now that satellite-guided maps are tightly restricted. You could be a Waste survivor leading a pack of scavengers, or part of a Serf military unit that patrols remote portions of the Domain to keep the peace.

FOCUS: INTELLIGENCE (NAVIGATION) OR PERCEPTION (SEARCHING)

TALENT: EXPERTISE OR OBSERVATION

HEALTH: 15 + CON

RESOURCES: 4

HUNTER

SKILLED, OUTSIDER

You don't depend on the work of others to feed yourself; you brave the dangers of the wastelands and kill your own food. You might be good enough that you can feed others, or have a surplus trade among Waste communities, but it's mostly just you against the wild, because civilization already betrayed you.



FOCUS: ACCURACY (BOWS) OR PERCEPTION (TRACKING)

TALENT: ARCHERY STYLE OR SCOUTING

HEALTH: 15 + CON

RESOURCES: 2

INFILTRATOR

SOCIAL, LOWER

There are worlds where you don't belong, and you've learned how to don sheep's clothes and walk in those worlds. You're likely Waste who can fool Serfs into thinking you're one of them, either to spy on Family business or simply live a better life. Conversely, you may be a loyal Serf, serving your Family by spying on criminals, insurgents, or rival Families.

FOCUS: COMMUNICATION (DECEPTION) OR WILLPOWER (CONDITIONING)*

TALENT: INTRIGUE OR LIVING ON THE FRINGE

HEALTH: 15 + CON

RESOURCES: 4

ITINERANT LABORER

PHYSICAL, LOWER

You spent time with a work gang either as a slave or a free individual, trying to earn points toward a better life. As part of a floating pool of labor, you have learned to be useful, pulling your weight and others' in menial, physical tasks, often having to defend your spot from others just as desperate.

FOCUS: CONSTITUTION (STAMINA) OR STRENGTH (MIGHT)

TALENT: EXPERTISE OR KNIFE STYLE*

HEALTH: 20 + CON

RESOURCES: 2

POWER BROKER

SOCIAL, UPPER

The business of the Family requires the right people working at the right tasks, and the right resources going where they're needed. Your duties require that you have your finger on many pulses and associate with a lot of people, bringing them together and pushing them toward a common goal.

FOCUS: COMMUNICATION (LEADERSHIP) OR INTELLIGENCE (REGENCY)*

TALENT: CLEARANCE* OR CONTACTS

HEALTH: 15 + CON

RESOURCES: 8

RESEARCHER

SKILLED, UPPER

Much of a Family's power depends on the advanced science and technology that built their business, and you're among those who push it further. While most Researchers are high-ranking Serfs, at least one member of the Family is expected to participate, holding the deepest secrets of the trade.

FOCUS: CHOOSE ANY PROPRIETARY INTELLIGENCE FOCUS (SEE THE ABILITY FOCUSES SECTION)

TALENT: CLEARANCE* OR KNOWLEDGE

HEALTH: 15 + CON

RESOURCES: 8

VANDAL

PHYSICAL, OUTSIDER

In a dog-eat-dog world, you're a wolf. Family-sanctioned news calls your activities terrorism. They label you a raider. But what you are is a survivor; a predator who endures by taking what you need from those too weak to keep it.

FOCUS: ACCURACY (LONGARMS) OR FIGHTING (BRAWLING)

TALENT: PINPOINT ATTACK OR OVERWHELM

HEALTH: 20 + CON

RESOURCES: 0

DRIVES

The world after the Macau Accords provides new challenges and ways of life for those who wish to thrive, or simply survive. The following are new Drives that characters can choose in the *World of Lazarus*.

Roll 1d6: 1–2 = roll on **Column 1**; 3–4 = roll on **Column 2**; 5–6 = roll on **Column 3**

DRIVE			
D6 ROLL	COLUMN 1	COLUMN 2	COLUMN 3
1	Achiever	Networker	Climber*
2	Builder	Penitent	Gadabout*
3	Caregiver	Protector	Groundbreaker*
4	Ecstatic	Rebel	Hoarder*
5	Judge	Survivor	Savior*
6	Leader	Visionary	Tyrant*

CLIMBER

You are not satisfied with your life as it stands. You know the only way to improve it is to rise above your station, prove yourself better than your origins, and stop at nothing to ascend the social ladder—and you will happily crush the achievements, reputation, or even bodies of anyone who would keep you down.

Your quality is **perseverance**; you are unwilling to give up your dreams and will do anything to achieve them. Your downfall is **callousness**; you forget that others have dreams too, and don't care if you trample over them.

TALENT: INTRIGUE OR THEORY AND PRACTICE

IMPROVEMENT: MEMBERSHIP, REPUTATION, OR RESOURCES

GADABOUT

All you want to do is enjoy the simple and complex pleasures in life, with your only duty being to find the next best thing. You prefer not to be tied down to one particular scene, and enjoy flitting between events, people, hobbies, and everything else, because the most important thing is what pleasure they can provide.

Your quality is **discernment**; you recognize the quality and value of every experience. Your downfall is **indulgence**; you waste both time and resources pursuing what you like over what you need.

TALENT: AFFLUENT OR PARTY ANIMAL

IMPROVEMENT: HEALTH, MEMBERSHIP, OR RESOURCES

GROUNDBREAKER

They say there is nothing new under the sun, but you couldn't disagree more. You want to be the first to achieve or discover something, whether a new scientific breakthrough, a new philosophy, or a place no one knew existed.

Your quality is **nonconformity**; you are unwilling to accept dogmatic truths in your search for new ones. Your downfall is **inconsistency**; you never reach a goal because you've thought of a new, more attractive one.

TALENT: EXPERTISE, KNOWLEDGE, OR MAKER

IMPROVEMENT: HEALTH, REPUTATION, OR RESOURCES

HOARDER

You have humble ambitions: you want everything. You may have grown up suffering from scarcity, or your many belongings couldn't fill a void in your heart. Now that you can take fate into your hands, you will never know want again.

Your quality is **breadth**; you have a wide view of the world and are always looking at the big picture. Your downfall is **greed**; you may sink to moral lows if that's what it takes to gain a new possession.

TALENT: AFFLUENT OR OBSERVATION

IMPROVEMENT: MEMBERSHIP, RELATIONSHIP, OR RESOURCES

SAVIOR

You see the evil thrust upon people, and you want to deliver them from it. Your ultimate goal is to make people safe, maybe even



happy; you might work within the system, trying to bend rules or straighten their practice, or you might be in open rebellion for the sake of a better world. The number of people you help at a time is not important, only that they end up in a better position.

Your quality is **awareness**; you are open to the plight of others and the whole situation they are in. Your downfall is **forcefulness**; you think you know what is best for others, despite their actual needs and desires.

TALENT: COMMAND OR INSPIRE

IMPROVEMENT: HEALTH, RELATIONSHIP, OR RESOURCES

TYRANT

You enjoy ordering people around and flexing your authority, having others do your bidding to your exact specifications. Only fools embrace power for power’s sake; power is only useful if there are people to whom you can apply it. Those around you make convenient followers, or unwitting pawns.

Your quality is **clarity**; you know exactly what you want and how you want it done. Your downfall is **despotism**; you ignore the advice of others or alternative ways to achieve your goals.

TALENT: ORATORY OR TACTICAL AWARENESS

IMPROVEMENT: MEMBERSHIP, REPUTATION, OR RESOURCES

ABILITY FOCUSES

As the world moves simultaneously in opposite directions, people living outside the Families’ care discover that skills once considered “primitive” are essential for survival, while those in the Families’ embrace still push the envelope of progress.

The GM may restrict the availability of certain focuses by class status and Domain of origin. The following are new ability focuses available for characters in the *World of Lazarus*.

ACCURACY

ARTILLERY: Calculating trajectories and maintaining large-caliber weapons that require substantial effort to move.

COMMUNICATION

- INSTIGATING: Pushing large crowds into a specific action by kindling their passions.

PROPAGANDA: Designing and communicating messages to sway public opinion in a specific, calculated direction.

UNOBTRUSIVENESS: Keeping a low profile in social situations in order to go unnoticed and unremembered.

CONSTITUTION

ENDURANCE: The ability to make do with spoiled food, bad water, and poor living conditions with minimal illness. Also, the ability to hide illness or injury from those around you.

DEXTERITY

REMOTE OPERATION: Controlling a vehicle or device through a remote station or control device, reacting to the environment as if physically present.

PROPRIETARY FOCUSES

Science and technology are no longer shared across the world in the spirit of cooperation, advancement, or fair competition. Instead, the Families hoard their greatest secrets, encoding their selfishness in the very letter of the Macau Accords. The focuses in this book preceded by “Proprietary” represent compartmentalized expertise.

A proprietary focus applies to all the ability tests that its non-proprietary version would, but it also provides characters with access to the secret science of the Family they serve. A character can use Intelligence (Proprietary Medicine) in tests to help an ally recover from damage, just as with the normal Intelligence (Medicine) focus.

Ability tests involving a proprietary focus always require the focus, and cannot be attempted with the base ability alone. Using the non-proprietary version of the focus imposes a –1 penalty to the test, while using a proprietary focus from a different Family imposes a –2 penalty. For example, in order to analyze a designer drug from a captured Hock soldier, a Carlyle-trained scientist can use Intelligence (Chemistry) at a –1 penalty, or Intelligence (Proprietary Chemistry, Carlyle) at a –2 penalty.

These penalties are independent of the TN modifiers for using a tangential focus in a detailed investigation (see **CHAPTER 2: BASIC RULES** in the *Modern AGE* rulebook).

When choosing a proprietary focus, include which Family provided it, such as Intelligence (Proprietary Electronics, Morray); the sidebar on p. 66 of **CHAPTER 4** lists those technologies and skills most appropriate for proprietary focuses. Only Serfs and Family may learn and improve proprietary focuses.

PROPRIETARY PILOTING: As normal Piloting, but also applies to advanced vehicles built and maintained using a specific Family’s technology and computer systems.

INTELLIGENCE

- FAMILIES:** Knowing the paraphernalia, membership, politics, and relationships of the Families.

PROFILE RECOGNITION: Knowing and recognizing vehicles and equipment by their shapes, silhouettes, or electromagnetic signatures.

PROPRIETARY BIOLOGY: As normal Biology, but also applies to a specific Family’s advanced technologies, such as Hock’s bioengineering, Nkosi’s synthetic foodstuffs and animals, or Carlyle’s designed physiological triggers.

PROPRIETARY CHEMISTRY: As normal Chemistry, but also applies to a specific Family’s advanced technologies, such as Hock’s designer drugs and nootropics, Meyers-Qasimi’s 3D printing stock, or Nkosi’s bioplastics.

PROPRIETARY COMPUTERS: As normal Computers, but also applies to a specific Family’s advanced technologies, such as Armitage’s miniaturization, Meyer-Qasimi’s 3-D modeling, Bittner’s predictive algorithms, or Li’s direct neural interface.

PROPRIETARY ELECTRONICS: As normal Electronics, but also applies to a specific Family’s advanced technologies, such as Morray’s cyberware, Inamura’s robotics, or Li’s wearable and implanted computers.

PROPRIETARY ENGINEERING: As normal Engineering, but also applies to a specific Family’s advanced technologies, such as Vassalovka’s advanced polymers and nanoconstruction,

Morray's synthetic diamonds and utility nanobots, or Inamura's automated construction systems.

PROPRIETARY EARTH SCIENCES: As normal Earth Sciences, but also applies to a specific Family's advanced technologies, such as Carlyle's and Nkosi's agriscience and climate engineering, Martins' and Soleri's weather-control technology, or Carragher's closed environments.

PROPRIETARY MEDICINE: As normal Medicine, but also applies to a specific Family's advanced technologies, such as Carlyle's gene therapy, Hock's pharmaceutical production, Morray's cybernetic implants, or Meyers-Qasimi's nanobot therapies.

REGENCY: Managing and overseeing operations in a territory, including matters of governance, security, and production.

PERCEPTION

EXOTIC SENSING: Perceiving and interpreting the input from senses available to humans only through artificial augmentation.

SIGNALS: Operating sensor equipment and interpreting the raw readings.

SURVIVAL: Finding stopgap food, water, and shelter in wilderness, rural, and urban environments.

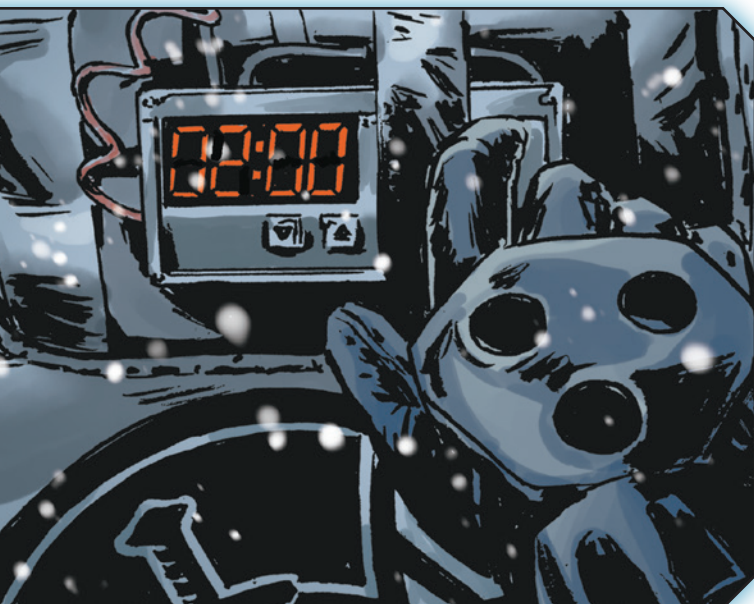
STRENGTH

PROPRIETARY STEERING: As normal Steering, but also applies to advanced vehicles built and maintained using a specific Family's technology and computer systems.

WILLPOWER

SELF-AWARENESS: Maintaining a sense of identity and a psychological center in the face of shocking revelations, mind-altering narcotics, and invasive conditioning techniques.

CONDITIONING: Resisting interrogation, manipulation, and other extreme hardships, including physical or chemical methods, through previous psychological conditioning.



TALENTS

The new world order has changed the usefulness and prevalence of many areas of expertise. The talents in *Modern AGE* are available to all characters in the *World of Lazarus*, and the GM will advise you if certain choices won't align with the type of game they plan to run. For example, they may advise against choosing Hacking in a Waste-centered campaign, where computer networks will be practically nonexistent.

The following talents are unique for characters in the *Lazarus* setting, and some talents include Waste, Serf, or Family as part of their requirements. Lazarus characters can choose these talents without restriction, but they have special and exclusive talents of their own that might supersede them, as described in **Chapter 7: The Lazari**.

CLEARANCE

REQUIREMENT: Serf or Family, Communication 1 or higher

Your position within the Family's echelons grants you access to resources and information.

NOVICE: Once per game session, you can make a Communication (Investigation) or Communication (Persuasion) test to submit a request for information or a requisition for equipment appropriate for your branch of the Family's operations. The TN of the test depends on how sensitive the information is (TN 7 for routine information such as a work team's roster, up to TN 15 for restricted information like cargo manifests for military outposts). The TN for an equipment requisition equals the item's Resources difficulty –2.

EXPERT: You must have at least a Rank 1 membership in the Family and be either Serf or Family to choose this degree. You gain a +2 bonus to the Communication (Investigation) or Communication (Persuasion) test from the Novice degree, and can now submit a request for information with a TN 16 and above, representing sensitive information such as a Dagger team's assignment roster or basic maintenance operations for a Lazarus. Requests for critical, proprietary information are still off-limits.

MASTER: You must have at least a Rank 2 membership in the Family and belong to the Family to choose this degree. You may re-roll the test from the Novice degree, but you must keep the second result. You may now request any information up to anything expressly restricted from you by the Head of Family.

DEMOLITIONS TRAINING

REQUIREMENT: Dexterity (Sabotage) or Intelligence (Explosives) focus

You know how to place or aim explosives for best effect.

NOVICE: Your accuracy with explosives makes them more effective. You may add the result of the Stunt Die of the attack roll with any grenade or explosive as a bonus to damage.

EXPERT: You can recognize the stress points and weaknesses in armored targets and structures. The damage you deal with grenades or explosives to targets with an impact or ballistic armor rating increases by +3. If the target is a vehicle, the damage increases by 1d6 instead. If the target is a building or structure, the damage increases by 2d6 instead.

MASTER: You can recognize where an explosion will inflict the most damage. When you use a grenade or explosive, you can add your Dexterity (for grenade) or Intelligence (for explosives) to the radius of the explosion.

JUNKER

REQUIREMENT: Intelligence (Evaluation) focus

Another person's garbage is your profitable and tradable treasure.

NOVICE: You can salvage the best stuff from a pile of junk. When you find a piece of discarded equipment, you can spend one hour to make an Intelligence (Evaluation) test (the GM determines the TN of the test based on the complexity and age of the equipment). If successful, you gain an amount of spare parts equal to the Stunt Die. The value of each part is the original equipment's Resources cost divided by 5, and you can trade them for goods or services with a similar value with anyone who accepts trades in kind. Alternatively, you can use a spare part to give a +2 bonus to an Intelligence (Tinkering) test or any test for the Maker or Jury-Rigger talents. Once you trade a part or use it as a bonus, it is lost. The GM may rule that a given piece of equipment is either too small or too heavily scavenged to provide any valuable parts.

EXPERT: You know how to use junk as currency. When you use the benefit of the Novice degree, you can choose to gain a salvage bonus instead of gaining spare parts; your salvage bonus increases by +1 each time you use this benefit, up to a maximum equal to your Intelligence, Perception, or Strength (whichever is higher). You can apply your salvage bonus to a Resources test. If the test is successful, your salvage bonus resets to 0.

MASTER: You have an eye for real value. When you successfully find salvageable equipment per the Novice degree, by spending 4 SP, the piece of equipment you find can be fully operational after minor repairs requiring a TN 9 test with any relevant knowledge or manufacturing focus, or an Intelligence (Tinkering) test. These repairs take 10 minutes with tools. If the found item is a firearm, it comes with half a clip of ammunition (a +2 modifier on capacity tests).

JURY-RIGGER

REQUIREMENT: Intelligence (Tinkering) focus

If it's broken, you can fix it, and if it's not broken, you can make it better.

NOVICE: You can fix a malfunctioning machine with some spit and bale wire. With a successful Intelligence (Tinkering) test, you can make a broken machine operational again in a single turn without the need of tools or spare parts, provided the machine is not missing parts or on the verge of destruction. The machine remains operational for a number of turns equal to the result of the Stunt Die in action time, or a number of minutes equal to double the result of the Stunt Die in narrative time.

EXPERT: Under your patient care, machines are restored to full operation in the blink of an eye. Provided you have the proper tools and spare parts, fixing a machine takes half the time if it only requires a simple test. If repairs require an advanced test, the result of the Stunt Die on each successful test is doubled for the purpose of reaching the Success Threshold.



MASTER: You can piece together a new machine out of old ones. You can add the function of one piece of equipment to another. The add-on equipment must have a lower Resource cost than the base. This allows you to add weapons to a car, or convert a household appliance into an explosive booby trap. The GM determines if the add-on is viable and how much time it takes. The time-saving benefit from the Expert degree applies to the add-on process, and the add-on remains operational for a number of days equal to your Intelligence.

KNIFE STYLE

REQUIREMENT: Fighting 1, Fighting (Light Blades) focus

Guns are not easy to get, so you can make a knife be just as deadly.

NOVICE: You know how to get inside your opponent's defenses. When attacking with a knife or similar weapon, if you take the Activate action, you gain a +1 bonus to attack rolls until the end of the encounter while fighting in this style. In addition, your Speed is considered 1 higher if you take the Move, Run, or Charge actions before or after attacking an opponent wielding a weapon from the Heavy Blades, Long Hafted, or Short Hafted groups or any firearm.

EXPERT: By switching your knife from hand to hand, you confound your enemy. You suffer no penalty for wielding a knife with either hand. You can take the Activate action to switch the knife to your other hand before making an attack with it; if the attack is successful, the Vicious Blow, Lethal Blow and Precise Blow stunts cost 1 SP less.

MASTER: With frightening speed and accuracy, you can insert your knife where it hurts the most. You can use the Called Shot stunt with attacks made with a knife instead of a firearm.

LIVING OFF THE LAND

REQUIREMENT: Perception (Survival) focus

You know a few things about getting by without anyone's help, and sometimes even get by well enough to help others.

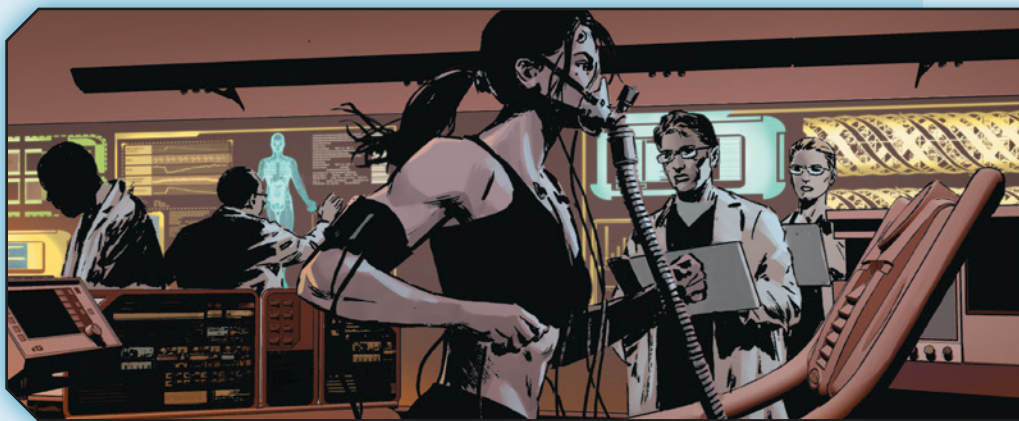
THE POWER AND PRICE OF AUGMENTATION

The Minor Augmentation talents are particularly powerful, representing the peak of each Family's technological advancement, given as a reward to those who prove their loyalty. The Minor Augmentations should reflect each Family's proprietary technology. For example, a Carlyle Serf with Minor Augmentation, Strength is the result of gene therapy, a Morray Serf may augment their physical power with nanocarbon memory strands woven into their muscles, while a Hock Citizen relies on a constant regimen of booster drugs. See the description of each Family and their trademark technologies in **Chapter 5: The World, Divided**.

A character's body can only withstand 4 degrees worth of Minor Augmentation talents, spread among a maximum of two different talents. This way, a character may reach Master degree with one Minor Augmentation and Novice with a different one, or have two Minor Augmentation talents at Expert degree.

These scientific advantages have a price. Minor augmentations require constant maintenance and upkeep to remain viable. A character with a Minor Augmentation talent can last a number of weeks without upkeep equal to their Constitution (minimum 1 week). After this period, the Minor Augmentation decays, runs out of power, and otherwise becomes inactive. A simple one-hour procedure at a properly outfitted Family medical or scientific facility resets this grace period.

A character who becomes Waste loses access to augmentation upkeep, and cannot improve their talents' degrees. If the augmentations are forcibly removed before exile, the character can choose new talents to replace the ones lost, or keep the choices open in case they win back the Family's favor and recover the talents. At the GM's discretion, some advanced Waste settlements, such as the Santa Monica Bazaar or Sana'a, may have the technology to reset a Minor Augmentation's grace period, although this service is expensive. While a major reward, augmentation is also a leash.



NOVICE: You are especially adept at locating the essentials in any environment. If you fail a Perception (Survival) test, you can re-roll it, but you must keep the results of the second roll. For every 2 by which your test result exceeds the TN, you find enough food and/or water to sustain one additional person.

EXPERT: You've developed a keen sense of direction. When called upon to make an Intelligence (Navigation) test, you may instead make a Perception (Survival) test.

MASTER: You are adept at taking the first shot at prey before they can run. You can perform the Upper Hand stunt for 2 SP rather than the usual 3. If this encounter leads to combat, you automatically generate 1 SP you can spend on your first attack.

MINOR AUGMENTATION, ACUITY

REQUIREMENT: Intelligence 1 and Perception 1 or higher; limited degrees (see sidebar)

Your augmentation increases your ability to absorb and process information.

NOVICE: One of your senses is greatly enhanced, as is your ability to sort the information it provides. Choose a single Perception ability focus; any time you are called upon to make an ability test with another Perception focus, you may instead choose to test your selected focus with a –1 penalty. Whenever you succeed at an ability test that calls for your chosen focus, you automatically generate 1 SP that can only be spent on the A-ha! investigation stunt.

EXPERT: When others are just beginning to look for leads, you already have a conclusion. When you make Intelligence or Perception ability tests as part of an advanced test, add your Perception

or your Intelligence (whichever is higher) to the result of the Stunt Die for the purposes of reaching the Success Threshold.

MASTER: Your brain's capacity was boosted to cope with your enhanced senses. You can ignore the penalties to rolls from lighting and environmental conditions and light cover, and any penalties to Perception tests from distance or range are halved. In addition, when you roll doubles on any successful Intelligence test, treat any result of 1 on the Stunt Die as a result of 2.

MINOR AUGMENTATION, ADRENAL

REQUIREMENT: Accuracy 1 and Fighting 1 or higher; limited degrees (see sidebar)

Your augmentation increases your reflexes and potency in a fight.

NOVICE: You move fast enough to take advantage of every opportunity in combat. Choose three combat-oriented ability focuses under Accuracy or Fighting. When you successfully attack an opponent using these focuses, you gain a +1 bonus to Defense until the beginning of your next turn.

EXPERT: Your augmentation allows you to push your body beyond its normal limits. Before you make an attack roll with any of the Accuracy or Fighting focuses you chose for the Novice degree, you can choose to take 2d6 Penetrating damage as a Minor action to add half this number as a bonus to your next attack roll. If the attack roll succeeds, you may also add the same number to your damage roll.

MASTER: Your augmentation allows you to take every available opportunity in combat. Select an additional Accuracy or Fighting focus to which to apply this talent's benefits. When you roll doubles on an attack roll using any of the Accuracy or Fighting focuses you chose for this talent, you generate 1 additional Stunt Point.

MINOR AUGMENTATION, STRENGTH

REQUIREMENT: Dexterity 1 and Strength 1 or higher; limited degrees (see sidebar)

You received an augmentation that increases your body's power and control.

NOVICE: You're at the peak of athletic performance. Your Speed is increased by 2. If you fail a Strength (Climbing), Strength (Jumping), or Strength (Might) test, you may re-roll it, but you must keep the result of the second roll.

EXPERT: Your augmented body can apply maximum force. The damage you do with melee attacks is increased by +2. Increase your Armor Rating against Impact damage by +2.

MASTER: Your athletic performance is beyond normal human capacity. Your Speed is increased by an additional 2. Once each session as a major action, you may increase your Strength by +2 for a number of rounds equal to your Constitution ability (minimum 1). This increase does not affect your melee damage.

MINOR AUGMENTATION, RESILIENCE

REQUIREMENT: Constitution 1 and Willpower 1 or higher; limited degrees (see sidebar)

You received an augmentation that improves your ability to withstand physical and emotional stress.

NOVICE: You recover from trauma much more efficiently. When you recover Health through any means (rest, medical care, equipment, etc.), you recover +2 additional Health. If you fail a Willpower test to resist an effect, at the beginning of your next turn you can repeat the test. You may only use this benefit once per effect.

EXPERT: You can briefly shrug off the effects of harmful conditions or mental alterations. If a Constitution or Willpower ability test fails to remove a special effect from a hazard or special attack, (such as intense heat, traps, mind-altering drugs, sonic weapons, etc.), the effect is suspended for a number of rounds equal to the Stunt Die result during action time, or a number of minutes equal to twice the Stunt Die result during narrative time. After this suspension ends, the effect resumes normally.

MASTER: Your augmented body is resistant to harm. Your Toughness increases by +2. When not wearing armor, you gain an Armor Rating of 3 against Impact damage and 2 against Ballistic damage.

SOCIAL SURVIVOR

REQUIREMENT: Communication 2 or higher

You learned how best to survive the cutthroat company of your peers.

NOVICE: Whatever happened, it wasn't your fault. When you report, or are confronted with, an event that would reflect badly on your reputation, membership, or general standing, you can make a Communication (Deception) or Communication (Unobtrusiveness) test opposed by the other party's Perception (Empathy). If you succeed, you can add the result of the Stunt Die as a bonus to your next Communication test to shift the focus onto someone else. If the confrontation is a detailed social interaction, you gain a +1 on subsequent tests to convince others of your innocence (and the other party's guilt).

EXPERT: You let everyone know you had a role to play in a successful endeavor. When you or anyone among your allies receives a reward at the end of an adventure, you can make a Communication (Deception) or Communication (Persuasion) test with a TN depending on the reward's magnitude (TN 7 for minor adulations up to TN 17 for plot-changing rewards). If you succeed, you can receive a minor version of that reward, as the GM sees fit. For example, you can receive half the Resources increase of the original reward, a lesser title for a reputation reward, a minor promotion for a membership reward, etc.

MASTER: You know which palms to grease and which levers to pull to better achieve your goals. When you succeed at a social maneuver (see **Chapter 2: Basic Rules** in the *Modern AGE* rulebook), your success counts as two shifts instead of one. Alternatively, if you are attempting a grand gesture, add +2 to the result of each Stunt Die for the purposes of reaching the Success Threshold for the gesture's advanced test.

SWORD STYLE

REQUIREMENT: Fighting (Heavy Blades) focus

With urban combat common for Family forces, and ranged weapons scarce for Waste, close-quarters combat once again helps shape the battlefield. Swords, in particular, carry a legacy of strength, elegance, and nobility embraced by many, including several Lazari.

NOVICE: You surprise your foes with a powerful lunge. When fighting with a sword, you may prepare to lunge as an Activate action; your next Attack action with a sword can hit a target standing 2 yards away from you without changing your position. Whether the attack hits or not, your position in the initiative order moves to just ahead of your opponent.

EXPERT: You can guide opponents with your blade. On a successful attack roll with a sword, you automatically generate 1 SP that may only be used on the Skirmish stunt. You can perform the Disarm stunt for 1 Stunt Point less than usual.

MASTER: The momentum of your swings can take your opponents by deadly surprise. You gain a +2 bonus to the attack rolls with swords when making Break Weapon, Maim, and Instant Kill stunt attacks.



SPECIALIZATIONS

The changes brought about by a collapsing society mean that the specializations in *Modern AGE* shift their focus and availability. Some areas of training become restricted, while others adapt with the times, and new areas of progress become available.

Service to a Family, or lack thereof, defines how a character gains access to a Specialization and how their focused skills will be used.

Areas that imply security or intelligence training are much more common under the aegis of a Family; an **Agent** or **Investigator** is part of a Family's enforcement group, receiving their training through established agencies and institutionalized methods. Their duties are to keep an eye on anything that could upset the status quo within or outside the Family's Domain. Younger members of the Family may receive this kind of training if they have a hands-on attitude, but these positions are mostly filled by Serfs. Waste working for criminal or insurgent groups may learn the skills of the Agent to infiltrate Family-run society, while Investigators among Waste generally operate as private investigators, the closest thing most communities have to a police force.

On the combat side, **Snipers** are almost always Serfs in a Domain's military due to the very specialized skills they acquire, while **Gunfighters** are more common among Waste, especially criminals and raiders. **Martial Artists** are a dying breed, found only in the extremes of the new society: either as the relentless living weapons that are the Lazari and their trainers, or eccentric practitioners exiled among the Waste.

Thieves are specialist criminals, with many places to ply their trade. They may span the gamut of social status, from intrepid Waste trying to get by for one more day to Family-sponsored "extraction specialists." Similarly, **Drivers** are well-established in the post-X world as crucial members of the military, acting as escorts for important Family, specialists who patrol long-ignored roads for marauding Waste or endangered medical convoys, or horseback rangers patrolling large stretches of wasteland.

Although **Academics** and **Performers** can be Waste—the former are far rarer than the latter—the Families value those who truly excel, which makes them strong candidates for Serfdom. A Family member can be an Academic, with the freedom to choose less "profitable" fields of study, but becoming a Performer would be considered undesirable, though perhaps tolerated depending on the Family and how distant the relationship.

Executives are high-ranking Serfs who run one of the many branches of Family holdings, or Family members who like to get their hands "dirty" in the day-to-day operations of their interests. Managerial skills can also be useful to crime lords who carve a niche among the Waste. **Socialites** are almost exclusive to Family; few Serfs can afford to dedicate their lives purely to social niceties.

NEW SPECIALIZATIONS

The following specializations are available to characters in the *World of Lazarus*; unlike specializations from *Modern AGE*, these have clear social status requirements as befits the neo-feudal hierarchy advanced by Malcolm Carlyle.

ELITE SOLDIER

You are the cream of the crop, the best there is in the business of making other people die for Domain and Family. You went through basic training and served the Family, then went on to even harsher training and emerged as part of your military's special forces, worthy of following a Lazarus into battle and holding your own.

ELITE SOLDIER TALENT

REQUIREMENT: Accuracy 1 and Constitution 2 or higher, and any two Accuracy focuses. You must be a Serf or equivalent.

You are a relentless, deadly force in service to your organization.

NOVICE: You can walk off injuries that would lay out others. Once per day, you can take a breather to recover health as a major action instead of as a 5-minute rest (see **Chapter 2: Basic Rules** in the *Modern AGE* rulebook).

EXPERT: You derive strength from hardship. When you roll doubles on a successful Constitution test, instead of gaining Stunt Points, you can recover an amount of Health equal to the Stunt Die result plus your Constitution.

MASTER: What doesn't kill you had better run very fast. When you suffer damage in combat, you gain 1 SP you can use on your next ability test. You gain additional SP if you are injured multiple times, to a maximum of 3 SP. These bonus SPs are added to any Stunt Points you may generate for rolling doubles, but if you don't use them before the end of your turn, they are lost.



FREE REVOLUTIONARY

You are one of the Free. You refuse to be bound by the corrupt oligarchs who own the world, and you are prepared to give your life to end their rule. Your philosophy and goals may be completely different from others who also call themselves Free, but the tricks you know make you all the more effective in a war that seems already lost.

FREE REVOLUTIONARY TALENT

REQUIREMENT: Communication (Deception) focus, Dexterity (Stealth) focus, and any one Accuracy focus. You must have at least Rank 1 Membership with a cell of the Free.

With a pile of half-functioning junk, a few angry comrades, and a trick up your sleeve, you have a revolution.

NOVICE: You are hard to track, hard to capture, and hard to keep in one place. You can perform the Cover Your Tracks and Play Dead stunts for 1 SP less than their normal cost. In addition, on any opposed test where you are trying to avoid detection or capture, if you spend 3 SP, your pursuers cannot use stunts against you in their next opposed test.

EXPERT: You develop an uncanny knack for avoiding detection and smuggling things on your person. When you make an Ability test using Communication (Disguise) or Communication (Unobtrusiveness) to avoid notice, or Dexterity (Legerdemain) to smuggle something on your person, you may roll twice and keep whichever result you prefer.

MASTER: You know the locations of hidden caches you, your allies, or some third party have hidden. Once per game session, you can make a Perception (Searching) test to locate a cache. You gain one or more pieces of equipment with a total value no higher than the result of the Stunt Die multiplied by 2. This equipment lasts for a single scene, encounter, or advanced test, after which either it runs out or you return it to its original hiding place.

PATRON

You can afford some largess from your position of privilege, and you show your (and the Family's) generosity by taking a particular interest in a talented person, an attractive venue, or a promising project. You are also not so naive as to extend your patronage for free; you expect returns from your investment, and you make sure you get them.

PATRON TALENT

REQUIREMENT: Communication 2 and Intelligence 1 or higher, and you must have the Contacts talent.

You expand your available talent pool by nurturing others' growth.

NOVICE: You invest in developing someone else's career. Choose a person, place of business, or scientific project to invest in and reduce your Resources by 1. Choose three ability focuses that represent your protégé's expertise, and assume they have corresponding base Abilities of 2. Once per day, you can call on your protégé to help you with a single test or advanced test related to their area of expertise. Your protégé can act on their own or to assist on your own tests.

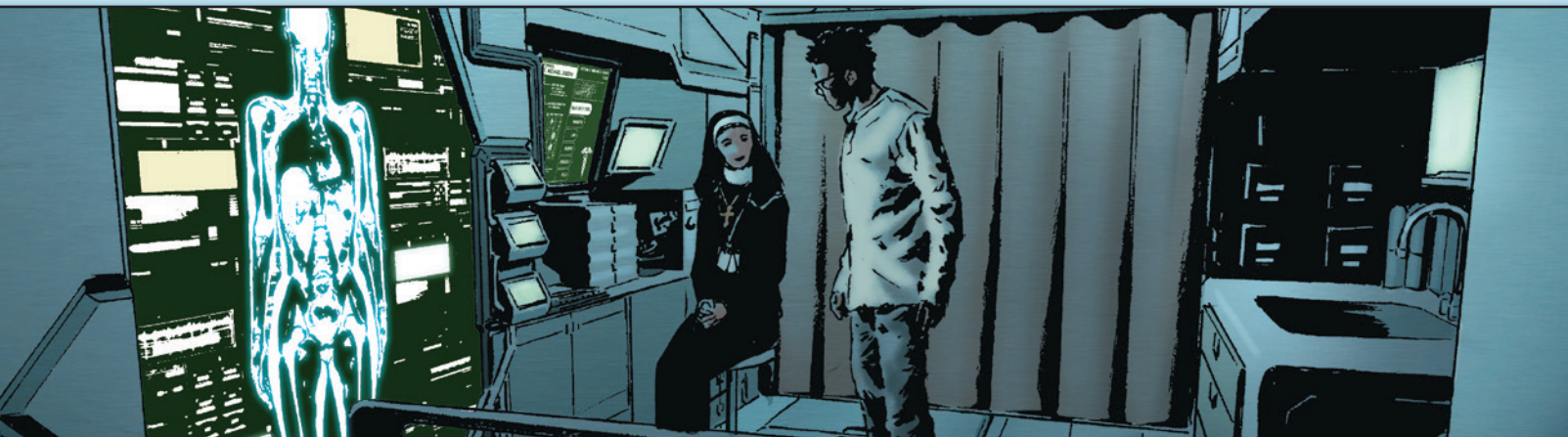
EXPERT: Your investment begins to yield dividends. Reduce your Resources by 1 when you first gain this degree, and increase the base ability of your protégé's focuses to 3. At the end of each session, make a TN 15 Resources test and add your protégé's highest ability focus; if successful, you gain a temporary bonus to Resources tests equal to the result of the Stunt Die. Each time you make a Resources test, this bonus is reduced by 1 until it becomes 0. You cannot gain a new Resources bonus from your protégé until the previous one reaches 0.

MASTER: It is time to let your investment spread its wings. Your protégé becomes a contact per the highest degree you have in the Contacts talent, and you acquire a new protégé at the Novice degree. From this point onward, once per month, you can make a TN 15 Resources test. If successful, your current protégé reaches the next degree without further depleting your Resources. For example, your protégé at the Novice degree becomes an Expert-degree protégé, and a protégé at the Expert degree becomes a Master-degree protégé...and a new contact. You may repeat this process until you have a number of new contacts equal to your Communication with a current protégé at the Expert degree.

RAIDER

Fortune spat on you repeatedly and pushed you out of any semblance of a comfortable life. Luckily, you know a few things about pushing back. Working is for chumps, and you learned to scavenge in those lean times when you're not using violence to steal resources from others.





RAIDER TALENT

REQUIREMENT: Accuracy 1 and Fighting 1 or higher; Strength (Intimidation) focus.

You live fast and precariously, making the most of your limited resources.

NOVICE: You have an instinct to squeeze just a little more juice out of your tools. The first time in an encounter you miss with an attack roll with a firearm, you do not check the Stunt Die against your weapon's capacity. In addition, when you're about to use the last of any consumable item, make a Resources test with a +2 bonus with a TN equal to the item's Resources cost. If successful, you find you had another of the same item stashed away. You can only do this once per item until you restock.

EXPERT: Nothing can stop you from finding the good stuff. When making an ability test to find something hidden or find information about where something is hidden, you can re-roll a failed test, but you must keep the result of the second roll.

MASTER: You excel at lightning guerrilla tactics. When you roll doubles on an attack roll, you generate 1 additional Stunt Point that can only be used on the Duck and Weave, Skirmish, or Group Tactics stunts.

ROGUE MEDIC

Whether a combat medic, a rescue worker, or a chopdoc making a profit off people's despair, you are used to working your magic and saving lives in less-than-ideal conditions. You are not pushing the envelope of medical science, but you are expanding what can be done with the tools and knowledge you already have.

ROGUE MEDIC TALENT

REQUIREMENT: Intelligence 2 or higher, the Intelligence (Medicine) focus, and Emergency Care (Novice).

Human bodies are just another machine you can patch and put back together.

NOVICE: You know all the back channels to keep your kit supplied. At the beginning of each day, you can make a Resources test to scrounge up medical supplies and equipment from the black market, trading with NPC allies, or foraging for botanicals. The GM may determine you're too far from supply routes and sources to use this benefit. These contacts also allow you to make

Resource checks to acquire medical equipment or supplies that are normally restricted or proprietary as if you had the proper credentials.

EXPERT: Thanks to the overwhelming need for trained physicians in Waste communities, you know how to juggle multiple patients at once. When you use the First Aid action, you can divide the Health you help recover evenly between a number of characters up to your Intelligence. The characters you tend to must be next to each other. If you use the First Aid action on a single character, you may use it a second time for the same injury.

MASTER: When it comes to patching people up, you've seen it all. You don't suffer a penalty to Intelligence tests that require the Proprietary Biology, Proprietary Chemistry, Proprietary Electronics, or Proprietary Medicine focuses if you have the equivalent non-proprietary focus. In addition, as part of extended medical attention, you can provide maintenance to Minor Augmentation talents (see the **Talents** section in this chapter), and otherwise tamper with proprietary Family technology affecting your patients.

SABOTEUR

Every system has its flaws, and every mechanism has its weak points. You recognize them and achieve maximum results with minimum effort. Whether you are a military operative sent to destroy an anti-air battery or a revolutionary who hits the families where it hurts them the most, you know how to make something stop working, sometimes explosively.

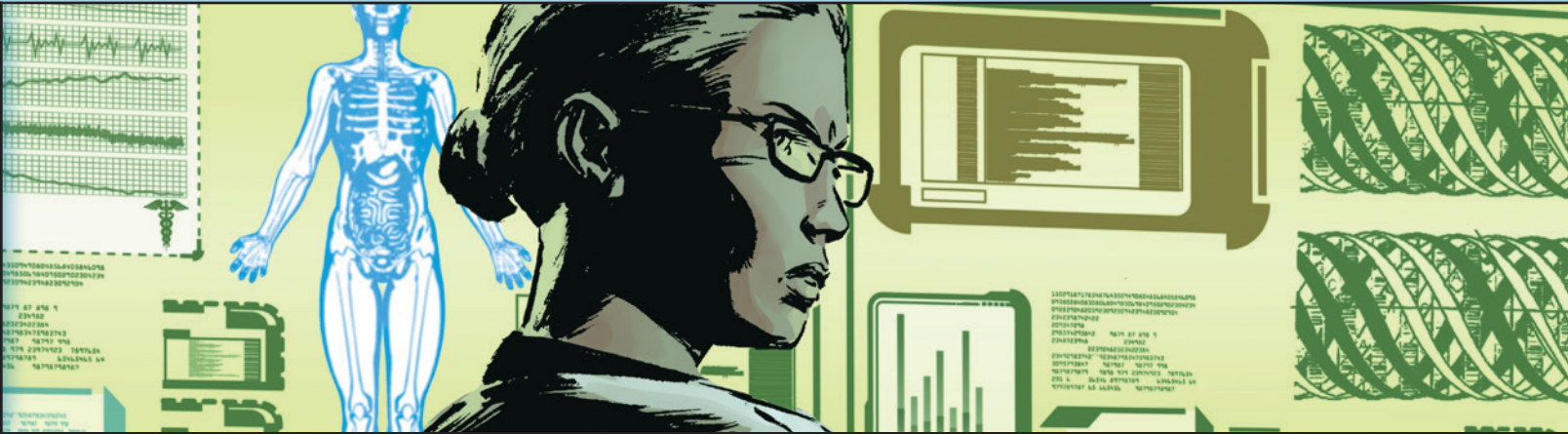
SABOTEUR TALENT

REQUIREMENT: Dexterity (Sabotage), Intelligence (Security), and Intelligence (Tinkering) focuses.

If you can poke at it, you can break it.

NOVICE: You are trained to spot the weakness in any system. You study and observe a machine, system, or even a social situation; after 5 minutes, you make a TN 12 ability test with an appropriate skill (Intelligence (Tinkering) for electronic or mechanical systems, and Perception (Empathy) for social situations). If successful, you gain a +1 bonus on all subsequent tests to disrupt that system for the duration of the encounter.

EXPERT: Your meddling puts opponents at an early disadvantage. If you succeed at the ability test in the Novice degree of this



talent, you gain a number of bonus Stunt Points equal to the Stunt Die plus your Intelligence. These Stunt Points can only be spent to negate Stunt Points when your opponent rolls doubles while attempting to prevent or repair whatever damage your sabotage caused. You can only use these Stunt Points to disrupt the system or situation you studied.

MASTER: A tap in the right place and you deny your enemy their tools. You can spend 2 SP when you attack an enemy and make an Intelligence (Tinkering) test opposed by your opponent’s Dexterity (Initiative). If you win, choose a piece of equipment your opponent is wielding or carrying; that piece of equipment stops working for 1d6 rounds in action time or 2d6 minutes in narrative time.

SCIENTIST

Science is more than an academic discipline; it’s a way of analyzing and addressing any problem. You have devoted your life to science, and now it’s your most trusted ally. By applying the scientific method and the vast stores of knowledge you have acquired, you can crack any problem that life throws your way.

SCIENTIST TALENT

REQUIREMENT: You must have Intelligence 2 or higher, any one Knowledge focus, and Knowledge (Novice).

You know science can solve any problem.

NOVICE: Jargon is a powerful tool; it can serve as a sort of private language to obscure your meaning from the ignorant. Select one of the following Intelligence focuses: Anthropology, Astronomy, Biology, Chemistry, Earth Sciences, or Physics. You can use this focus instead of Communication (Deception) in social tests to confuse or mislead someone who does not have the same focus. You can also use the Hidden Message stunt with an Intelligence test that uses this focus.

EXPERT: You can always find an answer in science. If any of your Intelligence knowledge focuses could be used as a tangential focus during an investigation or exploration encounter, they count as primary focuses instead. During an advanced test using the Anthropology, Astronomy, Biology, Chemistry, Earth Sciences, or Physics focuses to solve a scientific problem, the result of the Stunt Die on each successful test is doubled for the purpose of reaching the Success Threshold.

MASTER: You can glean scientific insights from mundane tasks and conversations. You gain a new Eureka! stunt as a general Exploration and Roleplaying stunt. For 5 SP, you may immediately generate 2d6 Stunt Points toward the Success Threshold of an unrelated scientific problem or investigation you are aware of, even if you were not previously contributing to the solution

STRATEGIST

As part of a Family you take your position seriously; life is not idle luxury, but a series of challenges. You learned early that if you want to navigate the treachery in your world, you must know everything, anticipate anything, and be willing to use all the tools and pawns at your disposal.

STRATEGIST TALENT

REQUIREMENT: Communications 2 and Intelligence 1 or higher, and Intrigue (Novice) or Command (Novice).

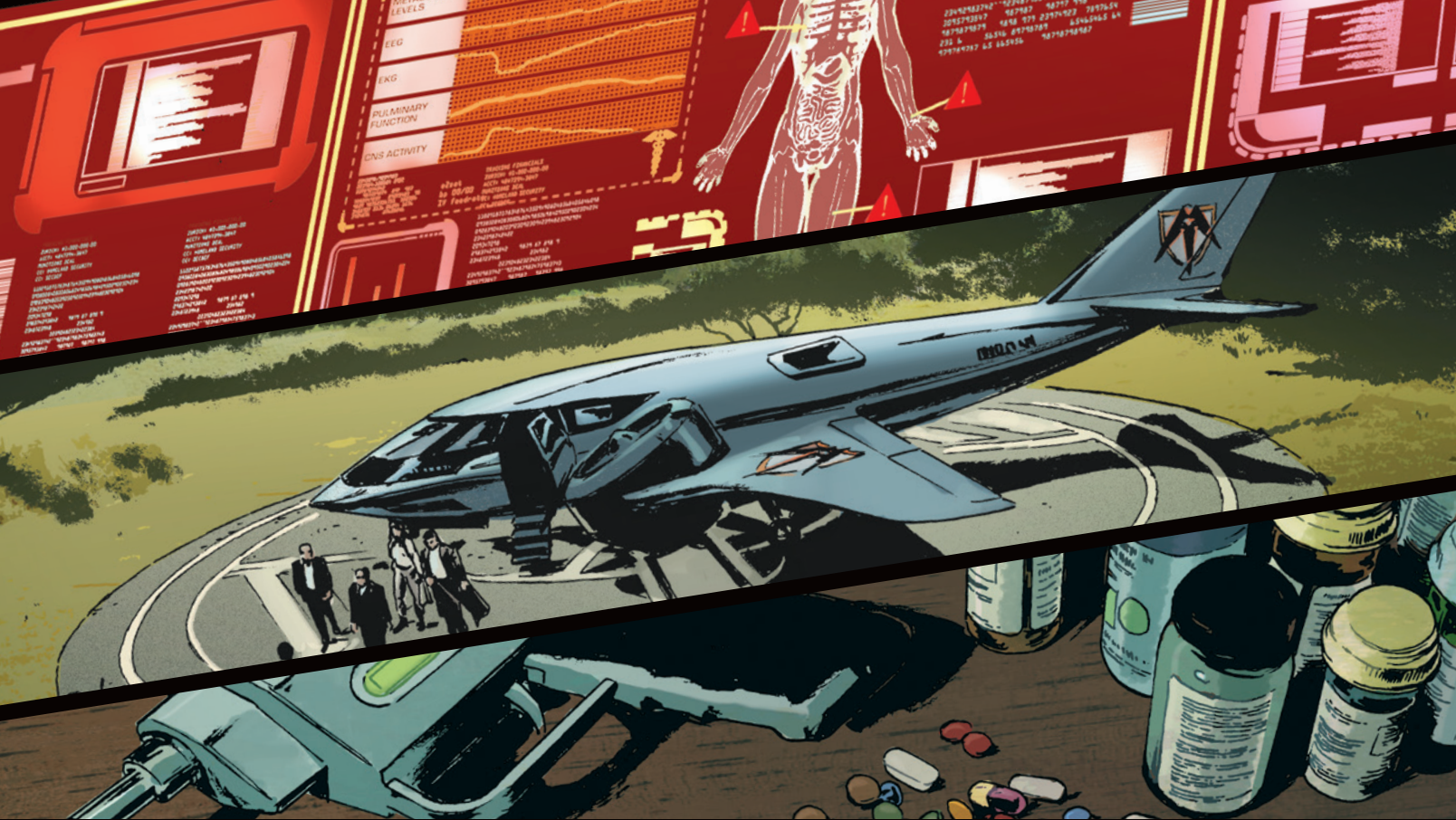
You’re always one step ahead of your opponents.

NOVICE: The first step to a good strategy is knowing and using your assets well. When you use the Group Tactics stunt, the ally you move also gains a +1 bonus to Defense or attack rolls until your next turn (your choice).

EXPERT: You’re a master at getting into other people’s heads. You may use the Good Cop, Bad Cop or Objection! social stunts for 2 SP rather than the usual 3 SP.

When you win an opposed test, your opponent suffers a –1 penalty on all opposed rolls against you until the end of the encounter. For each SP you spend on this roll, the penalty applies against one of your allies as well. A single opponent can only suffer from this penalty once.

MASTER: When you engage in conflict, it’s because you’ve already won. When you enter a combat encounter or detailed social interaction, make an opposed Intelligence (Tactics) test for combat or Perception (Empathy) test for social encounters. If you succeed, you gain a pool of SPs equal to your Intelligence; if you roll doubles on the test, add the result of the Stunt Die as normal. Whenever an ally who can see and hear you rolls doubles for the rest of the encounter, you can grant them up to 3 SPs from this pool. When the encounter ends, any SPs remaining in your pool are lost.



CHAPTER 3: TECH BRIEFING: EQUIPMENT AND TECHNOLOGY

As Family-managed economies and research sprang from the corpse of old-style capitalism, every aspect of material culture changed. A visitor from earlier decades transported to a prosperous, Serf-settled region might not blink at the differences. They'd notice quiet electric cars, perhaps, and armed people in unfamiliar uniforms, but people still use smartphones and visit big-box stores. In a Hock settlement, the "big-box store" would be a distribution center for that Family's cashless system. Such economic variations exist in every Family.

Leave the Family communities, and the illusion of development quickly fails. Hock menial Citizens occupy cramped quarters in massive apartment blocks, or decrepit buildings reclaimed from the old order. They take their medicine, eat their allotted calories, and shuffle off to work. Carlyle Waste build communities out of the old world's wreckage.

Note that most of the equipment names in this section are generic, representing many different Family-built models. The Carlyle Family calls their assault rifle the "F10X Centurion," but it uses the assault weapon system statistics listed in this chapter. Some exceptions exist in cases where one Family has sole access to an item.

ECONOMICS & RESOURCES

Each of the Families manages their internal economies in a unique way, but political realities post-Year X result in certain similarities across them all. Most Families follow the model

of neo-feudalism employed by Family Carlyle, employing the following rough economic management scheme.

THE FAMILY'S ECONOMY IS ABSOLUTE

Only a territory's ruling Family possesses absolute ownership of any property. Some territories define basic property rights for Serfs, but these rights are based on the premise that all goods and services are held or operated on behalf of the Family. This means Family representatives can requisition any resource found within their territory, except for goods acquired through treaty-defined trade (for example, Carlyle troops can't loot Hock ships except during wartime). Only members of a Family's dynasty, along with very close representatives (including Lazari), may requisition resources at will. Internal policies may limit requisitioning power for all residents except the elite. When it comes to most economic transactions, Family members don't need money. They take what they require, and may or may not provide compensation.

That said, authorities rarely seize property without reason. Each Family is restrained by its customs and ideology, as well as practical economic needs. If a Family dynast or high representative devoured the profits of a large business purely for personal gain, a functional Family would eventually intervene. Frequent abuse by the ruling caste has historically led to rioting and rebellion, and the Families take great pains to not repeat the mistakes of the past.

THE SERF ECONOMY IS CLOSED

Carlyle Serfs—and equivalent classes in other territories—use internal currencies that ruling bureaucrats tightly manage. This

cash is essentially company scrip, and cannot be traded or used in foreign markets. The Carlyle New American Dollar (NAD) cannot be spent on non-Carlyle goods and services except for items acquired through approved trade channels. Foreign currency has no value in Carlyle territory, and NADs are worthless in other Families’ territories. Each Family enacts measures against currency debasement, speculation, and hoarding, and punishes the use of foreign currency.

Within these parameters, each Family provides Serfs with a mixture of direct goods and services, and a certain amount of money for a consumer economy. The direct provision of housing, food, and other necessities is one of the core distinctions between Serfs and Waste. A basic Serf package provides 1,800 calories of food each day, communal housing, basic medical care, and education, along with a modest NAD salary. High-status Serfs earn large homes, comprehensive medical care, and pro bono access to various luxuries, as well as the NADs to dine out regularly or wear the latest fashions. Despite this comfort, a Serf never owns their home, their vehicle, or even the clothes on their back. In some cases, Serfs can augment what they’ve already been granted by paying the difference in cash or credit, but excessive debt is always a cause for demotion, or even ejection into the Waste.

THE WASTE ECONOMY IS INFORMAL

Waste—and parallel classes in other territories—function using informal local economies. Most Families outlaw unregulated markets, but tolerate a certain amount if operated with discretion. People outside the system need to survive without striking back at the Families, yet the Families cannot let them develop too much organized wealth lest they grow into rivals. Carlyle Waste possess perhaps the largest, most elaborate black-market systems, with dozens of local and regional currencies. Locals usually base the worth of these so-called rogue currencies on the value of vital commodities such as food. Where alternative money reigns, Family scrip is discouraged by Waste and by Family enforcement. Waste entrepreneurs don’t want to lose control of their home economies, and Families don’t want Waste devaluing their currencies or Serfs getting black-market goods. Nevertheless, Family currencies retain some value among Waste, since their worth remains reliable anywhere in its territory—though some rural communities go so far as to boycott NAD entirely. Waste carrying too much Family currency draw a lot of attention, most notably from security forces curious about their access to such resources and thieves looking for an easy meal.

Some Families deliberately provide entry points for Waste into the legal economy. Family Carlyle manages the Labor Reward Program (LRP), where Waste who perform necessary short-term work (be it ditch-digging or agreeing to test a drug) earn points on a virtual account, which they can then trade for goods and services from authorized providers. Carlyle administrators manipulate the LRP value based on current socioeconomic data, so certain items skyrocket in point cost as demand rises—or if the local administrator wants to squeeze more work out of the locals. LRP participation and points are managed by an implanted chip that transmits biometric, geographic, and environmental data monitored in aggregate by computer systems. Rumors in Waste communities insist that security agencies can surveil individuals through their chips, and so Waste who dislike Carlyle rule often refuse LRP participation.

THE HOCK ECONOMY

Hock territory is officially moneyless. Hock’s Ministry of Labor manages data centers to track supply and demand, and technocrats set comparative values for goods and services. The Hock equivalent of Serf status is to be recognized as a Citizen; such recognition is broadly granted, and confers the right to medical care (including mandatory pharmaceutical intervention), food, housing, and state-sanctioned education. Unlike the legions of Carlyle Waste, few Hock residents exist outside the system as “Non-Persons” with no right to anything. Citizens range from simple laborers doing the type of menial work that Carlyle administrators assign their Waste, to highly placed technicians. Hock ideology discourages the appearance of capitalism, so even the elite possess few signs of wealth and privilege.

All commerce outside of state-sanctioned requisitions and supply/demand adjustments is barter. Hock law defines bribery as the use of resources to promote “healthcrimes” such as dereliction of duty or treason, so most favor- and resource-trading falls in a gray area, and mostly consists of simple consumer goods such as food, clothing, drugs, sex work, technical work, and urine to cheat the Hock drug tests.

INTERNATIONAL
TRADE

Cross-border trade between private individuals is illegal and severely punished by every Family. That said, low-level barter between Waste and their foreign counterparts is generally too minor to raise any hackles. Lethal, sophisticated security measures hinder the transit of unauthorized persons and materials, making smuggling a deadly but lucrative profession. Some Families favor certain smuggling operations for back-channel communications, flooding foreign markets, and obtaining rare and foreign technology and luxuries. All other smugglers are vulnerable to interrogation, and are either executed or turned to serve Family interests.

The Macau Accords specify the rules for international trade among the Families. International trade deals primarily with agricultural and heavy industrial products, as well as electronics and other technologies that every Family knows how to produce but might find it more efficient to acquire abroad. Each Family jealously guards their proprietary technologies as strategic advantages, never trading their cutting-edge wonders directly, but occasionally manufacturing lesser versions for export. Hock is the leading manufacturer of old-fashioned drugs like benzodiazepines, for example, and exports them in quantity even to Families who are perfectly capable of producing the same drugs—just not so cheaply.

Inter-Family trading takes place in one of five Trader Compounds, neutral zones where Family representatives negotiate deals. After the accelerated boom-and-bust cycles of the early twenty-first century, automated trading is forbidden. Family representatives negotiate all deals in person, and record each transaction on non-networked media. Trader Four vanished in X +43, prompting its replacement with Trader Five, an arcology in San Francisco, Carlyle territory. Each compound is run by the multi-Family Macau Accords Recognition Project (MARP). MARP Auditors have broad law-enforcement powers, including the power to execute anyone except a Family member for financial irregu-

larities. Compounds host business functionaries and diplomats from each of the sixteen Families—as well as the spies that use such multinational gatherings to ply their trade. Despite each Trader Compound being neutral ground, its host Family enjoys numerous advantages over others. Their people find travel easier, and in the event of conflict, their guns surround it.

RESOURCES & EQUIPMENT

Modern Age uses the abstract Resources system to measure character wealth, but the *World of Lazarus* adds some additional complexity. First, while some Waste characters may accumulate significant wealth through scavenging and the black market, this wealth doesn't easily convert to the Families' formal economies. The reverse is true as well; New American Dollars and their counterparts are worth less to Waste than barter goods and local rogue currencies. Black and gray markets are usually more expensive for buyers, and less profitable for anyone seeking to unload goods. In game terms, this means that Waste characters suffer a -4 penalty to Resources rolls when attempting to acquire goods from Serf and Family markets, and Serfs likewise suffer a -4 penalty to Resources rolls when using Waste-run markets. Black and gray market prices fluctuate based on availability and legality; for goods purchased in a black market, increase Resources TN modifiers by +1 (or higher, for especially rare or controlled goods).

This assumes each side has transferable money and goods on hand. In isolated areas, where characters' possessions are

strictly accounted for (such as entering a Waste settlement after a journey through the wild), characters must rely on pure barter. Instead of Resources, characters will need to trade goods at hand or perform services to have any hope of buying supplies or even getting a roof over their head for the night.

RESTRICTED GOODS

Families rarely allow the sale of fixed assets such as real estate and vehicles. Serfdom provides housing, nutrition, access to services, and the equipment the Serf requires to do their job, all as part of the position. Purchasing improved assets and services requires specific privileges. Waste are barred from purchasing weapons and technological devices. They make do with less sophisticated counterparts, unless they find a way to acquire stolen Family gear. Equipment has a Restriction Rating, listed with the item and explained in the **Equipment Access** table. Purchasing equipment rated above your Restriction level generally requires access to a black market, and possession of restricted goods carries a heavy penalty, up to and including execution.

WEAPONS

As Families indulge in everything from brushfire conflicts to full-scale conventional wars, weaponry advances alongside their needs. Firearms have become lighter, tougher, more reliable, and devastatingly accurate. There have been few revolutionary improvements; instead, formerly cutting-edge technologies have been pressed into everyday use.

EQUIPMENT ACCESS	
RESTRICTION RATING	MEANING
W	Waste; anyone can purchase.
S	Available for general Serf purchase.
P	Can only be purchased by a Serf as part of their profession (a security officer purchasing an extra firearm, an electrical engineer buying an extra toolkit).
F	Family Only; Family agents may temporarily assign such goods to exceptional Serfs based on need and situation. Resources number is for black-market access.

GENERAL EQUIPMENT

In well-developed cities, Serfs have access to a range of consumer goods comparable to what was available in the early twenty-first century. The items in *Modern AGE's* core equipment lists are available, subject to the restrictions imposed by the purchaser's status. The GM may modify Resources target numbers based on prevailing Family policies and what's happening in illegal markets.

Most day-to-day goods have a Restriction rating of W. Bows, crossbows, leather armor, and melee weapons from the Short Hafted and Light Blades groups are all rated W. Hunting rifles and double-barreled shotguns, bullet-resistant cloth, as well as all other melee weapons, are rated S, though local authorities usually turn a blind eye to Waste owning hunting rifles in rural communities. All other weapons and armor, as well as firearm accessories, are rated P, as are most specialized tools and advanced computers.

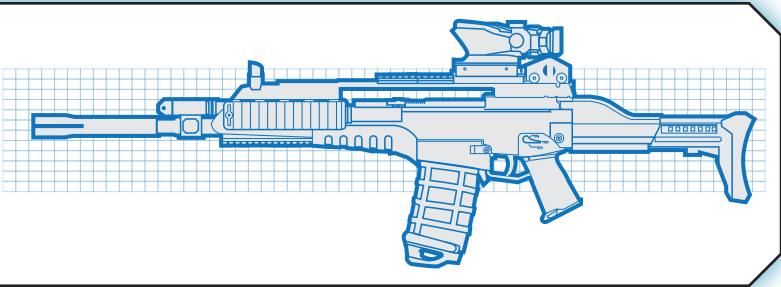
Traditional Weapons

Each Family manufactures weapons that would be familiar to twentieth- and twenty-first-century hunters, security professionals, and military operators. Families usually favor the weapons that were manufactured by the national governments they replaced. Black-market Waste factories churn out copies of older weapons, often using 3-D printing to manufacture parts that can't be scavenged. Use the game traits and prices in *Modern AGE* as a base.

Among Serf populations, access to firearms depends on the ruling Family. Security agencies track and monitor legally purchased weapons, which cannot be resold without being registered again. Hock citizens cannot acquire personal firearms at all unless they live in border regions and serve as part of the local border militia, or belong to the Closed Way elite.

AWS—Assault Weapon System

Every Family issues its version of an Assault Weapon System, or AWS, a highly adaptable firearm capable of serving multiple roles with a simple change-out of parts. The core of an AWS is an electronic trigger, grip, and receiver case, with a support skeleton and rail system to accept the hardware for its various modes. Each family uses a different standard, making it impossible to adapt components to another Family's AWS. It takes one minute for an operator to swap out components and convert an AWS from one mode to another. The listed Resources cost is to acquire the weapon in one mode on the black market. Components for each additional mode, or the bare weapon framework, have a base black-market Resources TN of 13.



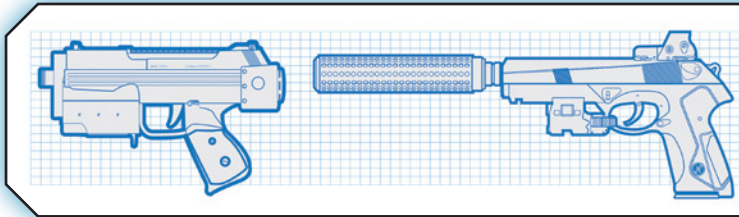
- BATTLE MODE:** Used in active combat zones, battle mode transforms the AWS into an assault rifle. It's tough, accurate and capable of single shot, short burst, and fully automatic fire. Battle and carbine modes use the same ammunition.
- CANNON MODE:** Cannon mode is used to launch airburst grenades. These electronically detonated charges are the size of old-style shotgun rounds and explode near the target, with the full effects of the grenades listed in **CHAPTER 4** of *Modern AGE*. Each grenade type listed has an equivalent cannon round that inflicts the same damage within the same blast radius. Grenades use the Assault Rifle focus, but can deviate from their targets in the same way as their hand-thrown counterparts.
- CARBINE MODE:** This is a lighter, shortened version of battle mode, often preferred for patrols, guard detail, and interior operations. The Carlyle version of this mode features a variant capable of single shot and burst fire, but not fully automatic fire, and an attached suppressor. Battle and carbine modes use the same ammunition.
- CQB MODE:** This mode accepts heavy, short-range projectiles, effectively converting the AWS into a semiautomatic shotgun. In addition to the usual shot and slugs, the CQB can be loaded with flechettes, which inflict 1d6+4 damage and provide a +2 bonus to attack rolls, and less lethal rounds, which inflict 2d6 ballistic stun damage.

- SNIPER MODE:** A long barrel, enhanced aiming and telemetry suite, and high-powered rounds combine with a bipod and stabilization system to optimize the AWS for striking long-range targets. As with other sniper rifles, a character with the Longarms focus adds +3 to damage. In addition, computerized targeting assistance adds +2 to attack rolls against any target that moves no more than a yard from where it was spotted through the weapon's sight for a full round, and until the operator's turn. Finally, instead of the standard fixed maximum range, the operator suffers a –2 penalty to attack rolls per 1,000 yards beyond the first 1,000, to a maximum of –6 at 4,000 yards.

Families typically equip their soldiers with an AWS configured in battle or carbine mode, along with components for one additional mode suited to their specialty or the mission at hand. Variations include the Carlyle F10X Centurion, and the Hock HAR M-591 Assault Rifle.

C-109 Spyder

This weapon is issued only to important Carlyle officers and operatives, including Lazarus Forever Carlyle. The Spyder is a magnetic coil pistol that fires steel slugs without chemical propellant. Though heavy, it cuts through armor while producing no flash and minimal recoil. The pistol's targeting suite incorporates telemetry and fire control so that the pistol only releases rounds when aimed at a designated target. The grip contains sensors that identify palm prints and blood-vessel heat signatures, so that only authorized, living users can operate the gun. A "silencer" can



RANGED WEAPONS										
WEAPON	DAMAGE	MIN. STR.	I/P/B	S/W	RESOURCES TN	ROF	RANGE	CAP	RELOAD	
Focus: Black Powder Weapons										
Scrap Pistol	1d6+3	1	I	W	8W	SS	15 yards	--	Major	
Scrap Shot	2d6+2	1	I	W	9W	SS	25 yards	*	Major	
Focus: Pistols										
C-109 Spyder	2d6+3	2	P	W	F (15)	SA	60 yards	6	Minor	
DEW Stunner	2d6*	0	I	S	13/S or P	SS	10 yards	3	Minor	
X+ Era Sidearm	2d6+1	1	B	W	12/S or P	SA	70 yards	5	Minor	
Focus: Longarms										
AWS Carbine Mode	3d6	1	B	W	F (15)	SA	250 yards	6	Minor	
AWS Sniper Mode	2d6+4	1	B	W	F (15)	SA	800 yards	4	Minor	
Focus: Shotguns										
AWS CQB Mode	2d6+8	1	B	W	F (15)	SA	50 yards	4	Minor	
Focus: Assault Rifles										
AWS Battle Mode	3d6	1	B	W	F (15)	A	550 yards	6	Minor	
AWS Cannon Mode	By grenade	1	*	*	F (15)	SA	75 yards	3	Minor	
Focus: SMGs										
X+ Era SMG	2d6+2	1	B	W	13/S or P	A	250 yards	6	Minor	

be attached to baffle the magnetic fields and reduce rounds to subsonic speeds, eliminating almost all operation noise. While the magnetic baffle is attached, change the Spyder's damage type to Ballistic (as rounds move too slowly to defeat armor) and halve its range.

DEW Stunner

Each family manufactures a version of the Directed Energy Weapon (DEW) stunner. The most common type uses a laser to ionize the air for an electric pulse. Unlike old electroshock weapons, "wireless" stunners function against armored targets. Some Families produce alternative versions that use pain-inducing microwaves, strobing lasers to induce seizures, and other less lethal effects. Armor does not reduce the damage inflicted by this weapon, but a full combat armor system (see **Armor**, later in this chapter) automatically blocks all damage from a DEW stunner. In addition to suffering stun damage, a struck target must succeed at a TN 11 Constitution test or lose their next major action.

Scrap Pistol

Many Waste produce their own single-shot firearms from scavenged junk and homemade powder. These so-called pipe pistols lack the power to penetrate ballistic armor. Some can only be shot once before they must be reloaded; others use a pepperbox or

crude magazine. A found scrap pistol has a 50 percent chance of being a single-round model or having a capacity of 1d6 rounds.

Scrap Shot

Scrap shots can be built from the same sort of garbage as scrap pistols, and like them, use homemade powder and shells to create a poor man's shotgun. Most scrap shots are effectively hand-cannons, firing a rock, large ball bearing, or similar "slug" equivalent. For a scrap shot loaded with loose debris instead of a solid slug, cut its range in half, but add a +2 bonus to attack rolls in its base range.

X+ Era Sidearm

This represents any number of state-of-the-art semiautomatic pistols manufactured for military and security use, such as the Carlyle Model L19 Vyper. Highly placed Serfs might acquire one for their own use. Extended-magazine, fully automatic versions of such weapons exist: change their RoF to A, Reload rating to 6, and Resource Difficulty to 14.

X+ Era SMG

This represents a variety of modern submachine guns used by Family military and security forces. Unlike full-auto versions of X+ era pistols, SMGs include stocks and gas-stabilization systems to ensure accuracy at greater ranges.

ARMOR

Advanced "smart" materials and integrated exoskeletons allow soldiers to wear heavy armor that would have boiled and exhausted their forebears. Nevertheless, soldiers prefer lighter loads whenever they can safely manage it. Security forces wear a modern version of traditional ballistic cloth or plate armor, while a few Lazari wear armor based on antique designs but made of light, strong, bullet-resistant materials. Waste armor is usually limited to scavenged twenty-first-century designs, or hacked-together equivalents. The security officers a Serf might encounter in daily life usually wear the bullet-resistant cloth or ballistic plate body armor listed in *Modern AGE*. The more sophisticated armor described here is worn by soldiers, operatives, or those who accompany Family members.

X+ Era Ballistic Bodysuit

Worn by executives under normal clothing, or by covert operatives, the ballistic bodysuit looks like a thin diving bodysuit. It consists of two layers: an inner layer that wicks away perspiration and measures biometric data, and an outer later consisting of two sheets of bullet-resistant cloth sandwiching a non-Newtonian gel that hardens upon impact. The final result offers substantial protection that is virtually impossible to notice beneath ordinary clothing.

ARMOR

ARMOR	ARMOR RATING	ARMOR PENALTY	RESOURCES TN
X+ Era Ballistic Bodysuit	3I/5B	0	14/S or P
X+ Era Light Armor	4I/2B	–1	14/P
Combat Armor System	6I/6B	–2	F (17)



X+ Era Light Armor

The descendant of twenty-first-century military armor, modern light armor is worn by non-infantry soldiers, by guards at important installations, or when full combat armor would be a burden, such as wilderness recon. Light armor consists of hard or plated torso and shoulder protection, a helmet, and further protection for knees and elbows with minimal weight. Onboard systems monitor the wearer's vital signs, and accept attachments for a variety of mission roles.

Combat Armor System

Each Family manufactures its own style of full combat armor: rigid, plated, fully sealed protective suits and helmets, such as the Carlyle Delta-9 "Jericho" Combat Armor System. A CAS has the following features:

- **WARLINK:** The suit's HUD not only provides multi-spectral vision enhancement and encrypted communications, but acts as a monitor with an embedded camera for the armor's wearable computer systems. These can share data with allied tactical and strategic networks. HUD systems offer night vision (ignore Perception penalties for darkness, fog and smoke), IFF systems to differentiate friends from foes, and a satellite link that aids with navigation (+2 to test rolls, and always counts as having a map), as well as a targeting system that adds +1 to attack rolls with an AWS manufactured by the same Family, though this does not stack with the bonus provided by the AWS's sniper mode.
- **SAFEFILTER AND SMART FABRIC:** Suit systems provide protection against particle-borne nuclear, biological, and chemical threats, though direct exposure to high levels of radiation (such as reactor leaks, or being present at a nuclear detonation) cannot be mitigated. If the armor is fully sealed, the wearer is immune to these threats.
- **CHAMELEON COATING:** The armor's photoreactive coating changes color to provide digital camouflage for the surrounding terrain. This adds a +2 bonus to **DEXTERITY (STEALTH)** tests.
- **ARTIFICIAL MUSCULATURE:** A full suit adds +2 to **STRENGTH (MIGHT)** tests, but it is more commonly used to reduce fatigue from moving while carrying heavy loads. Add +2 to tests that require sustained carrying and movement.
- **SUSTENANCE PACK:** Food and water tubes provide sustenance without needing to unseal the suit. Nutrition linked with waste disposal systems can allow a soldier to survive inside the armor for up to three days.
- **BIO SENSORS:** Sensors in the suit provide real-time medical data through Warlink networks. Advanced models include automatic wound sealing, tourniquets, and medication dosing.



VEHICLES

Waste vehicles are typically recycled from twentieth- and early twenty-first-century parts. These chopped-together relics are usually powered by diesel fuel or various biofuels. They're among the last holdouts when it comes to civilian fossil-fuel vehicles. Almost all Family and Serfs rely on electric vehicles (EVs), except for military vehicles, which may use next-generation internal combustion or nuclear engines, often in conjunction with high-density batteries.

Family-built vehicles are usually assigned to Serfs as needed rather than purchased. Low-level Serfs generally rely on public transit, as do most people to get to their jobs.

Self-driving functions and biometric security come standard on most Family-built vehicles. Self-driving vehicles pilot themselves with an attribute bonus of 0 and a Focus in either Steering or Piloting. Biometric security requires a TN 13 Dexterity (Sabotage) or Intelligence (Computers) test to crack, along with any steps needed to physically access the vehicle's onboard systems.

Armored Fighting Vehicle (AFV)

Family military and security forces use AFVs for various operations. These hybrid petroleum/electric vehicles can navigate difficult terrain and are armored against external threats, providing an Armor Rating of 8I/8B/4P.

Descent Assistance Rig (DAR)

Elite special forces employ these personal vector-thrust packs for swift, silent airdrops into enemy territory. The rigs contain only enough fuel to regain altitude twice and fly for about ten minutes, and are used almost exclusively in place of parachutes to deploy soldiers from long-range military transports.

VEHICLES						
VEHICLE	HANDLING DIFF.	CAP.	VELOCITY	RAM	HULL	RESOURCES TN
<i>Focus: Driving</i>						
AFV	+1	4	Fast/0	3d6	3	F (17)
Executive EV	0	8	Fast/0	2d6	1	15/P
Patrol EV	+1	5	Fast/0	2d6	1	15/P
Performance EV	+2	4	Very Fast/+1	2d6	0	15/S
Standard EV	0	6	Fast/0	2d6	0	11/S
Tactical Motorcycle	+2	1	Fast/+2	1d6	1	14/P
<i>Focus: Piloting</i>						
Descent Assistance Rig	+1	1	Very Fast/+1	1d6	0	F (16)
Military VTOL	+2	4	Extreme/0	4d6	2	F (NA)**

** Cannot be purchased, even on the black market.

Executive EV

This armored luxury vehicle is used to transport high-ranking Serfs or, in a pinch, Family elites, especially when the latter want to keep a low profile. An executive EV is hardened against attack. With the windows up, it provides an Armor Rating of 61/5B.

Patrol EV

This tough sedan is used by Family police and security services in urban areas, and has the same features as early 21st-century police cars, along with self-driving capabilities and biometric security.

Performance EV

This sports car equivalent is a luxury manufactured for Family scions and the highest-ranking Serfs. They’re fast, streamlined machines that burn through battery power when put through their paces.

Standard EV

This compact, four-door vehicle is issued to middle-ranking Serfs. In some cases, a Serf doesn’t get a specific EV, but access to a self-driving fleet that sends one of its vehicles when requested.

Tactical Motorcycle

Used by special operators and Lazari, a tactical motorcycle features armor that allows it to function after crashes and minor explosions, on- and off-road modes, self-healing tires, a satellite uplink, a biometric starter, and other features determined by the manufacturing Family and mission role. Tactical bikes accept military-grade fossil fuels and battery power.

Military VTOL

Vectored thrust aircraft are used by Family members and military air cavalry in the same roles helicopters once filled. A sophisticated autopilot means even an untrained authorized operator can fly one. These armored vehicles include weapons pods based on their Family model and mission roles. The cockpit is an armored, pressurized environment that provides an Armor Rating of 61/4B/2P. Default gun emplacements are fully automatic versions of the anti-materiel rifle; additional weapons pods should be designed by the GM as hazard sources per **Chapter 8** of *Modern AGE*.

INFORMATION TECHNOLOGY

Waste communities scavenge old components to build their own computers and set up small networks. These technologies lie several generations behind Family-manufactured counterparts—mostly in terms of reliability and speed—but both Waste machines and commoner consumer computers used by Serfs in their day-to-day lives can be represented by current real-world devices presented in *Modern AGE*. The systems below represent additional advancements made available by the Families, which are more sophisticated but usually less flexible, since they have security features built into them from their printed circuits on up.

Central Nervous System Interface (CNSI)

The Central Nervous System Interface is implanted into a person’s head and provides direct neural input and output. The user sees interfaced data in their mind’s eye, and thinks new input. This allows a skilled user to process information at extremely high speeds, but falls short of “electronic telepathy.” Users contend with software and hardware limitations, as well as the need to concentrate on correct commands. CNSIs are fast and require no visible effort, but are mostly limited to conventional applications. A base CNSI unit is as powerful as a high-end mediaphone, but usually connects to a more sophisticated system as well. Of the Families, only Li and Morray have CNSI technology, and usually limit it to their elite agents. Morray CNSIs are primarily used for telepresence and prosthetic control. Li systems are more advanced, with the Lazarus Li Jiaolong’s implanted quantum system representing the current apex of this technology. The listed version is much more basic.

Mediaphone

Mediaphones are sophisticated smartphones. Touchless gesture and natural language control and 3D displays are standard, as is an array of security features that lock them into Family-approved usage. Faster and more reliable than the smartphones they replaced, they provide all the communications, entertainment, and knowledge most Serfs need, connecting to the same network as Postboxes and media tablets. Mediaphones will not accept unauthorized apps or connect to unapproved networks, and cannot be used to code.



Media Tablet

The Carlyle MoblReadr and similar page-sized devices are used for everything from gaming to working on the go. They have the same features and limitations as mediaphones, but offer a larger work surface and array of accessories.

Mobile System

Used by programmers, trusted Serfs, and Family members, the mobile system is the successor of the laptop. Their hardware isn't locked into particular functions and can be used for coding or non-approved programs, though they have strong software-based security features that impose limitations based on a user's login. The base system is a tablet, but the right modular components can turn it into a laptop, a physically flexible "soft" wearable, or virtually any other convenient form.

Postbox

In Carlyle territory, rectangular, self-powered Postboxes are found in every home, including many in Wasteland settlements. They serve as one of the primary connections between the Waste and the Carlyle government. Users can browse Carlyle network media, use email and message services, or run a variety of educational programs, which often represent the only education available to Waste children. Postboxes are free to Serfs, while Waste must pay a monthly subscription fee in LRP points to lease the durable hardware and pay for their network access. A Postbox is a hardened piece of equipment installed in a building and powered by solar or geothermal systems; it is often the sturdiest feature in a Waste home, remaining intact even after a natural disaster that flattens the rest of the building.

Smart Site

Desktop computers are rare outside of scientific facilities. Instead, Serf homes, workplaces, and even some public walls feature networked media hardware that employs advanced processors and holographic displays, transforming entire walls into scaled-up media tablets. Most secure facilities employ more powerful, specialized systems for use by professionals.

COMPUTERS AND IT DEVICES

DEVICE	CRACK	INTERFACE	POWER	RESOURCES TN
CNSI	17 or —*	+3	+2	F**
Mediaphone	14	+1	–2	8/S
Media Tablet	14	+1	–1	9/S
Mobile System	15 or —*	0	+1	12/S or P
Postbox	16	0	–1	W**
Smart Site	13	0	0	10/S

* Some of these devices are sold as unlocked systems.

** Cannot be purchased, even on the black market. This applies to Postboxes because they are immobile; however, access to one might be controlled by nearby individuals or an organization.

COMPUTER AND IT RULES

Simply using a computer requires no test on its own; modern consumer electronics are designed to be user-friendly and self-teaching. Making any modifications or circumventing simple systems usually entails a basic test using Intelligence (Computers). Complex hacking involves advanced tests and possible breaching, as detailed in **Chapter 8** of *Modern AGE*. Family-built hardware is usually locked into a limited set of functions, and must be "cracked" to use for other functions. Accordingly, IT gear has the following game statistics.

- CRACK:** The TN of an Intelligence (Computers) test to modify a device to perform unauthorized actions. If the TN is "—," the device cannot be cracked by conventional means.
- INTERFACE:** This measures the device's ease of use and modifies basic or advanced tests to use it.
- POWER:** This measures the device's hardware and software capabilities when used for complex tasks. It provides a bonus or penalty to points accumulated toward the Success Threshold for each successful roll in an advanced test or breaching test.

MEDICAL TECHNOLOGY

Medical technology—from pharmacology and gene therapy to prosthetics and human augmentation—has advanced enormously from the standard employed near the turn of the century. With ultrasonic stimulation and artificial osteoblasts, broken bones can be healed in weeks. Nanites can conduct major surgery without the need to cut a patient open. Microfluidic blood analysis and multifunction radiology allow an artificial intelligence to diagnose an illness, determine treatment, then dispense medications or conduct medical procedures without a doctor or nurse ever being present—though Family and well-placed Serfs still prefer the higher level of accuracy and the intimacy of human physicians. For the right people, gene therapy has even eliminated death, or at least aging.

As with all of the technological wonders in the *World of Lazarus*, these advancements are reserved largely for the Families and those who serve them. Most Serfs enjoy free access to Family clinics, where automated “Doc Boxes” attend to minor injuries and common illnesses while passing more serious patients along to human technicians and physicians. The Families themselves enjoy medical treatment capable of repairing any damage or curing any disease, replacing body parts with synthetic systems or lab-grown organs, targeting pathogens with tailored smart-chemicals, and enhancing their every trait through gene therapy. Medical history is tied to each patient’s chip, allowing every resident of a Family territory to carry their entire medical history at all times.

The Waste suffer through life with little care. Insightful Families distribute free vaccinations to their Waste to curb any chance of an epidemic—especially in the wake of the Hock flu’s 400 million casualties—but care little if a herd worker loses a limb or develops cancer. Unskilled labor is easily replaced. Some Waste communities make do with local healers—either a disgraced Serf sent down for a crime, or a local who learns enough through old textbooks and Post broadcasts—to muddle through broken bones and common diseases. Several charity organizations exist to bring more advanced medical knowledge and technology where they can, but these travelers are few and far between. Without these mercies, every cut may mean amputation or sepsis, and every head cold may give way to pneumonia.

MEDICAL EQUIPMENT

Basic first aid kits, medi-packs, and similar “last gen” medical equipment still exists, used primarily in Waste communities, but also cheaply available to less-prestigious Serfs for home use. Reduce the Resource Difficulty of any basic medical supplies that predate the X+ era by 1.

Automated Assessment & Treatment Brace (Autobrace)

The ultimate in automated medicine, an automated assessment and treatment brace (more often simply called an Autobrace) is small enough to carry in a jumpkit. Automated sensors study the limb it is placed upon, and integrated tools and bladders brace, sterilize, and anesthetize any injury from lacerations to amputation. It can immediately stop a character from dying once they are reduced to 0 Health without the need for a Constitution (Stamina) or Intelligence (Medicine) test, provided the injury is to a limb rather than the torso. A trauma brace does not restore any Health, but does stabilize a patient to be safely transported to a medical facility, and even allows a patient to use a broken limb for up to three hours.

Jet Injector

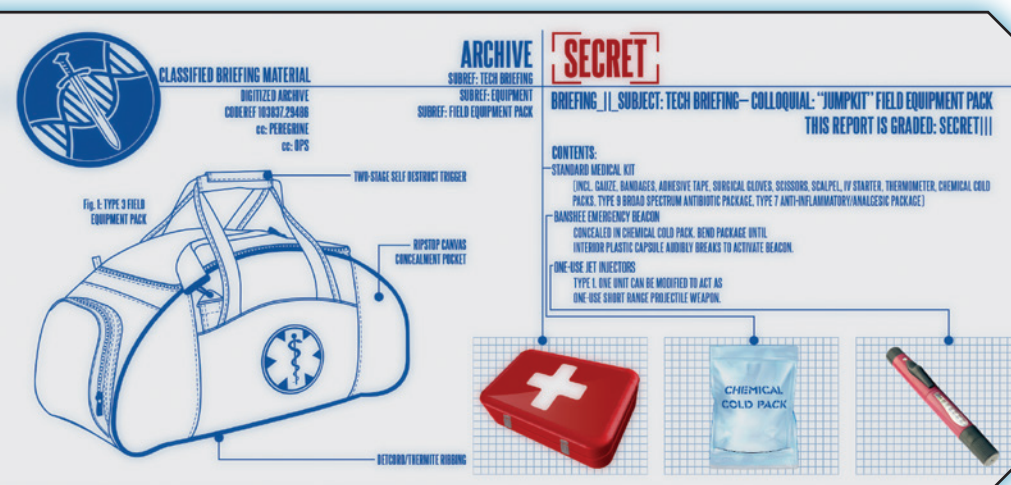
These handheld devices use pressurized gas or ultrasound to painlessly project chemicals through the skin and directly into the bloodstream. Routinely used to delivery antibiotics, vaccines, painkillers, and gene therapy, they are also popular with well-off drug addicts, as they leave no telltale injection marks or scarring from long-term use. A jet injector may also be wielded as a weapon to paralyze or incapacitate foes, requiring its own Fighting focus. A successful attack inflicts no damage, but the target must make a TN 11 Constitution (Tolerance) test or take a penalty to their Dexterity equal to the attack’s Stunt Die result for the rest of the encounter. A Stunt Die result of 6 renders the target unconscious or paralyzed, depending on the drug used. A disposable, single-use jet injector can only be used once, but lab models are self-sterilizing and may be reused indefinitely (Capacity 2).

Jumpkit

This durable medical bag is designed for long-term field use, and is often issued to soldiers, emergency responders, and charity workers. The waterproof bag includes adhesive tape, analgesics, bandages, broad-spectrum antibiotics, chemical cold packs, disinfectant, gauze, IV needles and tubing, scalpels, scissors, surgical gloves, a suturing kit, and a digital thermometer, as well as an automated first aid AI that can walk a new user through basic first aid and triage, providing anyone without the Intelligence (Medicine) focus a +1 to related tests.

Med-Data Collator (MDC)

Med-Data Collators, like the ubiquitous DocSmart line, are diagnostic tools that employ blood-chemical analysis and multifunction radiology to screen patients, recording their heartbeat,



DRUGS			
DRUG	DOSAGE TYPES	EFFECT	RESOURCES TN
Blacks	Capsule*, Injection	Sleep Aid	7/S (7 Blacks with 7 Yellows)
Blues	Liquid Capsule, Pill	Anti-Stress	7/S (7 doses)
Blues, Heaven	Liquid Capsule, Pill	Anti-Stress, Psychotherapy	9/S (1 dose)
Golden Horizon	Injection**	Conversion to Committed	F (16; 1 dose)
Greens	Capsule (Additive Powder), Pill	Nutrition	7/S (7 pills)
Grays	Injection, Pill, Tablet	Addiction/Tolerance Therapy	13/P (1 dose)
Purples	Injection, Tablet	Recreation	9/S (1 dose)
Reds	Capsule, Injection	Alertness Aid	11/S (7 doses)
Reds, "Killer Ladybirds"		Combat Enhancement	13/P (1 dose)
Teals	Injection, Pill, Tablet	Cognitive Enhancement	12/P (1 dose)
Yellows	Capsule*, Injection	Wakefulness Aid	7/S (7 Blacks with 7 Yellows)

* In capsule form, Blacks and Yellows are distributed together. The listed difficulty is to acquire both simultaneously. **Does not include precursor and aftercare medication.

blood pressure, blood oxygenation, toxicology, and pathology, as well as real-time magnetic and ultrasonic imaging, and send the results to a secured media tablet, media wall, or other workstation. The result provides a caretaker with all the information they need to make a diagnosis for most conditions in minutes, rather than the hours or days once needed for laboratory testing. Installation systems are permanent beds installed in offices, buses, or other large vehicles, while floor lamp-sized portable systems may be wheeled easily between offices. A hand collator is essentially a large media tablet with the same diagnostic tools and software installed. More expensive models can also provide rudimentary genetic screening.

HOCK DRUGS

Hock Territory leads the way in pharmaceutical technology. Other Families have improved versions of modern drugs, as well as a wide array of medical technology and prostheses above and beyond anything available a few generations earlier, but Doctor Hock made drug use the cornerstone of his state. The following drugs are Hock drugs without generic equivalents. Many can be found on the black market outside Hock Territory, while a few have been reverse-engineered and manufactured by other Families, though rarely with the same efficacy.

Many Hock drugs only function on subjects who possess LHAC protein receptors. These neurological features were spread to the Citizen population by Hock scientists via a viral therapy that targeted both brain tissue and the germ line, allowing the receptors to be passed on. Drugs with an (LHAC) designation only function on such subjects. Producing new LHAC receptors takes many months of viral therapy and drug stimulation, but can be accomplished by Hock scientists.

Blacks

Blacks are powerful designer sedatives that come in a paired capsule with Yellows (see below) to be taken together, though the capsule ensures that the Yellow doesn't work until eight hours after ingestion. Consuming a Black puts most people to sleep for eight hours. Recipients resisting the effects of a Black make a TN 11 Constitution (Tolerance) test to defy its sedative effects. A character put to sleep by a Black can be woken up earlier than

MEDICAL EQUIPMENT	
GEAR	RESOURCES TN
Autobraces	F (15)
Jet Injector (Single-Use)	10/S
Jet Injector (Lab)	14/P
Jumpkit	10/S
MDC (Installation)	12/S or P
MDC (Portable)	13/ P
MDC (Hand)	17/P

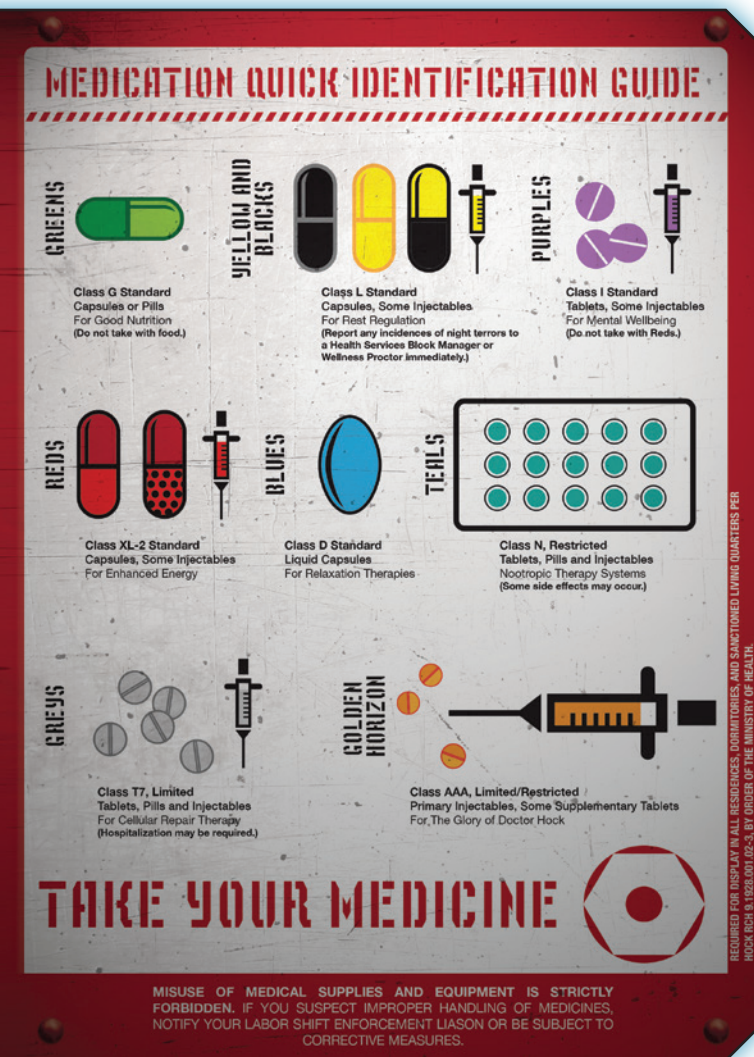
eight hours, but without the use of a Yellow or Gray or sufficient time for the drug to clear the person's system, a prematurely awakened subject suffers a –2 penalty to Dexterity- and Perception-based tests.

Blues (LHAC)

Blues combine muscle relaxants and mood stabilizers to relieve stress, anxiety, and depression, and most Hock citizens take them daily to relieve the pressures of life. A single dose lasts 24 hours and supplies a +1 bonus to Willpower-based tests to resist psychological disturbances. This includes tests that invoke the Morale and Courage focuses. A stronger version called "Blue Heaven" provides a +2 bonus instead but affects concentration, inflicting a –1 penalty to Intelligence-based tests.

Golden Horizon (LHAC)

Golden Horizon is an injection treatment provided by Hock clinics after a long process of drug therapy to turn a citizen into one of the Committed (see p. 60). Once administered, Golden Horizon permanently rewires certain nerve cell functions, resulting in an irreversible transformation into an obedient, content worker devoid of individual wants. There is no test to resist Golden Horizon's effect, provided the subject completed a course of therapy prior to the injection treatment. Without the precursor therapy, the brain is not ready for the seizure-inducing properties of the drug, which inflicts 5d6 wound damage and causes a permanent –2 reduction to Intelligence, Perception, and Willpower. Subjects injected without undergoing the drug therapy may resist these



effects with a TN 16 Constitution (Tolerance) test. Dropping to 0 Health from a Golden Horizon injection doesn't kill the subject, but induces a vegetative state that may only be reversed by sophisticated medical interventions.

Greens

Greens are complete dietary supplements which allow Hock citizens to maintain health regardless of their diet. Greens are not complete food replacements—they lack enough raw calories for that—but it is possible to live on nothing but Greens for several weeks. Greens can be swallowed directly or crushed as a food additive, and come in a variety of flavors. Many Families produce similar, less effective supplements that can be used on their own to stave off starvation or malnutrition for two weeks.

Greys

Greys perform cellular repair and bind to other drugs, causing a rapid reversal of short-term effects, as well as overcoming some of the long-term effects of addiction and tolerance. Greys take effect within minutes. By reducing tolerance and addiction effects, they also impose a -2 penalty to Constitution (Tolerance) tests for a week after dosing, but provide a +2 bonus to tests related

to breaking drug addiction. (The mechanics of drug addiction are left up to the gamemaster, but may involve Constitution and Willpower-based tests.) Unfortunately, Gray therapy is agonizing, inflicting 1d6 stun damage per hour for 1d6 hours, along with a -2 penalty to Strength, Dexterity and Intelligence-based tests for the same period, as the subject experiences headaches, body pain, vomiting, and muscle spasms.

Purples (LHAC)

Purples are mild psychotropic drugs that cause euphoria and mild hallucinations that Hock citizens use recreationally, often after a long day. Chemically encoded synaptic triggers replicating memories associate these positive feelings with Doctor Hock and the symbols of Hock governance. Purples cause mild performance impairments. Users must make a TN 13 Constitution (Tolerance) test upon dosing or suffer -2 to attack rolls and Dexterity, Perception, and Willpower tests. This increases to -4 if the action involves willful disloyalty to Hock interests. A standard dose lasts for 1d3 hours.

Reds

Reds are stimulants that replicate some of the effects of adrenaline, providing hypervigilance, increased blood oxygenation, and reduced muscle fatigue. Users enjoy +1 to Perception and Constitution tests, but suffer a -1 penalty to Communication tests, as the drug causes mild anxiety and agitation. This is probably one of the most copied Hock drugs, and versions of it are used by other Families, but increase the Communication penalty to -2. A single dose lasts for 2d6 hours. A military variant of Reds is available solely to Hock forces. Called "Killer Ladybirds," these also enhance aggression and fast-twitch muscle fiber response, while dulling empathy. These provide a +1 bonus to attack rolls and increase the user's Strength by 1 for 1d3 hours, but impair Communications-based tests with a -3 penalty for the duration. A Killer Ladybird inflicts 1d6 stun damage after the dose runs its course, but this can be staved off by taking another dose; once the user stops, the accumulated damage from all doses inflicts itself on the user.

Teals (LHAC)

Teals are cognitive enhancing stimulants used by Hock elites to study and perform intellectually demanding work. A single Teal dose lasts for 1d6 hours, and in any Intelligence or Perception-based advanced tests the user engages in during that time, the result of the Stunt Die on each successful test is doubled for the purpose of reaching the Success Threshold. A dose of Teal causes insomnia for 24 hours, preventing the user from resting. Some of Hock's elite citizens undergo a drug regimen that renders these effects permanent, but these citizens require regular maintenance drugs to prevent seizures and neurological collapse.

Yellows

Yellows are stimulants and metabolic signalers that create full wakefulness. Consuming a Yellow nullifies the effects of Blacks and Purples, as well as alcohol, benzodiazepines, and other central-nervous-system depressants and their aftereffects. Yellows are packaged with Blacks in a capsule that breaks down after eight hours. Without the capsule layer, a Yellow works within minutes.



CHAPTER 4: THE RULE OF LAW - GAMEMASTERING LAZARUS

The *World of Lazarus* presents a complex, living world that can be a daunting place to run adventures. The *Lazarus* comic series jumps from interpersonal struggles to global war to class warfare at a breakneck pace, but the adventures you run will generally be much more personal, focusing on a single group rather than cutting between the lives of dozens of characters. *Lazarus* offers the potential for many different kinds of adventures, from direct challenges faced by close-knit teams to complex, interweaving narratives in which every player has their own agenda. This chapter of the book offers advice and guidelines for how to structure *Lazarus* adventures, and offers a few campaign frameworks as a shorthand guide to the sorts of adventures and characters most appropriate to the kind of story you want to tell. None of these models are set in stone, but they should provide a robust jumping-off point for both new groups and experienced gamers.

THE HUMAN ADVENTURE

Lazarus's two biggest influences are the noir drama and the political thriller. The shared common element of those genres is the conflicting motivations and gray moralities of their characters. In both genres, no one is completely pure, but no one is entirely corrupt, either. Characters achieve greater or lesser goals, but never quite reach a final victory thanks to the treachery of human nature: no one is completely free from their own shadows. *Lazarus* combines these themes with a science fiction perspective, focusing on how human nature holds back progress or creates obstacles to best intentions. *Lazarus* is a world

of technological wonders, but these are hoarded by a powerful minority while most of the human race lives in squalor for no better reasons than vanity, greed, and arrogance. In this world, even the most destitute Waste aren't simply victims, but turn on one another or clamber over one another to join a system they know to be corrupt. The status quo is woefully broken, but it's the devil everyone knows, and so Serf and Waste alike are uncomfortable gambling their meager comforts against the risk of something even worse than the Families emerging as a result of civil war.

Political thrillers assume that the government—the structure that safeguards civilian life—is inherently compromised and amoral. Noir dramas assume that no individual actor is completely free from darker impulses. When these genres combine, the result is a world with imperfect characters caught in an unjust system.

Characters must overcome internal obstacles in addition to the usual external obstacles, such as locations to explore, foes to defeat, or items to recover. Give characters ambiguous deals and tenuous alliances, offer temptations that others must pay for, and present them with scenarios with no clear “correct” answer. Any given victory only raises new questions, emboldens new enemies, or forces the characters to compromise their ideals. Moments of joy still happen, but they are personal. Characters may fail their mission but still feel like they succeeded, for example, by saving a family their actions put at risk. Characters can earn victories, but stories should also encourage them to examine the choices they made to obtain those victories, and what even an unqualified success might mean in terms of the moral compromises they made to achieve it.

Characters may accomplish individual goals, but the characters should rarely feel a sense of final victory—at least until the wrap-up of the overall story.

That being said, be wary of making your *World of Lazarus* game a table of gloomy outcomes, dead NPCs, and no-win scenarios. Characters are human, even if imperfect, and should find moments of happiness and growth. Confronting their moral questions and sacrificing their own humanity will mean nothing if every encounter reinforces that they live in a world devoid of progress or hope. Few victories may be absolute, but even defeats should come with a silver lining or new possibilities. The less-examined but equally important element shared by noir dramas and political thrillers is idealism. Characters often mourn the loss of their own idealism, but they struggle to foster it in those less damaged than themselves. Keep some friends and family sacrosanct, protected from the oppressing themes of the world—allow them to grow and become better people in response to the characters' actions.

WHERE THERE IS NO WEALTH, REPUTATION IS EVERYTHING

Economics overshadows every aspect of life in the *World of Lazarus*. The Families have such an overabundance of resources that economic competition is laughably impractical. The Serfs take their economic privileges directly from their masters, as much domesticated animals as human beings. The Waste have so little to go around that it's rare for any of them to build up wealth.

This creates one of *Lazarus*'s central paradoxes: when everything is about money, ultimately nothing is. No one is independent of

the economy, and while money reflects power, it's a scorecard, not the actual points.

The neo-feudal system most Families employ rewards loyalty and influence over quality of performance. That doesn't mean beloved Serfs can shirk their duties—far from it—but how well you perform your duties is seen as a sign of your competence, devotion, and overall worth to your superiors. For those nominally outside the system, like the Waste and the Free, in the absence of hard cash reputation is the currency. Those with nothing remember those who pay them respect, honor their debts, and fight on their behalf, and will rally around them in times of need.

Relationships and outcomes in *Lazarus* center on a culture of honor, in which reputation cannot be seen or spent, but nonetheless opens doors and buys favors. How you are seen directly impacts your role in society, the benefits given to you, and ultimately, who you are. Regardless of the social level in which your games are set, when structuring your adventures, it's important to remember that how your characters behave on the job and who they help or snub along the way are just as important as whether they achieve their goal.

ADVENTURE ELEMENTS

The stereotypical roleplaying adventure of exploring a dungeon, kicking open doors, slaying monsters, and looting their treasure doesn't translate well to the themes of *Lazarus*. While warfare and clearing out raider strongholds are both elements of the setting, the *World of Lazarus* offers far more diverse potential for your adventures. Any of the following elements may be the focus of an entire adventure, or you may mix and match them to devise adventures with branching paths or multiple elements.

ASSAULT

The traditional RPG adventure model of the closely guarded complex riddled with traps and dangerous guards certainly still exists: military bunkers, dangerous research labs, gang strongholds in abandoned subway systems, wordless villages of the Committed under orders to kill. If your players are inclined toward working their way through adventures area by area in combat situations of increasing difficulty, to obtain or manage resources, the game offers many potential scenarios that fit that style of play.

With combat-oriented scenarios, keep in mind the psychological toll it may take on the characters, their targets, or witnesses. As pointed out above, morality in *Lazarus* is never straightforward. A military campaign may structure the average adventure around the tactical engagement, but in the quiet times between seizing an experimental Morray rail gun and cleaning out a Li submarine, characters may consider or even encounter the human cost of their actions—both in lives lost and in the toll that it takes on their emotional well-being.

The rules in this book give you the tools to play people called upon to perform horrific tasks. Even if your characters are comfortable with their lot in life as ruthless murder-machines, you should look to unpack how and why they came to that degree of comfort, and how it affects their ability to function (or not) in society. That shouldn't preclude players from chasing down mechanically



ADDITIONAL RESOURCES

If you've picked up the *World of Lazarus* roleplaying game, odds are good you're already a fan of the comic books. If not, the comics (also available in both paperback and hardcover collections) will serve as excellent guides to the ins and outs of the *Lazarus* setting. Given the complexity of the world, it's a good idea to encourage your players to read a few issues or watch a few episodes. The *Lazarus: X +66* miniseries provides several short, self-contained stories that tie into the larger plot and offer an accessible entry into the series for players with limited time.

The *Lazarus Sourcebook* series from Image Comics offers a wealth of world information that the comic series barely touches. Each volume provides maps, history, cultural notes, and technological details for a single Family, offering additional insight for your games.

powerful builds, or taking some pleasure in the ability to engage in viscerally impressive action sequences, but the moral dimension should invoke a degree of drama that traditional hack-and-slash adventure games generally gloss over.

COMPETITION

Lazarus thrives on competition. The sixteen Families compete with each other. Each heir and power broker within a Family scrabbles for dominance. Serfs constantly jockey for reputation and attention. The Free fight the tyrants and the tyrants suppress the Free. The Waste try to survive against raiders and even—in lean times—their own neighbors. This is by design.

Adventures that pit the characters against their opponents or against time, without resorting to violence, are a natural fit for the setting. They might be racing to a common goal, attempting to acquire a limited resource, trying to impress the same NPC, or working to meet the rigorous standards of a Lift examination. Given the tendency for *Lazarus* adventures to lack a “final victory,” consider providing competitors who can come back again and again: team rivals, conflicting researchers, fellow students. These are opponents the characters can't necessarily confront head on, because they are all ostensibly on the same side. There's nothing more frustrating than an enemy whose hand you have to shake in congratulation. To dabble in *Lazarus's* noir elements, opponents may even have a greater moral need for the objective than the players!

Limiting direct conflict doesn't mean you need to exclude it entirely. Competition stories are rife with sabotage, cheating, and low-stakes, pre-competition brawls to raise the tension. Psychological operations can range from sophisticated to the equivalent of schoolyard catcalling (sometimes highlighting how little difference there is between the two). One side or the other may even try to eliminate their opponents before the competition begins. Even if the competition isn't lethal or particularly malicious, that doesn't rob it of its tension. Journalists might be working against each other to break a story first, even if they'll share drinks when it's done. Not everyone fails competitive exams, and some people are gracious enough to take the number two spot.

Be cautious about encouraging competition between your players, however. While scheming and backstabbing are common elements of the *Lazarus* comics, they can ruin the fun of a game unless it's a game element everyone has agreed upon beforehand. There's nothing more natural than a tight-knit group competing internally for a single prize, a bigger share, or even just the glory of outperforming the others. If this is a path you want to pursue, remember that every group—and every player within that group—has a different appreciation for player-versus-player conflicts.

TIME AND TIDES

The different adventure elements described here share the features of being climactic moments in interesting lives.

The duration between significant explorations, negotiations, or struggles for survival can vary as widely as you need, with characters living their “normal” lives for months or years between their life-or-death adventures. These pauses can give players the sense of light in a dark world, giving them something to come home to after the job is done, and are an important but easily overlooked counterpoint to adventures. It's too easy for campaigns to roll directly from one adventure to another, as players seek to pack every moment of their characters' lives with action and profit. This creates a fast-paced story, but also lowers the stakes, removing the line between the adventure and the normal life characters adventure to gain or protect.

Lazarus's default approach, of adventures separated by months or sometimes even years, allows the story to span enough time for political, technological, and military changes to develop. It allows complex schemes to unfurl over time and new factions to enter the picture. This pacing is reflected in the Organization Rules (see page 49); if you choose to run adventures on a shorter timeline, you should consider adjusting the associated mechanics.

EXPLORATION

Though *Lazarus* takes place in the world we know, much has changed, and much has been lost. The redistribution of boundaries has led to the strict partition of knowledge. The United States is bisected by the “pharma-curtain,” across which information is smuggled at great risk and great cost. Vassalovka's territories center on closely guarded enclaves surrounded by inhospitable country. Meyers-Qasimi and Nkosi send agents to explore the no man's land in North Africa left by the collapse of Family Soleri. Rival Families cut down each other's surviving satellites in secretive space warfare, leaving even advanced mapping technology woefully inadequate to get a true picture of the current state of the world.

Greater and lesser changes to the Earth itself compound the challenges created by the Families' secrecy. Climate change has caused sea levels to rise and reshape coastlines. Superstorms further ravage coastlines and wipe out whole communities. Prolonged droughts render once-beautiful lands into barren deserts. The Families responded to these disasters with their own unnatural forces: Geoengineering and terraforming technology remaps mountains and coasts and carves new arable land from forbidding wilderness. The Families prioritize the need to keep abreast of these changes, and dedicated Serfs are often sent into the unknown with the goal to return home with knowledge of the world beyond the Family's doorstep.

For the Waste, simply finding safe water, arable land, or property outside of Family warzones can be a lifetime's achievement. Waste around the world are rarely granted even a basic education. The next hill could easily be the limit of their world knowledge, which has created a new society of secondary pioneers who explore the gaps between the areas the Families hold as their private domains. And all around these lands are the skeletons of a once-glorious, long-ago world: buildings, infrastructure, even whole cities abandoned and left to crumble after a plague or a war or a superstorm tore through its populace.

Farther afield, the depths of the oceans and the frontiers of space are, for a select few, within the possibility of exploration. Hock and Li maintain active space programs, reaching the limits of human capacity in the hope of finding new lands to conquer. Submarines of the old regimes are still rumored to surface occasionally, while deeper still, new resources and environments for the scientifically minded are ready for exploitation.

INVESTIGATION AND RESEARCH

Many noir dramas revolve around criminal investigation as a lens through which to see the imperfection of the world, showing how safe places and moral people are just comfortable lies we tell ourselves to sleep better at night. Investigations bring characters into contact with new people and cultures, and locations outside their daily routine. Solving scientific puzzles presents a challenge with a similar structure: Adventures focused on investigation or research are essentially treasure hunts, revolving around searching for clues or new scientific data and figuring out how to apply them.

The *Modern AGE* core rulebook provides robust rules for running investigations, but remember that mysteries are more than just dice rolls. Make characters do the footwork, learn about the world and why good people sometimes do bad things. The investigation and breaching rules can also be adapted to overcome scientific problems, such reverse-engineering a dangerous new technology, combating a new weaponized virus, or curing a poisoned Family patriarch. In either case, the characters need to track down missing pieces of the puzzle to assemble a solution.

Of course, part and parcel of structuring an investigative adventure is remembering that characters have access to different information and skill sets than their players. Don't let puzzle-solving grind your game to a halt. Never be afraid to provide additional clues if your characters get stuck, or interrupt their efforts with a spark of action—a car chase, an armed assailant, fleeing CARSEC—that may introduce new information.

NEGOTIATIONS

From Family representatives negotiating a peace treaty to Waste dealing with raiders and black marketers to make it through another harsh winter, much of the drama in *World of Lazarus* revolves around negotiating. Modeling your game on the art and science of negotiation gives you an opportunity to try to run an entirely different kind of adventure. The negotiation adventure slots in easily at all levels of society, needing only a party who has something, and another party who wants it. From there, it's just a matter of opening negotiations and finding the right price.

The detailed rules for social encounters presented in **Chapter 2** of *Modern AGE* provide a framework for building negotiations,

with the quality of the deal you get (or if you get any deal at all) dependent on your trading partner's final attitude. For quick negotiations in the market, a simple interaction will suffice, but when much of the adventure's drama revolves around the success or failure of the deal, turn to the detailed interaction rules and think about how reluctant your NPCs are to deal with the characters and what social maneuvers could change their minds. This will allow you to seed hints in their dialogue, or point your players toward additional NPCs to help them close the deal.

This style of game emphasizes dramatic roleplaying and innovation. Dice and mechanics certainly provide narrative heft to playing a top-class negotiator, and dictate to a degree how non-player characters will approach the negotiating table, but the real fun in a negotiation game is to give the amateur actor in each of your players a chance to shine. If your players enjoy making speeches, delivering cutting insults, working out weak points, or figuring out the perfect retort, a negotiation-based adventure gives them that opportunity.

Players who don't feel confident making direct speeches or behaving heavily in-character should have an opportunity to participate without making themselves the center of attention, working behind the scenes to stack the odds in their team's favor. They may scout out blackmail material, research a merchant's connections, or sabotage a rival. Try drawing them out with private notes, or seek long-term input between sessions to motivate their involvement.

SABOTAGE

Somewhere between assault and theft lie the possibilities of sabotage. If there is a mission that requires the careful forward planning and intelligence-gathering of theft and the fast-paced action of assault, it is sabotage. Getting in and out unnoticed might be ideal, or making an explosive point may be just what's required.

Sabotage shouldn't be thought of as a static arrangement. Even more than theft, a sabotage-based adventure thrives on a ticking clock and the law of unintended consequences. The key to such an adventure is to pile on the possibilities. Characters sent to derail a supertrain may have to deal with a crowded passenger car; in dealing with that passenger car, they might realize that Daggers on furlough are aboard at the worst possible time. Don't be afraid to lean on the "perfect storm" once in a while—a confluence of circumstances that makes the simple act of destruction significantly more complicated.

Remember that in a world of scarcity, the decision to destroy anything has long-term impacts. Sabotage can be rebellious, such as defacing public art that praises the Family, but it can also be as brutal and as callous as tainting an entire community's food supply. Rather than shying away from the moral implications of wholesale destruction, sabotage adventures offer a prime opportunity to integrate destruction into the characters' morals. In a system where everything has been co-opted, is sabotage a vital means of political expression? Or given that the Families can take whatever they need or want from those around them, is the choice to destroy the product of someone else's labor just another kick in the teeth for those struggling the most?

Sabotage can also provide some much-needed catharsis for any group. There is something deeply satisfying about destroying



something that belongs to your opponents. They might repair or replace it, but they can never erase the fact that it was destroyed in the first place. Even rival Family members likely can't deny a little thrill from breaking an opponent's toys, even if they've resources enough to go out and buy another one.

SURVIVAL

More than anything else, the *Lazarus* setting poses the challenge of day-to-day survival. From the highest to the lowest, everyone runs the risk of falling into a deadly scenario whenever they leave the comfort of home. The *Lazarus* comics have shown how even seemingly secure Family members can have their world change in an instant. If there is danger at the top, each stratum of society below faces yet more challenges to staying alive. In *Lazarus*, vast stretches of wilderness have been rendered uninhabitable and largely forgotten. Travel between major settlements means risking superstorms, blazing heat, food shortages, tainted water, and hostile forces—be they raiders, soldiers, or drones. Even urban centers offer danger, as crumbling, pre-X infrastructure can collapse and seal comfortable characters in a dark, dog-eat-dog world just a few dozen feet from their mundane lives.

None are more invested in their survival than the Waste, to whom death can come swiftly and unexpectedly. A Waste adventure might begin with the characters watching their home be bulldozed or seeing their fellow travelers rounded up for execution. An industrial accident may ripple through their environment, rendering a hard-won farmstead into a toxic hell, or a sudden superstorm might threaten to tear their whole world apart.

Survival adventures don't focus much on the motivations of the threat—more often than not, the opposition is simply an unstoppable force threatening imminent destruction.

A survival scenario isn't just an opportunity for player characters to show their skills. Survival adventures invariably mean the characters are working against a deadline—whether it's how long their food will hold out, how long until the enemy army arrives, or how long until the weather turns. Survival mandates compromise, humility, and ruthlessness. It is difficult to hold any grudges or scruples sacred when striking an alliance with a former foe can make the difference between life and death, or when the threat of starvation for yourself and your family starts

to make your old friend's provisions look mighty tempting. The hazard rules and advanced tests are the best tools for simulating survival scenarios, but give your players plenty of moral choices to grapple with in between rolling dice.

THEFT

A critical variant to the traditional kick-in-the-door-and-kill-'em model is the heist. The Waste need to steal just to survive. The Resistance need to steal weapons to fight back. Every member of the Families is trying to co-opt or one-up the others' advances, and they send their Serfs to do their dirty work. Everyone wants something that someone isn't willing to sell, and killing them to take it makes too many enemies. Far better to take it without anyone knowing it was you (or at least, without anyone being able to punish you for it). In addition to the classic trope of the heist, theft adventures can revolve around any plot intended to remove something valuable: armed robbery, target extraction, or hacking for data all fit the model without calling for too high a body count.

A theft adventure is very similar in structure to a social adventure, with more skills tests and roleplaying than action-packed combat. You can spell out some challenges for the players up front, like incapacitating enemies, figuring out locks and traps, and moving from area to area unimpeded. The tension comes from the unexpected challenges they could not plan for, or the ad hoc plans they fall back on when something goes wrong. It's impossible to predict every player idea, so running theft adventures means being flexible; or perhaps breaking the planning and the actual heist into two separate game sessions, giving you time to prepare once you know what the players will do.

A critical part of a theft-based adventure is for both players and game master to be prepared. For the players, much of the appeal comes from outsmarting the challenge and feeling actively in control. For much of the work will be figuring out what measures protect the players' objective and how they might learn about and/or defeat it. Preparation can include offshoots of smaller scenarios, minor heists, and negotiations to obtain information or equipment, building up to a centerpiece of "the big score."

A successful theft doesn't stop as soon as players reach the final gate. They must still fence what they stole or hand it over to their employer, or keep the secret of their crime.

CAMPAIGN MODELS

Lazarus borrows from a wide variety of storytelling genres: mysteries, thrillers, science-fiction adventure, social novels, and body horror. This disparate array of genres is easily reflected in a world with highly stratified societies. Life just a few miles away from your protagonists may look strikingly different than their own, with only a few recognizable touchstones to point out the common threads. Likewise, the tone, challenges, opportunities, and goals of your campaign can all be strikingly different depending on the social class of your characters.

While the potential for mixed campaigns is endless, this book presents four distinct campaign models, which provide the bare bones for constructing your own campaigns based on the kinds of adventures and characters you and your players enjoy. These aren't adventures or stories on their own. Instead, they present notes on theme, mood, rules, player choices, and adversaries, and a handful of adventure seeds. Each section contains a description of some of the common threats and opponents each kind of campaign model might present, the ethical and social compromises that provide the model with its internal tension, and the rewards that characters might receive if they succeed.

These models are:

The Family Campaign The Serf Campaign

The Waste Campaign The Resistance Campaign

The Family campaign focuses on high-level politics and conspiracies, as players step into roles with nearly unlimited resources and deep vendettas, perhaps even forming a new Family to replace one of the existing sixteen. The Serf Campaign focuses on more ordinary matters, usually attempting to solve problems on behalf of the Families while trying to climb the social ladder to places of comfort—if not for themselves, then at least for their families. The Waste campaign generally struggles with base survival—finding enough to eat, fighting off poachers or raiders, riding out and rebuilding after disasters, and perhaps even distinguishing themselves enough to be lifted to Serf status. Finally, the Resistance campaign stands apart, not for economic reasons, but because its goals are so different from the other models. Characters hope to overthrow the rule of the Families and return power to the people (or themselves), usually as members of a resistance organization like the Free.

The campaign models exist as frameworks rather than strict categories, and you may freely use or ignore the guidelines in the campaign you run. A campaign revolving around reclaiming a ruined city could easily entail Family-tier characters as overseers, Serfs as architects, guards, and skilled labor, and Waste as manual labor or explorers. A campaign focused on the effects of the Carlyle-Hock war may feature Serf characters turned out into the world by the advancing front, facing the sorts of challenges and rewards normally found in a Waste campaign. No particular type of *World of Lazarus* campaign is more right or wrong: the rules in this book may suit one type of campaign better than others, but will offer valuable opportunities or character quirks for any campaign. Mix and match elements as you see fit. A campaign focused on Waste struggles for survival might still feature a lifted Serf who returns to the old neighborhood. A Family member might serve incognito alongside Serf soldiers. A largely Family campaign may rely on a Serf bodyguard or even a Waste local guide. Still, there are some

limits to the mobility of individuals in this world. It's unlikely to see a rise from Waste to a Head of Family, for example, even though many roleplaying games thrive on such linear progression. Players will need to be comfortable with those limits going in.

Your characters will dictate as much about the storytelling for your campaign as anything suggested by these models. Discuss what kind of campaign you want to run with your players beforehand, and find out the kinds of characters and adventures they want to play in order to settle on a campaign model. Each provides some advice for character creation, but also provides a framework so players know what challenges and priorities to expect.

Regardless of what campaign model you choose, consider the following elements for your campaign, and jot down some notes to yourself before getting started.

CONFLICT

It's easy enough to imagine what role your players' characters will inhabit in your campaign, but you also need to give some thought to the conflicts and challenges they'll need to overcome. Are they competing against casual rivals, sworn enemies, or their own inner demons? Are they risking their reputations, their status, or their lives? And is the ultimate goal wealth? Power? Security? Or simply survival?

SCOPE

How large do you intend your campaign to be? Is it a single, self-contained story that spans a few adventures, or an ongoing series that watches the characters grow and change significantly? A short campaign can follow the story structure of popular films or film trilogies, with a tight, focused story, a sudden increase in stakes midway through, and a limited cast of characters. An ongoing campaign needs to run more like a television series, with each adventure contributing to an overall plot and seeding possible adventures, opponents, and allies for later "seasons." You should also consider how far your characters may travel, both geographically (especially for globetrotting Family campaigns) and outside their comfort zone. Posh Serfs may occasionally need to go "slumming" for information or resources, and Waste may have to move in more sophisticated circles to make the contacts they need.

SUPPORTING CHARACTERS

Just as it's important to establish your players' enemies, it's important to figure out early on who else they'll meet and what contacts and resources you might want them to call upon. You don't need a detailed list, but will they work alongside notable groups, or with people from different social strata? And will these be tense working relationships, or a shot at actual friendship? You may also decide if you want the player characters to meet characters from the comic series; this can add to the sense of playing in the world, but if you use guest stars too often it may start to feel like the campaign exists to showcase these side characters, rather than focus on the player characters' own adventures.

TOPE

Stories in the *Lazarus* setting cover a variety of tones, ranging from dark to thrilling to depressing to grimly optimistic. Under-



standing the tone you want for your campaign can help you figure out the sorts of challenges the characters will face and, more importantly, the prices they will have to pay to overcome them. Most roleplaying games focus on thrilling action, where the only cost is injury or death, but characters in a political drama play their games with others' lives as collateral. Grim or horror-themed adventures may force characters to compromise those things they hold most dear just to survive another day. Deviating from your general tone can add a breath of fresh air to a campaign, but sudden and permanent changes—especially into dark themes—can be jarring, and make characters feel tainted. This aspect, more than most, is one you should discuss with your players.

Please note that although these models set out trials and moral compromises, your players' comfort levels are paramount. The world of *Lazarus* can be brutal, but how graphically you represent that brutality, and which elements you choose to focus on, should take into account everyone's feelings and preferences. Find out what contentious subject matter should be flagged in advance, and anything that a player expresses discomfort with should be dropped immediately; the comics, for example, showcase the graphic effects of violence, but only imply the presence of filial abuse or sexual assault. There's no reason a game should leave players less comfortable than when they came into it.

The *World of Lazarus* is innately political; the Families are the most obvious political power, but Serfs and Waste jockey for influence among their own just as readily. This makes contacts, memberships, and relationships valuable regardless of the campaign model you choose. How wealth is distributed and how that equates to power are consistent elements of stories within the setting, often running up against an individual's own morals and personal limitations. Politics may play a larger or smaller role in your own campaign, and it's generally best to discuss these elements beforehand. There are campaign types where certain things are not to be questioned—where the ideal of service to the Family, right or wrong, guides the characters, or where players may have staunchly opposing views on the themes of the stories and how they may relate to real-world politics.

What's important is that both you and your players feel free to tell the kind of story that you all want to tell.

FAMILY

The Families rule the world. In terms of power and freedom, they dwarf any entity in human history, from pharaohs to presidents. In Family campaigns, players take the role of the scions of one of sixteen Families or a Lesser House, or members of their innermost circles.

Players can take the roles of canon characters from the *Lazarus* stories, or create new Family members in addition to, or who replace, the canon characters. You may choose to focus on creating canon or counterfeit Carlyles, installing your own faces to rule the American West, or fleshing out one of the less-defined Junior Signatory Families serving in the shadows of the Sixteen.

Family campaigns tell tales of politics, intrigue, and the exerting of power. Protagonists—rarely heroes—scheme, feud, and war for advantage. To really make a Family campaign sing, character creation should be especially collaborative and targeted, with some thought given to the starting competence, influence, and history of the characters. Characters in a Family campaign should be connected, and their history fleshed out before the game begins. As a general rule, it makes sense for them to be from or in the immediate service of a single dynasty (perhaps with the occasional ally, such as a Bittner or Armitage scion in a Carlyle-centered game). Along with these public histories, characters should have secrets and points of vulnerability. Decisions should be made by the group about whether these secrets and weaknesses should be known to all players, or kept between the player and the GM to heighten the tension.

The essence of the Family campaign is to contrast the appeal of holding the world in your grasp against the toxic personal and social consequences of holding too much. Players should constantly be asking themselves how far their characters will go to increase their power. If their power is constrained by the things they do to retain it, what, if any, good can come of their existence? Signs of sumptuous luxury, scientific transgression, and unchecked power make excellent color or symbolism for this sort of game, especially when contrasted with the collapsed world beyond their walls. Sprawling gardens of non-native flowers, servants with invisible punishment chips, parades of a thousand

elite soldiers: Showcasing capitalist excess and feudal dominance can underscore everything the Families stand for, emphasizing the stakes of the game.

Family campaigns gain the most from taking advantage of the **Organization Rules** in this chapter.

ADVENTURES

A Family campaign most closely resembles the narrative of the *Lazarus* comic, following slow-burning, internecine conflicts where multifaceted plans play out in stages. Since the Families do not generally receive missions or take orders—though there is always room for a request from a parental figure or special orders for anyone with a military rank—adventures should tie into the characters' own agendas. GMs should concentrate on balancing the unexpected, new threats and countermoves, with opportunities for the pursuit of the characters' own goals. The characters will often create their own adventure opportunities as they become more proactive in their endeavors; all you need to supply are the obstacles keeping powerful people from their dreams.

The entire social structure is arranged to aggressively limit physical danger for many Family members. Members are still at risk from sporadic assassination attempts, spontaneous riots, and a merry-go-round of coups and countercoups, but these are rare exceptions to the coddled default. Instead of physical risk, Family campaigns force characters to risk their influence, wealth, and respect in the eyes of their peers and the Family head.

Adventures serve as springboards for introducing fascinating settings, new complications, and updating the composition of characters, territories, and power blocs. A Family adventure may end with a change to the Head of Family, the loss of millions of lives, destruction or capture of an important asset, or the end of a vital interpersonal relationship. It is critical that all parties find these events equally important. Adventures also provide openings to introduce new NPCs or factions, framing rather than dictating events. For example, adventures for a Family campaign might include:

- A technician warns of increased comms traffic among Free cells, pointing to an imminent strike against a facility run by one of your political rivals. Do you warn them and earn a favor or trust you can later exploit, or let them take the hit?
- Enemies release a tailored virus in the Family compound. As NPC scientists struggle to find a cure, the infected characters are quarantined in a confined space, no longer able to avoid the bitter rancor that has kept them apart.
- The characters lead a diplomatic mission to a rival Family, seeking to forge a much-needed alliance, but someone in the embassy seeks to renew the generations-long feud.
- Players or GMs looking for more action can focus an adventure—or even the entire campaign—around the fact that Lazari are drawn directly from the ranks of the ruling Families, and it is not unheard of for dynasts to take up arms in the service of their own interests.

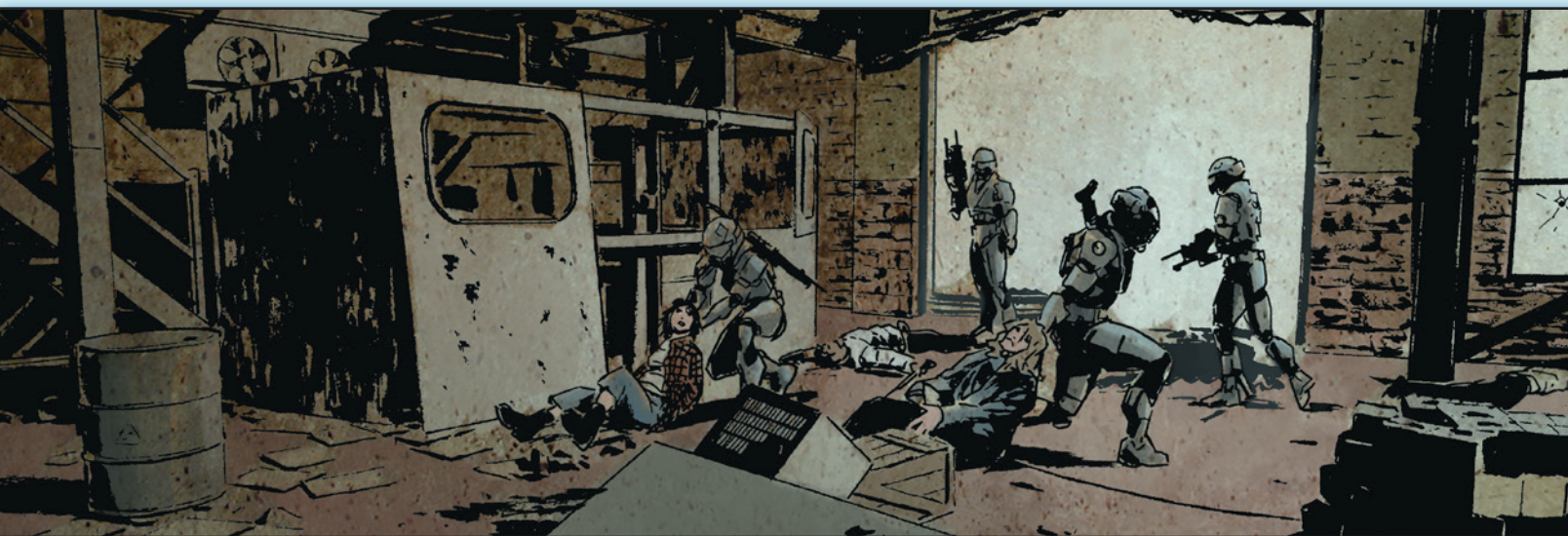
OPPONENTS

The Families have plenty of everything, and that includes enemies. Viable antagonists from other campaigns might be beneath the Families' notice: the average Free cell would barely rate a line item on an intelligence report, and entire security apparatuses exist to contain or redirect the enmity of Serfs. The defining rivals of the Family are those opponents with exceptional resources, cunning, or hatred—especially of one another. Some prime candidates include:

- **THE OPPOSITE NUMBER:** A character's counterpart from a rival Family, or even from within their own Family, makes for an excellent "dark reflection" opponent. Such opponents work best when they mirror the character's own qualities, making virtues from their flaws and flaws from their virtues, and share similar skills and goals. For an added twist to the classic trope, their "evil twin" may actually be more virtuous or charitable than the PC.
- **THE REVOLUTIONARY:** Invisible, irrepressible, irreconcilable, the "criminal" genius and revolutionary leader wronged by the Family—and possibly by the characters personally—makes an excellent foil, sending out agents among the Waste and Serf populace to strike a blow for their vision of a better tomorrow.
- **THE USURPER:** Even as the characters rely on their subordinates to execute their will, there are men and women in their service scheming to usurp the throne. More than one Family member has fallen to hungry enemies in their midst, be they Junior Signatory families, senior Serf aides, or favored sons of the Family head.

Beyond even these opponents, however, there is significant scope for Family characters to clash with one another. Before starting a Family campaign, groups should openly discuss their comfort level and expectations around player-vs-player action and how it will be implemented.





COMPROMISES

When the creed is “Family Above All,” that All encompasses everything a character may hold dear. They may need to turn on friends, family, lovers, or treasured allies in pursuit of Family interests: they may have to keep certain relationships secret—and secrets can always be used by those who want to hurt them. Making the various NPCs in your characters’ world into something more meaningful than names on a character sheet helps make these choices more challenging. The most valuable relationships are those the character has worked hard to develop or earned as rewards from previous adventures.

There are other sacrifices Family members must make. They may set aside their own integrity or self in support of Family interests. When does a member or servant of the Family exist as a person, and to what extent are they simply a part of the Family’s political will? Elevated as they are above the teeming masses, it’s easy for these new elite to lose touch with their humanity completely.

REWARDS

For Family campaigns, the sky is the limit when it comes to rewards. Comfort and material benefits are abundant by default, with little additional luxury to be found. Experiences—whether indulgent or hair-raising—are the only things money can’t replace, and the search for new excitement can easily give rise to new adventures. This sense of scale is also important when calibrating Reputation, Honorifics, and Ranks. Special titles can be grandiose—Governor of France or Admiral of the Ninth Fleet—but they can also be achingly personal. Titles may not mean much between Family siblings, but being known as The Only One of the Lot Worth a Damn is likely to move the needle when it comes to familial drama.

When stories rely so heavily on personal choices and personal mistakes, experience awards given for rolling with the outcomes of social maneuvers can be especially effective. Encouraging characters to change agendas, beliefs, or attitudes based on the dice can raise the stakes and push the story in new, inspiring directions.

Ultimately, the greatest reward for a Family member is to remain on top for one more day.

SERFS

The Serf campaign is easily the most diverse campaign model in *World of Lazarus*, encompassing any of the usual modern role-playing-game campaign themes: military action, detective stories, science thrillers, journalistic ground-pounding, and espionage. Serfs come from all walks of life, including the recently lifted and the near-noble generational elites. While a Family or Waste campaign includes certain expectations in terms of adventures and character roles, the sheer number and diversity of the Serf class offers few restrictions on adventure types. Serf campaigns might include:

- **DIPLOMATS:** The Trader facilities (Trader One in New York and Trader Five in San Francisco) are vast financial and political hubs from which the Families scheme, trade, and negotiate. Special envoys traverse the globe, looking in on far-flung interests and directing joint projects. As ambassadorial agents, brokers, and security, the characters pursue official and personal agendas under the watchful eye of the home office.
- **HEALERS:** Few among the Waste have access to clean water, let alone life-saving medicine or diagnostic equipment. Several Serf charities, both religious and secular, roam the wastelands to bring hope to the hopeless, facing countless dangers along the way and struggling to maintain and renew their valuable supplies. Among the few groups allowed to pass national borders freely, healers are also the most likely to be swayed or pressed into espionage work by forces far larger than themselves.
- **THE LAW:** There are those who serve the Families by investigating crimes and dispensing justice. Trials are a luxury reserved for an elite few, or aired as propaganda.
- **MEDIA DARLINGS:** Like Sere Cooper from CEETv, the characters put out all the truth and scandal fit to print, walking the razor-thin line between journalism and treason in an authoritarian state. Or perhaps they are a mouthpiece for the establishment, toeing the party line and helping to make public opinion, rather than inform it.
- **SPECIAL OPS:** Each Family still relies on human militaries to fight their battles, and even employs elite special forces,



like knights of the world's new neo-feudal order: the Carlyle Daggers, Hock's Red Needles, the Carragher Asset Extraction Crews, and the Morray Saints. This campaign is a military science-fiction story in all its glory.

The unifying factor for these disparate Serf campaigns should be a constant sense of insecurity. The characters' creature comforts, like their lives, are just more things that can be taken away. How much do they risk in the hope of achieving something more? How little is enough to keep their heads down? And at what point do they become so unobtrusive that they are no longer useful?

To foster this feeling of paranoia, Serf campaigns should include occasional upheavals and "junior" NPCs seeking to join or supplant the group. NPCs will be a vital part of the campaign, but unlike in a Family campaign, interpersonal history is less necessary than a sense that everyone is fighting for the same attention and resources; there's only so much food on the table to be shared. Every level of Serf life contains rival Serfs.

ADVENTURES

Serfs may perform in a variety of roles, but they must always take marching orders. This can make adventure design relatively straightforward, as specific as "Go here, shoot these guys, and we will never tell you why." This allows Serf campaigns to be more modular—a series of apparently disconnected firefights, investigations, or negotiations—but game masters might also drop hints to give characters the sense that they know at least part of what's *really* going on. Do they dig deeper? Are they horrified by the events they took part in, however unwittingly? Is too much knowledge a dangerous thing, or is it the only thing separating the living from the dead?

Some thematic adventures for a Serf campaign include:

- Recruitment, training, testing, and initiation make excellent opening adventures for Serf campaigns. Serf culture—especially in the military—is rife with ritual and superstition. Initiations often involve dire oaths, rites of passage, and extreme shows of loyalty, all of which make excellent character introductions.
- Somewhere in the city, two shots ring out, and a defense engineer is found dead in a Waste bordello. What's worrying is that the gun used to kill him was an experimental prototype...and now it's gone missing. The Family won't have an experimental weapon tearing the city

apart, and the characters—whether police, investigators, scientists, or military—must chase down every clue until they find the person or persons responsible.

- When one of the more irresponsible members of the Family announces a visit to the characters' city, they have only 24 hours to make arrangements for his or her arrival and stay. This may mean arranging security and neutralizing any imminent threats, making arrangements for the Family to continue their business dealings from a remote location, or organizing a last-minute reception gala that needs to be the talk of the town for the next year.

OPPONENTS

Even outside the world of politics, everyday life is unstable in ways undreamed of according to twenty-first-century norms. "Blood in the boardroom" is not just an expression any more, and an entire series of adventures can revolve around getting ahead of rival Serfs, with personalities and aspirations as detailed as any of those found among the protagonists. There are few accomplishments as satisfying as finally getting one up on the rival who has dogged you for years, and few defeats sting as much as losing to a longtime enemy. The sheer number of peers at your level means that any individual Serf can look to defeat or otherwise outmaneuver their contemporaries, making any given NPC equal parts ally and enemy.

- **THE ALL-SEEING EYE:** Omnipresent surveillance defines the Serf world; superiors, juniors, secret police, and hackers are all constantly watching through a cloud of surveillance cameras, terminal cameras, and even the lenses on media devices. The ghost who watches and uses small crimes to blackmail characters into committing far more serious crimes, never revealing his or her own identity, makes an excellent recurring villain.
- **THE IDEALIST:** Life as a Serf requires that a person be shallow enough not to care about others, or else live with constant guilt or regret: to have a full belly while those around you starve means the characters are willing to elevate their own comforts over someone else's needs. Everyone makes moral compromises to reach their status, but people who can't appreciate the nuances of that reality, or resent the choices the characters make, can easily become crusaders against what the characters stand for or against them personally.

- **THE RIVAL:** No matter how little the characters have—even if it's just their good name—someone else will want it. Rivals gunning for the characters' jobs, resources, prestige, or love can serve as excellent enemies that the characters can't simply shoot to defeat. A Serf's worst opponent might be their boss, taking credit for the Serf's achievements and blaming them for their mistakes. No superior wants to face the possibility of a subordinate being promoted over them, and that means walking a tightrope of using the Serf, then disposing of them discreetly. Loyal Serfs might wake one day to find themselves framed for a crime, their good name lost, or their privileges revoked. The fight to reclaim lost status, particularly when forced to hide among the previously ignored or abused Waste, can fill multiple adventures.

Threats can come from either end of the spectrum. Wealthy Serfs may face the same adversaries as Family, while those struggling to get by or in the military may run into the same messy circumstances that Waste struggle to rise above.

COMPROMISES

"Just following orders" doesn't right any wrongs, but embracing that attitude can salve the soul. Serfs are defined by the amorality of their service in an unjust system. Sometimes the choice comes down to maintaining your place—and your family's place—in relative comfort by doing monstrous things, or seeing yourself cast down among the garbage. Even if the Serf is sufficiently jaded to nonchalantly eat a candy bar while reading reports on spreading cannibalism in the Southwest, they may question what they've sacrificed in terms of their humanity if the reward for their actions fails to materialize.

Negative political and social consequences are as common as moral ones. Serfs do not work in their own self-interest, and compromises may range from turning on friends or sacrificing time with their family and friends to killing thousands with the stroke of a pen, all in the name of duty. As Serfs advance to higher ranks and positions of greater responsibility, the risks increase. Rewards such as status and authority put Serfs in the middle of dangerous situations: Serfs near the top live under constant scrutiny from above and below, and Serfs near the bottom can always be replaced—a fertile environment for betrayal.

REWARDS

Though rewards for Serfs are highly contingent on whim—what your lord gives, they can also take away—Serfs are far more mobile within their class than Family or Waste. It is easy—all too easy—for a Serf to advance over the course of an adventure or between storylines as a reward for success, or fall as punishment for failure. Unlike in Family campaigns, Serfs may lack luxuries and or the best tools for their work; unlike Waste, they have access to the vast resources and technology of the Families.

WASTE

A Waste campaign captures the trials and tribulations of the struggle for survival. Oppressed without being governed, the Waste are ignored yet form the backbone of society. They provide essential services—laboring in work gangs, farming toxic earth, or scavenging through the detritus of the past. Hope for survival or a better life may center on gaining the attention of the Serfs (or being lifted), or on pushing out into the wilds where vast tracts of land, including entire cities, have little to no Family presence, to make a new life on the margins.

Waste campaigns can draw inspiration from Westerns or from post-apocalyptic tropes, where small, ill-equipped groups struggle for survival against a harsh environment even as the glass towers of Family wealth loom overhead. Finding a place in—or carving out—a self-sustaining isolationist community is a common goal in Western pastiches, with overland journeys and town-building as common modes. Other Waste campaigns focus on life in a city like Los Angeles, where the characters huddle in the shadows of the oppressive Serfs. These stories blend with crime drama, the empty spaces of the wastelands replaced by crowded slums and simmering feuds between well-armed gangs replacing tension between isolated communities.

ADVENTURES

For the Waste, everyday activities become epic sagas. Encounters with new factions can be an adventure, as can searching for equipment or supplies. Often the goal of adventures is simply to endure, and when real opportunities appear, they come hand in hand with serious risks or moral questions. If characters discover cached weapons buried in the desert, will they hunt for the rest by digging one hole at a time, rent metal detectors from Serfs in exchange for a cut, or raid more successful prospectors? If a herd of dangerous animals passes through, do the characters hunker down and let them pass, hunt them for food and fur, or try trap to breed the critters? If multiple opportunities present themselves



simultaneously, will the characters split their attention or forgo one of the choices?

Some Waste adventure seeds include:

- An ally smuggling medical supplies has failed to arrive when expected. Were they taken by slavers or picked up by Carlyle Security? Have they betrayed the characters, and is going after them a trap?
- An area has been suddenly vacated by the power that held it—a community, a gang, or Serfs. The characters could claim the land if they are fast enough and strong enough, but do they want it? What drove off the original inhabitants?
- The characters leave the badlands, but in the city, the dangers wear new faces. How convenient that a friendly stranger offers them shelter and security...if they just agree to do a little job first.
- The Lift is in town, and that means a lot of Serfs unaccustomed to traveling outside their safe, protected environs. Serfs with money. Do the characters offer vital services to these strangers, or do they simply take what they want?

OPPONENTS

The world of the Waste is ruled by strength: gangs, warlords, and various Family forces are all looking to exploit them. Even when characters are members of one of these powerful groups, there will always be rivals. Even without defined gang affiliations, crimes of opportunity are commonplace, and roving marauders are a risk wherever Waste gather.

- **THE LAW:** Surviving as something less than human often means your very existence breaks the law. Whether it's terrorism, petty theft, or simple debt, nearly all Waste have some form of criminal record, even if those crimes haven't been reported yet. In West Coast America, CARSEC Territory Protection Units are the face of Carlyle rule among the Waste, the rapid deployment teams maintaining order as they see fit outside the Serf enclaves. A mix of guilt and disdain often manifests as cruelty: an unending Stanford prison experiment in which there is no accountability for the powerful.
- **MOTHER NATURE:** Conflicts for survival loom large in Waste life. The *World of Lazarus* is racked by superstorms, long droughts, and devastating climatic upheavals. Lack of civil authority and a sparse population means wildlife is once again a threat to humanity; bears, wolves, coyotes, cougars, wild dogs, and even stampeding bison and elk all threaten vulnerable Waste in ways western civilization had largely forgotten about. Without the constant maintenance provided by Family interest in an area, the Waste who live outside safe enclaves face incredible risks from the only places they can eke out a living: from the couple huddled in the stolen deep-weather tent to survive Krakow's -26° C snap frosts, to the Hock rebels in the Appalachians battering down their meager possessions against another cyclone.
- **THE NEIGHBOR:** When times are hard, Waste must pull together to survive—but when times get really hard, no one is safe. When plague threatens everyone's life, or there's only enough food to feed one family, panic can turn friends and neighbors into animals hell-bent on survival, no matter the cost.

As with most campaigns, a Waste character's enemies are defined as much by the moral and ethical challenges they present as they are by their combat prowess, but in Waste campaigns, those questions lean heavily on the side of "What will you do to survive and protect your own," rather than "What will you sacrifice to get ahead?"

COMPROMISES

The Waste risk everything just to survive. Every morsel of food you eat—never mind the health problems or the loose definition of "food" that you must accept—is likely taken out of another's mouth. Every night, shelter is a victory. Environmental contamination and disease are endemic and, because the Waste rarely have the luxury of care and rest, can easily give rise to chronic health issues. As such, Waste characters face the most acute risk of compromised physiques, carrying the consequences as scars.

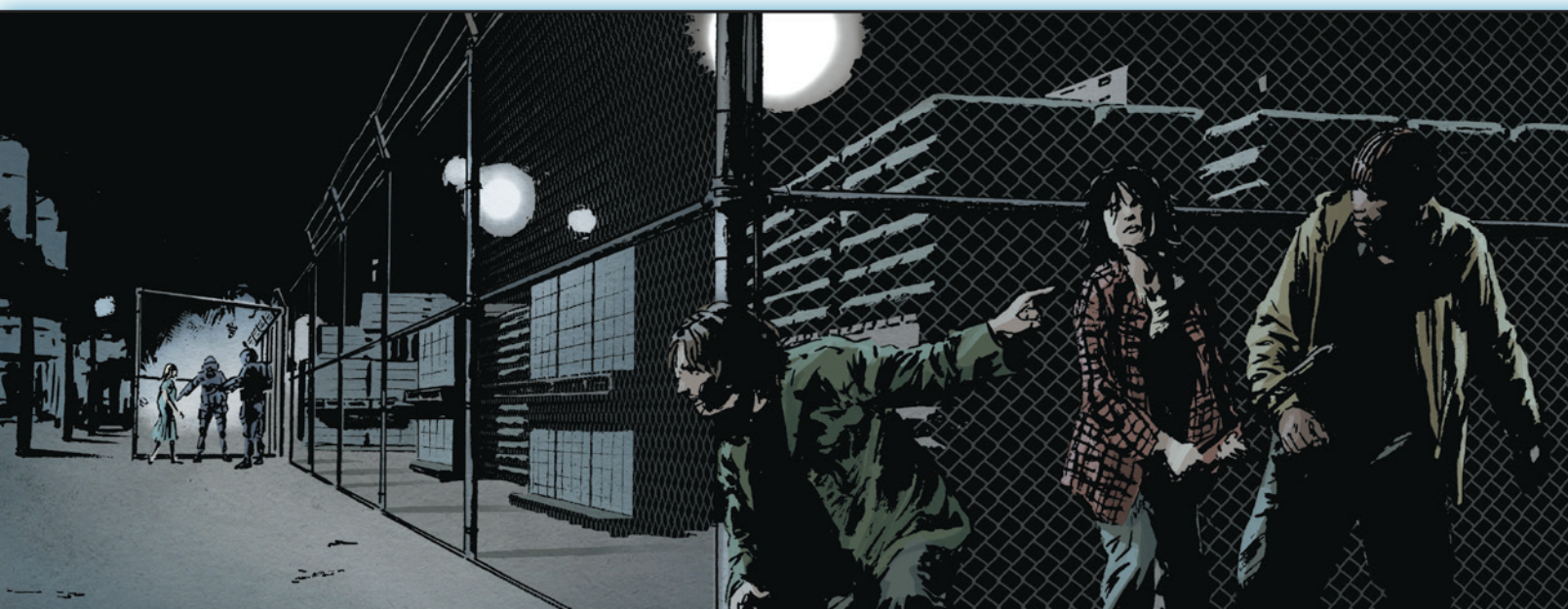
Other compromises include submission, alliances, and enmity. As the scope of the game widens, there should be a sense that every victory limits choices further, shrinking an already small pool of options. Any alliance with gangs, cartels, or other Waste communities that claim turf may provide resources or muscle, but these allegiances are often permanent, as the enemy of your friend is always your enemy. One can seek protection from the Serf security forces, but at the cost of independence and anonymity. In Carlyle Territories, for example, LRP chips track your biometrics, while in Hock country, protection comes with Citizenship and the regime of mind-altering drugs. Alternatively, the Resistance is always recruiting, but rebels often insist you are with them or against them (and if you are with them, see the **Resistance** campaign model).

REWARDS

Clean water. Edible food. Seeing your child reach their second birthday. These might seem like small victories, but in the environment in which Waste live, each day of hard-won survival brings its own sense of triumph. Beyond that, there are broader rewards that represent the culmination of Waste struggle. A community of like-minded souls. Safety. A medical clinic that provides some aid and comfort to the sick. Learning to read. Producing your own art.

In practical terms, this means material rewards are limited to things you can carry, protect, or personally oversee. Things that fall beneath the level of mechanical resolution in other campaigns become significant assets or advantages. For the Waste, many of the technologies from the **Equipment** and **Setting** chapters are unheard-of wonders, rare and alien intrusions in a run-down world filled with jury-rigged remnants of a once-prosperous realm. What tech exists was either scavenged from the bountiful past, rented from Serfs, or stolen (and likely someone wants it back). This makes certain rewards, such as alliances and modern technology, particularly desirable.

Reputation, honorifics, and ranks for the Waste do not spread as far or as wide as they do in other campaigns. In the absence of mass communication, these designations must mean something to the NPCs the characters are likely to interact with. Worthwhile reputations or memberships include rank within organizations that travel, or credit with a fixed community (a small town or a gang, perhaps) that the characters will interact with repeatedly.



RESISTANCE

A specter haunts the world, the ghost of freedom remembered but lost. Resistance campaigns tell the stories of those who will not kneel before the Families, and of their struggles against impossible odds.

Resistance campaigns are defined by character objectives rather than social rank. They are populated by Serfs and Waste alike who have different levels of access or invisibility within Family territories. Even disgruntled or conscientious members of the Families or Lesser Houses can participate, often in disguise. Because of the overwhelming sophistication and amount of technology Family forces can bring to bear, Resistance campaigns revolve around espionage, propaganda, and other covert actions. Success is vital, but surviving to fight another day is even more important.

The Free make an excellent basis for a Resistance campaign, as they are global, organized, and well-informed and well-supplied by the mysterious Orphan. This allows for a pipeline of missions, some degree of institutional support, and convenient alliances. For a campaign with a traditional heroic flavor, the characters can even serve as roaming troubleshooters for Orphan, a trusted traveling group dealing with crises across a nation or across the globe.

ADVENTURES

Resistance adventures follow the classic path laid out in popular narratives like *Star Wars*, *The Hunger Games*, and countless video games: small bands striking at monoliths where they are weakest, or trying to evade capture or destruction at their enemies' hands. The key design choice is where to seed opportunities for action, and by what means the Family will strike back.

Classic espionage and counterespionage adventures are the core of a Resistance campaign, but familiar *Lazarus* themes also present excellent opportunities for quests. In addition to stealing passwords and rooting out moles, characters may occasionally need to tackle a scientific challenge to re-establish a sympathetic

community's water supply, escort a valuable defector through hostile territory, or conduct trade negotiations to get the vehicles, weapons, or medical supplies they need.

Possible adventures for Resistance campaigns include:

- An émigré scientist is offering cybernetic implants to a cell that can smuggle her and her family out of Morray Territory. Are the characters up to the task of extracting a key asset from one of the most militarized nations on the planet? And if so, are they willing to let a stranger experiment on their bodies?
- An anti-terrorism unit closes down the city while they conduct a manhunt. Can the characters find a way out of the city before being caught up in the sweep? And who is the Family hunting?
- An agent within a Family media conglomerate creates a short-term backdoor the Free can exploit to broadcast whatever they want, until the Family discovers the feed and shuts it down. Responsibility for the message—and ensuring their access lasts as long as possible—falls to the characters.
- Adventures from any other campaign model also work for Resistance campaigns. For example, cell members might struggle to maintain their anonymity or the appearance of being loyal Serfs while performing their regular duties on behalf of their Family masters, even as they spend their nights and weekends undoing all the work they've accomplished.

OPPONENTS

The Families are an overwhelming force, in command of secret police, military units, and their Lazari. When designing the opponents in a Resistance campaign, break down the monolith and look at the components that make up the larger whole. Which Serfs are critical to Family projects in the local area? Who has been tasked to hunt down local resistance, and what law enforcement or military group are they part of? Is one particular Family

scion the target of a character's ire, or vice versa? Many stories offer a model for complex, nuanced enemies who can be part of a larger machine without being faceless, such as Le Carré's Karla or Deputy Gerard from *The Fugitive*.

- **THE COUNTERREVOLUTIONARY:** Security agents aren't the only ones who oppose the Free and other resistance groups. Countless Serfs prefer a comfortable life to the uncertainty of revolution, and band together into ragtag groups to undermine the Resistance, either out of a sense of loyalty or because the Resistance have committed their own share of sins for which they should be held accountable.
- **THE EXTREMIST:** The most haunting enemies are those who reflect the worst of our ideals, working toward the same goals but using crueler, more efficient tactics. Extremists might try to coax the characters into joining their more violent revolution, or they may see the characters as just as bad as the Families for allowing the tyrants to remain in power a second longer than is necessary.
- **THE MOLE:** Service to the Families is the default way of life. Serfs live it. Waste aspire to it. Every person who resists does so for their own reasons, and some of them eventually waver in that commitment. They may feed Resistance intelligence to security agencies in the hopes of sparing lives, or they may become disillusioned when they discover the Resistance isn't the romantic, idealist utopia they may have imagined. And of course, agencies like CARSEC constantly work to place assets within any organizations that oppose Family interests.

Though the Resistance have squared themselves off against the Families, their opponents can also include the cartels, hackers, and raiders, all of whom exist in relative comfort within the status quo and don't want to see that disrupted. Losing the class distinction means Waste are no longer fair game for slavers, for example, and if the Families no longer restrict Serfs' access to luxuries, they can't sell those at a markup. Even Resistance fighters with

opposing ideologies, more violent methods, or antithetical ambitions can be long-running enemies, posing ethical challenges to characters in dealing with their enemies' enemy.

COMPROMISES

Being a member of an illegal resistance force opposed by the sixteen world governments makes every decision into a compromise. If a friend on the inside provides actionable intelligence, do you take advantage of that knowledge, exposing your asset, or do you hold back to keep them safe, accomplishing nothing? Do you go undercover, helping your enemies in the short term in the hope of getting closer to their secrets? Do you expose yourself and claim territory, flying a flag in open defiance and drawing in recruits at the risk of an aerial strike? Or do you surrender any sense of home, moving on before pursuit can catch you?

One man's freedom fighter is another man's terrorist. The Free are known for using assassination, blackmail, and torture to further their aims, and those aims can include attacking civilian targets. Characters may have to forsake their friends and loved ones once they begin this life, or, in extreme cases, even betray those they love for what they see as the greater good. The neo-feudal world system has been designed to ignore or deny the gray zones between sides, but if the characters buy into that Machiavellian perspective, what exactly is it they are fighting for?

REWARDS

While material rewards can be gauged against the lifestyle the characters lead—see the Waste and Serf campaigns for ideas—allies, informants, and fellow travelers can all make excellent rewards, as can any followers the characters will accept. Isolated survivalists can be offered illicit gene splicing or have their legend spread far and wide, while Serfs who generally stick to the shadows can be offered a cache of powerful weapons, administrator passwords, or promotions to assist with future endeavors.

Victory against the Families is the obvious ultimate reward for resistance fighters, but it is a long-term goal the characters may not live to see. Such victories—unless you want your campaign to sidestep *Lazarus's* normal tone of compromised victories and no easy paths—should be rare. While Zorro, Robin Hood and the heroes of *Star Wars* are all fine sources of inspiration, the sheer scale of the task at hand should make striking at the Families an enormous challenge. There is no small port that will bring down the Empire, no single figure you can topple to liberate the land, just as assassinating a president or king doesn't topple a nation in our modern world. Most of the progress characters will achieve will be incremental: exposing crimes, disgracing individual Serfs in security or intelligence bureaus, saving lives, and winning over minds who will help lead the Resistance tomorrow.

Any Resistance success story reflects a balance: the Families are wealthy enough to bounce back from almost any sabotage or scandal, but some victories the characters achieve can leave a nasty black eye. Greater success quickly brings more powerful enemies, making increased hostility and danger a sort of reward all its own. The characters will know they've definitely left their mark once a Dagger unit is deployed to put an end to them once and for all!



ORGANIZATIONS

Organizations play a central role in the *World of Lazarus*. Resistance operatives direct cells. Waste rise to lead their communities. The cartels have their own hierarchies. The Families rule organizations that span continents. Characters may take charge of organizations through merit, luck, inheritance or necessity. Alternatively, they may serve them, but to incorporate that into an adventure requires a concrete sense of that organization's scope. In the *World of Lazarus*, organizations have rules that determine their capabilities, influence, and importance to the story.

These rules are abstractions, encouraging speedy play by representing the aggregate choices and accomplishments of numerous individuals and situations, but they also reflect the tension between the individual and the system, capturing the way bureaucratic and political institutions have their own gravity that may work against their nominal controllers.

ORGANIZATION ABILITIES

Regardless of their size, purpose or cohesion, organizations use the same general rules and are represented by the Organizational Ability Scores: Force, Finance, Influence, Culture, Tradecraft and Technology. These six attributes function similarly to character abilities, with –2 or below being very poor and 4 or greater being exceptionally potent.

- **FORCE:** Force is the organization's capability to carry out violence. This ranges from high-Force missile strike capabilities and aircraft carriers bristling with armed soldiers ready for global deployment to the low-Force hand-to-hand combat skills of your workforce.
- **FINANCE:** Finance measures immediate economic power. Liquid assets, of course, but also productive operations, valuable property, and human labor that can be used in the short term to buy, borrow, or boycott as needed to impose one's will upon the world.
- **INFLUENCE:** Influence represents the soft power you can't simply buy: the organization's history, relationships, and reputation. It covers far more than simple fame or infamy, but rather how well reputation and alliances can be effectively leveraged.
- **CULTURE:** Culture represents the appeal of the organization's purpose, functionality, and principles. This affects recruitment and defections, as well as the day-to-day drive of the membership. Purely mercenary outfits will have low Culture, while ones with a fractious membership may shift into negative scores.
- **TRADECREFT:** Tradecraft represents espionage, counterespionage, and general skullduggery. Tradecraft can represent organizations with a focus on secrets, like the Ring of Worms, or those with formal intelligence arms, like CARINT, but it also includes any organization's capacity for intrigue, such as a police force's ability to investigate or the native paranoia of any criminal group.
- **TECHNOLOGY:** Technology establishes the access an organization has to advanced technologies. High-Technology organizations have access to technology like



nanites, pharmacological mind control, cloning, and life extension. Low-Technology organizations, like raider gangs or isolated survivalists, are restricted to only those tools they can buy or steal and understand.

In addition to these primary Organizational Ability Scores, there are four Secondary Scores: Scale, Capital, Cohesion, and Focus.

Capital represents the total assets and resources of the organization, including how much it can be depleted before dissolving. Capital can be thought of as equivalent to Health.

Cohesion represents an organization's sense of unity and loyalty, mandating how hard it is to disrupt. Cohesion can be thought of as equivalent to Armor Rating.



Focus works identically to a character's Ability focuses, representing areas of specialization, expertise, or purpose. Focuses are tied to each Organizational Ability Score. An Influence focus might be "Organizing the Waste," whereas a Technology focus might include "Genetic Engineering."

Finally, **Scale** describes the organization's scope—Small, Medium, Large, or Global—and describes its ability to deal with things larger or smaller than itself. A global power, regardless of its lack of specific focus and investment, cannot help but have access to better technology or greater military forces than an individual mountain warlord. **Global** powers are those that can affect the entire world in the course of their operations: the sixteen Families, the Free, and others who might squeeze into this elite club. **Large** describes those organizations that can operate transnationally, with the weight and leverage to support those operations, such as the Catholic Church, MARP, or the Novaya Bratva, as well as the aggressive Junior Signatory Families in the service of the Sixteen. **Medium** organizations operate in Territories and Domains, and tend to count their members in the thousands rather than tens or hundreds of thousands. **Small** organizations can cover anything with enough purpose and stability to qualify as more than fellow travelers. Scale should be set by the game-master to match the campaign or organizational concept, with Small as the default.

CREATING ORGANIZATIONS

As you populate organizations for characters to lead, you have three choices for how to generate their abilities.

- **FREEFORM:** When players and the gamemaster agree on the organization's appropriate role and capabilities, they can simply assign appropriate abilities. Capital should be between 25 and 45, Cohesion between 2 and 6, and character organizations should have a spread of primary abilities between 0 and 5, (with associated Focuses), giving a spread of strengths and weaknesses and room to grow.

- **ARRAY:** Players allocate an array to their Organizational Ability Scores: one 3, two 2s, two 1s and a 0, then assign Secondary Scores. First, they assign two Focuses, with at least one going to the highest primary ability. Organizations start with a Cohesion of 3 and Capital of $25 + 2d6 +$ the highest assigned Ability Score.
- **RANDOM GENERATION:** With this option, the players roll the dice for the abilities as if they were rolling up a character in *Modern AGE*, then swap any two ability scores. Starting Cohesion is $1d6 - 1$, and Capital is $25 + 2d6 +$ the highest assigned Ability Score. Select two Focuses, one of which must be for the organization's highest Ability.

NPC ORGANIZATIONS

Gamemasters using these rules to create a character-run organization should craft additional organizations to act as rivals and enemies. Freeform generation is by far the easiest and most appropriate way to construct rival organizations tailored to the characters' and campaign's needs. A powerhouse NPC organization can either be a great source of adventure if used well, or highly disruptive to a campaign if used poorly, so taking time to figure out exactly what role such institutions fill and how they function is worth the trouble. A strict organizational chart or lengthy background isn't necessary, but gamemasters should at least know what an NPC organization does, its capabilities, who's in charge, and their goals.

EXAMPLE: THE AKLAK FAMILY

Greg is running a Family campaign. His players are set to play the Scions and senior Serfs of the Aklak bloodline, a Junior Signatory Family. The game will be set in Nunavut, with the Family ruling the Far North Sub-Domain on behalf of Family Carlyle, resisting against Vassalovka, Bittner, and Bratva threats.

The players roll for their Organizational Ability Scores, rolling 3d6 six times and assigning the results in order. They roll a 7, 11, 18, 10, 13, and 12 for a 0, two 1s, two 2s and a 4. Deciding they need troops to survive their enemies, they swap Force with Influence for Force 4, Finance 1, Influence 0, Culture 1, Tradecraft 2, and Technology 2. They roll d6 for Cohesion and get 2, and Capital comes to 34. This distribution of stats indicates a cunning and ruthless house, wealthy and well-supported by CARSEC and CARINT, but one probably sent to the ends of the earth for a reason, with little support from the Serf or Waste communities.

The players pitch the suggestion that their advanced technology helps them and their Serfs make inroads against the cold, and that the game will be about carving out an empire in an inhospitable environment. Following this logic, their Focuses become Naval Warfare (chosen from their highest ability) and Weather Control for Technology.

The Aklak Family is now ready for play.

ORGANIZATIONS IN PLAY

Once you've populated the world with organizations, they are naturally going to clash and interact with each other. The following rules set out how organizations grow and spar.

ORGANIZATIONAL THREATS	
2D6 ROLL	THREAT
2	Crisis of Confidence: New information, propaganda or direction causes the organization to become divided by self-doubt.
3–4	Institutional Decay: A shark that stops moving dies. A lack of recent successes has caused the organization to devour its assets to carry on.
5–6	False Friends: Allies and subordinate organizations pull away.
7	Bandits: Theft, banditry, or higher taxation—somebody is taking your money and threatening your people.
8–9	New Rival: A new player enters the field, undercutting the organization indirectly.
10–11	Shortage: Some critical supplies—guns, labor, food or precious metals—dry up, putting things in crisis.
12	Schism: Political infighting, bureaucratic reorganization, or ideological breakaways split off some part of the organization.

GROWTH

Growth represents the changes to political and economic circumstances every organization faces over time. Every six months, players make a simple test (TN 10) using the organization’s highest ability. If successful, the organization has maintained their current position unchanged. Failure indicates things turn for the worse: the organization must choose between losing 2d6 Capital, reducing an Ability Score by 1, dropping a Size, or reducing Structure by 2. Using this method, Organizational Abilities cannot be reduced below –2, Structure can’t go below 0, and Scale cannot be less than Small. An organization that runs out of reductions is destroyed.

While the cause of the drop can often be informed by the wider campaign situation and narrative, a roll of 2d6 on the **Organizational Threats** table can provide inspiration. At the game-master’s discretion, characters may undertake some mission or adventure to prevent the organizational loss, but this comes with its own risks; failure should carry more severe consequences and losses to the organization.

One Growth roll every six months reflects the pacing of the *Lazarus* comic. Gamemasters wanting organizations to change more often might increase frequency to monthly or simply “between adventures,” while those wanting slower campaigns spanning years or decades can limit growth tests to yearly.

If doubles are rolled on a Growth test and the test succeeds, the organization improves in some way. This is reflected by spending stunt points in the same way a character would. The **Organizational Growth Stunts** table lists options for how the characters may invest their SPs, or a gamemaster can add new stunts as they see fit to meet a gap or to better fit the evolving narrative.

The benefits of Organizational Growth Stunts can also be granted as rewards for character achievements, threading the rules for organizations into their adventures. The nature of the awards should fit within the logic of the story.

PLOTS

Plots are those actions that organizations take to affect the world outside their direct influence, especially other organizations. This ranges from massive propaganda campaigns to economic take-overs to knife fights in dark alleys. Successful plots benefit the plotting organization and hurt their targets, while failed attempts have the opposite effect.

By default, organizations can take four Plot actions per year, though additional Plot actions can be introduced to reflect

ORGANIZATIONAL GROWTH STUNTS	
SP COST	EFFECT
1+	Consolidate: Increase Capital by 1 per SP spent.
1+	Support: Supply a character with an item, invest with a title or reputation, or grant increased authority or access.
2	Intel: You gain general intelligence about another organization. Learn 2 exact ability scores or focuses.
2	Project Resources: Gain a +2 bonus to the next action the organization takes.
3	Harden Systems: +1 to Structure
3	Recruitment: A new member of the organization reduces the SP cost of one specific Plot or Growth Stunt by 1 SP. This bonus continues until this member is killed or removed (by a targeted Plot, or narrative events).
3	Networking: The organization develops a new ally, contact, or client that will provide intelligence or support to the characters.
4	Acquisitions: Increase any Ability rated 5 or less by 1.
4	Expansion: Increase the Scale of an organization from Small to Medium.
4	Specialize: Add a new Focus.
5	Economies of Scale: Increase the Scale of an organization from Medium to Large.
5	Parallel Processing: The organization can take two extra Plot actions per year for the next two years.
6	Best of Breed: Increase any Ability rated 6 or more by 1.
6	Globalization: Increase the Scale of an organization from Large to Global.
6	Posthuman Assets: You develop the ability to create or maintain minor augmentations, or even your own Lazarus. Select two Growth or Plot stunts and reduce their cost by 1 SP each. Add a single Focus, representing your pinnacle agent’s special talents.

opportunities created by clever character actions or adventure rewards. For games where the organizational rules are front and center, like a Family campaign centering around a growing minor house, this frequency might be increased, while games where the organization is distinctly secondary might have no natural refresh point and only be triggered by direct PC interventions.

Plots against other organizations are executed as opposed tests between the aggressor organization and their chosen target. The Ability rolled depends on the plot executed or the defense

PLOTS AGAINST INDIVIDUALS

Organizations can pursue their agendas and scheme their schemes against individuals just as easily as against each other. This happens with particular frequency to player characters, and to those NPCs who have drawn the characters' ire.

Where characters are the target, run the Plot like any adventure, using the organization's statistics as a guide to their resources and capabilities. This is generally below the level of resolution addressed by Plot actions, but sometimes organizations just go all out. You can, if the organization does put their shoulder in, increase the challenge and cost the organization one of their Plot actions for the year.

If the target is an NPC, the gamemaster can determine if that person is part of another organization (like the characters), and treat it as a Plot action against their organization. If the person stands alone, the gamemaster can assess the outcome based on the relative power of the organization and the capability of the target.

PLOT STUNTS

SP COST	EFFECT
1+	Recapitalize: Add extra Capital equal to the SP spent.
1	Salt the Earth: Take 1d6 Capital damage, and inflict an additional 2d6 Capital damage to the opposing organization.
1	Leverage Outcomes: Gain a +2 bonus to your next Plot action against this same opponent.
2	Neutralize Asset: Pick a Focus; the opponent cannot use it in their next Plot action.
2	Bad PR: Your plot generates its own negative rumors about your opponent. Make an opposed Influence test. If you win, the target organization's members suffer a –1 to Communication tests until the organization rolls doubles during a Growth check.
2	Undermine: Your group manages to discover an important secret about your foe. Make an opposed Intrigue test. If you win, the target organization suffers a –2 penalty to its next plot action involving you.
3	Devastate: Add 1d6 extra Capital damage when determining the opponent's Capital loss.
3	Psychological Warfare: Your tactics hit close to home and rattle your opponent's nerves. Make an Influence test against the target organization's Culture. If you win, the target organization's members suffer a –1 to Willpower tests until the organization rolls doubles during a Growth check.
3	Surgical Strike: Ignore Cohesion when determining the opponent's Capital damage.
4	Corruption: Make an opposed Finance test. If you win, the target organization softens its stance toward you. They cannot take any Plot actions against you for six months, and may even move closer to neutrality or even alliance.
4	Split Targets: Use the results of your Plot action to target two organizations. These must be linked in some way. Each organization rolls and resists separately.
5	Extreme Devastation: Add 2d6 extra Capital loss to your opponent.
5	Overwhelm: Take another Plot action immediately against the organization, not counting toward your annual limit. This uses the same ability as the current Plot.
6	Stable Transition of Power: Lower one of your target organization's Abilities by 1 and raise your organization's rating in the same Ability by 1.
6	Defector: A key person in your opponent's organization flips. They bring subordinates and resources while crippling the systems of their former master. Your opponent loses a Focus, and you gain it.

presented (with any relevant Focus giving an organization a +2 bonus). A military strike might be opposed by Force, but a concerted propaganda campaign to undermine a foe might use Influence, while an assassination would use Tradecraft. If the aggressor wins, it does 2d6 plus the Ability used in damage to the target's Capital. Structure acts as armor against this damage, reducing lost Capital by its value. If the aggressor fails, they suffer the damage instead. If the winner of the opposed test rolls doubles, they generate SP equal to their Stunt Die result to spend on the **Plot Stunts** table.

SCALING PLOTS

There are upsides and downsides when you pick on someone who's not your own size. When organizations of different Scales launch plots against each other, the following rules apply. For every difference in Scale, the larger organization gains a +2 bonus to the opposed Plot action test. While it is easier for large organizations to overwhelm smaller ones, they also get less out of it: it costs 2 additional stunt points to perform a stunt per difference in scope.

When a smaller organization succeeds against a larger, the risk can be justified by exceptional rewards. The larger organization, however, may barely notice the injury. For every difference in Scale the defending organization is larger than their opponent, the smaller organization gains a +2 bonus and 2 free stunt points toward their next Growth check.

While the rules allow for interaction of organizations from any Scale, it is recommended that gamemasters keep the majority of organizations within one tier of the characters' organization. If you want to use a larger organization, consider breaking it into distinct components. For example, instead of the clearly Global Carlyle Family, you might instead use the Large "Carlyle Mountain Government" or the Medium "CARSEC Boulder Homicide Division." By giving numbers to component organizations rather than the larger institution, you mitigate any perception that players need to punch above their weight before they are ready. A plucky group of Free can take on a local administrative tyrant, rather than a territorial dynasty. It also avoids the inverse scenario where any military or criminal action against the characters is represented as a Plot action worth the attention of the leaders of a Global organization. Sometimes things truly are beneath their notice. Most importantly, scaling foes makes it easier for players to take "leadership" of an elite Dagger company or a small bureaucratic division without needing to map out overly complicated hierarchies, keeping these rules useful for all kinds of campaigns.

EXAMPLE OF PLAY: AKLAK FAMILY

GROWTH

The Aklak Family is carving out its Nunavat territory. Having survived their first six months, it is time for a Growth check. The TN is 10, and the players roll their highest Ability (their Force of 4). They roll 4, 5, and 4 on the Stunt Die. Having met the TN, they expand their staging area. They may also, thanks to the doubles, spend 4 SP on the Organizational Growth Stunts table. They select Specialize, taking up a new Tradecraft Focus in “Counter-Espionage” to reflect the growing presence of the Eye.

PLOTS: BEING TARGETED

With all the construction and investment, the local Novaya Bratva smugglers cannot resist making a little trouble and a little money. Bribing various officials, they start diverting supplies and materials. This plot action uses the Bratva’s Finance. The Aklaks suggest defending with Force, as they stamp down on the bribery hard, but the game-master suggests that sounds more like defending with their Tradecraft of 2 to identify the bribed officials to stamp on.

The Bratva are a wide spread organization, and though Greg could have written up the local chapter with their own stats, he is using the numbers for the Large organization below. The Bratva receive a +2 bonus from Scale, but the Aklaks have a +2, reflecting their Counter-Espionage Focus. Greg rolls a 4, 2, and Stunt Die of 3 for the Bratva, and adds their 3 Finance and +2 Scale bonus for a total of 14. The players roll 5, 2, and 5 for the Aklaks, with a Tradecraft of 2 and their Focus, for a total of 16.

With their rolled doubles, they have 5 SP for Plot Stunts, which they use to inflict Extreme Devastation on the Bratva, dealing an extra 2d6 Capital loss. They are not just rooting out traitors, but summarily executing suspected Bratva agents. This results in 4d6+2 Capital damage, or 14 points’ loss, as the Bratva are pushed out of the Far North. Victory over a larger foe gives the Aklaks +2 to their next Growth roll, and 2 bonus SP to spend on Growth stunts.

PLOTS: TARGETING OTHERS

The Aklaks, pressing their advantage against the arrogant cartel, decide to take the fight to the Bratva. Playing to their strengths, they begin patrolling the Arctic seas and boarding smuggler vessels.

This is a contested Force roll, with the Bratva bringing in their +2 Scale bonus and the Aklaks their Naval Warfare Focus. Luck remains with the Aklaks, with the players rolling 2, 6, 2 with a +6 bonus for 16 total, while the game-master scores a 1, 3, 4 with a +4, falling short at 12. The Bratva take another 10 Capital damage, still standing but now having fallen 24 points in six months!

With another double rolled, the Stunt Die becomes SP for spending on Plot Stunts again. Their 2 points are enough for the Undermine stunt, imposing a –2 penalty on any revenge the Bratva may choose to take. With the Bratva well in hand, the Aklaks turn their attention to their nominal masters, the Carlyles, and begin to consider Plot actions they can take in this six-month period that will allow them to safely siphon off some Family resources.

SAMPLE ORGANIZATIONS

Hock, Inc.

ABILITIES		
FORCE	2	
FINANCE	4	
INFLUENCE	5 (MARTINS FAMILY TIES)	
CULTURE	6 (PHARMACOLOGICAL LOYALTY, CRECHE EDUCATION)	
TRADECREFT	4 (HEALTHCRIME INVESTIGATIONS)	
TECHNOLOGY	5 (CHEMISTRY, MASS PRODUCTION)	
CAPITAL	COHESION	SCALE
45	5	GLOBAL

Novaya Bratva

ABILITIES		
FORCE	4	
FINANCE	3 (BRIBERY)	
INFLUENCE	4	
CULTURE	1	
TRADECREFT	6 (BLACKMAIL, SMUGGLING)	
TECHNOLOGY	2	
CAPITAL	COHESION	SCALE
40	4	LARGE

Trader Five D’Souza Delegation

ABILITIES		
FORCE	0	
FINANCE	3 (COMMODITIES)	
INFLUENCE	3 (D’SOUZA FAMILY TIES, FAIR DEALERS)	
CULTURE	1	
TRADECREFT	3	
TECHNOLOGY	2 (COMMUNICATIONS)	
CAPITAL	COHESION	SCALE
35	5	SMALL

Isolated Waste Community

ABILITIES		
FORCE	3 (TOTAL MOBILIZATION)	
FINANCE	1	
INFLUENCE	1	
CULTURE	2	
TRADECREFT	1 (KNOW THEIR OWN)	
TECHNOLOGY	0	
CAPITAL	COHESION	SCALE
25	2	SMALL

NEW HAZARDS

The dangers in the *World of Lazarus* come in countless forms, from conspirators to secret police to the land itself. Many hazards are unique to this setting. The following section describes only a few of the possibilities. See **Hazards** on p. 129-130 of *Modern AGE* for more information.

In addition to the hazards presented here, all manner of dangers await characters in a world half-collapsed from its former glory. In the ruins, collapsing ceilings and floors, chemical leaks, and flammable gasses all threaten scavengers and desperate shelter-seekers. In the urban sprawl, disease runs rampant among the Waste while Serfs contend with constant surveillance. Among the elite, poison, booby traps, and sabotage may lurk in plain sight. On the front lines, soldiers must navigate trip wires and traps ranging from improvised deadfalls to smart-mines.

ADAPTIVE TOXINS

MURDEROUS

At the razor's edge of biochemistry lie smart proteins capable of reacting to their host environment. For most Families, this technology stops at reinforcing transcription factors in gene therapy, but with refinement, smart proteins can be rebuilt into a deadly toxin. Adaptive toxins are complex biopolymers that warp proteins in the body in the same way as a prion, causing swift and devastating crashes in various biological processes. Any attempts at treatment alter the host's biochemistry, causing the smart protein to reshape itself, randomly targeting a new protein and a new biological system. The human body is incapable of breaking down these unusual proteins, allowing them to linger until their host's biology collapses. An adaptive toxin can be engineered to take effect immediately upon exposure or up to a year later, but once activated inflicts 3d6 Penetrating damage every hour and renders its target comatose. A TN 15 Constitution (Tolerance) check halves this damage and allows the target to remain conscious. Extensive medical care (the equivalent of a hospital stay) reduces the damage to 2d6 per day, while cutting-edge medical care reduces this damage to 1d6 damage per week. The target cannot recover lost health until the adaptive toxin is removed, requiring a TN 17 Intelligence (Proprietary Medicine)

advanced test with a Success Threshold of 20. Each test represents one week of work in an ordinary lab, or one day of work in a cutting-edge facility.

To date, Hock is the only power capable of manufacturing adaptive toxins, and even with this nation's considerable medical technology, each dose must be tailored to a specific genome.

AUTO-TURRETS

MODERATE

Some locations provide additional security with stationary gun emplacements controlled by sophisticated targeting computers. Once activated by intruders, they target and fire on all hostiles in their field of view, automatically inflicting 2d6 Ballistic damage each round. A TN 13 Dexterity (Acrobatics) or Strength (Jumping) test reduces this damage by half, or negates it if there is cover within the character's movement range. Auto-turrets continue to fire on targets for 5 rounds or until they no longer detect intruders, and may be destroyed by inflicting 15 damage (Defense 12). The artificial intelligence can be designed to ignore or target specific individuals, or programmed to recognize things like RFID badges or uniforms to allow their wearers safe passage.

BAD FOOD/WATER

MINOR

Waste often have to make do with spoiled food or tainted water, leaving them less able to accomplish the grueling labor that defines their lives. Bad food or water for the day inflicts 1d6 Penetrating damage, while having both in the same day inflicts 2d6 Penetrating damage. A TN 11 Constitution (Endurance or Tolerance) test reduces this damage by half. Tainted food or water can be detected with a successful TN 12 Perception (Tasting) test, and rendered safe with a successful TN 13 Intelligence (Chemistry or Medicine) test. For every 2 points by which a character's Intelligence test exceeds 13, they may purify enough food or water for one additional person.

BIOMETRIC RECOGNITION SYSTEMS

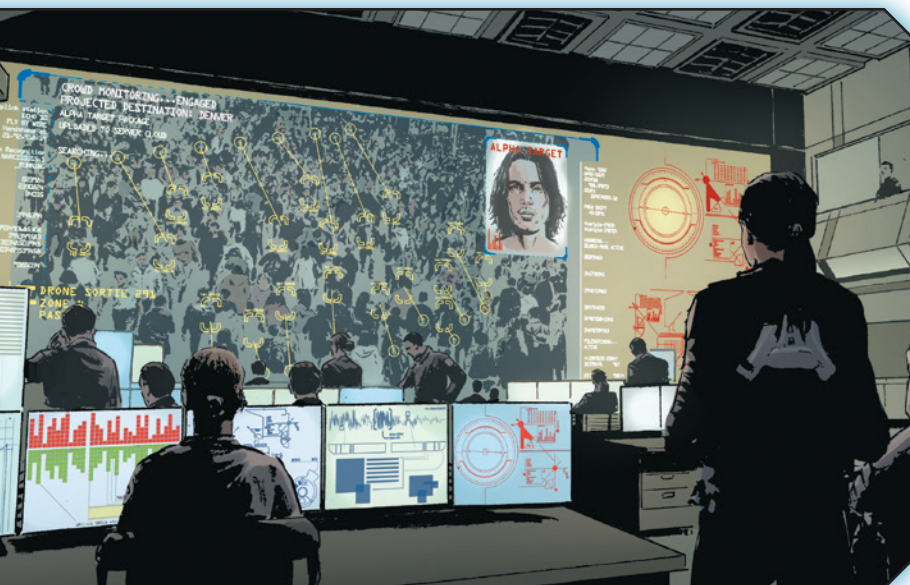
MINOR

Advanced sensors employed by the Family and even some criminal organizations can identify individuals through facial recognition, heat patterns, gait analysis, and chemical sensors. To avoid alerting whatever security forces may rely on these sensors, characters need to not only obscure their faces, but also change their body language. This requires a TN 11 Communications (Disguise) test beforehand, and a successful TN 9 Communication (Unobtrusiveness) test for each minute they remain in sight of a sensor. On their own, Biometric Recognition Systems are a minor hazard, and simply alert security forces or activate automated systems (which may be considerably more challenging).

THE BOMBING RUN

MURDEROUS

Whether the characters themselves are targeted or they just happen to be standing in an area under attack by carpet bombing, artillery or other ordnance rains from the sky. A bombing run inflicts 6d6 Penetrating damage to everything in the affected area. Characters can detect the bombing run shortly before it begins and find cover with a successful TN 12 Perception (Hearing) test, reducing the damage by 2d6. Characters can also attempt to flee the most devastating blast zone



with a successful TN 14 Constitution (Running) test to reduce the damage by 2d6. Characters who succeed at both these tests suffer only 2d6 Ballistic damage from shrapnel.

CROSSING THE WASTES

MINOR

Travel between settlements in the wake of pollution, superstorms, and desertification is a challenging ordeal. To determine the damage inflicted by travel, calculate how long it will take the characters to reach their destination: typically 2+1d3 days for locations in the same Sub-Domain, 3+1d6 days within the same Domain, and 6+2d6 days within the same Family territory, or double these travel times if the group does not have a powered vehicle. Each day of travel inflicts 1d6 Penetrating damage as characters endure exposure, hunger, bad water, harsh weather, fatigue, and radiation. Each of the following TN 11 tests reduces the damage an individual character takes by 1d6: Constitution (Stamina), Constitution (Tolerance), Willpower (Morale), and Willpower (Faith). Each of the following TN 13 tests reduces the damage an entire group takes by 1d6: Communication (Leadership), Intelligence (Earth Science), Intelligence (Navigation), Perception (Tracking), and—if the characters have appropriate animals or vehicles—Dexterity (Driving), Dexterity (Riding), or Strength (Steering). No character can benefit from an ability check to reduce damage on a trip more than once, and damage from travel cannot be reduced below 1d6 or healed until they reach their destination or make camp. Characters may break up a single long journey into smaller, more easily managed stages by making camp to rest and gather supplies for 1d6 days.

THE DEVASTATING COMPROMISE

MINOR

Sometimes, in a harsh world, people do monstrous things in the name of survival, or loyalty, or desperation, but these choices can haunt them for weeks or years. When a character takes an action that lies far outside their normal morality or runs counter to their Virtue, they must attempt a TN 13 Willpower (Self-Awareness) test (or higher, for particularly heinous crimes) or be haunted by their choice for the next 24 hours, suffering a –2 penalty to all Communications, Perception, and Willpower tests due to distracting thoughts, anxiety, and depression. Each time a character fails this roll, make a note of it. Once a character has failed a number of tests against devastating compromises equal to their Willpower + 5, they gain a permanent –1 penalty to all Willpower checks as their convictions and compassion erode. Once a character has failed a number of tests against devastating compromises equal to their Willpower + 10, they lose the ability to regain Conviction by following their Virtue. Characters can reverse these eroding effects through therapy, introspection, and following their Virtue, generally erasing one failed test for every significant deed done or six months of mental health counseling. The Hock drugs (see page 34) known as Blues can temporarily negate the effects of a failed test or the long-term Willpower penalty from accumulated failures.

DUST STORM

MAJOR

Massive, mile-high dust storms sometimes ravage the barren, dry earth blighted by increasing global temperatures, burying entire communities, driving planes and drones from the sky, and choking living creatures on dust and grit. Characters can



notice an approaching dust storm with a successful DC 15 Intelligence (Earth Science) or Perception (Seeing or Smelling) test and try to find cover. Anyone caught outside in the dust storm's path can either choose to hunker down and cover themselves as best they can, taking 4d6 Ballistic damage over the course of the storm, or attempt to find more secure shelter with a DC 13 Intelligence (Navigation) test. Every test spent searching for shelter inflicts 2d6 points of Ballistic damage. A dust storm can last anywhere from 30 minutes to several days: seeking better shelter may inflict more damage in the short run, but may leave characters in a better location to rest and will reduce the risk of being buried alive.

FINANCIAL COLLAPSE

VARIABLE

Whether by bad luck or a deliberate attack on a character's credibility and resources, a character's investments, savings, and business partners begin to fall apart, potentially reducing their Resource score by 1d6. An affected character may immediately cut their losses, reducing the Resource loss by half, or they may attempt to resist it with an advanced test. Successful resistance requires TN 12 Communication (Bargaining) or Economics (Evaluation) tests, with each check representing an hour of dumping bad assets and reassuring business partners. After five checks, if a character accumulates 5 points toward their threshold, reduce the Resource loss by 1. If a character accumulates 10 points toward their threshold, reduce their Resource loss to 1 point. If a character accumulates 15 points toward their threshold, negate all Resource loss. The losses and TN here represent middle-class/Serf targets. Upper-class/Family have more to lose, adding +2 to the Resource loss (before any adjustment for cutting losses or resisting) and TNs to resist. Waste have considerably less to lose, reducing the Resource loss and TNs to resist by 2.

THE HOCK FLU

ARDUOUS

The Hock flu was a weaponized version of the H7N7 and H7N9 influenza viruses, originally released as a bioweapon in X +25. Engineered to spread rapidly through airborne transmission to humans, common livestock, and birds, Hock quickly lost control

of the virus as it mutated and led to a global pandemic that killed an estimated 400 million people. While the virus has been largely eliminated in the wild over the last forty years, small pockets still exist and continues to mutate, and rumors claim that Hock Territories continues their bioweapons research to create a more effective and more controllable version. Resisting an infection requires a successful TN 13 Constitution (Stamina) check for each contact with an infected carrier, and a TN 11 Constitution (Stamina) check for each day spent in the vicinity of the virus. Once infected, fighting off the disease is an advanced test with a threshold of 10, requiring a TN 14 Constitution (Stamina) or Intelligence (Medicine) test once a day. Every failed check reduces the patient's Constitution score by 1. Anyone infected with the Hock flu suffers a -2 penalty to all Accuracy, Fighting, Perception, and Strength tests. The Hock flu is especially devastating to young adults and the middle-aged; children and the elderly gain a +2 bonus to resist contracting it and to resist its effects.

LOYALTY ENFORCEMENT

MINOR

Loyalty is a precious commodity in the *World of Lazarus*, and difficult to retain. Many Families take an extra measure to reinforce the loyalty of their most useful servants—including their Lazari—through the use of drugs, brainwashing, cybernetic implants, or neurosurgery, rendering their assets incapable of betrayal. These measures are almost always instituted without the servant's knowledge, emerging the first time a character tries to raise a hand against their Family. Characters don't encounter the hazard until they take an action that activates it. To injure or kill the person to whom they owe their loyalty first requires attempting a TN 19 Willpower (Conditioning) test. The loyalty enforcement may also be activated to shut down any disobedience and compel an action, requiring a TN 15 Willpower (Conditioning) test to resist. Different loyalty enforcement measures may be circumvented in different ways; drug-dependent measures will slowly fade if a character quits their medication, while a cybernetic implant can be hacked and neurosurgery can be repaired by experts with the proper skills. Of course, submitting to any of these activities is another act of insubordination the enforcement explicitly forbids.

LIFT TESTING

MODERATE

The Lift is a semi-annual event that allows Waste to rise to the rank of Serf by demonstrating their value in a series of arduous physical and mental tests. To even be considered, Waste must first demonstrate high potential to a selection board with a

single TN 13 ability test using a focus of their choice (exceptional service may grant a bonus, or even circumvent this step). Once testing begins, characters attempt an advanced test with a threshold of 10, rolling a TN 13 test for a single focus of their choice for each of their seven abilities. Each test represents a half hour of strenuous testing, and each failed test inflicts 1d6 Penetrating damage from mounting stress and/or minor injuries. Characters who reach their threshold are accepted as new Serfs in service of the Family.

SMOKESCREEN

MINOR

Modern firearms can pick off targets from hundreds of yards away, often before opponents have time to secure cover. As a result, most military units carry "smokers" in case of ambush, while Waste militias employ similar, homespun devices. A smokescreen creates a dense wall blocking line of sight, making it impossible to target anyone on the other side, or more than 5 yards away for those inside the cloud. Some smokescreens—especially those created by fires or Waste-built smoke grenades—only block normal vision, allowing characters with thermal goggles to target opponents through the smoke. Military-grade smokescreens also block thermal vision. Smoke inhalation is toxic, inflicting 1d6 Penetrating damage for every minute spent inside the cloud; a successful Constitution (Tolerance) test halves this damage.

SUPERSTORM

HARROWING

The hurricanes of the twentieth and twenty-first centuries gave rise to storms of legend as climate change racked the globe, pouring unprecedented energy into storm fronts. Family climate-control science has done much to stabilize these fronts over the last thirty years, but not eliminate them entirely. Superstorms stretch a hundred or more miles across, producing winds in excess of 150 mph and spawning far more dangerous tornadoes as they pass, along with flooding, lightning, and blown debris that can strike with the force of a cannonball. A typical superstorm lasts 2d6 hours, and anyone caught outside during one halves their speed in the sharp winds and must succeed at a DC 13 Strength (Might) test to not be knocked over by wind or floodwaters each round in action time. Anyone and anything caught outside in a superstorm takes 3d6 Impact damage from flying debris each minute of narrative time or each round of action time. At your discretion, flimsier structures may collapse or be destroyed within an hour of a superstorm, while an average home can endure 1d6 hours of superstorm exposure before experiencing catastrophic damage.

THIRST

MAJOR

While running water is taken for granted by Families and Serfs alike, Waste—especially those on the fringes—as well as soldiers in the field don't always have access to that luxury. Characters can generally survive without water for a number of days equal to their Constitution (minimum 1), after which dehydration sets in. Dehydrated characters take 3d6 Penetrating damage each day and cannot heal any damage until they drink more potable water. A TN 13 Constitution (Endurance) test reduces this damage by half. Finding water requires a successful Intelligence (Navigation) or Perception (Searching or Tracking) test, with the TN varying depending on the terrain; finding water in verdant wilderness requires a TN 9 test, while locating clean water in polluted ruins or deep in the desert calls for a TN 19 test. Reduce the TN by 2 if you search for *any* water, not just clean, but then you may encounter the Bad Water hazard.



ADVERSARIES

Many of the adversaries presented in **CHAPTER 8** of the *Modern AGE* roleplaying game are both common and dangerous in the *World of Lazarus*. Politicos, celebrities, and entrepreneurs rely on bodyguards more than ever, while the high-stakes games played by Family members and Lesser Houses often require assassins, brainwashed killers, and even martial artists. National conflicts still rely heavily on soldiers, spec ops, snipers, and demolitions experts, and some—Murray in particular—round out their military forces with cyborgs. Security forces are still largely comprised of police officers and police detectives, and secure facilities rely on security guards and guard dogs to keep troublemakers out. Meanwhile, resistance and criminal groups employ cat burglars, hooligans, and vigilantes.

The following adversaries present additional niches of the *World of Lazarus*. Any Ability focuses or Talents marked with an asterisk (*) are new rules described in this book.

DISSIDENT

Also Known As: Anarchist, Free Operative, Protester

No Family’s domain is entirely free of those agents who resent the Family’s rule. Whether members of an organized group like

Double Agent

ABILITIES (FOCUSES)																	
0	ACCURACY (PISTOLS)																
4	COMMUNICATION (DECEPTION, DISGUISE, PERSUASION)																
1	CONSTITUTION																
1	DEXTERITY (LEGERDEMAIN, SABOTAGE)																
1	FIGHTING																
3	INTELLIGENCE (BUSINESS, EVALUATION)																
2	PERCEPTION (EMPATHY)																
0	STRENGTH																
3	WILLPOWER																
SPEED		HEALTH			DEFENSE		AR + TOUGHNESS										
12		18	23	38	11	12	12	3I/5B+1	+1 +2								
WEAPON		ATTACK ROLL			DAMAGE*												
POCKET PISTOL		+2			1D6+2												
* ADD +2 TO DAMAGE IN PULPY AND CINEMATIC MODES.																	
SPECIAL FEATURES																	
FAVORED STUNTS: Benefit of the Doubt, Impress STUNT – WHILE YOUR BACK WAS TURNED: For 1+ SP, the double agent may reveal some sabotage they enacted against another charater, imposing a –1 penalty per SP spent to all actions requiring equipment the target makes in the next round. TALENTS: Intrigue, Misdirection, Observation EQUIPMENT: Ballistic Bodysuit, Ceramic Pocket Pistol, Digital Camera, Disguise Kit, Hidden Micro-Drive																	
THREAT: MODERATE																	

the Free or a chaotic mass making their voices heard, dissidents represent impulse and emotion more than organization or hierarchy, making them minor threats compared to more organized criminals and soldiers—but frustratingly difficult to stomp out entirely. While not every protester is an armed militant, the inherent risk of protesting Family rule means that people generally refuse to stand up unless appropriately armed and ready for a fight.

DOUBLE AGENT

Also Known As: Con Artist, Family Spy, Free Conspirator, Industrial Saboteur, Novaya Bratva Informant

Empires rise and fall on secrets, and those rare individuals who can convince others to share their secrets are the kingmakers of the post-X world. Double agents are competent Serfs who daily prove their worth but never shine brightly enough to attract scrutiny. All the while, they slowly feed information to their true masters to further a political agenda or line their pockets. In a pinch, they are talented saboteurs as well, but destroying high-profile targets risks exposing their activities and destroying their value as an asset.

Dissident

ABILITIES (FOCUSES)																	
1	ACCURACY (LONGARMS, THROWN)																
2	COMMUNICATION (DISGUISE, INSTIGATING*)																
2	CONSTITUTION																
1	DEXTERITY																
3	FIGHTING (BRAWLING)																
0	INTELLIGENCE																
0	PERCEPTION (EMPATHY)																
1	STRENGTH																
1	WILLPOWER (MORALE)																
SPEED		HEALTH			DEFENSE		AR + TOUGHNESS										
12		12	16	21	12	12	12	4I/0B+2	+2 +2								
WEAPON		ATTACK ROLL			DAMAGE*												
OLD CARBINE		+3			2D6+2												
STEEL-TOED KICK		+5			1D3+2												
MOLOTOV COCKTAIL		+3			2D6+2												
* ADD +2 TO DAMAGE IN PULPY AND CINEMATIC MODES.																	
SPECIAL FEATURES																	
FAVORED STUNTS: Skirmish, Take Cover STUNT – THERE’S MORE OF YOU?! For 4 SP, the dissident may summon another dissident from the surrounding area to back them up. There must be a gathered crowd or appropriate hiding places to use this stunt. TALENTS: Armor Training (Novice), Misdirection EQUIPMENT: Heavy Leather Jacket, Improvised Explosives, Old Carbine, Provocative Posters, Steel-Toed Boots																	
THREAT: MINOR																	

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Drone, Combat										
Abilities (Focuses)										
3	Accuracy (Integrated Weapons)									
-2	Communication									
3	Constitution (Stamina)									
3	Dexterity (Fly)									
0	Fighting									
-1	Intelligence (Navigation, Tactics)									
3	Perception (Seeing)									
1	Strength									
4	Willpower (Self-Discipline)									
Speed		Health			Defense			AR + Toughness		
3 (15 Fly)	43	58	73	13	13	14	3I/3B+3	+4	+4	
Weapon				Attack Roll			Damage*			
Integrated Machinegun				+5			2D6+6			
Integrated Missile				+5			3D6+3			
* Add +2 to Damage in PulpY and Cinematic Modes.										
Special Features										

FAVORED STUNTS: Lethal Blow, Overwatch

ARMOR PLATING: A combat drone's lightweight armor plating provides it with an Armor Rating of 3 against ballistic and impact damage.

DRONE: Drones don't need to eat, breathe, or sleep, and can see in the dark as if it were daylight.

INTEGRATED WEAPONS: A combat drone is outfitted with weapons systems. Its integrated machinegun functions as an automatic rifle, while its integrated missile launcher may fire any grenade with a range of 500 yards and a Capacity of 3. This drone is outfitted with fragmentation grenades.

THREAT: MAJOR

DRONES

Also Known As: Killer Robot, War Drone

Families, and even many criminal organizations, use automated drones—either remotely controlled or guided by simple AIs—to scout and protect remote territories or provide air support in areas too dense for traditional aircraft. **Combat drones** pack the firepower of a soldier into a small and maneuverable frame with advanced optics and communications equipment and no need to rest, though human forces remain the far cheaper option. Remotely piloted drones substitute their operator's Accuracy and Dexterity (Piloting) bonuses for their own.

Also Known As: Eye in the Sky, Spy Drone

Far more common than combat drones, **recon drones** are inexpensive and reliable guardians capable of patrolling border and wilderness regions as well as guarding secure facilities. They rarely engage targets, instead tracking and observing activity and reporting trespassers to a human operator to dispatch more appropriate security forces.

Drone, Recon										
ABILITIES (FOCUSES)										
1	ACCURACY									
-2	COMMUNICATION									
3	CONSTITUTION (STAMINA)									
3	DEXTERITY (FLY)									
-1	FIGHTING									
-1	INTELLIGENCE (CRYPTOGRAPHY)									
3	PERCEPTION (SEEING, TRACKING)									
-1	STRENGTH									
3	WILLPOWER (SELF-DISCIPLINE)									
SPEED		HEALTH			DEFENSE			AR + TOUGHNESS		
3 (15 FLY)	15	21	26	13	13	13	1I/1B+3	+4	+4	
WEAPON		ATTACK ROLL					DAMAGE*			
FLARE GUN		+1					1D6+3			
* ADD +2 TO DAMAGE IN PULPY AND CINEMATIC MODES.										
SPECIAL FEATURES										

FAVORED STUNTS: A-ha!, Speed Demon

ARMOR PLATING: A recon drone's lightweight armor plating provides an Armor Rating of 1 against ballistic and impact damage.

DRONE: Drones don't need to eat, breathe, or sleep, and can see in the dark as if it were daylight.

INTEGRATED WEAPONS: Most recon drones are not equipped with weapons, but carry signal flares that may be used to respond to a threat. A flare inflicts 1d6 ballistic damage and may ignite flammable materials nearby. The flare gun has a range of 300 yards and a Capacity of 3. Recon drones expected to operate in hostile territory may have additional weapons installed, but their lightweight frame can only accommodate weapons from the pistols weapon group.

THREAT: MINOR

ELITE SOLDIER

Also Known As: Carlyle Daggers, Hock Silent Scalpel, Morray Cybernetic Battalion

Equal parts special forces unit and cult dedicated to their respective Families, the elite soldiers of any Family military are high-unstoppable forces who answer directly to their respective Lazari. Handpicked and trained under grueling conditions, each soldier is outfitted with the best weapons and armor the post-X world can offer. The end results are devastatingly effective soldiers—capable of direct assault or silent, close combat—loyal beyond compare.

FAMILY AGENT

Also Known As: Family Friends, INTELWAR Agent, My Right Hand

Far more than bodyguards, Family agents are the hands that enact their masters' wills. Operating with no true oversight except the members of the Family they serve, agents play equal



Elite Soldier

ABILITIES (FOCUSES)

4	ACCURACY (ASSAULT RIFLES, GRENADES, LONGARMS)
1	COMMUNICATION (LEADERSHIP)
5	CONSTITUTION (RUNNING, STAMINA)
3	DEXTERITY (INITIATIVE, STEALTH)
4	FIGHTING (BRAWLING, LIGHT BLADES)
1	INTELLIGENCE (TACTICS)
2	PERCEPTION (SEEING, TRACKING)
3	STRENGTH
5	WILLPOWER (COURAGE, SELF-DISCIPLINE)

SPEED	HEALTH		DEFENSE			AR + TOUGHNESS		
12	30	80	110	13	14	16	6I/8B+5	+6 +27

WEAPON	ATTACK ROLL	DAMAGE*
KNIFE	+7	1D6+6
AWS (CARBINE MODE)	+6	3D6+2
AWS (GRENADE LAUNCHER)	+6	2D6+2

* ADD +2 TO DAMAGE IN PULPY AND CINEMATIC MODES.

SPECIAL FEATURES

FAVORED STUNTS: Covering Fire, Double-Team, Group Tactics, Long Burst, Short Burst, Skirmish

AMMO DISCIPLINE: The elite soldier reloads all firearms except Black Powder firearms as a free action.

STUNT – I WILL NEVER ABANDON MY FAMILY: For 1+ SP, the elite soldier may increase their Toughness by +1 per SP spent until the end of their next turn.

TALENTS: Command, Knife Style*, Overwhelm (Expert), Quick Reflexes

EQUIPMENT: Assault Weapon System, Combat Armor System, Knife, Blast Grenades, Tactical Gear, Map, Dog Tags

THREAT: MAJOR

Family Agent

ABILITIES (FOCUSES)

3	ACCURACY (PISTOLS)
2	COMMUNICATION (DECEPTION, ETIQUETTE)
3	CONSTITUTION
1	DEXTERITY (INITIATIVE)
4	FIGHTING (GRAPPLING)
0	INTELLIGENCE (FAMILY*, SECURITY)
2	PERCEPTION (HEARING, SEEING)
3	STRENGTH (INTIMIDATION)
4	WILLPOWER (COURAGE)

SPEED	HEALTH		DEFENSE			AR + TOUGHNESS		
12	27	42	57	11	11	12	3I/5B+3	+4 +4

WEAPON	ATTACK ROLL	DAMAGE*
GRAPPLE GRIP	+6	1D3+3
C109 SPYDER PISTOL	+5	2D6+5

* ADD +2 TO DAMAGE IN PULPY AND CINEMATIC MODES.

SPECIAL FEATURES

FAVORED STUNTS: Brutal Strike, Guardian Angel, Human Shield

STUNT – ALL ACCORDING TO PLAN: For 3 SP, the Family agent can declare that another NPC present in the scene was working for them all along. That NPC betrays the heroes or produces some information or equipment the mastermind needs right then, and counts as their ally from then on.

TALENTS: Minor Augmentation*, Improvisation, Intrigue (Expert), Pistol Style

EQUIPMENT: Ballistic Bodysuit, L19 Vyper Pistol, Briefcase, Media-phone, Sunglasses

THREAT: MODERATE

parts guard, detective, and saboteur, and are permitted to come and go from even the most secure locations as they please. This access makes them especially ideal for inter-Family conflict, as siblings jockey for power and control by undermining one another’s passion projects.

Hock Committed

ABILITIES (FOCUSES)																		
0	ACCURACY																	
–2	COMMUNICATION																	
3	CONSTITUTION (ENDURANCE, STAMINA)																	
1	DEXTERITY																	
3	FIGHTING (BRAWLING)																	
–2	INTELLIGENCE																	
0	PERCEPTION																	
2	STRENGTH																	
5	WILLPOWER (SELF-DISCIPLINE)																	
SPEED	HEALTH			DEFENSE			AR + TOUGHNESS											
11	18	24	29	11	11	11	01/0B+3	+3	+3									
WEAPON	ATTACK ROLL			DAMAGE*														
FIST	+5			1D3+2														
MAKESHIFT CLUB	+3			1D6+2														
* ADD +2 TO DAMAGE IN PULPY AND CINEMATIC MODES.																		
SPECIAL FEATURES																		
FAVORED STUNTS: Adrenaline Rush, Blockade, Guardian Angel BLISS: The committed have lost any sense of individuality and are immune to the effects of social stunts. They also ignore any penalties caused by pain or fear. TALENTS: Protect (Expert) EQUIPMENT: Basic Tools, Committed Uniform																		
THREAT: MINOR																		



HOCK COMMITTED

Also Known As: Hock Zombie, Meat Drone

Jacob Hock discovered a particularly ghoulish way to get the most from his workforce by use of a chemical cocktail that robs humans of sentient thought and free will. Those who volunteer for Commitment—it is always a choice, though often the only other option is death—surrender their humanity for the glory of the Dr. Hock, becoming obedient drones who exist in a state of chemical euphoria. Like children, the Committed require oversight, and like machines they need medical maintenance, but they labor without fuss and blithely throw their lives away in service. Committed are automa- tons, but most retain one focus related to their intended work, such as Strength (Machining) or Communication (Animal Handling).

RAIDER

Also Known As: Bandit, Rioter, Slaver, Wolf

The Families aren’t the only predators exploiting the defenseless. Roving gangs of Waste scour the roads and ruins of the old order, taking food, weapons, and valuables from their fellow survivors.

Raider

ABILITIES (FOCUSES)																		
2	ACCURACY (BLACK POWDER)																	
0	COMMUNICATION (BARGAINING)																	
2	CONSTITUTION (STAMINA)																	
0	DEXTERITY																	
1	FIGHTING (SHORT HAFTED)																	
–1	INTELLIGENCE																	
1	PERCEPTION																	
2	STRENGTH (INTIMIDATION)																	
0	WILLPOWER (COURAGE)																	
SPEED	HEALTH			DEFENSE			AR + TOUGHNESS											
10	18	22	27	10	10	10	4I/0B+2	+2	+2									
WEAPON	ATTACK ROLL			DAMAGE*														
SCRAP PISTOL	+4			1D6+4														
TIRE IRON	+3			1D6+2														
* ADD +2 TO DAMAGE IN PULPY AND CINEMATIC MODES.																		
SPECIAL FEATURES																		
FAVORED STUNTS: Hamstring, Knock Prone, Skirmish STUNT—RULE BY FEAR: For 4 SP, the raider can follow up a successful attack with a simple, shouted command of one to three words, such as “drop it,” or “on the ground,” targeting a single opponent within 10 yards. Make a Strength (Intimidation) vs. Willpower (Courage) or Willpower (Self-Discipline) test. If successful, the target must use a minor action on their next turn to obey as best they can. TALENTS: Living on the Fringe (Expert) EQUIPMENT: Chains, Doll’s Head, Heavy Leather Armor, Scavenged Club, Scrap Pistol																		
THREAT: MINOR																		

So long as they keep to the vast, worthless stretches between major settlements and keep their hands off Family property, few authorities care to spend resources on eliminating them. Some Serfs even profit from these lowlifes, buying slaves for work crews, rounded up by so-called Wolves in their raids.

SCAVENGER (MINOR)

Also Known As: Mechanic, Scrapper, Waste Trader

Many desperate souls make their living trying to reclaim wealth from the past, digging up buried machines and searching ruined buildings for trinkets, parts, and the occasional wonder. While not overtly aggressive, scavengers spend months or years at a time isolated and surrounded by raiders. Most are possessive and paranoid, fiercely defending their claims with a variety of clever traps.

SECRET POLICE

Also Known As: CARSEC/INT agent, industrial spy, Ministry of Safety and Security investigator

Maintaining power in an ordered society relies heavily on controlling how your populace thinks, tending public perceptions like a garden. And tending any garden requires pulling weeds. The Families rely not only on overt law enforcement, but also on extensive networks of secret agents and informants to track dissident groups and terrorists—and average citizens asking the wrong questions.

Scavenger (Minor)

ABILITIES (FOCUSES)

0

ACCURACY (LONGARMS)

0

COMMUNICATION

1

CONSTITUTION (TOLERANCE)

1

DEXTERITY (SABOTAGE)

1

FIGHTING

2

INTELLIGENCE (EVALUATION, TINKERING)

1

PERCEPTION

1

STRENGTH (MIGHT)

1

WILLPOWER

SPEED

HEALTH

DEFENSE

AR + TOUGHNESS

11

12 14 19

11 11 11

41/6B+1 +1 +1

WEAPON

ATTACK ROLL

DAMAGE*

DAGGER

+3

1D6+2

HUNTING RIFLE

+2

2D6+3

* ADD +2 TO DAMAGE IN PULPY AND CINEMATIC MODES.

SPECIAL FEATURES

FAVORED STUNTS: Take Cover, Whatever’s Handy

TALENTS: Junker*, Jury-Rigger*

EQUIPMENT: Dagger, Hunting Rifle, Jury-rigged Ballistic Plate Armor, Mechanical Toolkit, 1d6 Functional Pre-X Trinkets

THREAT: MINOR

FACTIONAL ADJUSTMENTS

Not all soldiers are created equal: Hock mass-produces armies and maintains control through drug regimens, while Carlyle invests time and energy into training each resource, making the most of their limited manpower. To reflect these differences, here are some general guidelines for adapting forces to specific *Lazarus* factions.

CARLYLE

Carlyle invests heavily in training and equipping their people in order to compensate for their lower populations. While CARSEC,

Secret Police

ABILITIES (FOCUSES)

2

ACCURACY (PISTOLS)

2

COMMUNICATION (DISGUISE, INVESTIGATION)

3

CONSTITUTION

3

DEXTERITY (DRIVING)

4

FIGHTING

1

INTELLIGENCE (LAW, SECURITY)

3

PERCEPTION (EMPATHY, HEARING)

1

STRENGTH

2

WILLPOWER (COURAGE)

SPEED

HEALTH

DEFENSE

AR + TOUGHNESS

13

25 40 55

13 14 14

31/5B+3 +3 +4

WEAPON

ATTACK ROLL

DAMAGE*

COLLAPSING BATON

+4

1D6+1

SA PISTOL

+4

2D6+3

* ADD +2 TO DAMAGE IN PULPY AND CINEMATIC MODES.

SPECIAL FEATURES

FAVORED STUNTS: Human Shield, Vicious Blow

TALENTS: Clearance*, Grappling Style, Pistol Style

EQUIPMENT: Badge, Ballistic Bodysuit, Collapsing Baton, Concealed Holster, Electronic Bug, Semiautomatic Pistol

THREAT: MODERATE



CARGO, and other enforcement agencies typically deploy fewer bodies to engage the enemy, many of these soldiers are Elite or even Heroic adversaries.

HOCK

The Citizens of Hock Territory are universally addicted to the pharmaceuticals their loving ruler dispenses, the effects of which grant them a +2 bonus on Willpower tests to resist intimidation, torture, brainwashing, and similar manipulations, but inflict a –1 penalty on Intelligence tests, as they dull their senses. Active combat troops instead rely on stimulants, granting them a +1 to Perception and Constitution tests, but inflicting a –1 penalty on all Communication tests.

THE FREE

Agents working for the Free are generally well-informed and discreet; they wouldn't be recruited, and wouldn't remain alive long otherwise. They gain an additional Unobtrusiveness focus for Communications.

MORRAY

Many Morray agents and soldiers have a single rank of a Minor Augmentation talent (usually Adrenal) to reflect cybernetic implants.

WASTE

Waste generally have to make do with low-quality equipment. Exchange any modern weapons or armor with their twentieth-century equivalents.

NOTABLE DANGERS

While the agents of the sixteen Families present the clearest danger to characters of all classes, campaigns gain color and context from the additional factions and forces moving through the world. Ranging from the instruments of State oppression down to local gangs, they provide a springboard for filling in the Carlyle Territories and beyond.

The following factions are notable dangers, outside threats, and opportunities that can appear in any campaign or territory as allies or enemies as circumstances dictate. They also provide examples of the kinds of factions that thrive and strike in the shadow of the great powers, and can be used to inspire other factions that fill out the *World of Lazarus*.

THE CARTEL

The organizations behind organized crime, cartels carry out profitable, repeatable crimes on a large scale in pursuit of profit and power. They thrive in whatever shadows the government creates: smuggling, arms dealing, drug trafficking, assassination. While the security forces of the Families may have the power to destroy these groups, the fractured remnants reform quickly, and with many Serfs—including the officials tasked with destroying them—on the syndicates' payrolls, security forces are seldom tasked with launching yet another futile strike.

NOVAYA BRATVA

The **Novaya Bratva** is the largest criminal fraternity in North America. Members of Russian organized crime brought low by the Vassalovka purges, Vory survivors took advantage of the chaos of the Dissolution War to crush or incorporate rival cartels and entrench themselves in American trading hubs. The Bratva are weakest in Hock Territory, where they have been impaired by the Hock's healthcrime regime, and strongest in Carlyle's Mountain Domain, where CARSEC officers turn a blind eye to the Bratva's arming of both Waste communities and insurrectionist factions. The Bratva are well-armed, well-equipped, and well-positioned, controlling hundreds of soldiers, thousands of corrupt officials, and dozens of small Waste communities. The Bratva do not have a single leader, instead functioning as a coalition of allied factions. Long-simmering tensions between Semion "Prince Simon" Borodai and Vadim Tarlev over control of the Novaya Bratva have cooled with the outbreak of the Carlyle/Hock war. Semion, leader of the once-dominant Borodai gun-runners, has abandoned his plans for a succession conflict, instead recognizing the independence of Tarlev's Alaskan "Archangel gang" in exchange for various concessions and pay-offs.

THE VALENCIA FAMILY

The **Valencia family** were wealthy, powerful, and prestigious in the pre-X years, a politically powerful Columbian dynasty with a fortune built and sustained by the drug trade. Territorial rivals of D'Souza, it was the Valencia guerrilla fighters that set the de facto northern border between D'Souza and Morray, and to this day, the Valencias continue to push into D'Souza holdings and sell drugs to D'Souza Waste. While they do not have the numbers of the Bratva, the Valencias have something better: a political safe haven. Recognized by the Macau Accords as a Junior Signatory Family under Morray dominion, the Family soldiers are armed and protected by the Morrays. Their drug fields receive privileged status as long as they continue to offer tribute to the Morrays and confine their drug sales to south of their border.

THE GANGS

The Waste and the less valuable Serfs form a *precariat*, a group with little economic stability or security and minimal power. The gangs fill the resulting support gap, offering a semi-formalized protection racket separated from the cartel by social necessity and a very thin veneer of legitimacy.

THE FRIENDLY PEOPLE'S MILITIA OF NEVADA

The **Friendly People's Militia of Nevada** is an informal group of three thousand volunteer security officers, environmental responders, and fire fighters, led by a core of four hundred former Carlyle military and security personnel. Protecting the Waste of the southwest region—the wind farmers, the ranchers, and the scavengers working over Vegas's corpse—they take pressure off CARSEC forces already stretched thin guarding the Family's military, recreational, and mining facilities. The group has permission from CARSEC to pay volunteers in Labor Reward Points, and dues can be paid in kind or in NADs. The militia's

36 LAZARUS ADVENTURE SEEDS

While many of these suggestions lend themselves to a particular flavor of campaign, all of them can be adapted to your group's needs.

1. A survivalist group has managed to keep themselves alive and kicking out in the boonies since before the Macau Accords. The leader has isolated a deadly new disease to maintain their independence.
2. A group has secretly begun excavating the ruins of a remote military base looking for biological weapons. They discovered more than they bargained for...
3. You require a blood sample from another Family's Lazarus to solve a scientific mystery.
4. A trade deal begins falling apart when an unknown third party enters negotiations, sabotaging your forces to undermine your offer and credibility.
5. A pirate radio or online broadcast shares Family gossip, along with censored news and information. The Families would like it shut down, but also want to know where the broadcasters are getting their all-too-accurate information.
6. An entire medical relief bus goes missing while resupplying on the edge of a major Family city, and at least one of the workers was a known Family espionage asset.
7. Rumors of a holy man with weird powers begin circulating among the Waste in an urban area, but this mysterious figure proves remarkably elusive.
8. There is intelligence suggesting an infiltration effort by Family enemies during the next Lift. Find and deal with the infiltrators without disrupting the testing process, while also wading through people desperate for a chance.
9. A Waste settlement has survived by pirating the Family electrical grid for the last eight years, and the infraction has only now been discovered.
10. Go undercover to infiltrate another Family by passing through their Lift testing, even if it means cheating to beat out people who would have rightfully earned those opportunities.
11. Bodyguard/babysit a bored Family member "on safari" to hunt. Hunt what? Oh, you'll find out.
12. Intelligence assets keep insisting that a shadowy group has a loose nuke in their possession. Every lead has been a dead end, but now a radioactive corpse has been discovered in the desert, with a current ID chip.
13. Rumors begin spreading that supplies to relieve a natural disaster have been tainted by your own organization to thin out the population. Do you destroy the supplies in a show of good faith for the community, or root out the source of the rumors while convincing people the supplies are safe? What happens if the rumors turn out to be true?
14. An unidentified disease is running rampant through the Waste population. A team needs to identify and contain it before the outbreak becomes a pandemic—even if it means "sterilizing" everything within two miles.
15. A new Lazarus enters the scene, with no Family affiliation. They have no identity, either because they were assigned to the blackest op, represent a rogue state, or simply proved impossible to control.
16. Terrorists have threatened to detonate a weapon at a major Family social event, but the "terrorists" turn out to be desperately hungry survivors hoping to steal food as the guests scatter.
17. Discover (or conceal) the origins of an engineered disease.
18. A fire fueled by dangerous wind conditions is rapidly spreading toward a food research facility. Your team must quickly recruit from the Waste to get the fire under control. The fire causes security shutdowns at the research facility, and some of the Waste (or spies among them) begin looting.
19. A disease tailored to strike only the descendants of one Family sweeps through the territory. This reveals the existence of unacknowledged Scions among the Waste, as well as a relative presumably immune to the plague.
20. A change in the war front creates a refugee crisis, straining local supplies and leaving everyone at wits' end.
21. A member of the Family becomes obsessed with pirated recordings of a Waste singer and wants her recruited in order to "make her a star." She drives a hard bargain, and then turns out to have an ulterior motive for getting close to the Family.
22. A valuable family researcher goes rogue, taking important data with them.
23. Waste scavengers discover a nuclear device predating Year X.
24. Increasing criminal activity leads to evidence that a Family member may be involved.
25. A clone of a Family member, created for replacement parts, escapes and goes rogue, exploiting their access to Family technology and strongholds.
26. Somebody has hacked the Labor Reward Point system, diverting rewards and qualified labor for their own use.
27. A Family aircraft goes down in dangerous territory. Its VIP passengers must be recovered quickly and covertly, but the cause of the crash also needs to be investigated.
28. A survey vessel in international waters discovers a legendary shipwreck, submarine, or aquatic lab, and too many people learn the information at once.
29. A space station's orbit begins to decay, and simulations predict it will hit a large metropolitan area. The Family has an aging rocket.
30. At least one trusted Serf turns out to be compromised by advanced mental conditioning/programming. When there's evidence the player characters are similarly compromised, what do they do? For a twist, the "evidence" against them was faked in order to get them to act—but for or against the Family?
31. A farming center staffed by prisoners on the edge of Family territory goes completely dark.
32. A Serf's funny video goes viral—along with a killer computer virus. Is he a willing accomplice, or being set up by an outside element?
33. Militant forces attack a medical supply shipment. In defeating them, the characters uncover sensitive intelligence that cannot be broadcasted. Do they abandon the emergency supplies to return the time-sensitive data, or escort the supplies to their destination?
34. You must stage a political propaganda concert or play.
35. Your enemy takes shelter among civilian homes and businesses.
36. A lover or friend appears guilty of treason.

services include providing forces to escort paying youths to the Winter Lift in L.A, and volunteering is a good way to prove merit to the selection board.

THE INVISIBLE

Between the end of privacy rights, innovations in surveillance technology, and machines powerful enough to process traffic in real time, most criminals do everything in their power to avoid the hubs of Family power and their omnipresent technologies. There are those, however, who have evolved to stay ahead of the changes in technology and society, carrying out their operations invisibly behind the scenes. From the population of hackers, infiltrators, spies and assassins, invisible factions form; their effects may not be seen, but they are felt.

THE RING OF WORMS

The **Ring of Worms** was formed by the legendary “Letos,” the infosec geniuses that found (or built) various backdoors and exploitation points in the early *PostPost* and founded the darknet that survives into X +65. Now devolved into a loosely affiliated network of anonymous hackers, the Ring thrives in Serf enclaves where computers are prolific, opportunities for social engineering frequent, and profit easy. Where they cannot earn security privileges through blackmail or spoofing, individual Worms rely on stolen MoblReadrs or hacked Smartwalls, bypassing automated security features to win a few quick transactions before moving on. The Ring’s catalog includes everything from Hock psychotropics to false identities to snuff footage. They create and redirect false production orders, generate customs approvals to move contraband around the Territory undetected, and even use their considerable reach to blackmail and bribe officials into abandoning investigations.

THE BEAURN0

The **BeaurN0** are a group of Chinese hacktivists dedicated to increasing personal liberty and autonomy in Li Territory, offering software hacks and for-sale manipulation of the distributed machine intelligence that directs so much of Li Serf and Waste society. The BeaurN0 has a complicated relationship with Chinese authorities, for while they are wanted criminals, their ability to hide from the system often proves useful to intelligence forces. Li bureaucrats and officials seek out BeaurN0 hackers for their unrivaled ability to game the algorithms that govern day-to-day decision-making, especially where they believe the system has come to the wrong decision.

THE RAVAGERS

There are groups that are enemies to all others that nonetheless have found (or more often, carved out by force) a niche. These are the ravager factions.

THE BLOODY RAILROAD

The **Bloody Railroad** is a brutally efficient and highly mobile assembly of slavers. The Railroad roams Carlyle Territory and the western fringes of Hock Territory, where they prey upon the vulnerable and the unwary. Whole communities have been reduced to ghost towns in the wake of their visits, their victims shunted to wherever local warlords or vice pits need slaves, soldiers, or more fodder for the fleshpots. Carlyle dedicates far more resources to tracking down and exterminating the Bloody Railroad than a strict cost assessment might suggest. CARSEC, however, is stretched thin, and the Railroad survives by avoiding engagements. Waste communities wealthy enough to rely on LRP credit are safe enough in CARSEC’s shadow, but outlying survivalists and indigent encampments are a more tragic story. In an encounter with Family forces, however, the wolves of the Railroad fight with the certainty that they have nothing to lose: slavery is a capital crime under Carlyle. This makes them some of the hardest resistance Carlyle forces can face; only Daggers and similar special forces units dare face large Railroad chapters. The high demand for the Railroad’s product means they always rebuild, and the organization can always replenish its forces from the very communities it destroys. No matter how many times the leadership is struck down, no matter how often the armed forces clean out centers of operation, the Bloody Railroad always rides again.

THE OVERWELDIGEND EENHEIDSPROJECT

The **Overweldigend Eenheidsproject** was a joint European naval investment, a last-ditch effort by right-wing nationalist parties to put their differences aside and propose a model for peacekeeping and security that did not rely on leasing assets from a resurgent military-commercial complex dominated by the Bittner and Armitage families. It evidently failed, but not before turning out six destroyers and two world-class aircraft carriers. These ships, staffed by Dutch, Scandinavian, and German naval personnel, went rogue in X +42, taking to the high seas. Their promised “restoration” has never eventuated, and the Overweldigend Eenheidsproject fleet has devolved into high-seas piracy. Commanded by a reactionary conservative elite and populated by coastal Waste press-ganged from other vessels, they continue their predations to this day.



CHAPTER 5: THE WORLD, DIVIDED

The *World of Lazarus* is a setting of deep divisions—philosophical, economic, moral—centered on the people who try to survive in the cracks between extremes. The nation-states we understand in the twentieth and twenty-first centuries are gone, swept away in the chaos and social unrest that was eventually put down by the sixteen Families who signed the alliance known as the Macau Accords, divvying up the world not along national or ethnic boundaries, but economic ones. It is our world, but with a much deeper divide between haves and have-nots. The Families can do no wrong. Waste can do no right. And trapped in the middle, Serfs scramble and work and betray one another to hang on to simple comforts.

Malcolm Carlyle changed the world, not through his Family's mastery of biotech, but by his own writings on economics. His book, *Natural Selection: Morality in Business During Economic Contraction*, redefined the relationship between capital, labor, and the state, and dismissed the concept of nations as a simplistic notion humanity was ready to outgrow. He, along with the world's other wealthiest and most influential business leaders, came together to form a trust—the Macau Accords—establishing their economic empires as pseudo-nations, capable of defining their own trade agreements, alliances, and even wars without the interference of ineffectual, decaying political states. Though the national governments remained ostensibly in power, in truth the world was divided between sixteen kings in a system Carlyle himself dubbed neo-feudalism.

A period of chaos followed the Macau Accords—one many blamed on the Families—and rioting and political unrest escalated into the Dissolution War of X +13, which finally put the ailing national governments—those few that remained—to rest

and gave authority over common citizens to the Families. The Earth itself had essentially been divided into sixteen company towns called territories (rather than nations).

Today the world is again at war. After fifty years of tense peace and border skirmishes, old rivalries and hatreds have boiled over into the Conclave War, named for the Conclave of X +64 during which Jakob Hock attempted to assassinate Malcolm Carlyle after losing his arbitration in trial by combat. But the world now at war is far different from the one that fought the Dissolution War two generations ago. Technology has advanced, and populations have been decimated by pandemics and climate change. The Conclave War is still fought on active fronts with soldiers and tanks and artillery, but the quiet war waged through espionage, propaganda, and backroom betrayals is equally important.

The *World of Lazarus* is a universe of cutthroat business ethics writ large on every aspect of life.

REALITIES

The *World of Lazarus* is one devastated by climate change and plague. Superstorms, more powerful than Category 5 hurricanes, strike yearly along many coasts, while interior landscapes are often arid and dry. Rising sea levels have flooded many coastal cities. The Families—through massive engineering projects and weather-control technology—have carefully preserved those cities important to them, and left everywhere else to slowly fall apart without any official support. Even the basic knowledge of how to maintain existing utilities is carefully guarded by the

Families, helping to make their populations more dependent on their centralized urban authority.

Society is divided into the Families, those who have value to the Families, and everyone else. The *World of Lazarus* as it exists serves the needs, comforts, and machinations of the Families—

PROPRIETARY TECHNOLOGIES

The Families all have particular areas of scientific or technological specialization they excel in, with specific secrets guarded closely. The areas of their expertise are listed below.

Carlyle Technologies:

Biology, Earth
Science, Medicine,
Piloting

Hock Technologies:

Biology, Chemistry,
Medicine

Armitage

Technologies:

Computers,
Electronics, Piloting

Bittner Technologies:

Computers,
Engineering, Medicine

Carragher

Technologies:

Engineering, Earth
Science, Steering

D'Souza

Technologies:

Biology, Engineering,
Steering, Piloting

Inamura

Technologies:

Computers,
Electronics, Earth
Science

Li Technologies:

Computers,
Electronics,
Engineering, Earth
Science

Martins

Technologies:

Chemistry, Earth
Science, Medicine,
Steering

Meyers-Qasami

Technologies:

Chemistry,
Computers, Medicine,
Piloting

Minetta

Technologies:

Biology, Steering,
Piloting

Morray Technologies:

Electronics,
Engineering, Medicine

Nkosi Technologies:

Biology, Chemistry,
Earth Science

Vassalovka

Technologies:

Biology, Chemistry,
Engineering, Steering

the signatories of the Macau Accords, their relatives, and their closest economic supporters. Those with the skills, passion, or insight to fill the visions and needs of the Families—called Serfs in most territories—live lives of relative comfort that denizens of twenty-first-century suburbia would recognize: nice homes, new cars, abundant food, fun shows, smartphones, and every other comfort of modern life. While the Families command science and technology that can literally reshape the world, Serfs live their lives with little “futuristic” technology unless it relates to their career.

Just as corporations of the twenty-first century used omnipresent electronics to track their consumers, the Families use the same abundance of modern conveniences to observe and cater to their workforces, ensuring happiness and productivity while stamping out dissent before it can fester. The human rights of the twentieth and twenty-first centuries are now courtesies to be extended or revoked depending on each employee evaluation. It's a difficult life—one that drives many to extreme reactions—but still a life most prefer over the alternative.

Those with no place in the Families' visions are Waste, left to survive without support or infrastructure in a world broken and polluted and exploited by centuries of greed. Waste live hard lives, ranging in quality from agrarian homesteads comparable to Dust Bowl-era farms to migrant labor to post-apocalyptic scavengers surviving in the burned-out shells of once-relevant cities. Warlords rule small fiefdoms—some little more than gangs, while others function like military juntas in miniature—outside the areas of direct Family influence, sometimes even supported by Family forces as auxiliary peacekeepers. For Waste, life is often hard, painful, and short, with the only hope being the chance at Lift—elevation to Serf status, if only they can prove their value to a Family.

YEAR X

Most dates in this book refer to “Year X,” the year the Macau Accords were signed. The Families track the current date, and events prior to it, relative to Year X, much like the Gregorian calendar divided history into B.C. and A.D. How Year X relates to the Gregorian calendar is unimportant. Few outside the Families know exactly what year in the old calendar the Macau Accords were signed—the Families keep a tight rein on who is allowed to know much history in their modern world—and few residents care. The Families are so central to life and survival that even the year they divided the world among themselves is significant.

The events leading up to and following the signing of the Macau Accords are complex, often with no agreed-upon “correct” interpretation. Carlyle territories often blame Bittner for instigating the Dissolution War, for example, and vice versa. What is listed along the bottom of the first section of this chapter is the most accurate timeline available regarding those tumultuous years, though such detailed information on the current world's history would be available to few outside the Families themselves.

DISSENT

Few tyrants rise without enemies rising to meet them, and the Families' rule does not sit lightly on all shoulders. Thanks to extensive propaganda and surveillance networks, few resistance efforts have successfully organized beyond graffiti and brief street protests ended with brutal force. But tight control doesn't stop the rebellion that lurks in the human heart, and so much of the dissent against Family rule is quiet, subtle, and disorganized. Waste—those with little to lose and everything to gain—are far more likely to openly protest or act out violently, while for Serfs, corruption is rampant among those dissatisfied with their lives.

Organized resistance efforts, once a fantasy, are becoming increasingly common thanks to the Free, a loose-knit alliance of dissidents, anarchists, reformers, and experienced ethnic organizers advised by a mysterious leader—the Orphan—and protected by uncanny insight and intelligence into the likeliest form of Family pushback.

Malcolm Carlyle
born, Seattle WA.

Malcolm Carlyle
graduates from
Harvard.
>> Degree in
Econometrics

Malcolm Carlyle earns
doctorate at M.I.T.
>> Economics &
Urban Studies and
Planning

Malcolm Carlyle begins post-
doc studies at London School of
Economics & Political Science.
>>Mathematics & Economics

Malcolm Carlyle
meets/courts
Abigail Beckett.

Malcolm Carlyle and
Abigail Beckett marry.
Malcolm completes
post-doctorate work.

X-45 YEARS

X-24 YEARS

X-21.5 YEARS

X-19 YEARS

X-18 YEARS

X-16 YEARS

CARLYLE

By the time he founded Carlyle Capital Investments in X –13, Malcolm Carlyle was already a renowned academic in the field of econometrics, having authored groundbreaking papers and journal articles. His investment company immediately catapulted the young prodigy into the ranks of America’s wealthiest elite. CCI continued to expand over the next decades, acquiring a staggering variety of North American mainstay manufacturers and think-tanks, including genetics and agribusiness giant Monsanto. By the time of the Macau Accords, Malcolm Carlyle had prospered from the poor son of a single mother to a man worth \$39.7B—a modest fortune compared to the Accords’ other signatories, but extraordinary given the scant time that had passed and the inordinate influence Carlyle’s writings and philosophy had over the Accords themselves.

Today, the Carlyle Family remains the most powerful and wealthiest Family in the world, weaving a network of trade and political alliances that makes them an irresistible force to enemies and allies alike. The Carlyles are also one of only two Families still ruled—or at least advised—by their original signatories, the other being Malcolm’s long-time rival and would-be assassin, Jacob Hock.

THE PEOPLE

Administration of the Carlyle legacy remains in the hands of the Carlyle Family. Malcolm Carlyle ruled continuously from the Macau Accords until his near-assassination at the X +65 Conclave. The eldest son, Stephen Carlyle, took temporary command in his absence, but surrendered leadership to youngest daughter Johanna Carlyle prior to the outbreak of hostilities in the Conclave War. In the year since, Johanna has headed the Family far more effectively than her brother, rivaling even her father’s insight into human nature, but she proceeds with more caution, all too aware that her family and advisors are a den of vipers waiting for any misstep before they strike. Though her father has finally returned to full health, he has remained in the role of advisor, curious to see what his daughter makes of the world-shaking events she had a hand in initiating.

Carlyle hopes to restore human knowledge in the wake of the exodus of experts from major cities in the conflict years and the mass deaths from the Hock Flu, and restore and improve the collapsing infrastructure of the failed American nation-state. For



all this lofty posturing, however, the resources of this vast empire remain securely in the Family’s pocket and sparingly assigned elsewhere through serfdom. Serfs enjoy comfortable lives in major urban centers, abundant food, phenomenal healthcare, and easy access to luxuries great and small. While Carlyle doesn’t offer the softest life for its Serfs, they still enjoy comfort, safety, and technological access at a level unknown to American citizens of the late twentieth and early twenty-first centuries.

Being a Serf means accepting a life of constant surveillance. The Family monitors work patterns, movements, communications, and spending habits, both for security and for marketing purposes. Much of the domain’s consumer culture exists to further pacify Serfs and maintain a sense of superiority over the Waste—a sense that they have something *lose*, should they say or do the wrong thing, or simply rest too long on their laurels.

Lift selection is the ultimate prize for Waste who seek advancement: an opportunity to enter the ranks of serfdom by demonstrating some special skill or aptitude of use to the Family. Seasonal Lifts occur all over the Domain: Denver in spring, Edmonton in summer, San Francisco in fall, and L.A. in winter. Those Lifted are chosen through a complicated bureaucracy, using algorithms to ascertain Carlyle’s immediate and expected needs for new Serfs, as well as the applicant’s potential to develop health problems.



Malcolm Carlyle forms **Carlyle Capital Investment**, specializing in commodities and debt purchase/resale.

CCI posts **\$2.2 billion dollars (US)** in profit.

Malcolm Carlyle authors ***Natural Selection: Morality in Business During Economic Contraction***.

Carlyle is rumored to write a private document, called ***“The Benevolence Memorandum.”*** He denies it publicly, but speculation persists in the fringe and mass media.

CCI completes **purchase of Monsanto**, rebranding it as the **Carlyle Future Foundation**.

Stephen Donovan Carlyle born to Malcolm and Abigail (London).

Natural Selection becomes required reading at Harvard.

X -13 YEARS

X -12 YEARS

X -11 YEARS

X -10 YEARS

X -10 YEARS

X -7 YEARS

X -6 YEARS

Carlyle still seeks to extract value from those Waste it does not lift. The Labor Reward Program allows authorized Serfs to award points in exchange for labor or expertise, providing the sole legal means by which Waste can buy goods and services. Participation requires accepting an RFID tag implanted beneath the clavicle, which tracks Waste biometric, geographic, and environmental data, providing the Family with aggregate information about conditions across the Domains. Individual Waste can score points for anything from volunteering for medical experiments to claiming bounties for wanted fugitives. Most participants still live very much on the edge, scavenging food and valuables while hoarding their LRP for emergencies that only the Family can help with—medical crises, crop failure, or murder demanding the involvement of a homicide detective. The chips are sensitive to tampering, so cheating the system is difficult, but backroom chop doctors sometimes implant chips stolen from or sold by Waste with a similar biometric profile. Urban myths attribute additional powers to the LRP chips—recording sound, releasing poison, or even overriding the nervous system—limiting the popularity of the LRP system among those disaffected with Carlyle rule.

Waste with no particular skills often labor with one of the Herds. These massive work gangs sometimes accept day labor, and sometimes require seasonal or even life-long commitments to staff farms, ranches, and infrastructure projects like dams or roads. Herd work is always backbreaking and often exploitative, with the Wolves that run the groups often demanding gray market payoffs or favors.

THE DOMAIN

The Carlyle Territory stretches from the Mississippi to the Pacific, and from Mexico through Canada into the Arctic. By way of wars and politics, their dominion steadily expands. Even beyond their borders, Carlyle influence reaches every Family. Longitudinal capitalism, the neo-feudal elitist world order proposed and initiated by Malcolm Carlyle, has spread across the world. Nowhere, however, is it as entrenched as in the Carlyle Territory.

CARLYLE



BUSINESS NAME: CARLYLE CAPITAL INVESTMENT, CARLYLE FUTURE FOUNDATION

HEAD OF FAMILY: JOHANNA CARLYLE

LINE OF SUCCESSION: MALCOLM CARLYLE (FATHER), ABIGAIL CARLYLE NEE BECKETT (MOTHER), STEPHEN CARLYLE (BROTHER), DR. BETHANY CARLYLE (SISTER)

DOMAIN: WESTERN UNITED STATES AND CANADA (WESTERN ALASKA CONTESTED WITH VASSALOVKA; MISSISSIPPI BASIN REGIONS CONTESTED WITH HOCK); PORTIONS OF NORTHERN CANADA

MOTTO: ODERINT DUM METUANT (LET THEM HATE, SO LONG AS THEY FEAR)

LAZARUS: COMMANDER FOREVER CARLYLE

ALLIES (AS OF X+65): THE CARLYLE BLOC (BITTNER, CARRAGHER, CARLYLE, MEYERS-QASIMI, NKOSI)

ENEMIES (AS OF X+65): THE HOCK COALITION (D'SOUZA, HOCK, MARTINS, MORRAY, VASSALOVKA)

As with almost every ruling family, the enormous size of their designated Territory means that direct and consistent oversight of certain areas is patently impossible. For Carlyle, this is addressed through the use of unmanned drones and micro-satellite surveillance to maintain security away from the borders, with rapid-deployment CARSEC “compliance teams”—officially referred to as Territory Protection Units, or TPUs—stationed for use where and when needed. Despite this level of border control, Carlyle rule has tacitly permitted the founding and even growth of certain “illegal communities” in especially hard-to-reach areas, notably the Far North of the Mountain Domain, and the Alaska Territory in the Pacific Northwest Domain. These communities, for the most part, bear strong resemblance to the frontier communities of the American West that came into existence in the old reckoning in the late 1800s.

This expansive Territory is governed by a Serf bureaucracy dominated by overlapping networks of the privileged. Arthur Cohn—head of the Cohn Junior Signatory Family and de facto chief of staff in Carlyle governmental operations—oversees most of the logistical measures of governance. He is supported by a vast staff of bureaucrats, including those members of staff assigned to the Domain Executive for each Domain and sub-dominion in Carlyle Territory.

While the Carlyles do have several aristocratic lines beneath them, the Junior Signatories to the Macau Accords and those subsequently exalted by the Family do not generally have control over distinct lands. Instead, these lesser houses gain special privileges and extended lifespans, and receive easy access to senior roles in the military, bureaucracy, and commercial hierarchies, but preside over no physical domain or practical resources. Most enjoy local power, serving as figureheads and celebrities with no real authority, but others serve effectively as senior Serfs, performing at a level that practically eliminates the possibility of being cast down. Some Junior Signatory Families, like the Aklaks in the Far North and the Phongs in San Francisco, do have governorships that earn a share of the profits of administration, but even in these instances, ongoing tensions with less powerful but more numerous Serf mandarins limit their true power (or the threat they could pose to the Carlyles).

Bethany Elizabeth Carlyle born to Malcolm and Abigail (Zurich).

Hoping to benefit from CFF and similar investment, several nations and nation-states throughout Africa and Central America seek private economic assistance to bolster their faltering economies. CFF leads widespread relief programs.

CFF and related subsidiaries provide **agricultural and financial investments** to the Greek government who effectively privatize the Greek economy (under Carlyle management). Portugal soon follows suit. Despite concern from the U.N. and many world governments, Greek and Portuguese economies show signs of stabilization.

Carlyle and Bittner engage in armed conflict (through military proxies) in Indonesia. **Steelpoint Solutions, Inc.**, retained by CFF, defeat government forces backed by Bittner.

X-4 YEARS

X-4 YEARS

X-3 YEARS

X-3 YEARS



Chinese economic downturn causes global market panic. In response, the World Bank, International Monetary Fund, and other global financial organizations (both public and private) grant unprecedented controls to numerous independent firms, including those of Carlyle, Bittner, Hock, Vassalovka, Rausing, Carragher, Martins, and Li, amongst others.

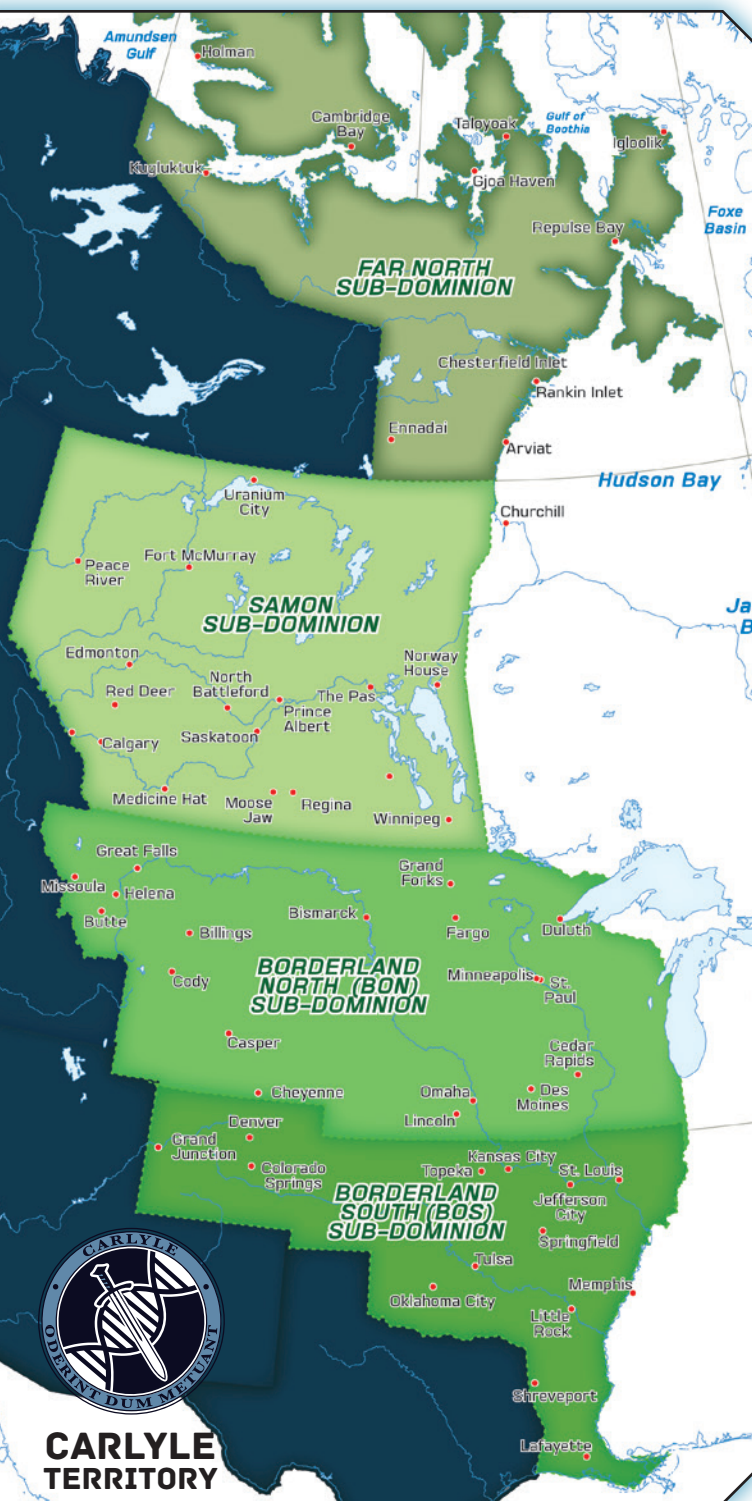
Unrest occurs across Asia, Europe, as well as North and South America, following market declines and continued devaluation of currency in the face of record inflation. These incidences turn violent when Roman Bittner is recorded using the word "waste" to describe those suffering financial "inconvenience." "Waste" becomes a rallying cry to the disenfranchised, who turn out to protest in record numbers.

Widespread rioting occurs in Paris, Hamburg, London, Odessa, Sao Paulo, Caracas, Montreal, Toronto, Portland OR, New York, and other cities. These riots last for weeks in some instances. Final death toll is estimated at 3.9 million globally. Due to the widespread nature of the uprising, a damage assessment will not be presented for another four years.

X-1 YEAR

X-1 YEAR

X-1 YEAR



These are each further divided into sub-dominions to aid in regional governance. Each sub-dominion is, in turn, managed by a Domain Executive answerable directly to a Domain Governor, and appointed by said Governor and the Head of Family. Communities able to demonstrate themselves as especially useful to the Family often enter into a quid-pro-quo agreement with Domain Oversight for their region, where whatever loosely formed local government—if any exists—is permitted to continue in exchange for a tithe to the Family. In instances of gross misconduct, the Family has been known to deploy TPUs to raze a community in its entirety. Thus, the challenge for many of these “free enterprise” pioneers is to maintain a balance between survival, profitability, and not drawing undue attention from the Family (or making themselves so valuable to the Family that they are granted Serf status).

Carlyle Territory consists of three Domains: **Mountain, Pacific Northwest, and Southwest.**

MOUNTAIN

The Mountain Domain, home to nearly two million Serfs and some twenty-nine million Waste, is governed from Denver and encompasses four sub-dominions: Borderland South, Borderland North, SAMON, and the Far North. Major population centers in the Mountain Domain have long reflected Stephen Carlyle’s personality and have, in the main, benefitted from his managerial expertise and even-handed approach to governance. Denver is the most obvious example. The city is well-run and maintained, and includes some of the best support services for the resident Waste population in Carlyle Territory. Bureaucratic Serfs consider Denver and its satellite communities a prime posting. Denver further benefits from its relative proximity to Cheyenne Mountain, the headquarters of Carlyle Central Command (CENTCOM), and enjoys a large, stabilizing military presence.

Borderland South is the most stable and secure of the Mountain sub-dominions, sustaining a large Waste population devoted to supporting Serf-run farming and ranching operations. Terrain and weather make travel east of the Continental Divide relatively easy for migrant Waste. The only scar on this otherwise exemplary domain is the constant conflict since the end of the Dissolution War with Hock on the southeastern border. The city of Shreveport was one of the first outbreak sites of the Hock Flu in X +25 and saw near 100 percent fatalities in the epidemic, leaving the city deserted. Waste avoid the location; some believe it haunted, while others believe pockets of the plague, or new viruses, still survive in the abandoned city.

In Borderland North, portions of Wyoming and the Dakotas still suffer “hot spots” caused by Hock biochem weapons during the Dissolution War, as well as new attacks as part of the current Conclave War. Though there are well-maintained main roads,

The heads of the sixteen most financially powerful **Families** from around the globe gather in **Macau** to establish rules which will **solidify** their holdings and help avoid “**unfortunate overlap**” such as occurred in **Indonesia**. These negotiations result in the “**Macau Accords**,” effectively marking the **end of government control**.

Malcolm Carlyle relocates his family, in secret, to a private estate on the Puget Sound, nicknamed “**The Center**” by CFF upper management.

Malcolm Carlyle forms limited partnership with **Jakob Hock**, re-energizing the long-believed dormant CFF project, “**The Longevity Group**.” CFF advances in **stem** and **iPS cell therapies** combine with Hock’s **bleeding-edge** pharmaceuticals to produce immediate healthcare benefits within only a few months.

Before the end of the year, Malcolm Carlyle establishes a “special initiative” headed by **Doctor James Mann**, called “**Project: Lazarus**.”

Pope Nicholas VIII issues public statement **condemning** the Macau Accords.

YEAR X

YEAR X

YEAR X

YEAR X

X +1 YEAR

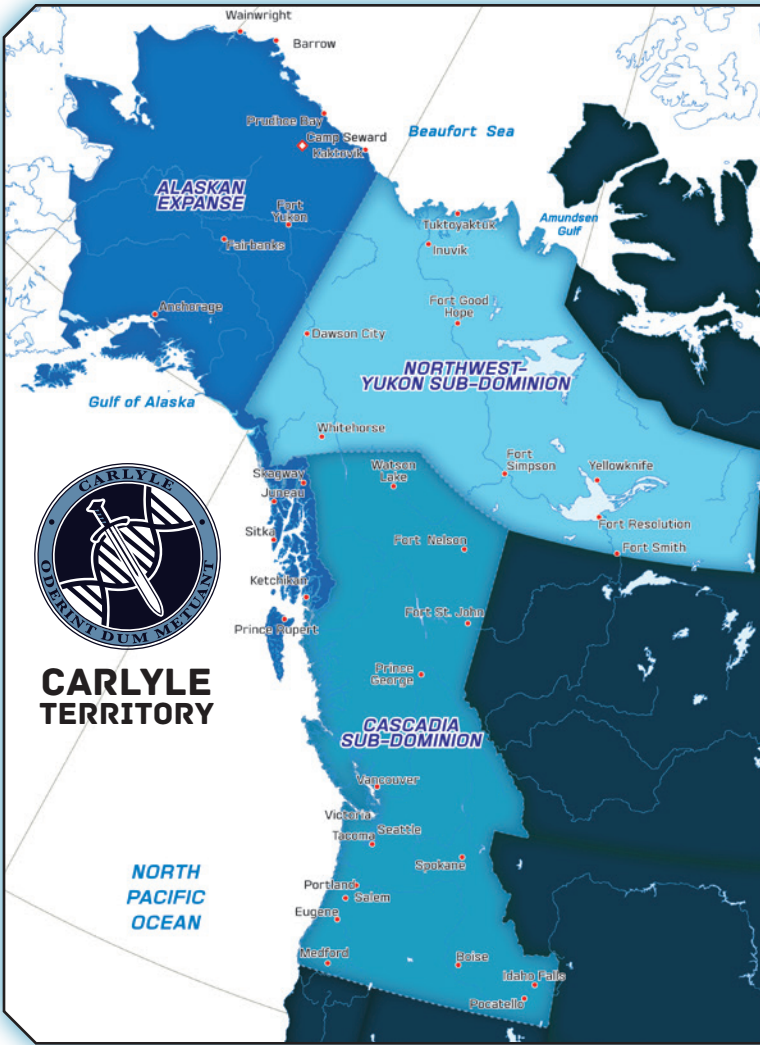
travel through these regions remains perilous. Encouraged by the nature of the terrain, several bands of opportunistic raiders prey upon the rural Waste population of the region, with recent hostilities making them bolder. Much of the recent conflict with Hock has focused on Borderland North's eastern territories, with the recent Battle of Deluth being one of the costliest encounters—in terms of both lives and resources—since the Dissolution War.

SAMON, the Saskatchewan-Alberta-Manitoba-Ontario Domain, is the most resource-rich region of Carlyle Territory and a major source of raw materials. Until the shift in the Bittner-Hock alliance at the end of X +64, it was also the most porous border between Territories for those willing to risk the challenges of hostile soldiers, terrain, and weather. Established communities are heavily dependent on Family support for goods and services during the winter, and long travel times between settlements make migration difficult. Major population centers such as Winnipeg, Saskatoon, and Calgary exist almost entirely as hubs for resource collection, with one of the lowest Serf-to-Waste ratios anywhere in the Territory. Waste from as far south as Texas make the trip north in pursuit of the lucrative Labor Reward Point opportunities the region provides, and stories persist of laborers accumulating vast stores of LRPs to return home “lifted on labor.”

The least populous region of the Domain, the Far North encompasses such a vast expanse of wilderness that consistent authority and oversight is nigh impossible to maintain. The region is overseen primarily by surveillance drones and satellites, and Family presence is limited outside of a scattering of classified military outposts, several high-value petroleum and natural gas operations, and a handful of TPU deployment bases. The regional capital at Baker Lake went dark in early January X +65, and all attempts to reestablish contact with the settlement have failed. Following the breakdown in communication, TPU dispatched two teams to investigate; neither has reported in. Another expedition is planned, but is on hold due to resource allocation issues as a result of the current conflict.

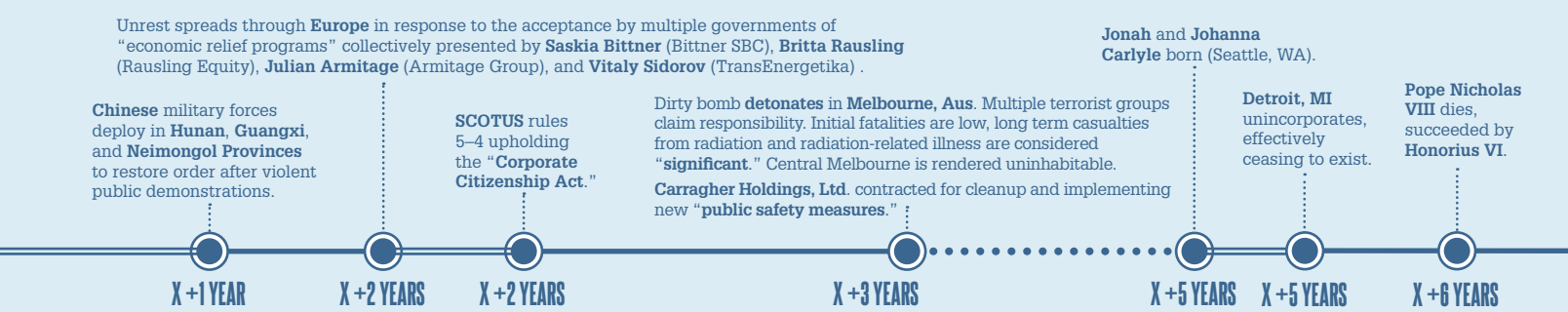
PACIFIC NORTHWEST

With just over one and a half million Serfs and nearly thirty-five million Waste, the Pacific Northwest is the largest, wealthiest, and most vulnerable of the Carlyle Domains, governed directly by Arthur Cohn. Conflict with Vassalovka forces in the Domain has been nearly perpetual since the X +40s, with low-intensity engagements on both sides of the line. The outbreak of wider hostilities has temporarily put an end to this as Vassalovka rushes to secure their new European holdings, but there is no question they still see the Alaskan Expanse as a path to invasion. Vast inland manufacturing centers produce a wide variety of necessities for maintaining the Territory. The main ports along the Pacific are in constant use. Seattle and Portland are both



frequently visited by the Family, and the cities are carefully maintained. The Waste population becomes less dense the further north one travels, and—as with the SAMON and Far North Sub-Dominions—small Waste communities have been founded in the more remote regions, including rumors of defectors from Vassalovka, Bittner, and Hock all surviving in the Northwest-Yukon.

The Alaskan Expanse is a treasure chest of natural resources: copper and gold mining supply technological necessities, while petroleum production along the Gulf of Alaska fuels much of the Family military. Facilities nearest Vassalovka territory have changed hands between Families several times in the last twenty years, and Carlyle military presence has increased in response. The Family introduced augmented LRP rewards as of X +50 to attract additional Waste, and the first wave of those





ment tied directly to the ongoing operations of the Family or the service industries for those employees. Many of the families in Vancouver, Seattle, and Portland are second-generation Serf or older (some now having produced a fourth generation of Serfs), and the education and opportunities afforded to them and their families—especially their children—are the best the Family can offer. Denver may be more carefully planned, and San Francisco more cosmopolitan and futuristic, but Cascadia's cities shine as stable and effective metropolises. Waste support, strongest near the major cities, quickly diminishes farther east. Tacoma and Boise house two of the largest static Waste populations anywhere in the Territory, though extensive transit networks can transform these populations into manpower anywhere throughout the sub-dominion on short notice.

who responded quickly accumulated enough points to be Lifted on merit, though Serf infrastructure outside of Anchorage and Juneau was, and remains, limited. The result created an abundance of Serf-designated laborers who continue to acquire LRP; these points are most commonly spent on vacations in the Pacific Sub-Dominion, though more forward-thinking individuals instead use their resources to start support businesses, or further the education and possible advancement of their children.

Southeast of Alaska, in the Northwest-Yukon Sub-Dominion, the vast geological resources of the region provide much of the raw material for Carlyle manufacturing and export. The region provides the Carlyle supply of diamonds, gold, silver, lead, and zinc, as well as timber. Petroleum and natural gas exploitation continue, though diminished from their pre-X levels. Population density is incredibly sparse, with most inhabitants designated as rural Waste, and a steady, slow decline has continued since X +27 except for First Nation peoples, who have seen modest growth. The extreme isolation of the region has made it ideal for Carlyle Special Projects Development, and the Family maintains a small number of covert facilities for this purpose.

The Cascadia Sub-Dominion encompasses the former states of Washington, Oregon, and Idaho as well as Canadian British Columbia. As befits the home of Malcolm Carlyle and the Carlyle Future Foundation, Cascadia is the jewel in the Carlyle crown. The Serf-to-Waste ratio in the major population centers is the highest of anywhere in the Territory, with almost all employ-

SOUTHWEST

With some two million Serfs and nearly forty million Waste, the Southwest Domain is the keystone of Carlyle territory. While the southern border with Morray has seen its share of flare-ups over the years, it was, until recently, far more stable than the northern borders with Vassalovka or Hock. Los Angeles serves as the Domain's capital and retains its pre-Year X legacy as the heart of the entertainment industry, producing nearly 70 percent of the Post's entertainment output.

The Pacific Sub-Dominion is responsible for the majority of the Family's agricultural output and serves as the home for its primary military training and deployment centers. These include the top-secret Sequoia Research Facility and Camp Pendleton, which oversee training of both CARGO and CARSOC forces, and Stanford University, where the Family sends the best and the brightest of their Serfs for advanced education and training. Trader Five in San Francisco is the heart of Carlyle's financial planning empire.

Quality of life among the Waste in the Pacific Sub-Dominion varies radically. Shanty-dwelling Los Angeles Waste struggle to find employment and even to survive as the city slowly rebuilds from a devastating earthquake and years of neglect. Meanwhile, rural and migrant Waste working the Harvest Four facility in the Salinas Valley receive ample food in exchange for their back-breaking labor.

Cholera **outbreak** in former Detroit. Neighboring cities shut down transit routes to prevent spread of infection. Multiple instances of panic-driven **violence** occur.

Malcolm Carlyle has private **audience** with Pope Honorius VI during Papal visit to the U.S.

Verethragna Security Systems (a joint venture between **Hock** and **Bittner SBC**) begin operations to "**reclaim**" Detroit metro area.

POTUS signs executive order **curtailing** corporate military forces from operating domestically.

House immediately passes **Commerce and Industry Defense Act** (colloquially referred to as "Corporate Stand Your Ground"). Bill is passed in the **Senate** and sent to POTUS, who **veto**es it. Veto is quickly **overturned**.

Social media declares **United States** "bought and paid for."

Global markets cease to function, leading to cascading "**failed nations**." Signatories of the **Macau Accords** promptly assume previously negotiated **ownership** of territories.

Armed **resistance**, including elements of military forces, attempt to **repel** corporate seizures of materiel and infrastructure.

Pacification of populace is in many cases brutal. Death toll globally is in the **millions**. Outbreaks of **disease** and **famine** follow.

Stories spread of re-education camps in **Vassalovka**-controlled Russia, **Li**-controlled portions of China, and **D'Souza**-controlled South America.

X +7 YEARS

X +8 YEARS

X +8 YEARS

X +9 YEARS

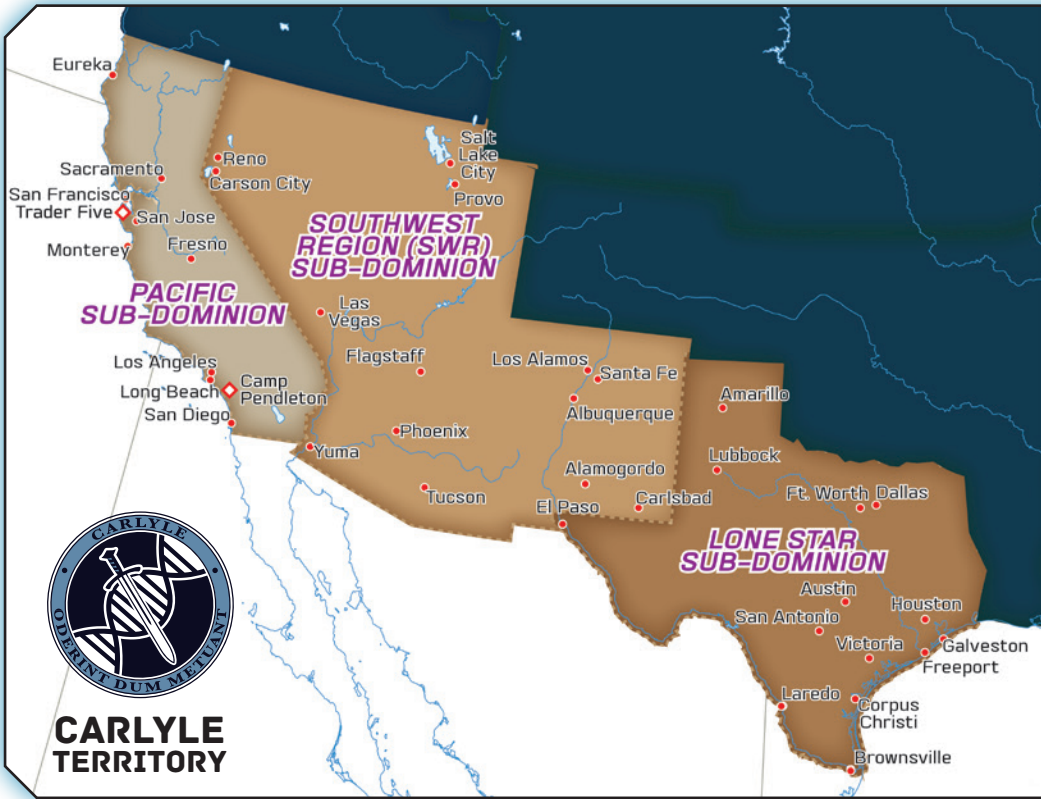
THE HEART OF THINGS

For those who have read the *Lazarus* comic, the Carlyle Territory will be the most familiar of the territories described in this book. It is the centerpiece of *Lazarus*'s ongoing story, but more importantly, the prominence of Malcolm Carlyle in the X +66 world is paramount. Unlike many domains, the Carlyle Family has been steadily in a single set of hands since before the collapse of the old order.

There is, of course, no obligation to set your own game inside Carlyle territory, but it is presented here in some detail both as a “starter region,” and as the foundational model for a Family Territory, the wellspring model from which other states are drawn and made distinct.

The magnitude 8.2 earthquake of X +61 that had its epicenter in Mar Vista caused tremendous damage throughout the region, destroying already neglected infrastructure. What appeared to be apathy toward reconstruction and recovery from the Domain Governor's office has since been revealed as deliberate negligence on the part of disgraced former Domain Governor Jonah Carlyle. In mid-X +64, Johanna Carlyle replaced her brother and embarked on extensive restoration and rebuilding projects throughout the Domain. Public works renovations and improvements have begun as far east and south as El Paso in the Lone Star Sub-Dominion, scattering much of the collected labor pool around Los Angeles. This has raised the demand for both skilled and unskilled labor, and in turn has led to an influx of Waste from the Mountain and Pacific Northwest Domains in search of work.

In the Southwest Sub-Dominion—encompassing the former states of Nevada, Utah, Arizona, and New Mexico—primary Family operations focus on military research and development, as well as resource retrieval and exploitation. Many of the regional mining operations are active high-risk, and employ Waste seeking a high risk-to-reward engagement in LRP. Ranches, dairies, and other livestock operations dominate the vast prairies. The Family's largest correctional training and vocation facility is rumored to be located somewhere in eastern Nevada. Reno, where Domain Oversight is centered, has become a dedicated vacation destination after the abandonment of Las Vegas in X +30. The Reno Resort Area includes the Tahoe side of the Pacific Sub-Dominion, but cooperation between the two regions is seamless. Tiered recreation services are available to every level of Serf; the RRA is



one of a handful of locations in the Territory where direct service industry jobs are accorded Serf status, rather than delegated to Waste.

Sharing some of the industrial base of the Southwest Region, the Lone Star Sub-Dominion is also among the most militarized of Carlyle territories. The sub-dominion maintains a hostile border with Morray, as well as monitoring Hock activity in the Gulf of Mexico and engaging in security and resource-recovery operations against both. Several of the original naval airbases in the region have been converted to joint CARNV/CARAIR use, and many of Carlyle's pilots are trained and tested at CARAIR Leah—formerly Base Sheppard. Tech sector R&D and production nubs center around the Dallas and Houston Serf Enclaves, each a

Family Carlyle institutes **Laborer Reward Program** as incentive system for workers. At the same time, Family Carlyle **enlists** community-based religious groups to assist in the distribution of food and medicine to those in need. Several other Families emulate Carlyle “**Waste management**” techniques.

Hock forms alliance with Bittner, breaks with Carlyle.

BLACK MONDAY. Harrison Silas Walker is elected President of the United States over incumbent **Elizabeth Rosa Monasterio** by the Electoral College despite Monasterio's **capture** of the popular vote. The election, despite being fraught with **scandal** and evidence of **corporate interference**, sees the **highest** voter turnout in history. Monasterio **refuses** to concede.

Rioting erupts throughout the country. Supporters of both candidates **clash**.

Walker declares **martial law**, and **marches** on the **White House** with elements of the **military** and **Verethragna Security Systems** in support.

In the face of overt interference by **Saskia Bittner** and **Jakob Hock**, Malcolm Carlyle offers **assistance** to President Monasterio

(CONT.)

X +10 YEARS

X +11 YEARS

X +12 YEARS

X +12 YEARS

X +12 YEARS

X +12 YEARS

thriving “planned neighborhood” with a booming Waste population beyond their heavily fortified and defended walls. Away from the major population centers, Waste support is minimal, but short-term employment opportunities abound throughout the sub-dominion: the construction of new fortifications, munitions manufacturing, and the drilling operations the Family maintains in the Gulf.

Lone Star takes a carefully considered approach to urban planning thanks to the Hale-Smiths, one of the most powerful aristocratic lines in Carlyle territories. Original signatories of the Macau Accords, their influence is felt in Lone Star’s rigorous administrative structure. Urban enclaves are inhabited exclusively by Serfs, and even menial labors are undertaken by Carlyle citizens, often on a rotational basis. Scarce resources are efficiently distributed among the urban exclaves, and the enclaves are models of energy efficiency. Lone Star possesses the world’s largest waste reclamation facility, and the “Sun Fields”—vast tracts of solar panels—supply clean energy to the local fortified communities. Because of the vulnerability of these critical pieces of infrastructure, cities are bunched tightly together, and even intercity transit is heavily restricted. The short roads between cities are monitored with “kill on sight” orders for every vehicle that does not maintain constant contact with Lone Star’s Road Traffic Control centers. Accordingly, the Waste surrounding the urban strongholds tend to avoid infrastructure, eking out a dangerous subsistence living in the harsh environment.

DENVER

Denver is the jewel of the Mountain Region, and the military and administrative backbone of the entire Territory. Not a metroplex like San Francisco or a sprawl like Los Angeles, Denver is a secure and prosperous midsize city carefully managed by Stephen Carlyle and his vast bureaucratic apparatus. Because of the drop in Stephen’s personal power, a rise in terrorism and crime, and a mass influx of Waste from the Eastern border with the Hock Territories, this hard-won prosperity is threatened, and Serfs and favored Waste fear that their middle-class comfort will soon collapse.

Critics often point derisively to Denver’s ubiquitous conformity as everything that is wrong with Carlyle rule—every street looks the same, and every meal tastes like every other. The region’s colorful mix of cultures has been distilled down into a shallow, least-offensive conglomeration that feels comfortable but lacks any nuance or history. Denver has long been the prime posting for civil-service-minded Serfs and a draw for migrant Waste from across the Territory. While Denver itself is not large, it is surrounded by the nearly equally secure Denver Commuter Belt, a network of Serf enclaves and relatively stable Waste communities with positive Labor Reward Program scores. These satellites oversee large manufacturing centers and transport hubs essential to the Territory’s survival, and house the Serf and Waste populations who make the daily commute along the heavily patrolled highways and past security checks to feed Denver’s bureaucratic

machine. The Belt is one of the last bastions of suburbia. The inhabitants enjoy a higher quality of life, and Denver benefits from reliable power, clean water, subsidized food, and accessible medical care. These privileges are taken for granted, not only by the high proportion of Serfs that make the area home, but even by the Waste that maintain residence, providing an idealized model of life under Carlyle rule.

Beyond the metropolitan center, the Denver area quickly gives way to mile after mile of agricultural land. Farms—run by Serfs and staffed by Waste—feed much of the Domain from the thousand or so square miles immediately surrounding the city. In addition to food production, this vast expanse of farmland provides a buffer against invasion, offering enemy forces no cover within a league of the city, and also doubles as Denver’s prison system. Waste convicted of crimes are assigned work details at the most dangerous and unpleasant facilities until their debts are paid.

Being the closest city to Carlyle Central Command, Denver may be the best protected of the Domain capitals. Gangs barely exist in the city proper, and even in the Belt, feuding Waste factions are suppressed in favor of mediation and intervention by Carlyle security forces.



BLACK MONDAY (CONT.)
Monasterio accepts, flees with Cabinet to the West Coast.

En route, **Air Force One** goes down over **Mullen, Idaho**. Witness accounts are **confused**, though several onlookers report that the aircraft exploded in flight.

The Walker Administration releases an immediate statement **accusing** Carlyle of **downing** the plane.

Malcolm Carlyle, accompanied by his eldest son **Stephen** (and, in a rare public appearance, his wife **Abigail**), denies the accusation and demands a full **investigation** into the crash, to be conducted independent of **Carlyle** or **Bittner-Hock** influence.

William Stoke, Monasterio’s **Vice President**, is sworn-in as **POTUS** at a hasty ceremony in **Sante Fe, New Mexico**.

Stoke vows to **fight** Walker’s “**coup**” and restore **democracy** and **order** in Monasterio’s name. He makes a public appeal to **law-enforcement** and **military** at home and abroad “not to give false legitimacy to an illegal regime.” Stoke is then **moved** to an **undisclosed** location.

(CONT.)

X +12 YEARS

X +12 YEARS

X +12 YEARS

X +12 YEARS

X +12 YEARS

X +12 YEARS

MICHAEL BARRET



Michael Barret is an example of the Lift system working at its very best. Born Waste, his family made the difficult trek to Denver after flooding destroyed their farm. Although the journey claimed the life of his younger sister, Leigh, Michael and his childhood friend Casey Solomon were both accepted into Family service, elevating themselves and their families to Serf status. Already possessing a keen head for medicine, Michael attended Stanford to study organic chemistry and was selected to assist in the treatment of Malcolm Carlyle after his exposure to a sophisticated adaptive toxin. The young Mr. Barret’s fresh eyes and broad experience proved instrumental in saving the Family patriarch, and he has ensured a safe place for himself in the Carlyle hierarchy, even as he begins to question the morality of his service and who he can truly trust.

Michael Barret is an excellent contact for Serf characters within the Carlyle biotech giant, or the proverbial “old friend who made good” for Waste characters in need of an in. He’s talented but young, and his loyalties and inexperience could make or break an operation.

Crime focuses on subtle smuggling operations, with cartels like the Novaya Bratva and the Ring of Worms using the logistics operations to their advantage. These cartels have generally taken a “don’t shit where we eat” approach, and the most public security threat has historically been small bands of raiders coming down from the sparsely settled north to hijack trucks.

More recently, however, mass migrations have come from the East, bring desperate Waste escaping the active front of the war. Major gangs like the Laughing Tigers and the Blue Line move alongside the hundreds of people seeking protection in the shadow of Cheyenne Mountain. At the same time, the geopolitical changes have triggered a vicious internal struggle for power between Bratva factions. This feud has destabilized the criminal balance of power in the Mountain Domain, with previously quiet smuggling operations with deep tendrils into CARSEC and the Territorial logistics system pulled apart in firefights.

Over the past fifty years, Denver has become, if not the heart of Carlyle power, its head. While the neo-feudal structure of Territorial governance means there is no overall “Carlyle capital,” the Domain’s administration has evolved into a de facto civil service for the entire Territory. Stephen Carlyle, eldest scion of the Family, has for the past fifty years taken a direct hand in the bureaucratic busywork of the Territory from his Denver offices, and generations of his protégés have become an informal network and power base. By taking such a direct hand in managing his administrative

Michael Barret

ABILITIES (FOCUSES)									
1	ACCURACY								
2	COMMUNICATION (UNOBTRUSIVENESS*)								
1	CONSTITUTION								
0	DEXTERITY (RIDING)								
0	FIGHTING								
5	INTELLIGENCE (CHEMISTRY, HOMEMAKING, MEDICINE, PROPRIETARY MEDICINE* (CARLYLE))								
2	PERCEPTION (EMPATHY)								
0	STRENGTH								
3	WILLPOWER								
SPEED		HEALTH		DEFENSE		AR + TOUGHNESS			
6	16	18	23	11	11	11	01/0B+1	+1	+1
WEAPON		ATTACK ROLL				DAMAGE*			
UNARMED		+0				1D3			
* ADD +2 TO DAMAGE IN PULPY AND CINEMATIC MODES.									

SPECIAL FEATURES

FAVORED STUNTS: Ah-ha!, Bc breakthrough, Intuition, My Word Is My Bond

TALENTS: Clearance* (Novice), Emergency Care (Expert), Expertise (Novice; Chemistry, Analysis), Knowledge (Expert)

EQUIPMENT: Key Card, Mediaphone, Media Tablet

THREAT: MINOR

apparatus, the eldest Carlyle shapes Family policy through quiet control of the day-to-day decision-making.

Since losing his role as Head of Family to Johanna, Stephen’s quiet and seemingly eternal ascendancy has been under threat. The newly appointed governor of Borderland South, Malcolm Sim, was directly appointed by Malcolm Carlyle, and uses his independence to grab for power. His agenda is for Mountain staff to prioritize the Mountain Domain; where Stephen sought to stabilize the situation by providing amenities and healthcare for the migrants, Sim seeks only to push them out or contain them. Their conflict is currently raging through intermediaries, angry memos, slashed budgets, and denied promotions, as Sim does not feel ready for a direct engagement with even a diminished member of the Family. Recently, this feud has expanded

BLACK MONDAY (CONT.)
Walker declares Stoke and the remnants of Monasterio’s Cabinet “enemies of the state for fomenting civil war” and extends declaration of martial law to all 50 states, dominions, and territories. Despite this, unrest grows. Instances of commanders and soldiers refusing to follow orders to fire on civilians increase, with reprisals, imprisonment and even executions for dereliction of duty reported.

X +12 YEARS

American bases around the world initiate contingencies prepared post-9/11 and go into lockdown, awaiting re-establishment of the chain of command.

X +12 YEARS

The contents of the flight recorder from Air Force One are revealed by the Walker Administration and indicate the plane was struck in flight by an air-to-air missile. Walker claims intelligence sources prove “Carlyle culpability.” President Stoke responds with revelations that Air Force One’s black box was manufactured by a subsidiary of Bittner SBC. The Walker Administration counters by claiming that the missile was launched from an attack helicopter based at Camp Pendleton, CA.

X +13 YEARS

Commanding General of Camp Pendleton, Omar Charra—who served with Monasterio prior to her entry into politics—issues an outraged denial. Charra demands that the Walker Administration produce it’s “so-called evidence, or else be identified as a hostile occupying power on American soil.”

X +13 YEARS

into extracurricular espionage activities like data theft and sponsored sabotage.

Between the administrative changes and new security threats, the Domain has stepped up its already intense security. For Waste migrants and the Resistance, Denver remains one of the most dangerous areas in which to operate, with a hostile population, frequent border patrols and highway checkpoints, and the threat of exile without appeal. Denver itself is currently under martial law; commuting into the city requires electronic permissions in implanted LRP chips.

LOS ANGELES

The history of Los Angeles, like the city, is a series of peaks and valleys. With every passing year, the City of Angels falls a little further, accelerated from time to time by bursts of armed conflict, natural disasters, and political unrest. By the end of “the Disruption Years” (X +10–X +25), financial and political relevance had shifted to San Francisco, and has yet to return. This creeping decline is checked only by occasional bouts of investment and rumors of renewal, the latest of which—headed by Johanna Carlyle—seems to be the city’s first genuine hope of reinvention.

Los Angeles is rebranding as a city on the rise, and putting in the basic effort to make it happen. If repairs continue apace, the city is on track to reclaim a pride and importance to match its overwhelming superiority of numbers. Johanna Carlyle’s rise to power has given her the opportunity to sink billions into revitalization projects—repairing water, sewage, transit, and power systems across the metropolitan area—but it remains an open question whether this change will finally stick.

Prior efforts to reclaim Los Angeles stalled in the face of Serf apathy and violent resistance from territorial Waste populations,

and these factions still divide the city amongst themselves. Many of the greater Los Angeles neighborhoods never abandoned the civil-rights and pro-democracy protests that began with the rise of the Carlyle state, and which persist underground despite the dominance of the new order. During periods of conflict, the Morray Family agitated for the cause of “pan-Latinx unity” by arming and aiding insurrectionists inside the Los Angeles corridor, flooding the streets with low-quality weapons. “Pacification” was heavy-handed, and previous Pacific Governor Jonah Carlyle’s response openly aggressive. Thousands were killed, and tens of thousands were forcibly conscripted into agricultural work projects in the San Joaquin Valley. Hundreds of thousands of survivors were relocated into the Hood (formerly West Hollywood), South Central, Downtown, and Koreatown districts. Though this has tapered into an uneasy cease-fire, entering many parts of Los Angeles means taking your life into your own hands.

While L.A. was originally in the hands of the Carlyle military, with Waste walled off in shantytowns, the devastating Mar Vista earthquake of X +61 reversed the balance of power. Though the catastrophe wrought a Waste death toll on the order of nearly two million, the real change was the withdrawal of Family resources from Los Angeles to San Francisco and Trader Five, reducing the Family’s already limited interest in L.A. The hard borders between Waste ghettos disappeared, and the underclasses spread rapidly to fill what were one Serf- and military-dominated spaces. Helicopter transit and guarded APC convoy became the only ways in and out of the remaining Serf communities. With the army mostly withdrawn, those Serf communities became independent, isolated enclaves with little collaboration. One bubble of skyscrapers might focus on agricultural administration, while the enclave containing the port authority might have entirely separate leadership.

Outside of walled communities like Beverly Hills, Santa Monica, and Bel Air, the Waste still struggle for essential services under the rule of local warlords, as Los Angeles became a microclimate of struggling fiefdoms. The most



President Stoke, in an appearance in **Chicago**, praises General Charra’s “eloquence and patriotism” and urges others to “stand firm in the face of tyranny.” He then offers **amnesty** to “all military personnel who act in the defense of this lawfully elected administration.”

X +13 YEARS

Almost immediately, battle lines are drawn, as the armed forces **fracture** into one of three camps—either supporting Walker, Stoke, or refusing to ally with either side.

X +13 YEARS

Camp Pendleton Marines encounter a group of 23 **civilians** crossing the wire, pursued by soldiers claiming to be from Ft. Irwin, in pursuit of “seditionists.” A stand-off ensues, with the five-man Marine patrol interposing themselves between the civilians and the soldiers. The Marines refuse to render the civilians or to allow the Army personnel on base. The resulting engagement sees 11 soldiers dead and all five Marines killed; due to their actions, however, support arrives in time to **repel** the Army assault, and no civilians perish.

X +13 YEARS

General Charra **declares** Camp Pendleton **open** to refugees fleeing **persecution** of the Walker regime, and urges other military commanders to likewise follow suit, exhorting them to fulfill their duty to protect the American people and to “remember the Pendleton Five.”

X +13 YEARS

GUNNERY SERGEANT MARISOL OCAMPO



Born before the Macau Accords and Carlyle’s rise to power, Marisol Ocampo was once a United States Marine, and one of the legendary “Pendleton Five” who died defending civilians from hostile U.S. army forces when the nation-state failed in X +12. Not nearly as dead as Family propaganda suggests, Marisol has continued her service ever since as the secretive founder of Carlyle’s elite special forces, the Daggers. Eventually, she earned special deployment by training not soldiers, but Forever Carlyle, the Family Lazarus. Her skills have proven so valuable over the decades that the Carlyles have shared their fountain of youth, maintaining the seventy-five-year-old woman with the health and vigor of a twenty-something Marine.

Marisol serves well as an advisor or leader for a military- or espionage-focused band of Family operatives, or you may change her name and background to use her statistics to represent a similarly skilled warrior serving another Family.

successful, known as the Fourteen, were among the most powerful Waste in the world, and their battle for land and influence redrew neighborhood borders almost daily. Despite their brutal methods, the Fourteen’s de facto hierarchy provided enough stability and access to necessities to allow the region’s population to grow. The city teems with Waste, many of whom have known and aspire to no other life than that of their urban jungle. These Waste mingle freely with those Serfs working in the arts and entertainment, who struggle to understand the struggle for existence and meaning of these hardscrabble lives.

This status quo survived, either beneath Family notice or in service to their goals, until Jonah Carlyle’s attempted coup against his Family resulted in his flight and Johanna gaining authority over the city. Tired of fighting, agonized from decades of answering to masters more brutal than the Family, and frail from the absence of any government support, an exhausted generation of Waste were ready for compromise. Instead of seeking to grind them further down, the Carlyle apparatus reached out to these Waste in an attempt to bring them into the fold, improving infrastructure and social programs in return for selling the Carlyle message.

Johanna’s new reconstruction projects aim to ensure every person in Los Angeles has access to the services Waste receive in cities like Denver and San Francisco by X +72. The ambitious undertaking has opened hundreds of work opportunities across the region, including power stations, water purification systems, Post networks, and healthcare facilities. Prior to the outbreak of the Conclave War, every day brought a new opportunity for Waste to reinvent their lives as part of the rebuilding

Marisol Ocampo

ABILITIES (FOCUSES)									
4	ACCURACY (ASSAULT RIFLES, GRENADES, PISTOLS, SMGs)								
2	COMMUNICATION (DECEPTION)								
6	CONSTITUTION (RUNNING, STAMINA, TOLERANCE)								
4	DEXTERITY (STEALTH)								
6	FIGHTING (BRAWLING, LONG BLADES)								
1	INTELLIGENCE (TACTICS)								
3	PERCEPTION (EMPATHY)								
3	STRENGTH								
4	WILLPOWER (MORALE)								

SPEED	HEALTH			DEFENSE			AR + TOUGHNESS		
14	29	113	143	14	16	17	31/5B+6	+7	+29

WEAPON	ATTACK ROLL	DAMAGE*
VYPER SIDEARM	+6	2D6+4
SWORD	+8	2D6+3
UNARMED	+8	1D6+3

* ADD +2 TO DAMAGE IN PULPY AND CINEMATIC MODES.

SPECIAL FEATURES

FAVORED STUNTS: Disarm, Feint, Instant Kill, Parry

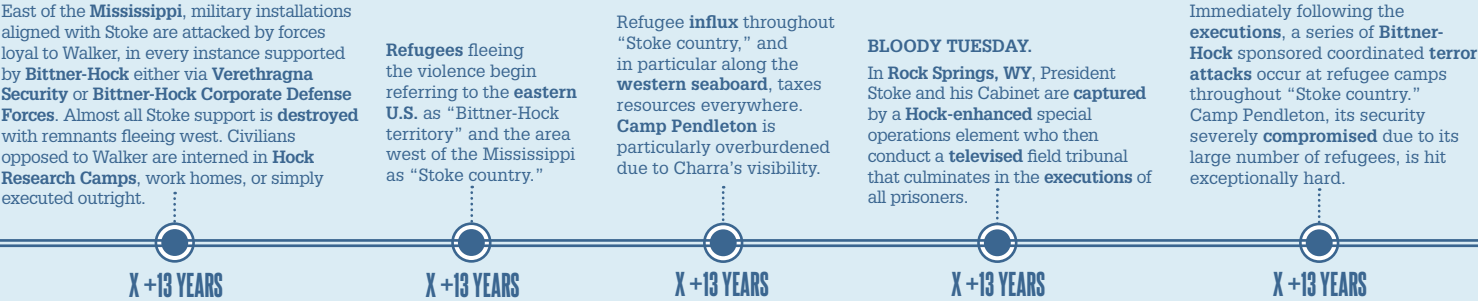
TALENTS: Self-Defense Style (Master), Striking Style (Expert), Sword Style* (Master), Tactical Awareness (Expert)

SPECIALIZATION: Elite Soldier* (Master)

EQUIPMENT: Ballistic Bodysuit, Mediaphone, Sword, Vyper Sidearm

THREAT: DIRE

efforts. Although these endeavors have stalled with the massive demands of the conflict, Johanna has used this disruption to marshal further local loyalty against the Hock aggressor. Refusing to abandon progress or to allow L.A. to slip back to its former state, Carlyle has instead swamped the city with propaganda asking local Waste to “do their part” for the city of Los Angeles. To enable progress during total war, Johanna has turned to Wolves—slavers in all but name—to gather the work crews into Herds and protect them from raider gangs like the BCP and the Bloody Railroad, and stall their attempts to take advantage of Carlyle’s decreased military presence to turn L.A. into a slaver’s feeding ground.



Captain Orioro, the newly appointed CARSEC commander, overcame the limited resistance from the Waste gang leadership, co-opting those who bent quickly and eliminating the others in a rapid tactical deployment now known in CARINT legend as the Red Summer. Orioro has not limited his attentions to the Waste, but has also initiated Project Broom, which has over the past two years purged more than thirty thousand Serfs from their class into exile—for dereliction, corruption, and other high crimes—and begun several reconciliation reviews to investigate and prosecute historic crimes.

To mitigate the loss of trained personnel, the Family began adjusting Lift quotas to sharply favor Los Angeles. Those Serfs who cannot be found through Lift are imported from across the Southwest to manage shipping, construction, and manufacturing projects. These steps are expensive and are perceived by much of the Serf establishment as radical. Where the Waste see Johanna's project as long-overdue justice and salvation, senior Serfs often feel confused or betrayed by the prohibition of practices they felt the Family had implicitly supported throughout their entire careers.

Another group struggling with the rapid changes is the Free. Los Angeles, legendary in Free hagiography as the home of American Dissent, was a key recruiting ground. Free cells and resistance groups had an easy time moving through the slums, and corruption and apathy provided both opportunity and cause for strikes against the Family. These targets of opportunity are fast eroding. Though the under-secured and overextended run of Carlyle projects offers a wide variety of unique targets, waning public support has left the Free wary of open action. This has opened a window to conflict: do the Free strike against projects that feed and clothe and cure the Waste—facing backlash from their own constituents? Or do they comply through inaction, allowing Johanna to position herself as savior of the masses and cement her control not only politically, but emotionally? These debates are currently ripping apart the secret command structure of the Free, and the conflict goes beyond words—cells pushed to extremes have engaged in sabotage, assassinations, and even the unthinkable step of sharing information with the Eye to prevent collateral damage.

SAN FRANCISCO

If teeming Los Angeles is the most populous of the Carlyle city centers, and Denver the best regulated metropolis, San Francisco represents the diversified, cosmopolitan, technocratic future that Carlyle promises to implement. The City by the Bay is the highly developed, highly educated, and highly technical capital of the Pacific Sub-Dominion. Mieke Phong, the Pacific Domain Executive, has spent years refining this personal fiefdom into the perfect combination of magisterial government, executive playground, and funky corporate facility. What she could not predict was the ascent of Johanna Carlyle to the role of Head of Family

in X +65, and the subsequent shift of focus to Los Angeles that followed. Though urban renewal in Los Angeles was a long-time project of Johanna Carlyle, Phong failed to foresee that the restoration of the southern city would draw such significant resources from her own, or that it would become the second home for the most powerful woman in the world. With Malcolm long sequestered at the Family's private compound outside Seattle, Mieke suspected that Stephen Carlyle would take the reins in the event of any emergency and relied on the considerable distance between Denver and San Francisco to ensure her regional power did not ebb. Instead, Johanna has seconded many of her bureaucrats, pushed meetings and key infrastructure toward the Los Angeles surrounds, and otherwise begun to detract from the prominence of Mieke's model city.

San Francisco is the largest contiguous urban environment in the Territory, and the "borders" of the city extend well beyond the historic boundaries of the San Francisco metropolis. Old-fashioned terraced houses are paired with automated walkways and subterranean tunnels and malls, split by scenic public parks and beaches. The hills in the center of San Francisco form the heart of the metroplex, containing the hard science, research, and education facilities. Closer to the bay, the old Financial District houses the San Francisco bureaucracy, including the offices of the Pacific Domain Executive and associated functionaries. Trader Five dominates much of the business of the city, with its light rail and ferry infrastructure repurposed around secure access to the facility. Nearby CARNV Alameda, handling the bulk of local naval operations, is supplemented by military forces based in Yerba Buena.

South past San Mateo and on toward San Jose, this careful urban planning breaks down. Favela towns—old buildings tightly packed and shored up with reclaimed materials—provide living space for a close-knit Waste. The proximity of San Francisco's highly educated elites and their open cultural environment lead to a series of collateral benefits, with Waste literacy in San Mateo as high as 21 percent.

The nearby San Andreas and Hayward Faults have been stabilized through geotechnic engineering, curtailing the risk of major earthquakes like those in 1906 and 1989 in the pre-X reckoning, and effectively limiting minor tremors. The city still makes use of its auxiliary water supply, but areas such as Mission Bay and Hunters Point, built on artificial land and recycled material, have been able to expand to previously impossible levels thanks to the diminished risk of soil liquefaction.

Although on the surface it may not look like it, San Francisco is divided into a number of arcologies. Some are enormous and obvious; others a dense hive of buildings and connected walkways, dedicated light rail circuits, and subterranean paths that allow a Carlyle Serf to live their whole life in a single, fortified space, with every comfort of home provided.

Following the staggering bloodshed of the day, Malcolm Carlyle visits General Charra to offer his "complete support" and to coordinate defense in the face of all-out civil war.

Charra assumes command of integrated Stoke-loyal military forces and Carlyle corporate security, answering only to Malcolm Carlyle. This officially marks the beginning of the Dissolution War.

Dissolution War ends; armistice declared between Carlyle and Bittner-Hock.

Hock releases modified flu virus into Carlyle territory. Virus mutates, spreads globally.

Morray Family defies Hock Alliance, petitions Family Carlyle for food aid; Carlyle agrees. D'Souza resumes skirmishes along Morray's southern border.

Family Carlyle and Family Morray fail to renegotiate trade; Carlyle cuts off grain shipments to Morray territories.

Elliot Stanner, Carragher Lazarus, is KIA fighting a "Free" cell near Auckland, NZ.

X +13 YEARS

X +13 YEARS

X +17 YEARS

X +25 YEARS

X +59 YEARS

X +64 YEARS



Stanford is the foremost academic institution in Carlyle Territory, safely away from the city center in the heavily secured enclave of Palo Alto. Within the city proper, the former UCSF now serves as a satellite for its larger sibling in Palo Alto, while the Medical Center has evolved into the Carlyle Medical Center. The Medical Center's facilities include dedicated housing and shopping facilities, nightclubs, and service industries. The Center serves as the primary Serf hospital, and delivers a standard of care second only to that found at the top-secret Sequoia facility. UCSF operates more than twenty other medical facilities across the region.

In addition to the financiers, researchers, educators, and bureaucrats, San Francisco has a diversified service economy to support them. The city boasts every conceivable form of entertainment, from high-end restaurants to (carefully zoned and maintained) dive bars. A biannual film festival displays the very best in Carlyle filmmaking. Microbreweries and hydroponic wineries, including more traditionally produced wines from the nearby Napa Valley, provide intoxicants for the refined Serf palate, and bookstores sell “specially aged” Carlyle Signature Editions as well as pre-Dissolution books. A full 25 percent of the Serf population is devoted exclusively to the leisure and hospitality industries.

There are darker rumors, too—of unmarked containers arriving on unmarked ships, and of shops with back rooms accessible only to those in possession of a constantly changing password. The Transparent Marketplace is the parasite economy of the Ring of Worms, walking the line of being shut down, but too essential to the city's reputation for luxury. It is similarly rumored that I-Blind, the last living Leto, has taken a personal interest in the Marketplace, using it to distribute Post-exploit software to his followers.

The further south one travels from San Francisco's city center, the more the line between Serf and Waste begins to blur. Although LRP microchips and identity protocols separate Waste from Serf

on an administrative level, many San Francisco Waste hustle for Labor Reward Points and fill in as shift workers to support Carlyle's local industries. Serfs who live in Noe Valley and Bernal Heights are often indistinct from the Waste with whom they regularly interact. While a factory foreman or a leading hand is likely to be a low-level Serf, their drinking buddies and coworkers are just as likely Waste.

South of the bright lights of the Bay City, the majority of the San Francisco-adjacent Waste live in the wreckage of another pre-Dissolution city: San Jose. Though Carlyle will tolerate no shadow governments, San Jose is home to a loose affiliation of six of the larger street gangs, known as the Bugs. Not strictly an administrative force, they nevertheless maintain local security, organize work forces and scavenger groups, maintain elementary safe houses and, where possible, provide basic medical care. Of the others who choose to work, some try to join the Waste labor crews assigned around the city, but the more usual option is to make a regular trek to Harvest Four in the Salinas Valley and camp out for migrant work, before returning to San Jose with whatever can be saved or scrounged in pocket.

TRADER FIVE

Trader Five deserves special attention, not only as the largest arcology in San Francisco, but also for the central role it plays in regional economics and politics. Towering one hundred and forty floors, the arcology stands in what was once the city's South Beach neighborhood. With Trader Five, San Francisco has been restored to its historic position as the financial center of the West Coast. Carlyle spared no expense in prying control of continental trade from Hock-controlled New York. Because Trader Five is the permanent station for nearly sixty thousand foreign brokers, auditors, spies, and business leaders, San Francisco is also the most cosmopolitan city in the Territories. It serves as an informal embassy

Carlyle and Morray **normalize** relations, resume trade; Morray officially declares itself **allied** with Family Carlyle.

Heavy **flooding** strikes **Montana**, causing widespread damage. **Waste** settlements near **Musselshell CDP** particularly hard hit.

Malcolm Carlyle calls a conclave—a meeting of all the Signatory Families—to demand the return of his son. During the conclave, Hock reveals he has reverse-engineered Carlyle's proprietary longevity gene therapy. During the chaos, Jonah Carlyle vanishes from the conclave, and each Family blames the other in a standoff finally settled in trial by combat between their respective Lazari—Forever Carlyle and Sonja Bittnr. Carlyle eventually wins, prompting Jakob Hock to poison Carlyle with an advanced adaptive toxin.

Bittner breaks their 65-year alliance with Hock over the events of the X +64 Conclave, aligning themselves with Carlyle.

The Conclave War begins.

X + 64 YEARS

X + 64 YEARS

X +64 YEARS

X + 64 YEARS

X + 65 YEARS



town, with low-level diplomatic matters routinely resolved on the trade floors. The private cafes, restaurants, and strip bars are often booked full with “exotic foreigners” seeking a neutral ground to meet and address grievances. Extractions and assassinations are

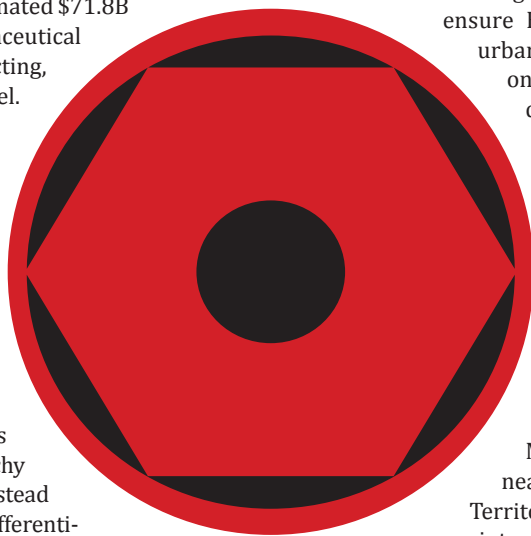
not uncommon, and of late, termination via corrupt auditor has become a favored method for rivals to thin out the competition. Trader Five has focused on facilitating trades between the Carlyle, Morray, Carragher, Li, and Minetta Families, but with Trader One being overrun and nationalized by Hock during the current war, it has expanded operations in a desperate effort to maintain pan-Pacific supply lines and commercial treaties.

The pressure cooker that is Trader Five needs a release valve, and San Francisco provides. North Beach has become, within tight security confines, the “show city” for these foreign visitors. The Victorian houses are repurposed for guests and the cycle of society soirees is disrupted only by street parades and festivals every few weeks. The guest houses are widely understood to be bugged by CARINT, but it can be hard for a visitor to remember that when the champagne is swimming in their senses and a lover’s mouth is whispering promises in their ear. The parties often spill out into the streets, the glitzy spectacle spoiled only by the presence of checkpoints at the fringes: a grim reminder that to drunkenly stumble across the border is to take your life into your own hands.

HOCK

Born in X-43, Doctor Jakob Hock was Malcolm Carlyle’s neighbor and rival since long before the Macau Accords, as both made their bids for economic dominion in the west. He developed his first chemical patent at the age of twelve with his sister, Leah; selling it and subsequent developments to companies like Pfizer and Novartis, the siblings were millionaires before completing high school. After graduating from Harvard in X-24, the pair spent two years traveling the globe. They incorporated HOCK, Inc. upon their return to the states, and by the time of the Macau Accords, the company was worth an estimated \$71.8B with holdings throughout the pharmaceutical industry, aerospace, military contracting, online retail, real estate, sports, and travel.

For over sixty years, the legendary antipathy between Jakob Hock and Malcolm Carlyle has manifested as hostility between their empires. While Hock rejects much of the tradition and form of the neo-feudal order, he nonetheless benefits from the Accords’ distribution of power and has leveraged his position as a one-man “Family” to form one of the most cohesive and tightly controlled territories in the world. He has otherwise rejected the neo-feudal hierarchy of Waste, Serf, and Family. Hock’s law instead recognizes only Hock above his undifferentiated mass of Citizens. Those outside legal classification are Non-Persons, viewed as sick, treasonous, or foreign influences that the body politic must reform through medication and reeducation, or reject through exile or death (often the same thing). Tasks performed by Waste in other Territories are either automated or conducted by the euphoric, near-mindless laborers known as the Committed—Citizens “honored” with a euphoric form of chemical lobotomy.

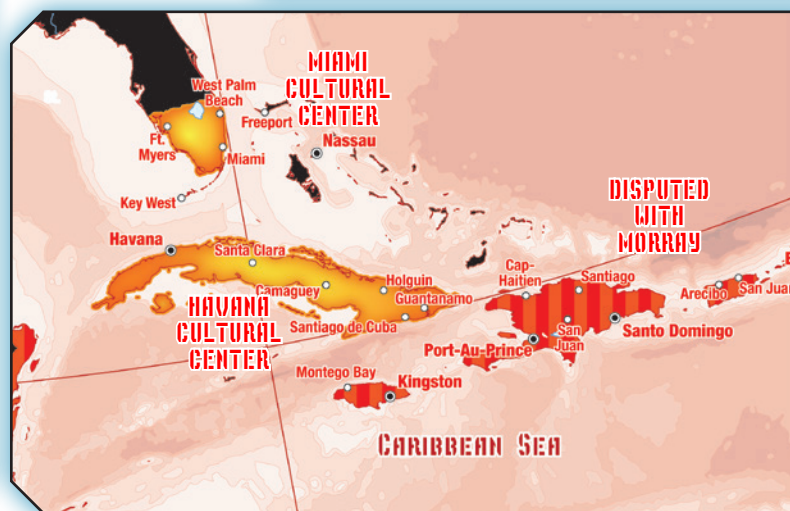
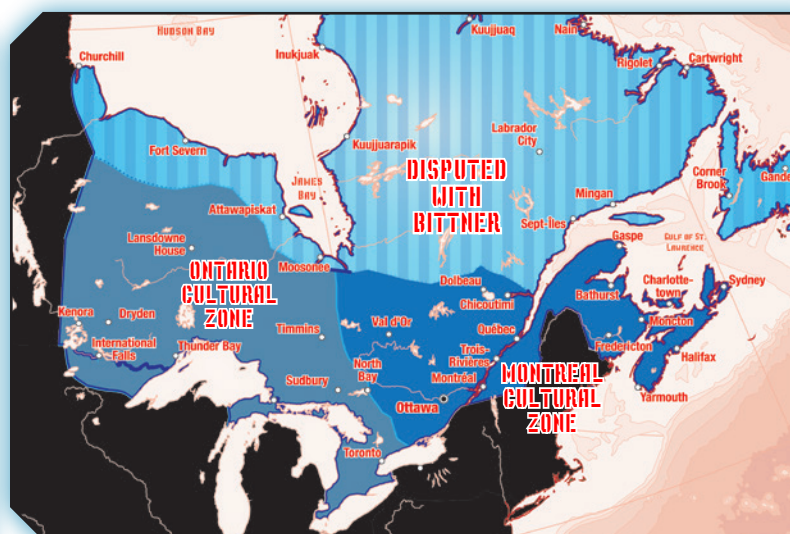
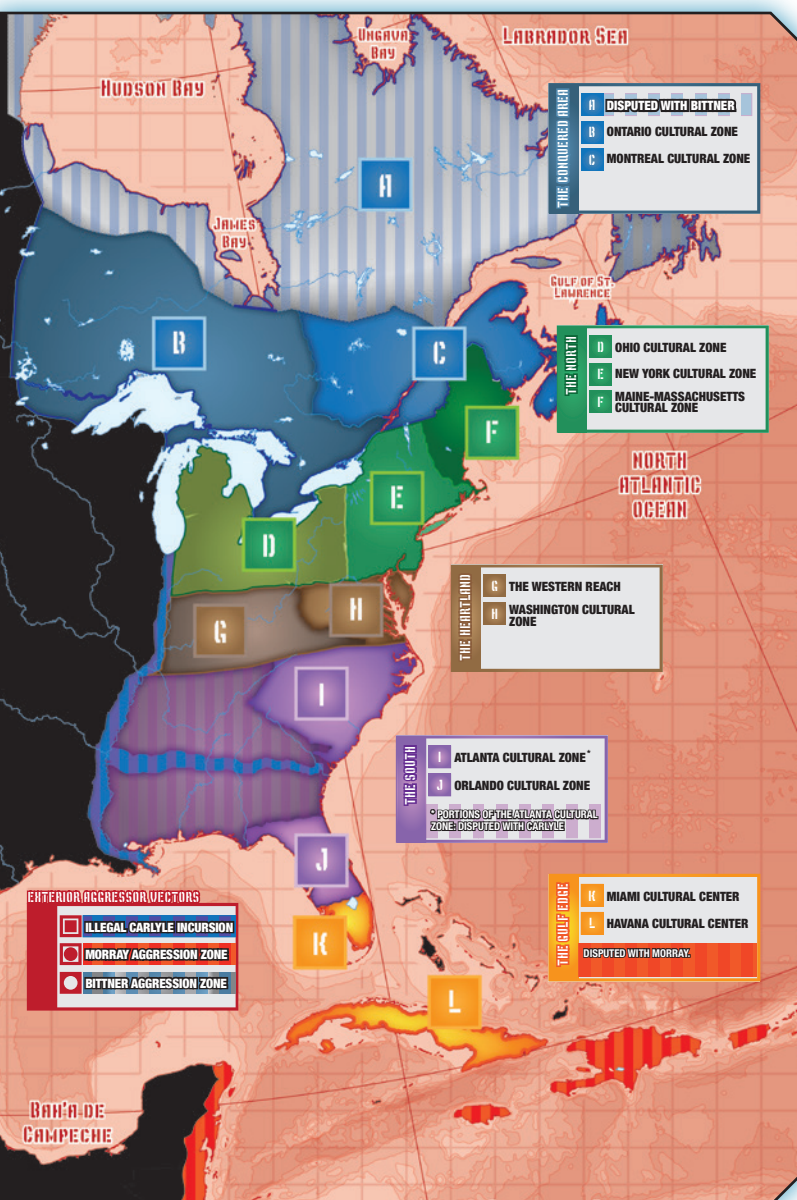


THE DOMAIN

Hock rules all of the former United States east of the Mississippi to the coast, as well as parts of Canada and Cuba. In practical terms, his influence is measured by the “pharma-curtain,” a functional border imposed on a populace that has a hereditary addiction to and reliance on Hock’s medications to sustain their way of life. Their reliance on supply and distribution combines with the regional exposure to storm and disease to ensure Hock’s loyal subjects stay close to the urban enclaves where Hock can keep an eye on them. Entire regions have been abandoned, turning former cities and fields into wastelands called Fallows.

Hock’s dominion is controlled by one will, administered by a vast bureaucracy known as the ministries: Health, Education, Labor and Industry, Resource Integrity, Safety and Security, State, and Territorial Aeronautics and Space Administration. Superficially resembling the United States government they were built from, Hock’s Ministries are authoritarian towers with near-absolute control over daily life in his Territory, their power checked only by their own internal battles for influence. In these battles, some rise and others fall—where Treasury was once the dominant financial regulator, now Resource Integrity is ascendant, and the Ministry of Education and Ministry of Health are slowly wresting authority from Safety and Security.

Even within the Ministries, Hock plays his servants against each other, turning rivals into direct competition by undercutting popular or successful Secretaries or promoting protégés





with radical reform agendas every few years. The career of the bureaucrat is marked by rapid promotion and sudden purges, and those who survive become canny at navigating the political waters.

The center of authority shifted from Washington to New York, where all the key Ministries are housed, but there remain regional factions, especially in Atlanta and Orlando. The Atlanta Faction represents an informal cross-ministerial association with shared goals: containment of New York authority, purges or expulsion of the Non-Person population, and a “bio-conservative” opposition to radical genetic or medical experiments. Under the Ministries, regional governments called ayuntamientos are responsible for managing the municipal and cultural activities. Ayuntamientos are little more than town councils, their powers limited to coordination of local resources, resolution of civil disputes, and arranging festivals to praise Hock and America. But it is a point of intense pride to Hock’s Citizens that the ayuntamientos are the largest and most influential democratic institutions left on the globe.

THE PEOPLE

A key pillar of Hock’s rule is the all-pervasive role of health policy. Hock’s Citizens are genetically modified to rely on and be receptive to Hock drugs. These drugs regulate health, sleep, and mood, and have effects ranging from increasing intelligence or strength to directly inspiring loyalty to the Great Healer. To not take your pills, or to withhold information that may lead to changes to your pharmacological regime, is the principle healthcrime. Details down to diet, mood, and sleep are tracked by officials and manipulated by a regime of therapy and medicine. Even casual sex (known as a State Encounter) needs to be State-approved, and marriage is arranged by the Ministry. This regime responds to most crimes with subtle interventions, such as adjustments to medication or a change in housing and career, making the surveillance mechanism seem like a helpful problem-solver and encouraging Citizens to watch one another “for their own benefit.”

Citizens have rights enshrined in a constitution, The Document of Reformation Under New Principles, and ensured as a public priority. The most important of these rights are physical safety, free education, public healthcare, and guaranteed employment. In exchange, the Citizen has a duty not just to obey, but to be happy, healthy, and committed to the public welfare in thought as well as deed. This duty is expressed through the State taking absolute control over nearly every aspect of life, obliterating any separation of the public and personal spheres. Pregnancy, romance, diet, and entertainment are all the business of the State. Marginalized opinions or behaviors are broadly diagnosed as “healthcrimes,”

and non-compliance—or even the appearance of non-compliance—are offences that can be addressed through mind-altering medications or reclassification as a Non-Person.

Non-persons do not exist in official Hock society. Nonetheless, Ministry documents apply the nomenclature to criminals, isolationists, luddites, immigrants, and the “congenitally unwell,” sweeping them together under the one banner. For Non-Persons, life is a matter of avoiding the soldiers and the Reeducation Camps, and struggling in terrain where life without vaccinations and medications is a death sentence.

Non-Person numbers and treatment vary wildly throughout the Territory. Near the capital, they hide in the city but are frequently rounded up and taken to the camps. Closer to the Carlyle border, the Ministries encourage Non-Persons to join society with offers of medicine and food. In the South, Non-Person numbers are so dense they threaten urban expansion. There are official low-scale conflicts against armed Non-Person factions, and aggressive

Citizens have even been known to engage in direct conflict with any Non-Person they encounter, an enemy they despise almost as much as they fear.

Hock seeks to proactively end resistance to his rule by direct alteration of the human condition. Organized resistance against Hock is difficult to sustain. Those resistance movements that

HOCK



BUSINESS NAME: HOCK, Inc.

HEAD OF FAMILY: JAKOB HOCK

LINE OF SUCCESSION: N/A

DOMAIN: EASTERN UNITED STATES
AND CANADA; PORTIONS OF THE
CARIBBEAN

MOTTO: TAKE YOUR MEDICINE

LAZARUS: NONE

ALLIES (AS OF X +65): THE HOCK
COALITION (D’SOUZA, HOCK,
MARTINS, MORRAY, VASSALOVKA)

ENEMIES (AS OF X +65): THE CARLYLE
BLOC (BITTNER, CARRAGHER,
CARLYLE, MEYERS-QASIMI, NKOSI)

SISTER BERNARD



Few people can move as freely in the *World of Lazarus* as those who willingly do the dirty work the Families don't care to, but know to be important—those who administer charity to the Waste. Sister Bernard O'Donnell signed on with a traveling congregation to see to the health of the poor and desperate, and found a complex world of moral compromise long before CARINT scouted and recruited her to serve as a covert agent. Able to move with relative freedom across the hostile Hock border, Sister Bernard has primarily served Carlyle intelligence as eyes and ears, but on at least two occasions has been called upon for active, clandestine duty as well, leaving the charitable young woman wondering if the resources her service earns for the poor outweigh the violence done with the knowledge she collects.

do exist avoid cities and their omnipresent surveillance, and instead focus on Non-Person communities. Others become highly focused criminal cells, relying on technical sophistication and ruthless discipline to keep their secrets. The population's reliance on Hock pills limits opportunities for armed resistance, defection, or escape. Some of the larger resistance groups, including the Free, do have access to Carlyle-created (and sometimes Carlyle-supplied) gene technologies that reverse Hock's biological changes to his Citizens. The most sophisticated tools, originally created by the CARINT, can outright fool the simpler Health Ministry scans, and are essential to those few spies and traitors hidden among the Citizenry.

NEW YORK

New York has suffered riots, storms, massive collapse of infrastructure, and even the Great Plague, but remains the heart of Hock's administration, as well as the center of trade and public life in eastern America. Military conflicts during the end of the nation-states in X +11 permanently altered the city skyline, reducing large swathes to ruin and rubble, while climate change and superstorms have inundated parts of the city with permanent floodwaters that must be navigated by boat. Despite these setbacks, the city's influence has expanded greatly, and the New York Cultural Zone includes most of eastern New York and Pennsylvania, as well as portions of New England. The Statue of Liberty still stands overlooking the harbor, though her iconic torch has long since fallen, lost in the cold waters of the bay. Iconic red-and-black propaganda posters glorifying Hock and reminding citizens to "Take Your Medicine" hang from every surface.

The heart of New York—Midtown—still stands as a shining beacon and the apex of Hock technology and luxury. Times Square, the Empire State Building, and the theater districts have all been restored to their former glory, and even improved upon. Great arcologies overlook the region, and the city streets are perhaps the safest in the world. Beyond these carefully cultivated blocks, however,

Sister Bernard

ABILITIES (FOCUSES)										
0		ACCURACY								
4		COMMUNICATION (ETIQUETTE, PERSUASION)								
1		CONSTITUTION								
1		DEXTERITY (STEALTH)								
-1		FIGHTING								
3		INTELLIGENCE (MEDICINE)								
3		PERCEPTION								
0		STRENGTH								
4		WILLPOWER (FAITH)								
SPEED		HEALTH			DEFENSE			AR + TOUGHNESS		
11	16	18	23	11	11	11	01/0B+1	+1	+1	
WEAPON		ATTACK ROLL					DAMAGE*			
UNARMED		+0					1d3			
* ADD +2 TO DAMAGE IN PULPY AND CINEMATIC MODES.										
SPECIAL FEATURES										
FAVORED STUNTS: Cover Your Tracks, Frugal, Good Instincts, Hidden Message										
TALENTS: Contacts, Emergency Care, Expertise (Expert, Medicine, field conditions), Intrigue										
EQUIPMENT: Bible, Emergency Beacon, ID Card, Jumpkit										
THREAT: MINOR										



the illusion of prosperity quickly vanishes. Central Park has long since been converted for use in high-density industrial farming, worked by content Committed citizens incapable of objecting to the backbreaking labor. Manhattan becomes increasingly broken-down the closer one moves towards 110th Street in the north and



Houston Street in the south. Aside from the militarized Trader One facility, the blocks south of Houston consist of burned-out shells of the former cosmopolitan sector. The Ministry of Resource Integrity slowly demolishes their ruins to convert most of Manhattan into arable land. Such efforts are undertaken intermittently, with a gradual expansion of Hock territory across Manhattan and Long Island.

Until the Ministries take intermittent action, the ruins of southern Manhattan form a haven for hundreds of thousands of Non-Persons who dwell outside the comparative comfort and safety of the Hock neighborhoods just a few blocks north. It is not uncommon for whole Non-Person communities to learn that they must uproot their scavenger life and flee to another part of New York as the borders of Hock's safe zones push ever outward. The divide in the city's northern ruins is far less abrupt, with degradation and evidence of haphazard renewal projects dotting former Harlem and Morningside Heights like foreign seeds, slowly growing to push out those Non-Persons who have lived in the area since before the Macau Accords.

Work to repair New York City has been an ongoing project for the past half-century. Rather than focus on the reclamation of the greater metropolitan area, Hock determined that the best course of action would be to ensure safety and stability in those parts of New York City and its surrounds that he could readily control. With Category 3 hurricanes an annual occurrence, reclamation has proved both expensive and ongoing, and the administration has been forced to focus its attention on maintaining what is already in use.

For Citizens, New York provides proximity to Hock, which comes with a higher quality of life than found in other regional centers. The privileges afforded Ministry officials and important *intermediarios* are more pronounced in the Big Apple, rivaled only by Atlanta, and improved infrastructure, entertainments, and supplies provide countless opportunities for comfort and advancement. The proximity to Hock also comes with proximity to the clashes between the great Ministerial powers. Doctor Salker, Minister of Health and inventor of the Commitment Process, wrestles for Hock's favor against the Minister of Education, Mohua Mukerjee, and fronts for this struggle have opened across childhood health, standards for "psychological wellness," and even petty clashes over priorities for the rebuilding effort.

Across the Hudson, Weehawken, Hoboken, West New York, and the northern parts of Jersey City have all been absorbed into Greater Central New York's urban corridor. On the far side of the East River, significant parts of Queens have also been made secure for Citizens. The Hamptons serve as a decadent playground for Hock's governing inner circle. Across Gardiners Bay, the Orient Point Reporative Wellness Facility serves as a center of rehabilitation for those who are sadly diagnosed with disloyal patterns of thought. Formerly contested Harlem has been secured, and forces have begun the press into Non-Person territory in the Bronx, though New Jersey remains abandoned and Brooklyn is designated as Fallows for the time being.

One of the defining features of the contested northern portions of the city are the Reeducation Camps, where tens of thousands of Non-Persons captured across the NYCZ are kept in sixteen highly secure facilities. Each facility serves a specific stage in the conversion process, starting with long-term isolation and interrogation, followed by a medical facility for initiating the viral conversion into a Citizen, and eventually moving to a halfway house where newly addicted pre-Citizens can be educated for a place in the society.

TRADER ONE

The first of the Macau Accords-approved international trading hubs, Trader One is completely isolated from the rest of the city by armed guards, security walls, and a wide no man's land of leveled buildings. The facility is charitably described as Spartan, in stark contrast to Trader Six in San Francisco, and consists of dozens of brutally functional buildings as well as underground bunkers and the still-functional remains of ancient skyscrapers. Rooms are cramped, poorly lit, and badly ventilated—the facility was constructed with expediency to restore the global economy in mind, and like many things within Hock culture, aesthetics and comfort were never considered.

Trader One is at once a dangerous warren and the heart of Hock's economic apparatus, exporting material and credit in exchange for essential technology and military products. It is nonetheless the oldest of the Trader facilities, and tradition alone helps prop up its importance. The sixteen Families are accustomed to gathering here for trading, politics, and subterfuge, and Trader One remains one of the few places in Hock territory where a Citizen might see, let alone speak with, visitors from other Family territories. In addition to commercial trade, Trader One offers foreign allies access to other benefits of Hock technology, from designer drugs and viral therapies to augmentation surgeries, as well as information from all corners of the globe, provided by Family representatives who have found themselves burned by their home states and who now dwell exclusively in the neutral territory the Facility represents. The isolation can be maddening for those unaccustomed to Hock aesthetics, and guards are instructed to fire on anyone—from Non-Person to Head of Family—who attempts to cross the barren no man's land separating Trader One from Hock territory. Security is less enforceable along the porous "invisible" border below the facility, where storage bunkers, maintenance shafts, and Citizen housing sometimes run adjacent to long-forgotten city utility and transportation lines, creating an excellent vector for smugglers.



ARMITAGE

The Armitage Group’s origins trace back to the founding of the UK-based computer manufacturing firm SciTech. Their initial standout offering, the “ByteBox,” used shortwave radio to transfer data to receiver computers. Based on the obvious military applications, additional R&D funding from NATO soon followed. What began—quite literally—as a cottage industry expanded rapidly as ByteBox continued to be refined and the company ventured into the creation of the SciTech brand of personal computers.

When their market share began slipping in the face of competing manufacturers, such as Compaq, Apple, IBM, and Commodore, Armitage sold off SciTech to the Inamura-owned Fun!Go!Fun. Armitage then established a new venture, Raven-Tower, a software company focused on computer game design. The studio distinguished itself immediately with the *Elfsaga* series of game cartridges, leading Microsoft to purchase RavenTower for \$30M, with Armitage retaining a major profit share.



The Armitage Group was founded shortly thereafter, described as a “technology innovation pioneer” with a focus on personal electronics, wearable computing, and hardware/software design, with partnership and development agreements in place with several major technology manufacturers. Armitage Group’s initial IPO catapulted Julian Armitage to a place among the world’s top 100 billionaires, establishing a net worth of \$9.8B. Within fifteen years, Armitage had expanded into household, government, and military electronics and equipment. As of the Macau Accords, *Forbes* valued the Armitage Group at \$67.2B.

Awarded the OBE following the sale of SciTech, Julian Armitage was subsequently granted KBE roughly a decade later. In X -4, via letter of patent, Armitage was made a hereditary peer with the fourth creation of the Dukedom of Lancaster. Now the Duke of Lancaster, the marriage of his youngest daughter Portia to the Prince of York in X +2 solidified the family’s already strong ties to the monarchy. The Armitage Family remains close to the British throne, and as of X +49 Edward Armitage,



current Head of Family, has acted as regent for his granddaughter, Elizabeth, who is expected to ascend to the throne in late X +65/early X +66.

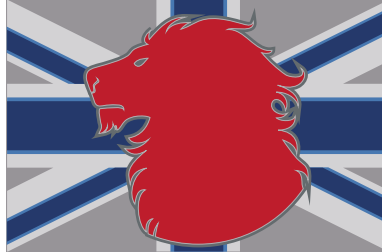
THE DOMAIN

Following the Macau Accords, the Armitage Family began the dramatic and forcible unification of the country under the banner of “One Parliament, One Language, One Crown.” The successful, if savage, unification of The United Kingdom of Great Britain and Ireland-Made-One was shortly followed by expansion to secure much of western France. Three generations later, Armitage still must deal with local resistance to this attempted homogenization, though their policy of punitive and swift response to “terrorist acts against Territorial unity” makes such incidents far less frequent than they once were.

Armitage based their revised neo-feudal society on the Carlyle model, though with finer grades of distinction *within* the strata of Family, Serf, and Waste. Poverty among Waste can be extreme, but in the main is generally less onerous than among other Families. This is due, in no small part, to a larger per-capita Serf population, with the highest-ranking Serfs blurring into positions of Lesser Houses, almost always readily identifiable by the awarding of titles, most commonly bestowed as knighthoods by the Armitage—read, royal—Family.

Armitage maintains a powerful standing navy and capable ground force, and is able to reinforce their Territory—outside of their French holdings—with speed and efficiency. Their shipping interests, along with (until quite recently) stable trade partnerships with almost every other Family, have provided them with enough financial

ARMITAGE



BUSINESS NAME: THE ARMITAGE GROUP

HEAD OF FAMILY: EDWARD ARMITAGE

LINE OF SUCCESSION: CHARLOTTE ARMITAGE, NÉE WILLIAMS-OWEN (WIFE); ANDREW ARMITAGE (SON); CHARLES ARMITAGE (SON); ELIZABETH ARMITAGE (GRANDDAUGHTER); THOMAS ARMITAGE (GRANDSON); CRESSIDA ARMITAGE (GRANDDAUGHTER); JULIAN ARTHUR ARMITAGE (GRANDSON)

DOMAIN: UNITED KINGDOM OF BRITAIN AND IRELAND-MADE-ONE

MOTTO: NOLI IRRITARE LEONES (DO NOT PROVOKE THE LIONS)

LAZARUS: SIR THOMAS HUSTON (AWAITING CERTIFICATION UNDER CONDITION OF THE ACCORDS), REPLACING THE FORMER LAZARUS SIR THOMAS HUSTON (DECEASED)

ALLIES (AS OF X +65): THE CARLYLE BLOC (BITTNER, CARRAGHER, CARLYLE, MEYERS-QASIMI, NKOSI)

ENEMIES (AS OF X +65): THE HOCK COALITION (D'SOUZA, HOCK, MARTINS, MORRAY, VASSALOVKA)

and bartering power that they are able to rapidly secure almost anything they might require. As a result of this security, they are considered more impartial—or at least somewhat less biased—than other Families in issues of trade dispute, and thus Armitage often has found itself called upon to act as arbitrator in inter-Family conflicts.

THE PEOPLE

Armitage arguably benefited from a culture more readily familiar with its feudal roots and class system than almost any other Territory. Racked by urban poverty, societal upheaval, rampant unemployment, and rising sectarian violence at the time of the Accords, Armitage found it relatively easy to capitalize on a growing nostalgia for a more stable society with a clearly delineated class system to facilitate the transition (or, arguably, reversion) to the Carlyle model—the key word, of course, being “relative.” No one under Armitage would be so crass as to refer to Waste as “peasants”—at least, not publicly—nor to presume that every Serf is titled. But the fact remains that titles matter to the Serfs, and Armitage has for many years continued to cultivate and reinforce the idea that loyalty to the Family is not loyalty to Armitage per se, but rather to the Crown itself.

As under many other Families, the division between rural and urban Waste is stark. Urban Waste, especially the community located in and around London, suffer from staggering poverty. The Family goes to great lengths to conceal this from view, and where it cannot be hidden it is frequently and deliberately ignored. Rural Waste, leveraged to produce raw material and food as well as providing basic manpower,

live with considerably more freedom, though arguably no less hardship.

Resistance within Armitage exists, but the Family maintains its security in no small part through comprehensive surveillance. There is hardly a corner of the Territory that a camera cannot be trained upon, and Armitage's sophisticated behavioral and communication algorithms make it difficult to keep any but the most carefully guarded secrets from discovery. The vision of the eighteenth-century English philosopher Jeremy Bentham has achieved its final iteration via the programming genius of Armitage: the Panopticon is real.

LADY CRESSIDA ARMITAGE

Born in X +38, Lady Cressida Armitage is the granddaughter of Edward Armitage, the Duke of Lancaster. For the last half-dozen years, she has served as the requisite "black sheep" of the Royal family, with her extravagant and occasionally absurd antics providing tabloid fodder for Serf and Waste alike. She travels extensively, and is believed to have close friendships with members of the Carragher, Carlyle, Nkosi, and even—until recently—Rausling Families. Her reported antics depict her as a globe-trotting ne'er-do-well, and no sooner is she seen visiting Johanna Carlyle in Los Angeles than she's skiing with Natascha Bittner in Davos, attending one of Tiago D'Souza's wild parties in Barcelona.

While it is true that Cressida enjoys the privileges of her position, the tabloids have painted a decidedly skewed—albeit carefully constructed—picture of Her Ladyship. In addition to a natural facility for languages, she was educated very deliberately by her Family to represent the depth and breadth of "that which is Armitage." Her skill as an ambassador and negotiator on the Family's behalf is arguably second only to that of the duke himself, and there are those who suspect that her education may well have included some more practical "problem-solving skills," a claim that is apocryphally supported by her reported expertise as a lethal shot when hunting. A few Serfs who harbor secret allegiance to the Free have gone so far as to suggest that Her Ladyship's antics are nothing but cover, and that she is, in truth, a spymaster of the highest order. What all who have dealt with her can agree upon is that one underestimates Her Ladyship at their peril.

While the tabloids have made much of late of her relationships with various high-ranking Serfs both within the royal family and outside of it, in truth, she remains unattached, and said speculation is wildly inaccurate at best. Whether Her Ladyship is responsible for these rumors and stories herself remains to be seen.

Unknown to all but the inner circle of the Family, Cressida's closest relationship is with the young soon-to-be-queen Elizabeth, whom she has known all her life. Their friendship, which both guard jealously, is private and intimate, and it is likely that upon her coronation, Elizabeth will consider Cressida, not her grandfather, her closest and most trusted advisor.

BITTNER

Founded in Zurich, Switzerland by Noah Bittner in 1863, Bittner Assurance initially provided underwriting and insurance for Swiss businesses during the Industrial Revolution. By 1880, the company had expanded to include maritime, fire, and life insurance, with offices located throughout Europe. Near-crippling losses resulting from the Spanish Flu epidemic of 1918 led to diversification into private banking and financial services management.

Post-World War II, Noah Bittner's grandson Gabriel rebranded the company as Bittner-SBC. Explosive growth brought further diversification and expansion, including offices in Brazil, Hong Kong, and Cape Town. Valued at \$38.2B at the time of the Macau Accords, then-CEO Saskia Bittner was one of the few woman signatories of the agreement between the Families. Her brother's death in X +4 left Saskia in full control of the Family, and it was she who forged the long-standing alliance with Jakob Hock in X +17. This led to the adoption of the Bittner-Hock alliance, founded primarily to oppose Carlyle's domination of North America.

Following Saskia's death in X +22, her daughter Sevara ascended to lead the family. She maintained the alliance with Hock, supplying crucial materiel and personnel in exchange for advanced medical and genetic support from Hock's labs. Like her mother, Sevara has never married, and it is believed her children are the product of in vitro fertilization from heavily screened and genetically modified sources.



THE DOMAIN

The Conclave War has had a profound effect on Bittner Territories. The opening months of the war in late X +64 saw Bittner's holdings devastated due to their previously close alliance with Hock. Prior to hostilities, Hock and Bittner forces were closely integrated. The full extent of Hock's chemical influence on Bittner forces was far greater than even the most paranoid imagined, and the Bittner Family was forced to retreat to Carlyle Territory for their own safety. Their holdings in Northern Europe were immediately overrun by Rausling forces, while their lands in North America suffered immediate assault by Hock troops.

By late X +65, much of Bittner's original territory has been recovered, thanks to heavy pushback by Carlyle and Armitage forces. With the eradication of the Rausling Family, Bittner has sought to further expand, seizing the territory once held by the now-extinct Family. This rapid expansion requires both risk and cost, and whether this will lead to conflict with current allies like Armitage and Meyers-Qasimi remains to be seen.

The Rausling occupation disrupted much of Bittner's supply and labor, throwing the Bittner economy into chaos. While Sevara Bittner moved quickly to stabilize the situation in the wake of the reclamation, a legion of logistic concerns now face her in the forms of Family protection, material production, feeding her



populace, and providing requisite support for the ongoing war effort. The overall damage done to infrastructure across Bittner's territory was minimal, and in many Waste communities the Rausling occupation went almost entirely unnoticed. Many territorial concessions were made without massive citywide destruction, based upon Bittner battle algorithms provided to soldiers in real time.

By late X +65, Bittner faces a new problem: Vassalovka is on the march. The Zmey has been deployed as a devastatingly effective propaganda tool, if not a tactical one, and rumors of the horrors perpetrated by the Vassalovka Lazarus continue to spread. With Bittner attempting to consolidate their hold on Rausling-abandoned Germany and Austria, they face further setbacks as Vassalovka continues to offer sanctuary to all fleeing Rausling forces and—especially concerning—technical-minded Serfs.

THE PEOPLE

Following Macau, Bittner understood implicitly the problems their Territory would face. Including their holdings across the Atlantic, they stood to rule over diverse ethnic, cultural, and national groups who had maintained distinct and individual identities for centuries. Their solution was as Alexander the Great once did to make “all things Bittner.” Bittner Serfs and Waste share a vested interest in work-as-culture. In Canada and France in particular, there is a great deal of pride taken in continuing as one's parents did be it as Waste or Serf. It is very rare for the child of a Serf to work a different asset than the parent, and in fact such a shift is usually the result of direct Family intervention dictated by some explicit and clear need. Upward mobility is rare.

Serf-Waste relationships are largely governed by geography. In the expansive regions of Canada, for example, where the Waste offer no competition for Serf resources, most Waste are provided for without diminishing the standard of living for the average Serf. This is less common

in European holdings, especially in the cities, but the standard of living for the average Waste still is much higher than under almost any other Family.

Bittner culture relies heavily on technological assistance, which helps cement the societal divides and concurrently diminish their volatility. Algorithms of efficiency similar to those used in Family Li are more externalized and centralized. Where Li uses their technology in every facet of life, from optimal sleep schedules to transit to fieldwork, Bittner centralizes the technology in the few Serfs for means of production and labor algorithms, and they coordinate the Waste as needed. This frees Bittner Serfs to engage in social circles which, though not directly relative to production, are key ways to obtain assets and holdings through mutually beneficial alliances in service to the Bittners.

Presently, owing to the war, security is high, wartime protocols are in effect, and rationing among Serfs is very heavily scrutinized for corruption and theft. The Waste make do, bargaining for what little they can given that they can communicate without fear of stigma. Game in the countryside is hunted to near extinction, and organized crime elements are present as ever, trading human beings and assets for stores of food at exorbitant ransoms.

Many believe that there will be a punitive culling in the wake of wartime corruption, but there has been no sign of it so far. For now, the status quo is holding.

KLAUS FISCHER

Third of his line to run manufacturing concerns for Family Bittner, Klaus Fischer is committed to *all* of his workers, both his fellow Serfs and the hardworking Waste staffing his factory, who he has come to know and love. He is considered a paragon of his community and a profitable asset for Family interests in Gommen and its surrounding environs.

When the Rausling invasion reached Gommen, Fischer's factory was seized. More concerned with the safety of his workers and

BITTNER



BUSINESS NAME: BITTNER-SBC

HEAD OF FAMILY: SEVARA BITTNER

LINE OF SUCCESSION: STASIA BITTNER (DAUGHTER); NATASCHA BITTNER (DAUGHTER); SONJA BITTNER (DAUGHTER)

DOMAIN: CANADA (FORMER PROVINCES OF ONTARIO, QUEBEC, NEWFOUNDLAND, AND LABRADOR); NORTHERN EUROPE/NORTH ATLANTIC (SWITZERLAND, SCANDINAVIA); GERMANY

MOTTO: PAR LOI ET DROIT (BY LAW AND RIGHT)

LAZARUS: SONJA BITTNER

ALLIES (AS OF X +65): THE CARLYLE BLOC (ARMITAGE, CARRAGHER, CARLYLE, MEYERS-QASIMI, NKOSI); PREVIOUSLY THE HOCK COALITION

ENEMIES (AS OF X +65): THE HOCK COALITION (D'SOUZA, HOCK, MARTINS, MORRAY, VASSALOVKA); PREVIOUSLY THE CARLYLE BLOC

friends than his position with Bittner, Fischer abandoned his position in order to guide his community to safety. Shortly thereafter, he marshaled all who would follow—including many of the Waste who worked for him—in secret and, acting as their leader, formed a resistance cadre with the intent of fighting the Rausling occupation.

In order to do this, Fischer used what materiel, supplies, and weapons he could gather to arm his cadre—an act that included arming the Waste among them, something forbidden under Bittner law. The cadre, however, proved so successful in fighting the Rausling occupation that as organized Bittner control returned to the disputed territory, there was significant military outcry against disbanding Fischer's Fighters and returning them to their lives as Waste.

Bittner, used to their divided polity, has responded as they always have: by embracing the distinct. What followed was the largest transition from Waste to Serf in Bittner's history, as Fischer's cadre were all simultaneously legitimized into soldiers of the Bittner cause.

Today, Fischer leads a band of deeply loyal followers, forged by the bonds of war. His heroism is unquestioned, but his growing commitment to egalitarianism has become concerning for Bittner command, who fear that they have groomed a potential rival in their midst. Increasingly outspoken politically, Fischer has started to make demands in respect to the recaptured territories, but he cannot say for certain that his population, if dissatisfied, won't turn fractious.

CARRAGHER

Lachlan James Carragher founded his industry as a mining concern in Broken Hill, New South Wales in 1888. By the turn of the nineteenth century, Carragher Mining had acquired smaller interests throughout Australia, continuing to expand throughout the South Pacific. Growth post-World War II was further fueled by the discovery of rich bauxite deposits in Suriname and the Boé region. Roughly two decades prior to the signing of the Macau Accords, Lachlan James Carragher IV, the great-grandson of the company founder, acquired the competing mining concern PaddockRich in a multi-billion dollar deal, becoming Carragher Holdings, Ltd. The corporation continued its mineral exploration and exploitation through subsidiaries, but also diversified into megaproject execution, asset management, and ongoing conceptual studies, as well as the ubiquitous "value-added service provider" market.

Worth \$184.75B at the time of the Macau Accords, Lachlan James Carragher IV was rumored to have worked closely with Malcolm Carlyle on the initial draft of the agreement, which many presume accounts for the long-standing partnership between the two Families. With the addition of Nkosi in the X +teens, the Carlyle-Carragher-Nkosi alliance is considered one of the most stable and powerful in the current world. The addition, and later removal, of Family Morray to this group had a brief but notable impact on the status quo.

THE DOMAIN

Carragher territory divides itself informally into three major strata across Australia and Indonesia.

The Secure Territory—mostly Sydney and its surviving environs—hosts the Worker class (the Carragher equivalent of Serfs) and those close enough to be considered sub-Family, an official legal distinction granting explicit privileges above Worker class. Few sub-Family become actual Family, but the distinction is highly prized.

In the Work Territories, Worker military and management guard, oversee, and operate resource- or population-rich sites. Forests, mines, and energy creation hubs host secure camps that act as small, isolated, and heavily policed Waste cities, with Workers of varying specialties flying in and out to perform their duties before retreating to the Secure Territory for R&R. Company scrip purchases Carragher resources of fine quality, sufficient to quell most dissent, particularly when dissent can lead to unfavorable

reassignment. Waste may not leave or stop working without imprisonment, as specified in their work contracts.

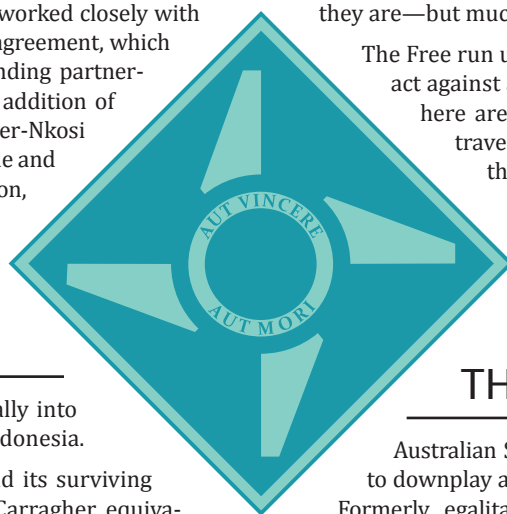
In the Reserved Territories—colloquially referred to as the Badlands and consisting of all areas without immediate value to Carragher—the Waste struggle to survive. While pockets of the Badlands are occasionally reclaimed for new enterprises, the size of the blighted region continues to grow as unsustainable exploitation continues in service to profit. Where Hock Non-Person existence is considered miserable for fear of suppression and constant surveillance, under Carragher it is the Badlands themselves that control a potentially revolutionary population. To be exiled is to live in constant, mortal danger. With no society and nothing to eat, there is only desperation and lawlessness. Murder is rampant. Smuggled resources are fought over by small armies of desperate Waste. Little is reported to the authorities—such as they are—but much is seen.

The Free run unchecked here, and it is the safest place to act against any Family without oversight. But the Free here are also isolated. The logistical nightmare of travel and support is a constant problem, and their ability to act against Carragher in any meaningful way is subsequently curtailed, leading many of those seeking freedom to wonder if they are truly safe or if they have been imprisoned in a cage of their own making.

THE PEOPLE

Australian Serfs use the term "Workers" in an attempt to downplay any perception that they are living in luxury. Formerly egalitarian, Australia's comfort-driven ideology produces Workers who proudly maintain an image of moderate wealth and appropriate, hardworking humility so that they may be seen as good middle-class folks, despite the obvious inequity. This distinction is invisible to Carragher Workers, but to the outsider it is explicitly plain.

Carragher citizens see free-range profit as the natural result of adventure and noble risk, believing that what benefits Carragher in turn benefits the people. The Family fosters this attitude by providing higher standards of living for their Worker class, ensuring a steady and nearly unquestioned propaganda victory over the plight of the Waste. They have an effective history of successfully demonizing the "others" who seek to undermine



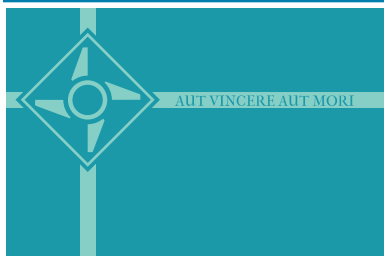
stability, and Waste are often equated with terrorists, accused of working with rival Domains to sabotage the economy and diminish the dominant culture.

In the northern regions, Carragher holdings are well-defended and set apart from the bulk of the populace. Jakarta, a focal Work Territory, serves as a centralized hub to which mineral resources are funneled and processed. A model for the other Work Territories, it is a ruthless and productive facility that, year after year, has Carragher's highest margins. Citizens look to it as an aspirational example. It is no surprise, then, that after the unfortunate passing of the Family Lazarus Eliot Stanner (X +64) at the hand of rogue Free elements, the competition to find a replacement took place in this hub, both for security purposes and as a demonstration of stability. Ratings for the broadcasted competition skyrocketed.

Through fierce competition involving hundreds of potential new Lazari, the world watched as time after time, Wening Pertiwi proved her worth, even given the "randomized" boons granted her competitors and the active attempt by several of her adversaries to form an alliance to remove her from competition. Behind the scenes, Pertiwi's victory was assured long before broadcasting began, but to the general public she accomplished an incredible feat against all odds. Pertiwi is a celebrated figurehead, someone revered rather than feared. Her answer when asked if fame would change her, "Aren't I a Worker?" entered the public lexicon almost overnight as an expression of Carragher pride.

As one of the wealthiest territories, this delusion of humble pride is their currency of culture. If you serve the Family, the Family serves you. If you do not serve the Family, you are simply nothing, alone, in the Badlands, adrift, and, perhaps perilously, Free.

CARRAGHER



BUSINESS NAME: CARRAGHER HOLDINGS, LTD.

HEAD OF FAMILY: LACHLAN JAMES CARRAGHER VI

LINE OF SUCCESSION: MEGHAN LUCILLE CARRAGHER NÉE O'KEEFE (WIFE, THIRD); LACHLAN JAMES CARRAGHER VII (SON); BROCK LIAM CARRAGHER (SON); SHAUNA MICHELLE CARRAGHER (DAUGHTER)

DOMAIN: AUSTRALIA AND INDONESIA

MOTTO: AUT VINCERE AUT MORI (EITHER TO CONQUER OR TO DIE)

LAZARUS: WENING PERTIWI (FORMERLY ELIOT STANNER, DECEASED)

ALLIES (AS OF X +65): THE CARLYLE BLOC (ARMITAGE, CARRAGHER, CARLYLE, MEYERS-QASIMI, NKOSI)

ENEMIES (AS OF X +65): THE HOCK COALITION (D'SOUZA, HOCK, MARTINS, MORRAY, VASSALOVKA)

WENING NATHANIEL

As the price for her place as Carragher Lazarus, Wening Pertiwi faced a choice: Renounce her blood family and join her new Family, or remain Waste in a dead Work Territory. She eagerly chose the former and left her family without word or explanation.

The following day, a Carragher death squad brutally murdered her parents. By sheer luck, her brother, Nathaniel, was away at the time on a work assignment and fell through the cracks—word of his deployment simply never passed to the death squad. When the oversight was identified, the communications officer in question was put to death in Nathaniel's stead.

Fleeing for his life, Nathaniel negotiated safe passage with a group of local smugglers, agreeing to act as a courier to a remote location in the Badlands in the hopes of being able to disappear off the grid. He did not fancy his chances of survival.

Upon arrival, however, he discovered that he was not meeting more smugglers, but rather a Free cell operating as a black-market interest in the Badlands. Over the next several months he befriended and ultimately joined the cell, all the while keeping his secret while he built a new life around a newly discovered cause—

seeking freedom for all from the tyranny of the Families.

Now, however, Carragher has located the cell in question, and Nathaniel and his friends have had to abandon their home: on the run in makeshift vehicles, low on fuel, and barely armed. Hunted for bounty, Nathaniel is running out of options. Either turn himself in, trade his valuable secret for the lives of his friends, or somehow burn Carragher and his sister—a Lazarus—by distributing the information, all but guaranteeing not only his death but the death of his friends. It remains to be seen if a group of allies can come forward to present him with another, better option.

D'SOUZA

Oswaldo D'Souza made his initial fortune in cork, beginning with the purchase of a seventeen-acre *montados* plot in the Portuguese countryside in 1866. By the mid 1930s, Corticeira D'Souza owned cork oak groves throughout Portugal, Spain, and Morocco. The onset of World War II curtailed further expansion and led to aggressive diversification, including retail, industry, agriculture, and—most successfully—real estate. Agriculture and real estate turned the Family's focus to South America, where they continued to expand despite opposition from both local government and the indigenous people. By 1960, the family relocated to Brazil.

In 1973, Celia D'Souza founded the media company Ouca!, with holdings in



Brazilian broadcast television, two daily newspapers, multiple monthly magazines, and its own record label. By 2010 the Ouca! branch of the D'Souza empire was poised to explode into Africa and Asia, a move blocked by Mundo Morray. Post-Year X, the long-standing animosity between D'Souza and Morray has led to near-constant low-level conflicts between their borders.

A conservative estimate of D'Souza net worth at the time of the Macau Accords places their wealth at \$22.6B. Signatory Gilberto D'Souza refused to sign on the same page as the Morray brothers, and his signature on the original copy of the Accords is, instead, writ large across the back of the first page. The current Head of Family Remigio, has ruled ever



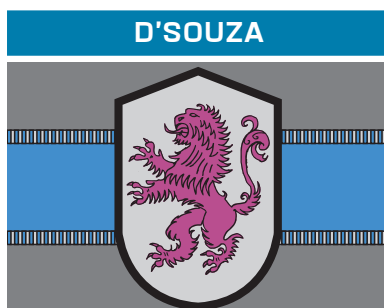
since X +33 with the aid of his three sons and only daughter. The Family's retreat from South America and Hock's betrayal have caused tensions between the D'Souza scions to flare as each child seeks to blame their siblings for their reversal of fortune. The situation is rapidly escalating and the question of succession—if the Family can survive—becomes more and more pressing as Remigio's health declines.

THE DOMAIN

Prior to late X +65, D'Souza could comfortably claim territory both in southern Europe and throughout much of South America, with the Family maintaining their traditional homes in Spain and Portugal. South America, while the source of much of their wealth and power, was traditionally governed from afar with the aid of Lesser Houses based out of Argentina, Chile, and Brazil. While their South American Territory has always been in dispute with Morray, prior to the Conclave War the sheer cost of a protracted battle between the two Families kept the conflict in check. Morray produced better arms and armaments, and has arguably the most powerful navy in the world, but D'Souza had the numbers, resources, and international support, making open war between the two precarious.

In mid X +65, however, Morray brokered a secret deal with Hock to withdraw their support from the Carlyle Bloc. In exchange, Edgar Morray demanded that all Hock allies withdraw from any standing agreements in support of D'Souza. Seizing upon the chance to surround Carlyle, Hock agreed. Morray moved immediately, launching surprise attacks against D'Souza throughout South America.

Morray forces were met with a surprising level of resistance—and equally surprising apathy—on multiple fronts. Some cities, starved and broken by years of famine, simply abandoned and killed their masters in favor of a new possibility. Others, fearful of retribution, fought to the last, leading to near-constant disruption



BUSINESS NAME: CARNE D'SOUZA

HEAD OF FAMILY: REMIGIO D'SOUZA

LINE OF SUCCESSION: JUNI D'SOUZA (SON); RODRIGO D'SOUZA (SON); TIAGO D'SOUZA (SON); MAISA D'SOUZA (DAUGHTER)

DOMAIN: (PRIOR TO THE END OF X +65) SPAIN AND PORTUGAL, UNIFIED SOUTH AMERICA (ARGENTINA/BRAZIL/PERU/CHILE); CONTESTING REGIONS OF FORMER VENEZUELA AND COLOMBIA WITH MORRAY; (POST X +65) SPAIN AND PORTUGAL

MOTTO: QUAL EN SEU OFFICIO (EVERYONE TO HIS TRADE)

LAZARUS: ZEFERINO CARDOSO

ALLIES (AS OF X +65): NONE

ENEMIES: (PRIOR TO THE END OF X +65) THE CARLYLE BLOC (ARMITAGE, BITTNER, CARRAGHER, CARLYLE, MEYERS-QASIMI, NKOSI); (POST X +65) MORRAY, HOCK, POTENTIALLY MARTINS

tion of Morray invasion supply lines and a haphazard front line against D'Souza loyalists, rebels, and newly formed Free cells. It was the latter who, most notably, adopted and secured defensible positions in La Paz and Sucre. Going into X +66, it is the Free rather than Morray who hold the strategically important mountainous regions.

Those D'Souza loyalists who could retreated to Spain and Portugal alongside the Family, and have adopted a siege mentality. But Remigio D'Souza keeps an eye on South America, knowing full well that Edgar Morray may have finally bitten off more than he can chew. Rumors of D'Souza overtures to Carlyle remain just that, but if Remigio wishes his Family to survive, he will need to forge new alliances quickly. Martins is poised just across the Mediterranean, and with Hock support, could deliver a death-blow to the D'Souza Family.

THE PEOPLE

Like Morray, D'Souza has had persistent and ongoing food-supply problems, especially among their Waste. While Morray literally have been unable to produce enough to feed their population, for D'Souza this has been an economic and strategic choice, with potentially valuable agricultural land used instead for rainforest regeneration or, more commonly, for the raising of cattle and the production of those cash crops D'Souza uses to maintain the allies they once relied upon

to keep Morray at bay. To be Waste in D'Souza's South America is to go hungry, and though Morray promises a bounty of staple crops, the immediate effect of the war has been less rather than more food as Morray extracts what it can and burns the rest to deny their enemies resupply. Morray's own supply lines, shipping food north, have become a prime target for Waste who have nothing to lose.

Perhaps the only stability for citizens comes through military service. D'Souza troops—under-equipped and poorly trained—have a remarkably short life span. It doesn't take long for a new soldier to realize their purpose is to slow down any advance just

long enough for D'Souza to bring specialized resources to bear. This is not to say that D'Souza's military is ineffective. In other Territories, military service is promoted as an honor or duty, a means for Waste to advance; in D'Souza, service is a means to secure the next meal.

Despite the change in fortunes, life in Spain and Portugal appears stable, even if fear runs beneath the music and laughter. If these are the last days of the Family—as more and more Serfs believe—why not enjoy them? At its best, this has resulted in expansive acts of generosity, kindness, and caring. At its worst, it is an excuse to indulge in the basest human behavior and cruelty.

Amid it all, the Free see the writing on the wall. Between their gains in South America and D'Souza's decline in Europe, they are at a moment of remarkable fortune, one they mean to seize and exploit. If the Families aren't careful, D'Souza's extinction could become the Free's greatest opportunity.

GUILLERMO PEREYRA

Born to a D'Souza military commander in Manaus in X +47, Guillermo Pereyra was raised moving from theater to theater in the shifting, eternal conflict with Morray. By the time he was twelve, it was apparent that he would follow in his mother's footsteps and become a soldier. The benefits of nepotism paid dividends, and he was commissioned as an officer in early X +65. Similar politics returned to take their revenge, however, when Guillermo discov-

ered his new commanding officer, Colonel David Ferreira, bore a grudge against his mother for reasons unknown. The new Lieutenant Pereyra was assigned command of an unruly unit of Wastedrawn troopers to patrol the northern border with Morray. Less than forty-eight hours after arriving at his post, Pereyra and his unit found themselves under attack in the initial Morray invasion.

Morray's advance force easily decimated Pereyra's unit. Those who were not cut down broke and fled. The young lieutenant found himself alone facing an overwhelming force. He went to ground, hiding in the ruins of a small settlement already destroyed by Morray artillery. He emerged days later, and after hours of wandering encountered a group of D'Souza Waste who had survived the Morray advance. As he was readily identifiable as a member of the D'Souza military, the Waste surrounded him, demanding he lead them to the "hidden supplies of food and water" that they believed the military cached in the area. His life now under threat, he agreed to lead them to the fictional cache some distance away.

D'Souza offers a reward for the rescue of any Serf officer recovered from the field alive, and Pereyra's mother, now a general in D'Souza's forces, will go to any lengths to see her son returned. Anyone who rescues the lieutenant can be assured of her gratitude, and with the general's favor, all manner of advancement and security might well be possible. By the same token, anyone who agrees to attempt the rescue and fails will certainly bear the brunt of General Pereyra's wrath.

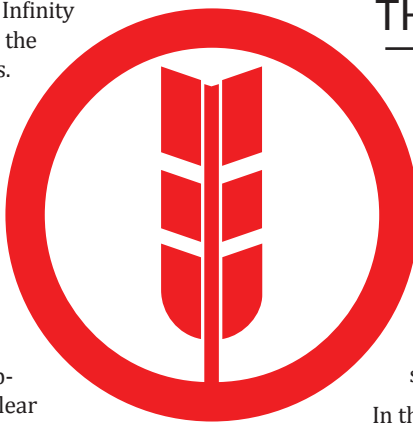
INAMURA

Katsuo Inamura was born in 1960 into a mixed Japanese-Korean farming family in Hokkaido prefecture. He developed an interest in computer science after moving to California in 1976 to attend the University of California at Berkeley. In 1978, he patented a design for a pocket range-finder that subsequently sold to Texas Instruments for \$1 million. Graduating in 1981 with a degree in economics, Inamura returned to Japan, where he founded Infinity Technologies and Fun!Go!Fun, dedicated to the emerging computer and console gaming markets.

Following the sale of Infinity Technologies, Inamura launched multiple ventures in the computer software and hardware industries, as well as investing aggressively in the emerging mobile communications market. In 2002, Inamura pioneered the "seed accelerator" business development model. From 2004–2012, Inamura participated in thirty separate seed accelerator ventures, acting as primary investor and mentor to each development team. After the Fukushima Daiichi nuclear disaster of 2011, Inamura launched a widely publicized and privately funded initiative aimed at generating alternative forms of energy production. Focusing on solar, geothermal, and hydroelectric, Inamura secured capital investment from the Carlyle Future Foundation, InterSect Ltd., and the Armitage Group.

Worth \$28.1B at the time of the Macau Accords, Inamura returned to Japan and disappeared from the public eye for more than a decade, emerging in X +11 as a response to Family Li's consolidation of China and expansion into the Korean Peninsula. In X +15, Inamura's eldest son, Naoki, launched the first campaign to

curtail Li domination in the region. This initiated the Period of Troubled Weather (*Bussou no Tenko no Kikan*), which lasted for three decades and permanently altered the region's population and landscape. The conflict ended in treaty-by-marriage between Hideyoshi Inamura and Li Yin in X +39.



THE DOMAIN

Geographically smaller than most Domains, Inamura nonetheless survives as one of the most stable of any Family's Territories. Inamura's borders were originally defined not by direct commercial control, but by the collection of political and commercial powers willing to cooperate in resisting Li's expansion at the Macau Accords. Intense patriotism was born from a shared sense of survival—at least amongst the Serf classes—and values of shared sacrifice and stoic endurance.

In the wake of their alliance with Li, Inamura's holdings are slowly expanding, driven by the dual needs of technical innovation and securing additional food supply. They—alongside Li—continue to reach deeper and deeper into Cambodia, Vietnam, Korea, and the Philippines. Tightly bound to the Li Family, they have successfully maintained a careful neutrality with almost every other Family save Vassalovka, who continually harass both Inamura and Li along the northern border.

Much of the interior of Japan, from Matsumoto north almost to Akita, has been reorganized around a defensible architecture dedicated to the chief Inamura asset: cheap, exportable nutrition,

ranging from solid agriculture staples to manufactured protein and nutrient-rich substitutes. Even decades after the end of the Li conflicts, these “Sufficiency Cities” are supported by intensive urban farming in vertical towers and underground bunkers. Labor is the domain of robotics rather than Waste—who would require shelter and sustenance—and buildings are able to filter air, purify water, and withstand limited bombardment as standard features.

This “inner fortress” strategy complements the decaying and abandoned “outer fortress” bulwark of defense walls and levies to the south, originally constructed to combat Li Family environmental incursions. Li’s use of weaponized weather left deep scars on the Inamura psyche, and the results of the environmental chaos are still visible all around the Territory, with many sites now inhabited by Inamura’s Waste. Abandoned entirely during the Period of Troubled Weather, Inamura’s Waste truly earn their title, having no role, no rights, and no available employment in society. The Waste are exiled to the ruins of former towns and cities, are enslaved, and survive in battered hell-scapes until their territory is marked for Recovery and they are pushed out to make room for Serfs and industry.

In the northern cities, military assets flit between the Inamura Tokyo Self-Defense Corporation and the city of Sapporo, defending against the larger threat of Vassalovka and its aggressive eastern Avtoritets. Southern holdings in the Philippines and Vietnam have transitioned from military trade hubs to full cities with civilian populations, and Inamura robots bustle alongside Minetta ships and Carragher immigrants. Work Territory Jakarta and its northern subsidiaries—all Carragher territories—have friendly trade policies with the Inamura Philippines. Even at the height of the Li/Inamura conflict, these territories were sacrosanct owing to their strategic value to Families using the Trader Three site.

Though Li has always had the numbers and environmental technology to level Inamura, Inamura stability fortified and aided Li even as they were in conflict. Trade in the south and aid against mutual enemies from Vassalovka territory allowed the possibility of alliance, and from them sprang one of the more powerful partnerships since the advent of the Macau Accords.

THE PEOPLE

The Inamura Serf population of Japan is small, but is once again thriving. Inamura’s elite supply their own food and require few menial workers, given their plethora of service robots and life-enhancing automation in everything from the home to transport. With external threats removed, Serf lives are comparatively wonderful. Younger Serfs actively embrace the stability of life that vertical farming and self-sustaining, efficient urban spaces have brought them, particularly in the face of the chaos facing the rest of the world.

Generational change, as the Serfs born in the past two decades begin to assume positions of responsibility, is uncovering fault lines in the previously unified community. Trade and alliance with Li, for example, raise questions around whether self-reliance and redundant systems should still be prioritized over cheaper, quicker, more comfortable design choices. Younger roboticists and managers see incredible benefits to this path of shifting to reliance on Li networks and AI, but older members of the government remain skeptical about how long the peace will last.

The Waste population remains low on the Japanese islands and throughout Korea, but continues to grow in the Philippines and Vietnam, more through immigration than birth. These Waste are often affiliated with resistance movements, and even the Free. They tend to be proudly patriotic regarding their own stories of survival, and often view themselves as at war with *both* Li and Inamura. Inamura, used to ignoring their Waste, are passingly aware of the Resistance, but cannot see how these desperate communities can

pose any threat to the society that withstood the Period of Troubled Weather. Should the Waste ever rise up, the defensive robots patrolling the interior are strong, well-maintained, and armed and programmed by the highest-quality defense technology money can buy.

KAIYA HARADA

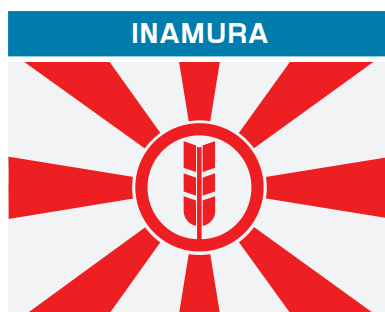
Born in X +4, Serf “Auntie Harada” is one of the most recognizable figures in Inamura territory—though rarely by sight. Kaiya Harada is the principal voice recording for disaster warnings, updates, and general announcements inside the Inamura Domain, chosen from a swathe of applicants after automated voices were considered “too mechanical” and “panic inducing.”

Inamura propaganda updates are filtered through her homely, commonsense style into the matronly advice of a caring relative. She announces the morning weather forecast, and sings briefly to close out daily update broadcasts. For many in the Inamura populace—Serf and Waste alike—she is the first voice they hear on waking and the last voice they hear at night.

In recent years, Inamura has sought to use the vast storehouse of Auntie Harada recordings and sophisticated reproduction technology to ensure that there will

be a seamless transition should the popular figure pass away. At the time the project was launched, gossip suggested that Auntie Harada might be sick or dying already, prompting a national tour of public appearances.

For Inamura Serfs, many of whom have grown up without recourse to an extended family unit, Auntie Harada is a family member. Because of this, aside from those managed appearances, Kaiya is careful to preserve her privacy and regularly changes her location. Those in the know suggest that she is prone to diva-like behavior when not in her public persona, including regular bouts of “laryngitis” when she feels that due respect is not being paid.



BUSINESS NAME: INAMURA CAPITAL/
FASTNIPPON (SEED ACCELERATOR)

HEAD OF FAMILY: YOSHIRO INAMURA

LINE OF SUCCESSION: NATSUKO

INAMURA NÉE DAE (HUSBAND);
HIDEYOSHI INAMURA (BROTHER);
MISAKI INAMURA (DAUGHTER);
MICHIKO INAMURA (DAUGHTER);
CHIYOKO INAMURA (DAUGHTER)

DOMAIN: JAPAN (INCLUDING THE
SENKAKU/DIAOYU ISLANDS);
NORTHERN PHILIPPINES; SOUTH
KOREA; SOUTH VIETNAM; CAMBODIA

MOTTO: AME FUTTE CHI KATAMARU
(AFTER THE RAIN, THE EARTH
HARDENS)

LAZARUS: UNKNOWN

ALLIES (AS OF X +65): LI

ENEMIES (AS OF X +65): VASSALOVKA,
CARRAGHER

LI

Born in Jiagnxi province in 1928, Li Yun-Woo's family relocated to Hong Kong in the mid 1930s, where he experienced the horrors visited upon the city during World War II firsthand. Following the war, Li acquired abandoned construction equipment left behind by American forces, and with it began his own business, L.H.K. Construction. Flourishing in the post-war environment and benefiting from his own business acumen and fiscal restraint, in 1962 he founded L.H.K. International, a parent corporation owning a 68 percent share in L.H.K. Construction. This new entity, focused on the manufacture and distribution of concrete, expanded further to include property development, management, consulting, financial services, and the lease of construction equipment.

Though based in Hong Kong, the business expanded to Mainland China and Singapore, spreading throughout the Asian market. With the Chinese government opening the gambling market in Macau in 2002, Li—then seventy-four—took the opportunity to invest in the hospitality and tourism trade, founding Zephyr Entertainment Group (ZEG). Seen as risky by many, the move proved lucrative. ZEG, working with Carlyle Capital Investment and Carragher Holdings Limited, took control of or built most of the casinos and hotels on the islands. By Year X, ZEG alone had a worth of \$17.88B, with L.H.K. International worth an additional \$21B.

As the host of the Macau Accords in Year X, Li Yun-Woo left the conference and made immediate moves to ensure the Li Family's future. Between Year X and X +5, L.H.K. International acquired multiple businesses specializing in electronics, computer hardware, and software design. Dealings with the Chinese government, which had run hot and cold in the past, escalated in X +9 with the attempted arrest of Li and several members of his Family in Hong Kong on charges of espionage, corruption, treason, and sedition.

Li Yun-Woo denied all charges. The subsequent attempt to arrest him by force erupted in violence as L.H.K. security personnel defended the estate. The event is seen by many as the precipitating action that led to the collapse of the Chinese central government eighteen months later, in X +11, and the subsequent assumption of control of the region by the Li Family.

Li Yun-Woo died in X +18 of extreme old age, his longevity in no small part assisted by the work of Carlyle and Jakob Hock.

Of note is Li's relationship with the Inamura Family of Japan, forged in treaty-by-marriage in X +39 with the wedding of Li Yin to Hideyoshi Inamura.

THE DOMAIN

Controlling a wide swath of China and some of disputed Mongolia, with bits of the Korean Peninsula, Family Li has more subjects than any other Family. To maintain central command over more than a billion souls, Li have given their care over to distributed machine intelligences integrated into a vast network of mechan-

ical and social systems that influence nearly every element of daily life under the Li regime.



Greatly harmed by the economic impacts of climate change before Year X, Family Li invested heavily in African scientific projects aimed at controlling (and at times weaponizing) the movements of the weather, in an attempt to address long-term concerns of famine. The political realignment caused by the Macau Accords occurred before the project reached fruition, however, and thus the Li variation of weather control is less sophisticated than that of Nkosi. This resulted in significant damage to part of western China (viewed as unfortunate collateral loss) and to Inamura territories (historically viewed as No Bad Thing) in the quest for stable food sources.

Located south of Family Vassalovka, Li engages in aggressive quarrels with its northern neighbor. Avtoritets regularly probe for weakness, and internal disputes over land have led to Li developing a highly mobile militia that can be deployed from hot site to hot site as algorithms dictate, leading to a pseudo-military society intermixed with Waste populations. For military purposes, the system controls most questions of conscription, deployment, and tactical advantage, effectively creating an "army of all." There is often friction, but rarely insurrection; because dissenters can be located quickly with predictive computer models, suppression is immediate and harsh.

THE PEOPLE

The ideal Li citizen is flexible, equally as unconcerned about formal divisions between Serf and Waste as they are about community, family, and social ties. While different classes certainly exist, for those outside the Family, position is constantly being renegotiated based on a mechanical assessment of loyalty, temperament, and capability. To improve their scores, Li subjects must allow ever more micromanagement, leading to changes of what one does and where one works several times a month; suggestions of what to eat and when to sleep; and even awarding or deducting seniority and privileges based on who you socialize with and who you marry. Interacting nearly constantly with some form of interface, almost every person—from Family to the lowest Serf—earns their rewards through a near-slavish devotion to their technological aid.

As a result, the real class divisions in Li Territory are between those who can withstand the pressures of a lifestyle of rapid change and uncertainty—encouraged by their electronic "companions"—and those who snap and shatter under the constant culture shock. Even when at rest, many Li subjects opt to stay "ready in the cloud," realizing that even when off duty they can earn more benefits and rewards with their readiness to participate as suggested. This almost addictive tendency, and the accompanying endorphin rush, leads many to forego whatever vacation time they accrue. Gamifying overtime like this has

inadvertently lead Li to produce far more labor than their computer models regularly predict, but without the increased stress—and subsequent crash in productivity—that long hours normally cause. On rare occasions, the blurred line between personal and work lives leads to trauma and mental illness, but the increased value generated by their “Skinner box workforce” is more than enough to compensate for these extreme outliers.

As algorithms improve, there is actually a glut of Serfs who serve loyally but redundantly. A burgeoning problem in the current growth period, the Li Family is considering splitting these Serfs off into a new military class in an attempt to pacify and gain ground on Vassalovka, though progress on this front has halted in the face of the Conclave War.

LI DÉWU

Children born in the Li Territories after X+39 are known as the First Children of the Machine, reflecting their position as the first generation born after the full rollout of cybernetic implants. Li Déwu is an exemplar of this generation, raised with his third generation MobilReadr in hand and transitioning to cybernetic implants as soon as his brain was developed enough for the procedure.

Déwu is a skilled IT professional, systems programmer, and social network coordinator; and his skills are reflected in each of the lives he leads. In his public life, as a System Advisor, he earns reputational credit and seniority by teaching the elderly how to update

LI



BUSINESS NAME: L.H.K. INTERNATIONAL/ZEPHYR ENTERTAINMENT GROUP (ZEG)

HEAD OF FAMILY: LI-HUANG BAO

LINE OF SUCCESSION: LI-JIONGFU (HUSBAND); LI MEIZHEN (DAUGHTER); LI DÉWU (SON); LI GAO (GRANDDAUGHTER)

DOMAIN: CHINA (INCLUDING HONG KONG AND MACAU); PORTIONS OF THE KOREAN PENINSULA; MONGOLIA (IN DISPUTE WITH VASSALOVKA)

MOTTO: MAN PROPOSES, GOD DISPOSES

LAZARUS: LI JIAOLONG

ALLIES (AS OF X +65): INAMURA

ENEMIES (AS OF X +65): MEYERS-QASIMI, MINETTA, VASSALOVKA

their social profiles, tailor their lifestyle to the system’s quirks, and generally participate in the new Chinese society. In his shadow life, Déwu goes by BIS NES and is an influential figure in the BeaurN0 network. A gray hat by inclination, Déwu uses a grab bag of system exploits, memes, and bots to nudge the System toward increasing the scope of the conditional civil rights granted by the Li network to its citizens.

Over the past six years, he has led hidden campaigns to remove a local drinking curfew, increased the local education budget, and instituted appeals of several assignments of workers away from their families. What marks Déwu as separate from his shadowy network of peers is his record of success, and this success has drawn the attention of Jiaolong, the Li Lazarus. Jiaolong has been quietly feeding edge cases to Déwu’s network, and using Déwu’s interest, approach, and success as the model for system updates. He has manipulated the system to direct unwitting influences into Déwu’s life—including his new girlfriend, Yao Lihua—and ensured Déwu evades official censure. Déwu, in turn, knows that his actions have drawn less resistance than they should, and is tweaking his own life choices

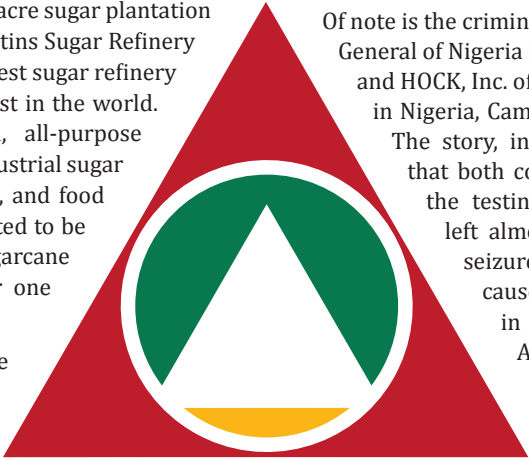
and activities to try to expose his “patrons.”

Jiaolong has the entire apparatus of the State at his disposal, but a million challenges to confront. Déwu is one man, but this is his future on the line. Both men are Children of the Machine, and each has dedicated his life to manipulating variables. For now, their dance continues.

MARTINS

Dumaka Martins founded his first business—Martins Sweet Tooth (“Martins Zaki Hakori” in Hausa)—at the age of twenty-two with the purchase of a five-hundred-acre sugar plantation in Sokoto. At twenty-four, he opened Martins Sugar Refinery PLC, and at twenty-seven owned the largest sugar refinery in sub-Saharan Africa—the second largest in the world. Producing both a vitamin-A fortified, all-purpose baking sugar as well as an unfortified industrial sugar for use in the pharmaceutical, beverage, and food industries, in X –16, Martins was estimated to be cultivating over 100,000 hectares of sugarcane throughout Nigeria that produced over one million tons of white sugar a year.

In X –14, Martins launched an aggressive campaign to diversify, and over the next two years obtained controlling interests in multiple mining and construction firms throughout Nigeria, Ghana, Benin, and Togo, as well as purchasing several more outright. When founded in X –11 as a diversified holding company, Martins Industrial counted forty-seven sepa-



rate subsidiaries among its holdings, with a combined estimated value of \$24.4B.

Of note is the criminal investigation launched by the Attorney General of Nigeria in X –7, which accused Martins Industrial and HOCK, Inc. of colluding to conduct illegal clinical trials in Nigeria, Cameroon, and the Central African Republic. The story, initially reported in *Der Spiegel*, claimed that both companies had worked together to effect the testing of two unregistered drugs that had left almost four hundred subjects with chronic seizures, blindness, and delirium, and even caused death. The investigation was dropped in early X –6 following the resignation of Attorney General Mahmud Marafa, amid accusations of corruption and abuse of power.

Valued at \$56.9B at the time of the Macau Accords, Dumaka Martins returned to his home in Lagos certain that the major opposition he would face in his planned attempt to consolidate Africa under his Family’s control would come from

the Soleri Family. Despite warnings from Jakob Hock, he was caught entirely by surprise by Nkosi's betrayal of X +14.

THE DOMAIN

Consisting of West Africa and its largely desert climate in the north, the principal resource interests in Martins territory come from the southern portions of its Territory. These valuable southern territories are also home to the heaviest border fighting with Nkosi and Meyers-Qasimi for regional dominance. Dealt a painful setback by Nkosi betrayal, Martins has long since rebuilt their defenses, and has leveraged the threat of Nkosi invasion and occupation for fifty years to maintain tribal peace and to hold a strong line against any further incursion. Despite constant conflict in Niger and Nigeria, with many new hot spots erupting, Martins's commitment to a strong navy and their extensive research exchange with the Morray Family keep the coast and their many mineral and resource interests along it protected. At least for now.

Relative stability in Guinea, Côte d'Ivoire, Ghana, Mali, and Burkina Faso allow for a strong social structure, even in the face of the war. With the region historically home to such a variety of opposing tribes and ethnicities—all of whom now vie with one another for Family recognition, work, and sanction—cohesion remains a constant challenge. The looming threat of their Nkosi neighbors—frequently punctuated by precision strikes—ironically helps shore up political stability between these rival factions, especially in the high-value mining and industrial areas where these tribes gather. But even with these attacks, diplomacy remains an important and time-consuming task for Martins administrators, and more recently Martins rivals have begun launching quiet attacks meant to fuel these disputes.

Advances in resource extraction technology help Martins exploit the land, allowing them to rotate different specialists through the same location to extract minerals and oil at a breakneck pace without the need for retooling equipment or swapping out processing facilities. Work continues around the clock without disruption, with the same site able to yield a cornucopia of materials. While the potential for disruption to this maximized efficiency looms constantly, few Serfs or Waste pay it any mind. The violence in Niger and Nigeria is out of sight and out of mind.

THE PEOPLE

Waste in Martins territory enjoy a modest standard of living compared to Waste in other parts of the world. Their lives are organized around specialized industrial and mining work, coordinated by Family liaisons and aimed at the optimal production of iron, copper, bauxite, silver, and gold. Pharmaceutical advancements, further augmented through the Family's long-standing

alliance with Jakob Hock, allow for a populace that can be medically pacified with mandatory prescriptions. Hunger, depression, and exhaustion have all been mitigated through pharmaceutical means, without the difficulties of behavioral manipulation that have arisen through Hock's own proprietary work. Serfs coordinate work and actively serve the interest of inter-tribal peace, seeking to maximize the Family's profits in a way that is—ostensibly—fair to all overlapping communities while still ultimately benefiting the Family. As a result of this balanced competition, Waste experience relative stability and security without the desperate struggle for survival common in many other Families' domains.

This stability and security, of course, is still grossly below the standard of living of Serfs, who reap the rewards of this exploited workforce and are exempted from most pharmacological manipulation. A Martins Serf is typically responsible for large landholdings, and has a great deal of control over who rises and falls in the hierarchy of tribal control. Said Serf likely travels extensively owing to the need to monitor their holdings, as well as competing regional interests. Vehicle ownership is a common, yet essential, status symbol, and regal conveyances are a favorite reward from the Family to those Serfs they favor. The Family, in fact, lavishes gifts upon their Serfs, encouraging a loyalty that inspires the Waste not to rise up, but rather aspire. The reality is that there is little chance of elevation, but the standard of living and the illusion of possible promotion keep the Waste in check.

Petroleum production serves to power the navy. Many Waste find their niche providing for the material needs of the military along the coast, providing temporary logistic aid on the ground in exchange for food or the possibility of a move into working for the Family's mineral interests.

Though the exploitation of the region has led to gross damage to the environment, the present standard of living benefits all, and were it not for geopolitical attacks from other Families, stability in Martins might remain among the best in the X+ world. Only time will tell if this security will last, or crumble.

BOLANILE MARTINS

Born in X +35, Bolanile Martins is Family by marriage through one of Tashi Martins's many cousins. While far from the seat of the Head of Family, Bolanile is nonetheless accustomed to a life of wealth and extravagance.

In spite of—or perhaps because of—that luxury, Bolanile is driven to extremes. Accompanied by Ginika Babatunde, a Serf who specializes in the technical aspects of her stunts, Bolanile takes great pleasure in daredevil risk-taking and solo adventures. She has base-jumped from Mt. Kilimanjaro, flown a single-person Bittner TG1-Firehawk through the East China Sea in storm season, and used not-inconsiderable personal resources in commis-



BUSINESS NAME: MARTINS INDUSTRIAL

HEAD OF FAMILY: KULLUM MARTINS

LINE OF SUCCESSION: TASHI MARTINS (SISTER); YASIR MARTINS (SISTER); ZAARA MARTINS (SISTER)

DOMAIN: WEST AFRICA ABOVE THE EQUATOR FROM CHAD TO THE ATLANTIC (TERRITORIES ESTABLISHED BY THE TREATY OF PRINCEPE); DISPUTED FORMER SOLERI TERRITORY

MOTTO: POVERTY IS SLAVERY

LAZARUS: UNKNOWN

ALLIES (AS OF X +65): THE HOCK COALITION (D'SOUZA (NOMINAL), HOCK, MORRAY, VASSALOVKA)

ENEMIES (AS OF X +65): THE CARLYLE BLOC (ARMITAGE, BITTNER, CARLYLE, MEYERS-QASIMI, NKOSI)

sioning a Hock upper-atmosphere space module for personal use. As a member of the Family, security concerns surround her activities, but she has publicly stated that she should never be ransomed in case of an emergency brought on by her antics.

Bolanile regularly travels to those areas inside the Hock Coalition that welcome her presence, and to the extent possible, among the Carlyle-aligned factions as well. Though some people admire her

bravery and resourcefulness, to others she represents the height of folly, to squander resources on such public personal displays, and Bolanile is a figure of significant controversy wherever she goes. The Free have also taken notice of her antics, and arguments continue between various factions as to her viability as a target and whether, despite her declarations to the contrary, her capture might prove worthwhile for propaganda purposes, if nothing else.

MEYERS-QASIMI

David Meyers, born in Jerusalem in 1969, pursued early interests in electronics, computer software, and hardware design. Following mandatory military service, he attended Hebrew University and then CalTech, earning advanced degrees in physics, mathematics, and electrical engineering. Returning to Israel in 1992, he founded InterSect Ltd., a company dedicated to developing, marketing, and supplying software and hardware products and solutions for IT and network security. Following the bursting of the tech bubble in the early 2000s, Meyers looked to diversify, branching out into banks, manufacturing, mining, and shipping concerns. Worth only \$10.3B at the time of the Macau Accords, many assumed his invitation had been granted as a favor to longtime friend Malcolm Carlyle.

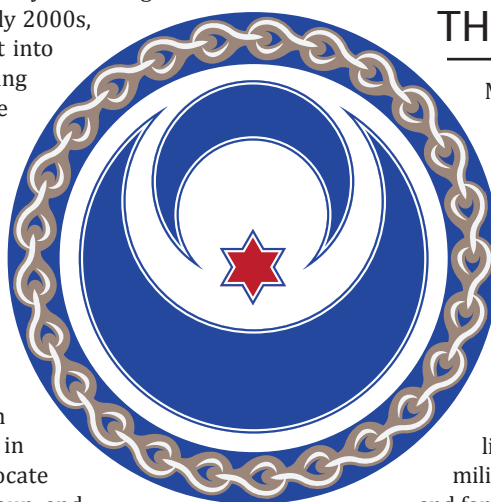
Khalid bin Rashid bin Mohammed Al-Qasimi, known as Abu Zafir, was born in Abu Dhabi in 1952, youngest son of a merchant family with roots several hundred years old. Earning his degrees in religion in Paris and economics in London alongside Malcolm Carlyle, Abu Zafir returned to Abu Dhabi in 1979 and convinced his siblings to relocate to Dubai. He founded the Al Qasimi Group and quickly dominated the region's real estate, construction, and manufacturing markets. Exploiting the capital earned through the rapid growth of Dubai, Al Qasimi Group branched into telecom and utilities with the acquisition of Emirates Global and DUQA in hostile takeovers. At the time of the Macau Accords, Al Qasimi was estimated to be worth \$38.6B.

When or how Meyers and Abu Zafir first met is unknown. What is clear is that the two set aside regional politics and religious enmity in the face of opportunity, ensuring success for both nascent Families.

Following the uprisings that met the declaration of Year X around the globe, extremist groups situated in the Levant as well as elsewhere in the region escalated their campaigns against regional ideological opponents. In Israel and the UAE, governments turned to the wealth of the Meyers and Al-Qasimi Families respectively, each of whom had augmented their private security with support from Nkosi's Steelpoint Solutions. Following chemical and conventional attacks—purportedly by extremist groups—in the summer of X +7, Meyers and Al-Qasimi acted swiftly. Their shared response—known as the “Zero for Zero Policy”—was “zero-tolerance” attacks without mercy or negotiation, only swift and sure violence.

Shortly after the start of the campaign, Meyers and Abu Zafir met in Jerusalem, where they were joined by Pope Honorius VI. They

jointly declared all holy sites in the region to now be under their jurisdiction, with Meyers publicly ceding oversight of Mecca to Abu Zafir unconditionally. The act was widely condemned by observers. Violence continued, as did aggressive pacification of the region. As of X +29, however, incidences of religious intolerance and ideological violence have dramatically declined, and the “Zero for Zero Policy” remains resolutely in effect.



THE DOMAIN

Meyers-Qasimi is a cooperative business venture. The Family Territory itself stands relatively secure from external interest, aside from Vassalovka and its Avtoritets. Their spectacularly lethal application of nanotechnology, supplemented by brutal cyberwarfare, repelled early assaults and has made any aggressors carefully consider the cost of future attacks. Second only to Li in their cyberwarfare capacity and first among the Families in nanotechnology, several Families rely on Meyers-Qasimi as independent military contractors to provide regional defenses and for the suppression of insurgent forces.

From the very beginning of the alliance between Meyers and Abu Zafir, the Family adopted a defensive posture (heavily influenced by the belief that the best defense is a good offense), warily eyeing enemies—and potential enemies—on all sides. While initially focused almost entirely on securing their Territory, the success of Zero for Zero has allowed them to focus on external concerns. Their relationship with Carlyle, who was crucial to the founding of the Family, remains close but never blindly loyal. The Family will do what it must to ensure that it survives.

Vast regions of the Territory are uninhabitable, especially those portions of the former Saudi Arabia not maintained as crucial to Islam. The Family extracts and refines only enough petroleum to serve their own needs, as well as those of a few allies and trade partners. For power, they instead rely on vast sun farms, with surplus generated from tidal and salt batteries established along their extensive coastlines.

THE PEOPLE

The Meyers-Qasimi population is relatively small compared to those of the other Families. Climate change, climate warfare, the Hock Flu, and the unrelenting implementation of Zero for Zero all contributed to the die-off in the region. The last two

decades have seen an increase in birth rates amongst both Serf and Waste. The vast majority of the Meyers-Qasimi Serf population live in idyllic, microclimate-controlled safety in cities such as Tel Aviv, Riffa, Cairo, and Dubai—cities with a strong Western influence augmented by the overpowering wealth that once ran rampant through the region. Not unlike under Carragher, those in service to the Family go to great lengths to downplay their luxuries.

Things are very different among the Waste. For those fortunate enough to find themselves attached to any of the urban enclaves, survival hinges on the needs of the labor pool. The cities are in constant need of servicing against the onslaught of the environment, and there is always more construction, repair, and restoration to be done. The work is back-breaking and, especially along the Gulf, often abusive, but there is always the promise of food, water, and relative safety. Due to their limited population, Meyers-Qasimi rewards those who distinguish themselves, resulting in—at least among urban Waste—an “over” class and “under” class, and success in the over class can lead to elevation.

Away from the cities, the situation for Waste rapidly declines. The environment is inhospitable, and the struggle for resources is ferocious. Water is guarded with blood, and food paid for in the same. Waste who do not band together, work together, and fight together, invariably die alone. In these lands, where the desert heat rises to kiln-like temperatures, the Defiant make their homes. These are the adherents to those religions that Meyers-Qasimi subdued, those whose belief forbids either acceptance of the Family’s authority or tolerance of another’s faith. Almost three generations after Zero for Zero, their numbers continue to decline, but enough remain to keep Meyers-Qasimi’s Internal Security vigilant. Even after so many years, the Family edict still stands, and those acting on behalf of, standing with, or identifying as Defiant can expect a quick death...once

MEYERS-QASIMI



BUSINESS NAME: INTERSECT LTD./
AL QASIMI GROUP

HEAD OF FAMILY: SHOSHANA MEYERS
& XAVIER BIN SHAFIQ BIN KHALID
AL-QASIMI (ABU SHAKIR)

LINE OF SUCCESSION: SHAKIR BIN
XAVIER BIN SHAFIQ MEYERS-QASIMI
(SON); LAILAH MEYERS-QASIMI
(DAUGHTER); BADIR BIN XAVIER BIN
SHAFIQ MEYERS-QASIMI (SON)

DOMAIN: FORMER STATE OF ISRAEL/
PALESTINE THROUGH MUCH OF THE
LEVANT, INCLUDING FORMER SAUDI
ARABIA, YEMEN, AND THE UAE;
CYPRUS; CRETE

MOTTO: ZERO FOR ZERO

LAZARUS: ALIMAH MEYERS-QASIMI

ALLIES (AS OF X +65): THE CARLYLE
BLOC (ARMITAGE, BITTNER, CARLYLE,
CARRAGHER, NKOSI); NOMINAL
TRADE TIES WITH MINETTA

ENEMIES (AS OF X +65): THE HOCK
COALITION (D'SOUZA, HOCK, MARTINS,
MORRAY, VASSALOVKA); FORMER
SOLERI ELEMENTS IN NORTH AFRICA

the authorities have learned the names of all known family, friends, and acquaintances. Not even the black-market traders, cutthroat smugglers, techjunkies, and more sordid criminals who make their home in the Semi-Autonomous Zone of Sana'a will shelter the Defiant.

MAJOR RAQIYAH AL-GHAZZAWI

Raqiyah Al-Ghazzawi's earliest memories are of her mother or father haranguing her over lessons: teaching her to read and write; teaching her mathematics; forcing her to run laps around their slum, to exercise, to become stronger and fitter and faster. They fed her, they clothed her, and they instructed her ruthlessly. What they did not do was love her.

Their efforts paid off in X +43, when Raqiyah, at the age of nine, was elevated in the Cairo Lift. Her parents became Serfs and settled into a new life in Jeddah, and Raqiyah herself was flagged for fast-track education in the sciences. At seventeen, her career trajectory was redirected when she was deemed psychologically ideal for special-forces training. In X +54 she was deployed for the first time as a member of the elite Maglan unit to former Soleri territory, a location she would return to eleven times. Her service against the Martins, rogue militia, and Free units in the region earned her both promotion and citation.

Wounded in X +60, she returned to Tel Aviv, and while recovering was approached by members of Meyers-Qasimi intelligence who saw an opportunity to use her “first career” skills in an operational capacity. She has been back to Sana'a almost two dozen times since then, and has developed a broad network of connections. Sometimes, her mission is to observe. Sometimes, her mission is to deliver experimental technology for field testing. And sometimes, she cleans up messes when things go wrong.

MINETTA

The Minetta family and the company that bears their name date themselves back to trade with the Dutch East India Company—at least in Family legend—where they made early fortunes in the international textile trade. Diversification into construction, shipping, banking, and military goods made them one of the largest commercial entities on the subcontinent by the time India won its independence.

By the time of the Accords, after centuries of mergers, buyouts, and centralizations, Yamir Umed Minetta's Minetta Group Ltd. called itself a “diversified holding company,” with a controlling interest in over five hundred separate companies with a combined worth of roughly \$58.7B. Yamir's logistical empire struggled in

direct competition with Vassalovka's Ultra Group, and years of corporate espionage, bribery, and mysterious “suicides” threatened each Family's invitation to the Accords.

With peace brokered between Minetta and Vassalovka by Sidorov and Hock in the conference rooms and hotel suites of the Macau Accords, Minetta became one of the original signatories. Since then, the Family has transitioned from one of the smallest Families to sign without an immediate sponsor to *the* respected hub of international trade and, accordingly, one of the most influential ‘soft power’ factions on the world stage. No other Family can even take a shit, many insiders joke, without Minetta earning a percentage.

THE DOMAIN

As the world's leading logistical power, Minetta Waste are the foundation of much of the world's export manufacturing and cash-crop agriculture. Minetta cigarettes are smoked on Moscow streets, and Minetta cars are driven by Waste on Jakarta backroads. Hammers, tea, phones, bullets, pants—all are shipped out for Waste consumption at prices Waste can afford, thanks to the automated drone, ship, and plane fleets Minetta maintains.

Minetta possess incredible wealth, and their dominance of trade across two oceans makes other Families reluctant to strike at the hand that very literally feeds them. In extremis, Minetta will engage in defensive wars, almost entirely through proxy and relying on redirection and turning enemies on one another. Steelpoint Solutions quells Vassalovka incursions—for a modest fee—without any commitment or alliance of Minetta assets, while Meyers-Qasimi—Minetta's closest trading ally—can be counted on to stop coordinated Li cyberattacks that might disrupt that trade. The Minetta Territories have been intermittently riven by internal ethnic and religious conflicts—their holdings span Hindu, Muslim, Buddhist, and Christian populations and a plethora of ethnicities and former nationalities. Minetta, however, prefers to maintain power with the carrot rather than the stick. They quietly play off each polity's paranoia of its neighbor, while maintaining their own image as neutral arbitrators. All local powers—be they warlords, junior signatories, religious leaders, or others all throughout former India and Pakistan, Afghanistan, Iran, and Thailand—can therefore agree on Family Minetta's legitimacy as at least a necessary evil for keeping peace and prosperity, if not popular sovereigns.

As the world's busiest exporting power, Minetta hands out supply contracts and redraws trade routes in a dance aimed at keeping their Waste busy and distracted. In exchange, their Waste are willing to ignore enmities and hardships to ensure their usefulness remains unquestioned and their loyalty likewise sincere. Some groups have of course pushed too far or been unable to keep local firebrands in check, but with the exception of major ports and airports, these challengers are not so much crushed as abandoned. Work contracts are simply rerouted, supplies cut off, and military protection against the other Families or warlords scaled back.

Military protection is of course a must, as Minetta lands are beset on all sides by hostile Li, Inamura, Carragher, and Vassalovka forces, often with only incredibly porous borders standing between their restive populations

and the world's greatest and most advanced armies. Minetta's territorial ambitions are minimal and concerned with resources over glory or authority. They focus on covert action to gain access to new markets and influence over new ports and hubs. In Uzbekistan, for example, Minetta have no interest in marking the region as “theirs” on some map, but in terms of trade balances, almost half of Kazakhstan's resources are shipped directly or indirectly to Bombay.

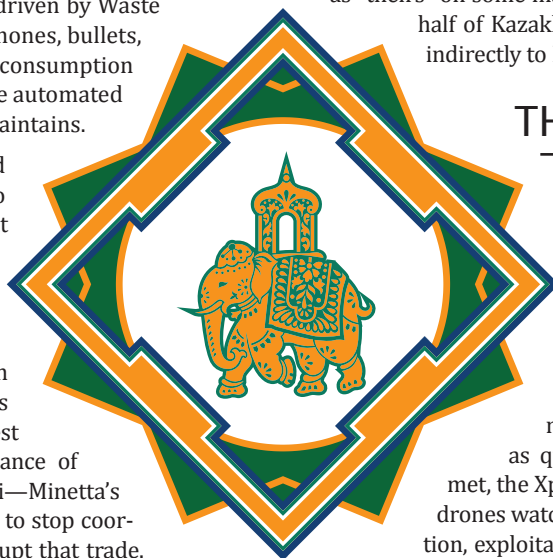
THE PEOPLE

As perhaps the last true capitalist power, focused on trade over territorial dominance, Family Minetta takes a laissez-faire attitude toward their population.

They notionally maintain a Serf-Waste divide in line with the Carlyle model, but allow much greater latitude in self-organization. Locals may turn to any mix of regional tyranny or anarchy so long as quotas and contractual commitments are met, the Xpress remains connected, and observation drones watch unhindered. Despite issues with starvation, exploitation, and disease, many of the Waste also benefit from their proximity to trade, enjoying a higher standard of living and access to cheap consumer goods ranging from defective products to oversupply runoff.

Serfs are divided along lines of the company or interest they serve, with individual Serfs considering themselves citizens of one major arm of the diverse portfolio or another. The average Serf can be poor or rich depending on the success of their particular venture, so if your factory is responsible for a multipurpose automobile that gets sold to Inamura and goes viral with the Serfs, you will be granted a higher standard of living than the executive of the Catriona Fine Beverages group that has to shut down due to Li sabotage.

Waste tend to live in vast, sprawling cities or move seasonally between rural plantations. Looking from above at a city, one might not see much difference from life two hundred years ago in terms of structural poverty, but peeking beyond a shelter's outward façade would reveal a wealth of objects. Though smartphones and puzzle toys won't feed a society—the standards of nourishment are slightly below the median for the world at large—there is always the promise of something to aspire to, no matter how small, and this maintains stability among the populace. With “good, hard work,” the average Waste can own a family car in just a few years. If one excels their entire life, generating incredible profit or cutting back on overhead to revolutionize a factory or process, one might even see their children rise to the ranks of management, and eventually Serfdom.



BUSINESS NAME: M-G LTD. (MINETTA GROUP, LTD. AND OTHERS)

HEAD OF FAMILY: RAHAS VARAD MINETTA

LINE OF SUCCESSION: UJESH VARAD MINETTA (BROTHER); IYLA VARAD MINETTA (SISTER); FATEEN RAHAS MINETTA (SON); MADIN RAHAS MINETTA (SON)

DOMAIN: INDIAN SUBCONTINENT, SRI LANKA, FORMER PAKISTAN; BANGLADESH; MYANMAR (CONTESTED WITH LI); THAILAND AND MALAYSIA (PORTIONS, CONTESTED WITH CARRAGHER)

MOTTO: KARO YA MARO (DO OR DIE)

LAZARUS: BIR CHIKKU MEHTA

ALLIES (AS OF X +65): MEYERS-QASIMI (PROVISIONAL TRADE ALLIES)

ENEMIES (AS OF X +65): CARRAGHER, INAMURA, LI, VASSALOVKA

BIJAN ARSHAD

Born in X+25, Bijan Arshad had worked his entire life making the best automobiles at the cheapest possible prices. Promoted to submanager after his father's lifetime of fruitful work on the assembly lines, he was in a prime position to help his son, Sadegh, find a position in management. Bijan had a house, a car he built himself from defective parts, and the potential for greater status lined up for his children.

All that changed when Bijan Arshad revolutionized the Minetta standard propulsion system, publishing his experimental results deriving stable hydrogen from spent nuclear fuel using only the basic components available to him in a Minetta motor vehicle factory. In the absence of anything approaching patents, Arshad moved to create Arshad Propulsion Concern, commonly short-

ened to ARPROCOCO. Although all corporations inside Minetta are subsidiaries of Minetta Holdings, registered enterprises are a means for entrepreneurs to swiftly rise through the ranks. Minetta retains the option to forcefully “absorb” any innovations developed by these subsidiaries, but as Arshad demonstrates, the perceived value in encouraging innovation more than offsets the cost of escalating an innovator to privileged status.

ARPROCOCO is now home to one of Minetta's largest development think tanks, hard at work on new technologies to export. Arshad has spread his concerns to all facets of commercial manufacturing innovation, seeking to cannibalize existing technologies from other Families into new concerns. Wealthy and comfortable beyond his wildest dreams, Bijan Arshad is a rarity, even in Minetta territories: a genuine success story.

MORRAY

Morray, like a handful of other Macau signatories, was “new money” compared to the likes of the D'Souzas, Bittners, and Rauslings of the world. Whether newly minted or not, however, it spends just as easily. Beginning initially as the small telecommunications company Mundo Móvil, founded by Rubén Morray in the late 1990s, the next decade saw staggering and rapid growth throughout the Americas and the Caribbean with the explosion of the mobile and smartphone market.

By 2005, the company had established itself as the premier supplier of mobile communications services in the region and began expansion into Africa and Southeast Asia—acquiring several of its competitors along the way, culminating in the hostile takeover of DayStar, its primary competitor, in 2013.

Mundo Morray formed in 2014 to act as an umbrella company for further expansion, at which point Rubén's brother, Francisco Javier, spearheaded a phase of aggressive diversification. He invested heavily in mining, manufacturing, and electronics assets. This in turn led to the purchase of aerospace and defense concerns, with subsequent government contracts. It is during this period that Mundo Morray and HOCK, Inc. began working together, eventually expanding operations to include investments with Martins Industrial in Africa.

Worth \$273B at the time of the Macau Accords, both Francisco Javier and Rubén Morray were invited to represent their Family's interests collectively. Rubén fell ill following the conclusion of the conference and died shortly after returning home to Mexico City, leaving Francisco Javier with oversight and control of the Family until X+9, when he was assassinated by a D'Souza agent during a visit to Havana. This led directly to the outbreak of hostilities along Morray's southern border, and while many identify that incident as the precipitating act of the Morray/D'Souza conflict, others have been quick to point out that Francisco Javier's death was irrelevant to the start of what most describe as an inevitable war.

Since the Accords, Morray has existed in near-constant conflict with Carlyle, Hock, and of course D'Souza, at times expanding

and at others retracting. In a diplomatic exchange that shaped the fate of both Families, control of the Asian telecommunication networks was traded to Li in X+17 in exchange for cybernetic and bionic research that became the basis of the Family's subsequent military redesign, as well as their Lazarus project. Their military-industrial base is now one of the most refined among the Families, and their defenses are hardened against enemies and allies alike.

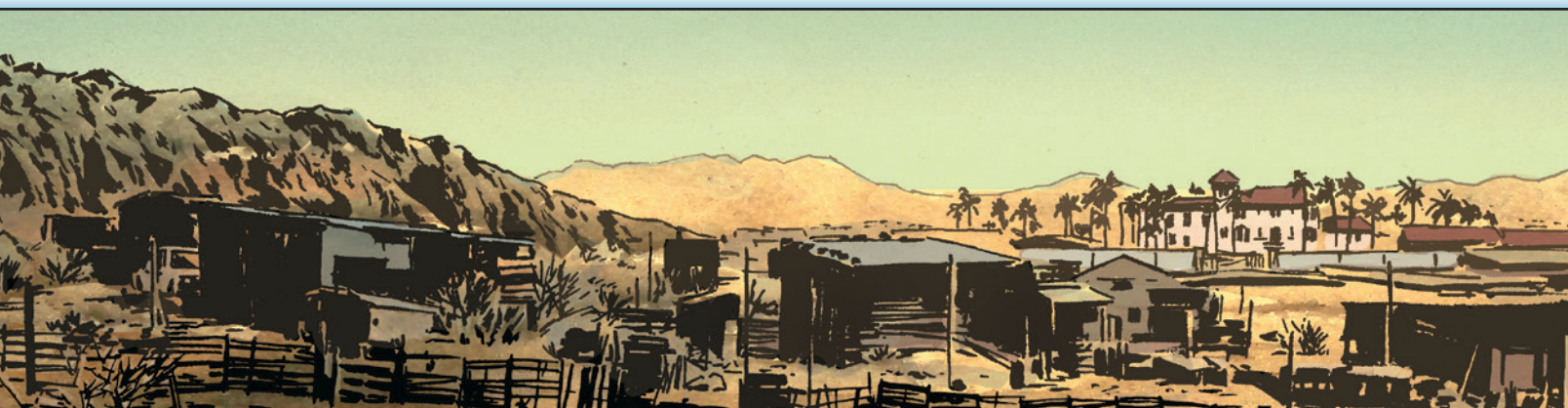
THE DOMAIN

Family Morray have immense human resources, incredibly advanced technology, and not enough food or raw materials to maintain the empire they have. Even with industrial production and domestic security prioritized, waste starve in the streets, water is tainted, and riots break out across the territory. The Family are well aware of this tension, but their solution is as singular as it is unchanged: expansion at all costs, and taking what they need from the Families that have it.

With two of the world's most powerful Families to the north, Morray has focused much of its attention on hated D'Souza camped on its southern border. Despite their superior forces and advanced technology, Morray expansion has always been thwarted by a combination of food shortages and diplomatic threats from Hock—the latter of which have forced repeated, if temporary, compromises with their southern neighbor. Morray asserts their dominance over the seas, seeking tariffs from passing ships, and are leaders in the arenas of space exploration and exploitation. They maintain several mining facilities on the moon, whose production is divided between expanding space-based exploitation and splashdown resource deliveries of raw metal and minerals. If they cannot own the land, they will extract value from the ocean and the stars above—the world is quite literally not enough.

During the ongoing Conclave War, Morray has finally achieved their ambition of conquering the entire South American continent. In truth, this control remains mostly on paper; their rapid advance effectively degraded and ultimately defeated D'Souza, but their





hold on these newly conquered lands remains tenuous at best. The current balance of power is untenable, especially with increased Free activity, and Morray strategists are already working on the problem of how far back to retreat.

An industrial dynamo, Family Morray's mastery of engineering gives them a distinct advantage in terms of production. Many of this side of the world's most sought-after nanotech manufacturing, nano-repair, and material science solutions spring from Morray interests, including durable, shapeable synthetic diamonds for blades and drilling, and exoskeletons for combat, earth movement, mining, and space exploration.

THE PEOPLE

The stratification of society beneath Morray is extreme. Waste here are among the most impoverished of any Family, and starvation is rampant. Waste workers fight to produce and export farming equipment at a profit to other Families, all the while knowing there isn't enough food domestically to feed themselves.

There is no Lift under Morray, and the only legitimate path to a better life is through military service. The Family selects new candidates for Serf status exclusively from the army, and service can begin as young as thirteen. After one term of service, troops are separated out into those fit for a life under arms, those ready for additional education, and those who will be booted down to militia and starvation.

These ex-service people provide the strong right arm of the gangs and cartels that thrive and writhe beneath the attention of the Serfs. These organizations continue a strange and uneasy partnership with the Family. When they augment and serve the Morray interest, such as by producing narcotics in D'Souza territories or smuggling medical supplies from Atlanta to Caracas, they are encouraged. When they limit their predations to the Waste, they are allowed to continue. But when their ambitions stray into the paths of Morray comfort or agendas, they are

violently eliminated without the quaint pretense of trials, or else they are assigned to serve in one of the suicide squads Morray uses as their first line of attack. This recruitment strategy ensures the army is always plagued by a certain amount of graft and dissent, but Morray have always preferred quantity over quality, assuming that the battlefield will sort things out.

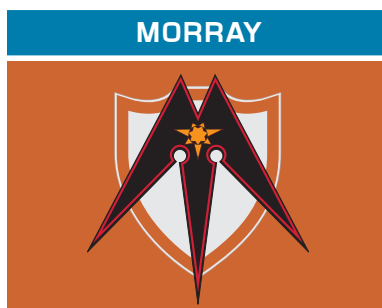
ANDREAS MERCADO

Born in X +48, Andreas Mercado never knew a full stomach until he reached eight years old. The third child of a subsistence farmer who could never quite subsist, Mercado often went to bed hungry after a grueling day of labor, plagued by the constant fear of the bandits who regularly stole what little he managed to acquire. More than a quarter of his time working was spent secreting food in places where those searching might not find it, and his mother repeatedly disappeared for weeks at a time in the name of protection.

All of this ended one brutal week when he awakened to the smell of smoke. Rushing from the dilapidated shelter that served as his home, Andreas discovered his mother and father dead on the ground, along with his two sisters. There, standing before him, was a man he would come to know as Wolf. Wolf took Andreas in, fed him, and made him an Eye for the bandits as they made their way along the countryside, stealing their way to security.

It has been almost nine years since his parents and family were murdered, and

Andreas has grown and learned. No longer an Eye, he is instead the new Wolf, a child soldier turned bandit general. Feared and respected, he nevertheless struggles with the legacy of his upbringing. He knows that, in terms of material comforts, his life is better now than it ever could have been under the parents he can barely remember. But the memories of his loss and rage torment him still, rendering him prone to night terrors and outbreaks of sudden, uncontrolled violence.



BUSINESS NAME: MUNDO MORRAY

HEAD OF FAMILY: EDGAR MORRAY

LINE OF SUCCESSION: ANNE-MARIA MORRAY NÉE RIBEIRO (WIFE); BRIAN MORRAY (SON); MARIA MORRAY (DAUGHTER); ALEJANDRO MORRAY (NEPHEW)

DOMAIN: MEXICO AND CENTRAL AMERICA, PORTIONS OF THE CARIBBEAN, VENEZUELA, AND PARTS OF NORTHERN BRAZIL

MOTTO: NON SUFFICIT ORBIS (THE WORLD IS NOT ENOUGH)

LAZARUS: JOAQUIM MORRAY

ALLIES (AS OF X +65): THE HOCK COALITION (HOCK, MARTINS, VASSALOVKA); PREVIOUSLY THE CARLYLE BLOC

ENEMIES (AS OF X +65): THE CARLYLE BLOC (ARMITAGE, BITTNER, CARRAGHER, CARLYLE, NKOSI), D'SOUZA; PREVIOUSLY THE HOCK COALITION

NKOSI

Founded by Captain Thandi “Thomas” Nkosi, Steelpoint Solutions was a private military contractor originally based out of Dubai. Nkosi, a former operator with the South African Special Forces Brigade (the “Recces”), had a distinguished career and a raft of personal/professional connections to draw upon, and by 2010 employed over a thousand active operators. A subsidiary, Steelpoint Advance Ballistic Research (SABR) Solutions, was launched in X –10 with the goal of developing high-end assault weapons for use and sale.

In mid X –8, Nkosi entered a service agreement with Dumaka Martins of Martins Industrial to provide corporate security as well as protection to the Martins family. Four years later, Dumaka Martins purchased Steelpoint and SABR from Nkosi, bringing both operations under the umbrella of Martins Industrial. The deal stipulated that Nkosi would remain CEO of Steelpoint, and the firm would retain its independence under Martins’s oversight. The move proved lucrative for both men. By the time the Accords were signed in Macau, Steelpoint was the second largest private military contractor in the world.

With the unrest that followed the declaration of Year X, Steelpoint moved their operations almost exclusively to Africa, primarily to support the Martins Family’s attempt to consolidate power. It came as a shock to the Martins Family when Nkosi launched strikes against Martins holdings in X +14—supported by the Carlyle and Carragher Families. The Nkosi betrayal shattered Martins’s control over sub-Saharan Africa, eventually leaving Martins confined to sub-Saharan West Africa. While trade between the two Families resumed in X +48, neither Family has forgiven or forgotten, and animosity—and occasional armed conflicts—between the two continue to this day.

THE DOMAIN

Nkosi’s territory—stretching from the Equator to the southern tip of the continent—witnessed a marked decrease in conflict during the late twentieth and early twenty-first centuries. Elements of tribal, religious and national identities remain, but the Family maintains at least the appearance of equality in local dealings. Nkosi Territorial Patrols—modeled, in part, on Carlyle’s Territorial Protection Units—fan out from urban centers into the deep forests to protect the Family’s interests using a boots-on-the-ground approach. This is augmented by high-tech methods ranging from micro-satellite surveillance to

insect drones, capped off with a network of spies and informants who are well-compensated for verified information. Moving northward, population density drops and the Serf-to-Waste ratio grows to such an extent that Nkosi’s influence seems non-existent, but this is a very dangerous assumption to make.

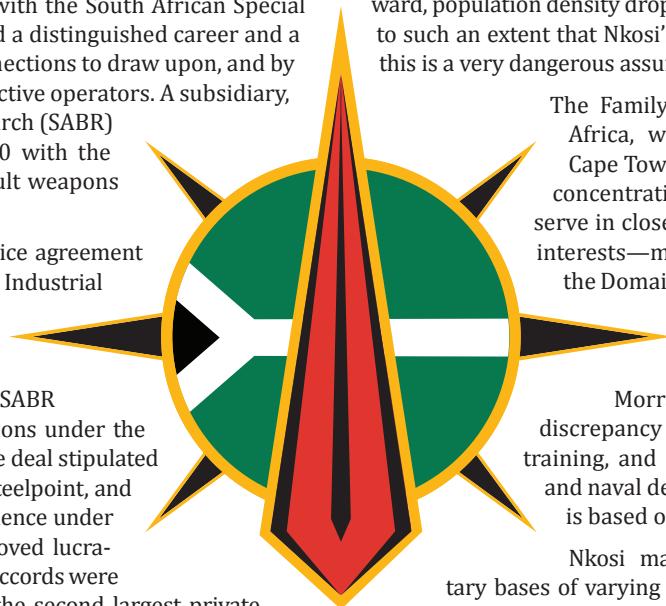
The Family is primarily based out of South Africa, with residences in Port Elizabeth, Cape Town, and Johannesburg. The resulting concentration of wealth—and of Serfs who serve in close proximity to the Family and their interests—means that this is by far the jewel of the Domain. Luanda, on the coast of Angola, is the Family’s largest naval base and home of its Atlantic Fleet. Small compared to Martins and Morray, Nkosi attempts to make up this discrepancy with the quality of its sailors and training, and advanced design in both its ships and naval defenses. The smaller Southern Fleet is based out of Cape Town.

Nkosi maintains thirty-four separate military bases of varying size and purpose along the border with Martins, each capable of fielding a rapid response force against any perceived Martins incursion, or launching their own assaults into their neighbor’s Territory.

THE PEOPLE

Military culture and life is fundamental to the Nkosi identity, even creating a new class of Serfdom: the Oumanne (literally, “old men”). The name, derived from South African Defense Force (SADF) slang, previously had been used to describe a group of veteran conscripts, but quickly came to be associated with those Serfs who could claim direct ties to Steelpoint or SABR. All Oumanne are Serfs, but not all Serfs are Oumanne. The standard of living for all Serfs—but especially the Oumanne—is high, with goods and services readily available in almost all urban areas. Serfs have easy access to homes, education, and luxury goods, and amongst the Oumanne in particular, these things are passed along via inheritance and nepotism. The arts are viewed as a “support service,” and Serfs working in entertainment are richly rewarded based on their popularity.

The Family modeled much of its social structure on Carlyle. Unlike others following in the Carlyle path, however, Nkosi aggressively pursues its Lift program, holding quarterly regional and semiannual Domain-wide Lifts. For the Waste, the Lifts remain the best hope for elevation. Military service offers another option, but given the Family’s long military history and tradition, service



BUSINESS NAME: STEELPOINT SOLUTIONS/SABR SOLUTIONS

HEAD OF FAMILY: MAMO

LINE OF SUCCESSION: CIKO NKOSI (BROTHER); QINISO NKOSI NÉE JOUBERT (WIFE); EHTULO NKOSI (NIECE); SAKHILE NKOSI (SON)

DOMAIN: SUB-SAHARAN AFRICA BELOW THE EQUATOR, MADAGASCAR

MOTTO: ARTE ET MARTE (BY SKILL AND VALOR)

LAZARUS: XALANI NKOSI

ALLIES (AS OF X +65): THE CARLYLE BLOC (ARMITAGE, BITTNER, CARLYLE, CARRAGHER), MEYERS-QASIMI

ENEMIES (AS OF X +65): THE HOCK COALITION (HOCK, VASSALOVKA, MORRAY, D’SOUZA)

must be truly exceptional. Service alone offers no guarantee of Serfdom, but it does offer proper training, good kit, regular meals, and medical care, and enough of a stipend that a Waste soldier might have a little left over to send home.

Outside the military, Waste conditions vary radically depending on location. Nkosi are able to feed their Waste better than almost any other Family, but brutal work conditions are the price for that full stomach. Waste work relentlessly to feed the Nkosi machine, and whole communities are regularly relocated to serve the shifting manpower needs of industry. A Labor Rewards Program similar to Carlyle's serves urban areas well, but is ineffective and irredeemably corrupt outside the cities, where Serfs are willing to bypass the LRP system and offer goods or favors in exchange for services.

Moving among the communities affected by these deplorable conditions, the Free have made significant inroads in rural Nkosi Territory. The Torchbearers of Islam—a local Free offshoot that favors passive resistance, non-violent demonstrations, machine breaking, and strike actions in the service of “the dignity of man”—continue to grow in popularity, and even constant surveillance, savage punishments, and substantial bounties have not prevented large communities of Waste from organizing under their banner.

KABAKELE “LEARNED” LUAMBA

Luamba was, is, and likely always will be Waste. Now in his late fifties, he spent his early years scrabbling for what work he could find, often trailing after soldiers, and ingratiating himself by performing odd jobs. A quick study and a quick eye, he learned to read and write, and later acquired a broad, practical education in the science of “keeping things running.” By his late teens,

he shared an equally deft touch with a wrench or a medkit. In X +31 he attended his first Lift, held in Lusaka, and while he was not selected, he did find his calling. All around him were hopefuls, desperate to be chosen, and of them, almost all were willing to beg, barter, or steal anything they could for an extra edge. Luamba, already better educated than most of his peers, saw his opening and seized it.

For the next several years, Luamba lived on the road, an apex predator in the ecosystem that grows around the Lift system. In X +37, at the Lilongwe Lift, he struck gold. All along the route from Harare he had traded his skill as a teacher. By the time the Lift began in Lilongwe, he had personally tutored eighteen aspirants in exchange for food, water, favors, and goods. Of those eighteen, six were selected for Lift—a remarkably high number under any circumstances.

Kabakele Luamba's reputation was made.

He continued to travel the Lift routes for another two and a half years, while stories about his skill and his successes spread. As more and more students came to him, he was forced to limit the number he was willing to tutor. The supply restricted, the demand grew even more. Finally, en route to Dar es Salaam, a fight broke out between the parents of two potential students. When it was over, one of the children was dead. When the caravan reached Dar es Salaam two days later, Luamba disappeared into the city.

He has not been seen in over twenty years, but still the rumors about the Learned Man from Kamina persist among the Waste. To sit at his knee is to be guaranteed a better life, they say. He still teaches, they say. If you can find him, if you can prove you are worthy of his time, he can teach you, they say. But, of course, the Waste say a lot of things...

VASSALOVKA

From the time of the fall of the Soviet Union, Ultra was one of Moscow's leading financial investment groups. Originally controlled by a number of powerful families—with retail, telecom, transportation and energy interests—Ultra flourished across decades. By the time of the Macau Accords, Vassalovka had shed all partners and ruled Ultra alone, leveraging that control for a seat at the table.

Though not an initial Macau Accords signatory, Vassalovka attended the conference, accompanying friend and fellow billionaire Vitaly Sidorov of TransEnergetika. Providing Sidorov counsel and input, Vassalovka stood as a “lesser house” behind the Russian giant.

Under the reactionary and xenophobic Sidorov regime, Vassalovka carefully developed its position as a stable, unthreatening vassal and fair-handed power broker. All the while, they quietly expanded their territory and influence. In X +19, Sidorov attempted to purge the Lesser House Galimzyanov, triggering a civil war. Vassalovka, now supported internally by three of seven Sidorov Lesser Houses and with overt external support from the Minetta Family, became the only new Family to rise to the rank of full Accord signatory through war.

Since then, Family Vassalovka has maintained control over Russia and beyond. Through three generations of leadership, the Family

has expanded its numbers significantly through marriage and adoption, making them the largest of the Families and ensuring ties of blood and kinship create an unbreakable network of loyalists even outside the areas of their direct control.



THE DOMAIN

In no other Territory do Lesser Houses have as much power as they do under Vassalovka. Seven competing Avtoritets—the heads of the Lesser Houses—vie for power and dignity. Each administers separate laws and bureaucracies, and pursues separate social and military strategies as they see fit. This pattern of fragmentation flows downward, with each oligarch ruling in turn over their own complex networks of lesser patronage. Gifts, marriages, adoptions, and sponsorships into elite societies are the threads that hold the Territory together, rather than laws or institutions. Small aristocratic families dominate the regional military, academic, and intelligence communities, each in service to local powers rather than unified into a national institution.

At each level, direct and indirect conflicts are allowed, requiring at most the blessing of a nominal liege lord. Vassalovka, remem-

bering their own path to power, actively encourages infighting between Avtoritets, so long as that infighting does not stop the mandated tributes flowing in to support the voracious appetites of the Central District. Internal conflicts are only put aside in the name of Territorial expansion. The border Avtoritets muster the war machines and troops of their peers to make forays into Li, Rausling, Inamura, and Meyers-Qasimi lands, with loot split and land divided up based on pre-agreed contracts of distribution overseen by Vassalovka delegates.

The Vassalovka Territory is vast, even on the scale of a world divided by sixteen Families, and conditions across the Domain vary wildly. Their lands vary from bountiful wonderlands to wind-smoothed wastelands, and the Families hold unquestioned sway over the one and give little if any attention to the other. The relatively cosmopolitan cities of the North-West prosper on stolen Rausling wealth while, in the neighboring Central District, Vassalovka's primacy offers an oppressive stability under entirely feudal norms. Strip mining abounds in many territories, using the rotating Martins-developed model to efficiently extract bounties at breakneck speed before leaving the land a desiccated husk. This extraction model is preferentially deployed in newly conquered territories, ensuring that even if an opponent retakes their land, they regain none of its value. As a result, many of Vassalovka's borders are defined by strip mines on a scale once only seen in Udachny.

Avtoritets Zolotoi and Yakubovich war over Asiatic Russia, rendering their lands a sprawl of ruins infested with bandits and war machines, while Avtoritet Kopylov—a Vassalovka loyalist with no sons of his own—directs the Far East's awesome war machine outward against the now-united Inamura and Li. Kopylov is supported by the mineral wealth of families Yakubovich and Zolotoi of Siberia and Ural respectively, and, through a marriage alliance with Minetta, all combine to stop Li from expanding deeper into Kazakhstan.

THE PEOPLE

Vassalovka Territory suffers from a desperate need for internal stability prevented by hostile neighbors, a fragmented government and culture, and the adulation of a violent leadership ideology that leaves the populace its first victim.

Vassalovka, cautious of making the same errors as Sidorov before them, entirely abandoned the ambition of enforcing a shared culture. They instead direct their ambitions to control through a delicate balance of fear, force, and blood ties. Outside of the Central District, it makes more sense not to think of the people as of the Territory or even the District; instead, these areas are dominated by the politics and conditions of the sub-Districts.

In the South-West and Central District areas, Waste work from sunup to sundown, intensely exploited and with some of the lowest life expectancies on the planet.

Lineage determines rank, occupation, and aspiration, with the majority dedicated to grueling work in manufacturing and industrial agriculture. While some nobles experiment with new technologies, genetic engineering, and automation to the benefit of their people, the majority instead reserve their resources for consumption and militarization, and use human labor to ensure they can pay their tributes up and salaries down.

The only alternatives to this hard labor are conscription into the army—still mostly limited to men—and becoming an outlaw by moving into the shadow world of organized crime. The Vassalovka system creates ample opportunities for corruption, smuggling, and banditry. Where the local families are especially venal or weak, government and organized crime may be so intertwined as to be indistinguishable, with syndicates taking over operation of mines, farms, or ranches.

The North-West, in stark contrast, prospers through the incorporation of new European Territory, hosting an endless game of deadly high society rivalries played out between the families ruling the elite academic and intelligence services. Prague is building a massive new opera house dedicated to Andrei Dmitrovich's military victories, and the Chemical Institute of Riga recently opened a new "Wing of Innovation," in truth a luxurious prison camp for captured German scientists.

Generations of conflict have turned the East into a dangerous and ever-more-depopulated warzone, where small Zolotoi, Yakubovich, Minetta, and Inamura armies engage with regional militias. All throughout this region are ruins populated with fly-spy drones, combat drones, smart mines, and other horrors of modern warfare, left on gruesome display.



BUSINESS NAME: ULTRA

HEAD OF FAMILY: DMITRI
VLADIMIROVICH VASSALOVKA

LINE OF SUCCESSION: KASIA IVANOVA
VASSALOVKA NÉE KOTOVA (WIFE);
ALEKSANDR VLADIMIROVICH
(BROTHER); MILA DMITREVA
(DAUGHTER); ANDREI DMITROVICH
(SON)

DOMAIN: REINCORPORATED RUSSIA AND
DOMINIONS (SOME FORMER CIS)

MOTTO: ПОЖИВЕМ – УВИДИМ ("WAIT
AND SEE/TIME WILL TELL")

LAZARUS: THE ZMEY ("THE DRAGON")

ALLIES (AS OF X +65): THE HOCK
COALITION (HOCK, MARTINS,
MORRAY, D'SOUZA)

ENEMIES (AS OF X +65): THE CARLYLE
BLOC (ARMITAGE, BITTNER, CARLYLE,
CARRAGHER, NKOSI), LI, INAMURA,
MEYERS-QASIMI, MINETTA

TATIANA "REDDY" KOPILOV

Tatiana was the daughter of an Indian diplomat and a Russian soldier. After her father died in the second Li campaigns, she was taken from her mother over her parent's objections and raised as the ward of a minor noble house. Strong academic performance in her youth prompted a sponsorship for Tatiana to attend and ultimately gain membership at the Academy of Kiev. After groundbreaking work on synthetic bullet-casing technologies, her time as a professor was brought to a sharp end and Tatiana was ultimately adopted into House Kopilov as "daughter" of the childless and aging Avtoritet in charge of the eastern war effort.

In the struggle to inherit command of the army that defends Vassalovka's east, adoption offers no certainty. Despite the current Avtoritet's support, Tatiana faces an uphill struggle against the sexism, racism, and old-school networks that dominate the aristocracy. In her favor, however, she has a brilliant military mind, a strong connection with Minetta traders, and a hand available in marriage. Her debutante celebrations will be held once the X +66 campaign season ends, and will inaugurate a different kind of campaign for the young heiress.

OTHER POWERS

Though the power of the Families seems absolute, a number of political entities still remain.

THE CHURCH

The Families may, between them, control the planet's wealth, but even at the time of the Macau Accords, one other organization had sufficient wealth to demand a seat. Although it lacked the diversified investments, enterprises, and forces the Families were able to marshal, the Catholic Church boasted vast landholdings, billions in liquid assets, and the power of a sovereign base of operations. Yet today, the Catholic Church is—on the surface at least—a disestablished client state, and survives at the sufferance of the Families who permit it.

Initially one of the principal objectors to the ascent of the Families to open power, the conservative Pope Nicholas VIII famously issued the “Not of Works” sermon, drawing heavily on Ephesians 2:9 and denouncing the “arrogant pretension of dynastic power, in the accretion of wealth a manifestation of right.” For five years, he railed against the Families, seeking to curb and curtail the suspension of democratic norms wherever the slow creep toward feudalism took hold.

When an aneurysm laid Nicholas VIII to rest, Pope Honorius VI succeeded him after a seventy-one-hour papal conclave. Following his election, four cardinals resigned, and the Papal See issued its first excommunications against schismatic cardinals in more than two centuries. Formerly Cardinal Francis Vigalondo, a native of Sydney, Australia, one of Honorius's first decisions was to formally assign discrete papal nuncios to each of the sixteen Families with the goal of establishing a better footing for diplomatic relations. Electing to personally visit Malcolm Carlyle as part of his tour of the Carlyle Territories may have been both prudent and one of his most significant mistakes. Concerns that the Catholic Church was “suborned to Carlyle interests” caused significant difficulty for papal representatives, with Bittner, Li, Inamura, and Meyers-Qasimi politely returning papal representatives to the Vatican. Vassalovka's papal nuncio was never seen again. The outcry of many Catholic residents was weaponized by Carlyle in the face of rising tensions, pointing to a “disdain for an organization of peace and hope for millions” as a primary distinguishing factor between other Families and his theoretically “liberal” bloc.

Two further tragedies compromised the position of the Church. When Hock formally broke with Carlyle interests in X +11, Catholic priests were expelled from Hock Territories and the Family began formally disestablishing all religion in Hock Territory. In X +14, the collapse of heavily Catholic-aligned Family Soleri further weakened their position to intercede and treat with the Families on an open footing.

The Church's position thus weakened, it was not long before Carlyle began extracting private concessions, nationalizing Church-owned property and requiring a personal stake in the appointment of bishops inside Carlyle territory. Though privately aghast, the Church was forced to concede to retain spiritual influence in the arenas where it had any form of bargaining power at all. Carragher, Morray, and D'Souza each followed suit, demanding local compliance for continued privileges.



Today, this formal system of concessions and informal confluence of influence has given rise to one of the world's foremost intelligence networks. Although the Vatican trains and deploys a number of intelligence officers under the supervision of The Congregation for the Evangelization of Peoples, the vast majority of information is gathered and dealt with on an informal basis. Any individual Catholic might be pressed for information by their local priest or traveling clergy, while messages might travel under the cover of intercessional prayers or be encoded into sermons. The Church deals in information, misinformation, and gossip, trying to balance its own utility to the Families with sufficient independence for genuine spiritual functions. With the outbreak of hostilities, new challenges are presented: The Morray-D'Souza dispute nominally pits two of their largest dioceses against each other, forcing them to “pick a side” in the hope of retaining influence, and geopolitical shifts have left many Catholic operatives behind enemy lines.

EXTINCT FAMILIES

Since the Macau accords, two signatory Families—the Rauslings and the Soleri—have been eradicated through warfare and hardship. Their former territories remain disputed lands where established Families fight for resources, resistance groups flourish without oversight, and power brokers hope to rise to the level of Family through their own ingenuity.

SOLERI



Former masters of East Africa as well as Chad and the Sudan, the Soleri Family was the first to fall. Originally established to manage real estate, automotive manufacturing, and food production, Soleri Italiano found their true fortune in entertainment. After the Macau Accords, the Soleris declined quickly, losing first their homeland of Italy to Rausling and later suffering heavy losses when they attempted to wrest control of Egypt from Meyers-Qasimi. The loss of life and economic strife

lead to widespread popular uprisings, in which Head of Family Ennio Soleri was captured and dismembered.

RAUSLING



Beginning as cloth merchants in the seventeenth century, Rausling persisted and grew steadily into a financial giant that dominated Europe. A longtime ally of Hock, the Rauslings eagerly turned on their Bittner neighbors during the Conclave War, originally taking much of Bittner territory on the continent before coordinated efforts by the Carlyle Bloc reversed the advance. Lazarus Sonja Bittner defeated Rausling's own Lazarus, Captain Cristof Mueller, and Head of Family Luka Rausling was executed during an assault on his military convoy.

The whereabouts of Rausling's children, Gerhard and Annika, remain unknown, and both Bittner and Vassalovka have proceeded to seize Rausling territory as spoils of war.

THE FREE

The Free represent the only truly global resistance to Family rule. They are a desperate and varied group, with independent cells engaging in activities from popular revolts and terrorist attacks to charity support and organized passive resistance. The Free are not the first significant resistance movement, but they are the first to go global. Since Year X, innumerable opponents to the neo-feudal capitalist order have arisen—some with significant (if temporary) success—including a number of movements that have since been folded into the umbrella of the Free. None of these groups, however, have managed to overcome the Family stranglehold on communications and transport enough to form a meaningful coalition, and none have been able to unify—even temporarily—the wildly divergent cultural and political ambitions of those willing to commit treason and terrorism under a cohesive agenda.

Until now.

Over the past six years, as more and more previously independent forces adopt the symbol of the burning torch and swear themselves to the Free, the group moves ever more to the top of the Families' enemy list. This symbolic unity is bolstered by increasing practical cooperation. The leadership of the Free remains local—independent cells are organized and led by guerrilla leaders, charismatic speakers, and other anonymous commanders. However, the unifying force that defines the Free is the information-sharing and mission coordination provided by a mysterious faction known only as Orphan—an unknown figure, or possibly secret network, who remains remarkably well-informed about Family plans, priorities, and weaknesses.

Orphan does not take direct action or conduct operations. The mysterious leadership neither proposes priorities nor sets agendas. Instead, Orphan enhances existing activities: warning a cell of an upcoming raid, arranging to smuggle an elite agent to Sana'a for genetic upgrades, providing schematics for a building a group hopes to raid, or arranging the delivery of weapons and supplies to a besieged rebel city. Insofar as Orphan seems to have an agenda, Orphan's influence is expressed through increased or decreased support for various strategies. If there is any consequence for resistance leaders refusing to work with Orphan, or going beyond the remit of Orphan's preferences, it is rare enough as to be invisible.

Despite Orphan's growing involvement, the political philosophies and methods of the Free vary, ranging from rural, religious, or tribal insurgencies to sophisticated Serf cabals. In areas where the Family is strong and secure, the Free limit themselves to purely cellular structures and provide their operatives with significant latitude. Information is provided sparingly, and no operative knows the identity of more than a few other co-conspirators. This is the norm across Hock and Carlyle Territories and in the eastern Li domains.

Outside areas of direct Family rule, the Free maintain larger, more effective groups, sometimes with their own military command structure, bases of operation, and open recruitment. In Mali, Alaska, Gao, and across the Micronesian islands, tens of thousands of people take up arms under the banner of the burning torch. In all cases, however, these groups end with their local leadership, and access to Orphan remains purely at the mysterious figure's discretion.



TAKING THE STONE: A WORLD OF LAZARUS ADVENTURE

From the luxurious heights of Family meeting rooms to lands littered with the ruins of a more stable time, characters can find plenty of action and intrigue in the *World of Lazarus*. In this particular adventure, characters must follow the trail of Gregory Nazer, a Carlyle Serf who has gone rogue, stealing a piece of information that has painted a glowing target on his back.

INTRODUCTION

ROCK

Taking the Stone is an introductory adventure for 4–6 1st level *Modern AGE* heroes in the *World of Lazarus*. How exactly the adventure begins depends on who the characters are and where they come from. The following section explains how to run this adventure for different campaign models, so you should discuss beforehand with the rest of the group which kind of adventure you want to play, which will inform what kinds of characters you wish to use.

This adventure revolves around Gregory Nazer—a desperate man—and the Rock, a Carlyle data archive. The Rock is a massive library and server farm built into a decommissioned missile silo in the Cascadia Sub-Dominion near Spokane. Here the Family stores military and scientific data no longer valuable in day-to-day operations, too valuable to destroy, and/or too sensitive for public release. A strictly enforced “air gap” separates the Rock’s internal computer network from any exterior networks, and while most of its archives consist of old Family financial information and military reports, it also stores a large amount of scientific data from prior decades.

Gregory Nazer is a kind man with a natural gift for data architecture and storage that allowed him to pass Lift testing and become a Serf. Nazer turned his life upside down after hearing from his estranged family and learning that his little brother was in the advanced stages of Huntington’s chorea, a deadly genetic disorder only treatable with gene therapy. Guilt wracked Nazer, knowing his brother would be a Serf today—and have access to proper healthcare—if their family had stayed together. He finally resolved to buy black-market medical supplies and “borrow” classified data on cellular repair from work in a desperate gamble to treat his brother’s advanced neurological decay.

Regardless of the characters’ backgrounds, they pursue Nazer to recover the data he stole from the Rock. After investigating Nazer’s life to learn his motives and likely destination, the characters must track him to the small Waste community of Tekoa and locate James McIntyre, a smuggler he hired to take him further east.

McIntyre proves a tough nut to crack, demanding outrageous rewards to turn over his client, but eventually points the characters to a small motel. But the secrets that Nazer stole put him in the crosshairs of many parties, and the characters arrive to find Nazer’s hiding place ransacked and the vital data missing. Investigation reveals that Nazer’s secrets were stolen by a local Novaya Bratva brigadier, Ieska Tsena.

CAMPAIGN MODELS

Although the events of *Taking the Stone* vary very little depending on the campaign model, there are some differences in motiva-

tions and end goals that you should consider. Before you begin the adventure, decide which campaign model you wish to use. This helps determine some of the opponents the characters will face and the resources at their disposal. The campaign model also helps the players choose the most appropriate character types.

At a few points in this adventure, you’ll see prompts detailing different effects depending on the campaign model you’re using.

THE SERF CAMPAIGN

In this model, characters are loyal Carlyle Serfs. Their objective is to serve loyally and maintain the security and safety of Carlyle territories—including preventing dangerous data from falling into the hands of rival states or criminal groups. This works especially well for military-style campaigns or characters, but additional specialists or friends of Nazer’s are likely to be recruited to the effort. They are dispatched by Domain Executive Angela Cheng on a mission to recover or destroy Nazer and his data.

Cheng explains everything she knows about Nazer’s defection and theft, which does not include his personal life, but does include the address for his apartment. The characters also receive an electronic key to the apartment itself. For security reasons, Cheng is unwilling to share the nature of the stolen data, only insisting that maintaining its secrecy was an order handed down directly by the Family.

THE WASTE CAMPAIGN

In this model, the characters are Waste in the Carlyle Domain. Finding the stolen data and returning it could give all the characters an automatic pass into Serfdom on merit, or make them convenient targets to eliminate. If they instead decide to sell the information they’ve recovered, fleeing to Morray or Hock Territories could be an adventure on its own.

The characters receive word of Nazer’s escape from a smuggler named Adriana Silva, who is currently juggling too many operations—either criminal or revolutionary, depending on your campaign model—to chase down a new lead. Depending on the nature of your characters and campaign, Silva may be hiring them to track Nazer on her behalf, selling them the information, or using this juicy lead to pay off a debt she owes. Whatever the characters’ exact role, Silva provides the address to Nazer’s apartment in Spokane.

THE RESISTANCE CAMPAIGN

In this model, characters are Waste and low-ranking Serfs secretly fighting to undermine Family control on behalf of a group like the Free. They learn about Nazer through resistance contacts, who provide very little information other than the urgency of recovering Nazer before the Family does. The goal in this campaign would be to steal Nazer’s information to give the freedom fighters intelligence on their enemy and perhaps use the Family’s own weapons against them.

Either through their own investigations or through resistance contacts, the characters learn that Gregory Nazer has taken flight with important data that could be useful to the resistance. The communiqué or intercepted CARSEC communications provide the characters with the address for Nazer’s apartment and cut off, with no room for questions.

SCENE ONE

A TRAIL OF PEBBLES

EXPLORATION ENCOUNTER

Once provided with the address for Gregory Nazer’s apartment, the characters are on their own to determine where and how they might locate the rogue Serf.

WHAT CHARACTERS KNOW

Characters can make Intelligence tests with the appropriate focuses to gather or recall the information on the **Spokane Area Information** table after their briefing. The focuses listed in parentheses are primary focuses for that piece of information, and **Communication (Investigation)** may be used as a tangential focus for all of them. Target Numbers marked with an asterisk (*) mean that the information listed is freely available for characters in the Serf campaign without the need for a test.

In addition to the information they may already know, a **Communication (Investigation)** or **Intelligence (Research)** test can reveal any of the information on the **Gregory Nazer Information** table.

NAZER’S APARTMENT

Nazer’s humble home is one of three in the same building, taking up the entire first floor. Yellow and black plastic tape marks a large “X” across the door, along with an official CARSEC notification to not enter the domicile. Characters working as Carlyle agents have the key to enter, but Waste and Resistance characters must find a way to get inside; picking the door lock requires a **TN 14 Dexterity (Sabotage)** test, while locating an unlocked window only requires a **TN 11 Perception (Search)** or **Intelligence (Security)** test. Breaking the door or a window may alert the neighbors at your discretion.

The apartment is modest, but cozy and well furnished. A small counter separates the living/dining room from a kitchenette, and a small hall leads to two bedrooms and single bathroom. The

main bedroom has a queen-size bed, while the other is furnished as a home office, with a desk on one end and a drawing board on the other. There are a few photos in the bedroom depicting two men—one of them Nazer—smiling and embracing.

The following leads are available in the apartment with the corresponding ability tests. Target Numbers marked with an asterisk (*) mean that characters who have the listed focuses discover the lead automatically. All Perception tests take around 1 hour if the characters just state that they are looking around the apartment, and 15 minutes if they state they are looking in the appropriate room. Each Intelligence test takes around 15 minutes.

LETTER FROM HOME

TN 11

PRIMARY FOCUS: PERCEPTION (SEARCHING)

TANGENTIAL FOCUS: PERCEPTION (SEEING)

In the bedroom’s nightstand drawer is a letter. The letter is signed “Wishing you well and that you forgive us, your mother.” The letter is informing Nazer that his younger brother Bradley is dying from a rare disease called Huntington’s chorea. It has vague references and apologies from when Nazer’s family cast him out due to his sexuality.

MESSAGE FOR BOYFRIEND

TN 10

FOCUSES: INTELLIGENCE (COMPUTERS) OR INTELLIGENCE (RESEARCH)

Nazer left a message for one Ryan Malcolm in the apartment’s Post console. Nazer wrote that some urgent family business came up and he has to take a trip for a couple of days. It’s clear that Nazer has no idea of the trouble he’s in.

TO-DO NOTE

TN 11*

FOCUS: PERCEPTION (SEARCHING)

In the office, under the computer keyboard, is a note with a written address on the outskirts of Spokane and the words

SPOKANE AREA INFORMATION

TN	INFORMATION
7*	(Current Affairs, Families, Security): The Rock is a high-security Carlyle facility used to store top-secret information and research, but is not a research site itself. The place is nearly impregnable and a top priority for CARSEC.
9*	(Business, Current Affairs, Law): Employees at the Rock undergo comprehensive background checks to receive clearance. Breaches may be punishable by death if severe enough.
10	(Current Affairs, Navigation, Security): Spokane is fairly safe as Family communities go, serving largely as an agriculture hub for surrounding Serf-owned ranches and Waste farms.
11	(Security, Tactics): Although security around the Rock is extremely high, Spokane is relatively safe to travel around even as Waste, though as usual, CARSEC will not hesitate to fire on any non-Serfs breaking the law.
13	(Current Affairs, Law, Security): Carlyle forces don’t much care about securing anything in the area except the Rock, so the Waste communities surrounding Spokane are under the protection of various small-time thugs, including slavers to the north and a Novaya Bratva cartel called the Lion Fangs to the south.

GREGORY NAZER INFORMATION

TN	INFORMATION
11	Gregory Andrew Nazer was born 12 January, X +35 in Helena, Borderland North Sub-Dominion. Originally designated Waste, he elevated to Serf status in the X +56 Lift. He received a degree in library sciences from the University of Texas in X +60.
12	As far as anyone can tell, Nazer has no connections to any known criminal or dissident groups. Coworkers report he seemed to enjoy his job and had no complaints or rivalries at the office.
13	Nazer has been employed at the Rock, a secure data archive in the Spokane area, since May X +62.
14	Nazer has been dating an electrical engineer named Ryan Malcolm for almost a year. CARSEC questioned Malcolm immediately and is confident he knows nothing about Nazer’s disappearance.
15	Lift recipients normally bring family members with them into Serf ranks, but Nazer came to his new life alone. Records indicate his parents and brothers are still alive in his hometown of Helena.
17	Financial records or eyewitness reports indicate that Nazer has made several unusually large purchases over the last week, buying large quantities of otherwise innocuous items normally restricted to Serfs, like medicine, various foodstuffs, and inexpensive media tablets—all items easily traded.

“McIntyre only takes CASH” in Nazer’s handwriting. This is the address of a fence who sells hard currency in exchange for credit transfers. If characters follow this lead, they find a woman named Deana Ross (see below).

COMPUTER LOGS

TN 12

FOCUS: INTELLIGENCE (COMPUTERS REQUIRED)

Searching for incriminating information in Nazer’s personal computer is an advanced test with a Success Threshold of 12, and success reveals deleted activity logs of him copying decryption software onto an external drive, as well as a few medical textbooks and instruction manuals for professional medical equipment. There is also a community car order, paying for a round trip between the apartment and a pawn shop owned by Deana Ross (see below).

REGIONAL MAP ROUTES

TN 13

FOCUS: INTELLIGENCE (COMPUTERS REQUIRED)

On the personal computer in the study, Nazer looked for and printed a map to the city of Helena in the Borderland North Sub-Dominion. It looks like Nazer searched a dozen possible routes between Spokane and Helena, and all of them pass through one or more Family checkpoints. The last route is between Spokane and Tekoa, fifty miles southeast, and avoids any Family checkpoints.

APPOINTMENT LOCATION

TN 14

FOCUS: PERCEPTION (SEARCHING)

In the bedroom, a slip of paper is tucked between the mattress and the box spring. The slip reads “J.M., Tekoa, Lulu’s” and yesterday’s date. A subsequent **TN 7* Intelligence (Cartography)** or **Intelligence (Regency)** test reveals that Tekoa is the name of a Waste community about 50 miles south of Spokane.

If the characters don’t put the pieces together to figure out that Nazer is hiring a smuggler named McIntyre in the town of Tekoa, or fail to unlock enough clues, have Nazer’s boyfriend, Ryan Malcolm, approach them several hours later. He has received a text from Nazer reassuring his partner that he’s fine, but if anything happens to contact a man named McIntyre in Tekoa. However, because the characters will be following this lead later, you may decide to impose additional penalties, such as McIntyre being drunk when they arrive and insisting someone settle his bar tab (with a cost of 10) before he’ll talk.

QUESTIONING ROSS

Two of Nazer’s clues point to a Waste pawnbroker named Deana Ross. If the characters follow up with her, Ross begins with a Neutral attitude and not trusting the characters, but her attitude can be shifted with **TN 11 Communication (Intimidation)**, **Communication (Persuasion)**, **Communication (Investigation)**, or **Communication (Deception)** tests. The price for her information is a Resources cost of 12 if she is shifted to an Open attitude, and a cost of 10 with a Friendly attitude (her attitude will not shift any additional steps). Upon success, Ross reveals that Nazer bought gold, and was asking after an old smuggler named James McIntyre. Ross knows that McIntyre operates out of the Waste community of Tekoa, 50 miles south.

A DARING ESCAPE

Once the characters have at least a handful of clues, or game-play begins to feel like it’s stalling out, alert the player with the highest Perception that they can hear sirens approaching. By default, this assumes the characters have enough time to move on quickly without incident, but if your table wants an exciting scene to break up the investigation, consider adding a chase scene between the characters and a few CARSEC officers. Use the statistics for Police Officers in **CHAPTER 9: ADVERSARIES**, in a Patrol EV (see **Vehicles** in **CHAPTER 3: TECH BRIEFING**), both chapters in the *Modern AGE* rulebook.

SCENE TWO

THE OLD WOLF

SOCIAL ENCOUNTER

All the leads in Nazer’s apartment pointed to Tekoa, a farming community populated almost entirely by Waste tenant farmers. A handful of Serf overseers and technicians tend the area, and security is largely maintained not by Family forces, but by a Novaya Bratva cartel called the Lion Fangs. The territorial authority is over-extended and undermanned, and so long as the Fangs enforce the peace and take only a small cut of farmers’ output, local CARSEC forces turn a blind eye to their smuggling operations. While the outlying farmers are mostly good people, Tekoa itself is a popular watering hole for smugglers and slavers moving their merchandise between the Cascadia and Borderland North Sub-Dominions.

If the characters were thorough in their investigations, they know Nazer came to Tekoa to meet a smuggler named James McIntyre at a bar called Lulu’s. If they arrive only knowing the name James McIntyre or the location, Lulu’s, then a **TN 10 Communication (Investigation)** test rounds out their information once they reach town.

JAMES MCINTYRE

These days, Tekoa is a town that attracts smugglers and slavers, and James McIntyre has done a bit of both over the years. Mostly on behalf of the Novaya Bratva, he wasn’t above working for the Bloody Railroad in his younger days, giving him a unique insight into how to smuggle not just things, but people. These days, most of McIntyre’s work focuses on moving people across borders without making a fuss, which is why Nazer came to him to try to reach Helena quietly.

When the characters arrive, McIntyre is having a drink with three of his employees. For James McIntyre, use the information for an **Information Broker** (see **CHAPTER 9: ADVERSARIES** in the *Modern AGE* rulebook), adding the Accuracy (Pistols) focus as well as a pistol to his equipment. For his flunkies, use the information for **Raiders** (see **Adversaries** in **CHAPTER 4: THE RULE OF LAW**).

The characters can take a seat and get a read of the room, which allows them to identify McIntyre after 10 minutes and a successful **TN 9 Perception (Empathy)** or **Perception (Hearing)** test. They can just ask around instead, but doing so alerts McIntyre and adds 1 shift to the negotiation below.

McIntyre starts with a Neutral attitude toward the characters, and they must engage him in a negotiation played as a detailed social interaction (see **CHAPTER 2: BASIC RULES** in the *Modern AGE*



rulebook). McIntyre will not give up anything until his attitude becomes **Friendly** (2 shifts), before making the actual bargain as the last shift. In addition, he realizes Nazer is very important to the characters, even if he doesn't care why; this adds 2 additional shifts as he tries to squeeze the characters for everything they have, for a total of 5 shifts.

Below are some social maneuvers the characters can attempt for the negotiation. You or your players may suggest additional maneuvers.

- Offers of future favors with collateral (1 shift for Waste or the Free, 2 shifts for Serfs)
- Negotiate payment (opposed **Communications (Bargaining)** tests, 1 shift per successful test, up to 3 tests).
- Deliver a significant payment (**TN 13 Resources** test, number of shifts equal to the result of the Stunt Die).
- Mention that they know Adriana Silva (Waste campaign only, 1 shift).
- Get rid of a gang that's been poaching on McIntyre's routes; he will even point out where they're hiding. The gang is composed of a number of **Scavengers** (see **Adversaries** in **CHAPTER 4: THE RULE OF LAW**) equal to the number of characters (2 shifts).

One thing McIntyre will not stand for is the characters trying to put one over him. A failed Communication (Deception) test will add 1 additional shift instead of clearing a shift. A Strength (Intimidation) test automatically adds 1 additional shift, regardless of the results.

If negotiations fail utterly, a bar fight breaks out. If the characters manage to best his enforcers and pose a serious threat to him, McIntyre agrees to give up Nazer.

In the end, McIntyre finally reveals he was ready to head out with Nazer yesterday, but his truck has been giving him some trouble. While it's being repaired, Nazer is staying at a small motel called the Riverside, Room 6.

SCENE THREE

HIJACKED OBJECTIVES

SOCIAL ENCOUNTER

The Riverside is a roadside motel, perhaps a century old, maintained reasonably well considering the lack of local resources

and clientele. As the group approaches Room 6, they notice the door is slightly ajar. Inside is a cheap motel room, with a threadbare carpet, bed, chairs, table, and radio. An open suitcase sits overturned in one corner. Two men lie on the floor, one barely conscious and gasping, bleeding profusely from his chest and stomach. The other lies still, a small bloodstain on his head.

The conscious man—one of McIntyre's thugs who goes by Charlie—can be stabilized with a **TN 11 Intelligence (Medicine)** check. The fallen man is Gregory Nazer, likely identifiable by the intelligence the characters may have received or the photographs from Nazer's home.

A quick check even by untrained characters reveals that Nazer is alive but unconscious; the blood comes from his jaw, where several teeth have been knocked out by a single, powerful blow. He groans as the characters examine him and wakes up slowly. If the characters identify themselves as Carlyle agents, he freezes in panic, but then slumps in defeat. Otherwise, he simply confirms his identity if the characters ask.

If none of the characters ask Nazer what happened, the severely wounded man simply utters, "They jumped us;" if the characters were led to the room by one of McIntyre's subordinates, he tries to tend to the wounded man. Read or paraphrase the following:

"They took it!" Nazer says with a small catch of fear in his voice. "My computer, my drives, everything! It's like they knew what they were looking for! They were speaking in Russian, I think," he mutters nervously.

"The Bratva..." The wounded man groans in pain. "Effin' Lion Fangs! That fucker Ieska was here with her boys, asking for this guy...they wouldn't pay what the boss was asking."

"W-what?" Nazer blinks in surprise. "He was going to sell me to the Bratva?"

"Welcome to the jungle, Serf-n-Turf." The goon smirks and grimaces.

If not already present, McIntyre soon arrives (worried the characters will make off with his payload) and demands an explanation, warily eying the characters. Whether he led the characters or arrived later, the thug takes his colleague and leaves the characters alone with Nazer, telling them that he'll inform his boss of the Bratva's treachery.

Once alone, Nazer elaborates and confirms that what the Bratva criminals stole is indeed the classified and encrypted data he took from the Rock, but he insists that only he can decrypt it, between Carlyle algorithms and his own passwords. If the characters are independent Waste or Free revolutionaries, he

tries to make a bargain, offering his passwords if the characters let him go; while this isn't enough to decrypt the entire drive, it removes the first obstacle to cracking it. If the characters are Carlyle agents, Nazer pleads ignorance as to the stolen files' content (which is mostly true) and generally tries to ask for clemency, stating honestly that he thought he was taking medical data to help treat his brother's illness.

It's up to the characters what to do with Nazer at this point. Releasing him could have terrible consequences for Serfs (or Waste looking to be elevated to Serf status), but turning him in to CARSEC is likely a death sentence without extraordinary extenuating circumstances, and either way he remains a target for several groups.

If your group is looking for additional action, or if the pace of the game slows too much as the characters argue over how to deal with Nazer, this scene is an excellent place to add a combat encounter. The Novaya Bratva may send a few enforcers (use a number of **Hooligans** equal to the number of characters, plus an **Assassin** leader; see **CHAPTER 9: ADVERSARIES** in the *Modern AGE* rulebook) to retrieve Nazer once they realize they need his passwords. Alternatively, CARSEC may catch up with the characters at this point (or a rival Family's intelligence operatives, if the characters are Carlyle agents), mistaking the characters for accomplices aiding Nazer's defection (use a number of **Soldiers** equal to the number of characters, minus one; see **CHAPTER 9: ADVERSARIES** in the *Modern AGE* rulebook).

SCENE FOUR

FINDING THE LION'S DEN

EXPLORATION ENCOUNTER

Locating the ghost town where the Lion Fangs have established their hideout is an advanced test with a Success Threshold of 10. The most useful focuses for this test are **Communication (Investigation)** and **Strength (Intimidation)** to question people in the outskirt communities, but clever characters can justify other focuses such as **Intelligence (Tactics)** to study reports of gang activity, **Communication (Persuasion)** to convince extortion victims to cooperate, or even Resources tests to bribe informants. The TN for these tests should be between 9 and 15, depending on how applicable you feel the focus is. The amount of time each test takes is left up to your determination, but should range from 10 minutes to an hour.

McIntyre himself (if left with a decent opinion of the characters) doesn't know exactly where the Lions hide out, but has more information than most. Asking him is a **TN 12 Communication (Persuasion)** or **TN 9 Resources** test, and adds +2 to the Stunt Die result toward the Success Threshold.

SCENE FIVE:

STONEBREAKERS

COMBAT ENCOUNTER

The Lion Fangs operate out of the remains of a ghost town abandoned a few years post-X. Little remains beyond the walls of a gas station and strip mall, including an old grocery store, which serves as the Bratva's primary warehouse and stronghold. The

warehouse is connected to the other buildings on the strip mall by haphazard construction and well-chosen demolitions. The criminals live in rooms scattered across the complex, but generally feel confident that no one would dare attack them, leaving only a pair of sentries on watch on the roof.

The Bratva in the complex include twice as many foot soldiers as player characters; use statistics for **Street Gangsters** (see **CHAPTER 9: ADVERSARIES** in the *Modern AGE* rulebook). There are two enforcers as well, who use statistics for the **Security Guard**. The forces are fairly distributed, with half the foot soldiers and an enforcer in any place at one time; an alarm or open combat will bring the remaining forces only after ten rounds.

Ieska Tsena herself uses the statistics for a **Secret Police** (see **CHAPTER 4: THE RULE OF LAW**). She remains in the compound's secure technology room (see below) along with two additional enforcers at all times, unless all hell breaks loose in the rest of the compound.

The Lions have set up Nazer's drive and laptop in a secure room in the back of the former grocery store; the metal-lined walls of the old freezer make convenient shielding for electronics against any sort of interference or surveillance. With their own computer systems and Nazer's decryption software, extracting the Carlyle data is a deceptively large task requiring several months, though Ieska only needs enough of it cracked to find out if it's worth kicking up the chain of command to her superiors—a task that will require a week or so.

While most of the Bratva foot soldiers will flee if severely injured, Ieska and her enforcers fight tooth and nail to hang onto their prize.

CONCLUDING THE ADVENTURE

How this adventure wraps up depends on your players and the characters they play. The big question is what to do with Gregory Nazer and his data. If returned to the Carlyles, he is imprisoned for the rest of his life at best, but more likely will be executed, regardless of the reasons behind his crime. If allowed to flee, the characters themselves may be punished for allowing a wanted criminal to slip through their grasp.

Characters must return to their sponsors or contacts to present their results. The campaign and the individual characters' backgrounds can define the kind of reward or punishment they receive.

THAT WAS TOO EASY

If your players had too easy a time escaping the Novaya Bratva, consider placing another roadblock between them and safety as another party interested in Nazer or his data ambushes them on their return, hoping the characters will be exhausted or too injured for another fight. The most obvious scavenger is James McIntyre, who still feels owed a substantial amount of money and figures the easiest way to collect is to sell Nazer back to the Carlyles. Waste heroes may instead encounter Carlyle forces looking to recover Nazer or destroy his data and anyone in contact with it. Serfs may run afoul of Bratva backup or forces from a rival Family like Hock or Vassalovka, or even a resistance group.



APPENDIX: THE LAZARI

Superhumans. Modern knights. Living weapons. A Lazarus represents the apex of a Family's technological aspirations and, in a sense, personifies the Family's will. But each of these elite operatives is also a testament to the bloody politics of the Families' world order. They are killers. And despite their heady privileges, each leads a life of constant monitoring and unquestioning service.

With a few exceptions, Lazari are extraordinary combatants: faster, stronger, smarter, and more durable than any human opponent, no matter how skilled the human. Beyond that, their capabilities vary, for each is a living test bed for their Family's most potent technologies. It would be a propaganda disaster if a Lazarus rebelled against their Family, but also a practical threat. Living or dead, a Lazarus's body contains powerful scientific secrets.

Lazari know their roles as experimental subjects and violent enforcers of their Families' desires. They rarely get caught up in the mythology crafted around them. They aren't especially inclined to hate each other, either. When on neutral ground, Lazari socialize and form romantic attachments, bonding over their unique life experiences. This kinship can encourage hate too, but that hatred rarely has anything to do with the stories the Family media tell. For rival Lazari, feuds are entirely personal.

THE LAZARUS ROLE

Almost every Lazarus shares the following characteristics.

SIGNATURE WEAPONS

Each Lazarus carries a unique melee weapon, drawn from their Family's culture and ideals. For example, Forever Carlyle uses a unique single-edged sword whose design recalls American

military knives, while Sonja Bittner wields a German longsword. Lazari master a host of martial arts techniques, including some beyond the abilities of ordinary humans, but train in their signature weapons to the point that they become as devastatingly effective in close-quarters combat as any firearm.

CHAMPIONS

The Lazari grew out of the conditions of the Macau Accords, which state that every Family may appoint a champion to settle disputes through trial by single combat. Originally, the Families used their best and brightest soldiers, and quickly turned to augmenting those champions with steroids, advanced training, and—eventually—their proprietary technologies. Lazari still serve as champions for their Families' disputes and formal meetings. Combatants rarely fight to the death, traditionally stopping when one combatant is unable to continue. The Families involved set the stakes with the help of a neutral arbiter drawn from a (nominally) unallied Family, who also declares the beginning, end, and victor of the combat. Should a Family refuse to accept the result, that refusal can be used as justification for war—where Lazari are sure to serve. Most Lazari also serve as diplomats, especially in meetings with hostile Families. A Lazarus may formally declare themselves at the border and demand an audience with a Family representative, most often another Lazarus. Beyond these formal functions, many Lazari assume command of their Family's military or, more frequently, of specific, highly trained units within their Family's forces.

FAMILY SCIONS

Many Lazari are Family members by blood. This satisfies an important symbolic function. Without the Lazari, it would be easy

to criticize the Families for sending subordinates to war while they sit safely in luxury. Exceptions, such as Rausling's Mueller or Carragher's Pertiwi, enter the position surrounded by propaganda that emphasizes their absolute loyalty and deserved elevation to the Family's right hand.

PROPAGANDA SUBJECTS

In Hock news reports, Lazarus Forever Carlyle is an unhinged psychopath who murders loyal Hock citizens for pleasure. Though sometimes, experts explain, she's not wholly to blame, because inexperienced Carlyle tinkering with her nervous system has damaged her psyche. In Armitage territory, Sir Thomas Huston's face appears on military recruiting posters. Low-angle shots of him standing strong against the rising sun accompany reports of victory over Waste rebels and foreign invaders. For the most part, Families use Lazari in propaganda efforts without requiring their direct participation. Lazari already act as military administrators and operatives, providing plenty of inspiration for media planners. A Lazarus might love the attention or actively shun it, but media technology is powerful enough to easily manipulate a Lazarus's digital image to say or do anything for the cameras.

SUPERHUMANS

Except for special individuals like Li Jiaolong, each Lazarus is stronger, tougher, and faster than a human with the same build thanks to a variety of technologies—the exact enhancements vary from one Lazarus to the next. Each Lazarus also possesses one or more unique abilities based on their Family's cutting-edge technologies. Lazarus enhancements are usually invisible so that a Lazarus appears to be an extremely fit, slightly larger-than-life person. Some injuries and other situations reveal the truth, however, such as when severe injury exposes the Morray Lazarus's artificial body parts; some rare examples, such as Vassalovka's Zmey, are clearly inhuman.

LAZARI IN CAMPAIGNS

Lazari rarely work together and are far more capable than other characters, but they are the focus of the comic series and bring together the distinctive aspects of the post-Year X world in a single, compelling package. Including one or more Lazarus player characters in the game not only demands new rules (which are included in this chapter), but a new way of thinking about how to run your game. Accordingly, we suggest the following new campaign styles.

LAZARUS OVERSIGHT

In a Lazarus Oversight campaign, the Family Lazarus is usually an NPC, who comes in close contact with Player Characters



on a regular basis. The Lazarus is most likely the characters' commanding officer in a Family military organization, but variations are possible. For example, a Lazarus plotting to betray their Family might recruit disloyal Serfs and clever Waste as personal operatives—or even just as friends. The PCs could even be highly placed Serfs who are supposed to care for the Lazarus's physical and psychological well-being.

In this campaign style, each player creates a normal character. As an NPC, the Lazarus appears to give orders and act as the GM's tool for driving the story forward, since by being close to the Lazarus, the characters might learn disturbing things about the Family or Lazarus they serve. Occasionally, however, a player switches out their usual character and plays the Lazarus instead. Save this for dramatic occasions, or times when a good story demands that the Lazarus act. In such cases, rotate who plays the Lazarus on each occasion, so every player gets a turn. The Lazarus player's usual character is either assigned to some task in the background, run as an NPC, or handed off to another player to run as a second character. Choose the option the player prefers, as long as it's convenient for your group.

ROTATING LAZARUS

In this campaign style, every player designs their own character, and the Lazarus is a shared Player Character designed by all the players and run by a different player for each adventure or session. With each new adventure or game session, control of the Lazarus rotates to a new player. Decide the rotation schedule based on how long your game's campaign will run.

Each player's regular character either steps aside or becomes an NPC while the player runs the Lazarus, per the Lazarus Oversight campaign style. The characters should have a reason to closely associate with the Lazarus, since the Lazarus will work with them on an almost continuous basis. Perhaps they are subordinate operatives, secret cat's-paws, or friends and lovers.

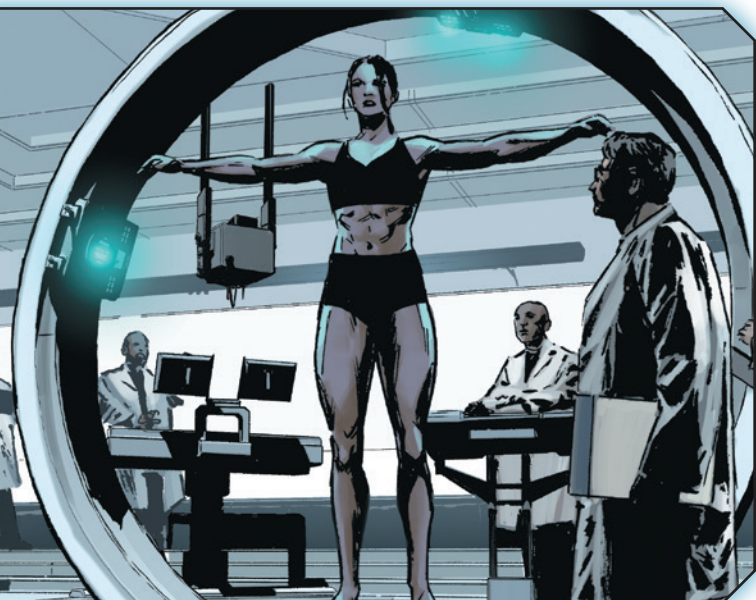
TIP OF THE SPEAR

In the Tip of the Spear campaign style, one player always plays the Lazarus, while the others play less powerful characters closely associated with them, such as caretakers or their military operative team. See the previous styles for possibilities, but consider other Family members as characters too, since their political sway can be as potent as the Lazarus's abilities. In this campaign style, Player Characters should have specialized, essential roles. The Lazarus handles combat threats, while other characters use technical knowledge and social savvy for which no amount of physical prowess can compensate.

In this campaign style, remember to design action scenes and challenges that have one aspect to test the Lazarus, and another for human-scale characters. The Lazarus takes out the tank; their team deals with the troops, plants explosives, spoofs security, or hacks the mainframe. If you use this campaign style, you should also consider using the optional Conviction rules from *Modern AGE*—but only for unenhanced characters, not the Lazarus. This evens the score a bit, but also represents the fact that, due to their conditioning, Lazari are less able to tap into their true feelings.

THE PHALANX

This campaign style allows every player to portray a Lazarus character. This runs just like a normal *Modern AGE* game, but with superhuman protagonists. The cooperating Lazari may represent an alliance between many Families, or one Family might break with tradition—and the Macau Accords—by producing multiple Lazari. In the latter case, all the Lazari, or all but one, might have to work in secret to prevent news of their existence from reaching other Families. Then again, perhaps this team escaped their Family and live as renegades among the Waste, avoiding both their former masters and agents of other Families. The Phalanx option deviates from the comic's early stories, but becomes more familiar in later stories, when the Carlyle, Armitage, Bittner, and Morray Lazari battle the Hock coalition together. This style is probably best suited for shorter campaigns.



CREATING A LAZARUS

To create a Lazarus character, use the rules in **Chapter 1** of *Modern AGE*, with the adjustments noted in **Chapter 2** of this book, and add the following modifications.

- **FAMILY BACKGROUND:** You may always select a Family Background for a Lazarus instead any other social class or Background. You instead may choose to represent a Lazarus lifted from another social class. Think about what this means. Was the Lazarus plucked from their former life because they performed some exceptional service for the Family? Do they have some attribute that makes them uniquely suited for enhancement?
- **BONUS MARTIAL PROFESSION:** Due to intense training, a Lazarus acquires a bonus Profession befitting their role as a military operative. Choose one of the following in the *Modern AGE* rulebook: Athlete, Commander, Brawler, Pilot, Security, or Soldier. The Lazarus gains the benefits of this second profession in addition to their regular profession, but may not choose the same benefit twice. This bonus Profession is ostensibly selected by the Family as part of the Lazarus's intense training regimen.
- **SOCIAL TRAITS:** The Lazarus acquires 1 bonus Relationship Bond with a Family member. Choose the nature of the Bond in consultation with the gamemaster. You may use additional Relationship slots to improve this. This connection may come from psychological conditioning, or from the character's status as a Family member or the Family guardian. The Lazarus also acquires the Reputation: Lazarus of (Character's Family).
- **FAMILY CONDITIONING:** In addition to the Relationship provided by Social Traits, Family members and certain Family gain a +2 bonus to Communications tests to influence the Lazarus's behavior, and win one additional attitude shift whenever the Stunt Die for such tests scores 4 or higher. This is due to a conditioning factor that might be overcome later in the campaign (see the Loyalty Enforcement hazard on page 56). Each Family uses its signature technologies to impose conditioning, from Carlyle medical procedures to commands routed through Li computer implants. Each method may also suggest a way the conditioning might be broken, given enough time. The GM should consider how this might be accomplished and use it as a possible story hook in the campaign.
- **BONUS HEALTH:** Add 15 Health provided by physical augmentations. These augmentations vary by Family; the Morray Lazarus, for example, is a cyborg, toughened by implanted metal and composites.
- **BONUS ABILITIES:** Add +2 to any two abilities, and +1 to three additional abilities. Again, these are the result of Family technologies augmenting the character's abilities.
- **BONUS TALENTS:** Add two additional talents chosen from the Lazari talents provided in this chapter. Weaker, experimental, or primitive Lazarus might have only one Lazarus talent and an additional mundane talent. In all cases, bonus talents are the result of extraordinary augmentations, even when they reproduce mundane abilities. When selected at 1st level, Lazarus talents have no prerequisites, but to advance them, the character must meet the prerequisites listed with each talent in the **Lazarus Talents** section.

LAZARUS TALENTS

Lazarus talents are specialized talents that represent superhuman abilities acquired through cutting-edge technologies. Possible sources for these talents include the following, though the list is incomplete.

ADVANCED PROSTHETICS AND CYBERNETICS

The Lazarus has artificial body parts that are stronger, tougher, or otherwise more effective than those of their human counterparts. This is a Morray specialty. These implants may be difficult to repair when damaged, and when they require computer control, might even be hacked.

DRUGS

The Lazarus is the recipient of a carefully monitored drug regimen, through traditional delivery, implanted injectors, or even artificial organs. These drugs supercharge various physiological functions and suppress those that might hold a person back. Drugs cannot grant entirely new abilities, such as the power to hack into computer networks with a thought, but can greatly enhance existing capabilities. Hock-enhanced Lazari (Hock currently has no Family Lazarus, but assists other Families in designing their own) almost always benefit from these methods.

GERM LINE GENETIC ENGINEERING

The Lazarus was born from a genetically engineered embryo. Such characters were never ordinary people and never led ordinary lives, but instead are wholly artificial beings built at the genetic level. Forever Carlyle is the only germ line-engineered Lazarus, and her Family closely guards the technologies used to create her, and even the secret of her true nature.

BRAIN-COMPUTER INTERFACES

Li Jiaolong is known to possess an implanted quantum computer that gives him exceptional cognitive abilities, though both Alimah Meyers-Qasimi and Thomas Huston possess similar, if less powerful, augmentations. Lazari with computers wired to their brains might possess a host of information analysis abilities that apply to everything from researching obscure information to predicting and countering enemy combat tactics, blow by blow.

IMPLANTED NANOTECHNOLOGY

Most enhancement methods use nanotechnology in some form to produce materials with exceptional properties or manufacture cutting-edge drugs and cell-like automata that enhance the Lazarus's physiology. Where nanotechnology comes to the

fore, however, is in nanorobot colonies capable of repairing and augmenting the Lazarus's capabilities. The Lazarus may require a special diet to keep their colonies functioning.

NEUROLOGICAL ENHANCEMENT

Cybernetic and genetic enhancements, and self-conditioning through biofeedback, give the Lazarus the ability to control autonomic functions or devote superhuman focus to various tasks. Like drugs, these enhancements cannot normally grant new abilities, but might provide the ability to exert more physical force than a powerlifter, control body functions like breathing and heart rate, or control their emotional response to any situation.

RETROVIRAL GENE THERAPY

Unlike germ line engineering, retroviral therapy changes the recipient's genes after birth. Engineered viruses transmit gene-altering instructions. One such instruction might restrict myostatin production, encouraging muscle growth, while another could return cells to an undifferentiated state to promote healing. The Family Carlyle possesses this technology, which provides its Family members with extraordinary longevity.

SURGICAL MODIFICATION

Advanced surgical techniques, including perfected anti-rejection therapy and autologous tissue cloning, make it possible to enhance a Lazarus by redesigning their body with lasers, scalpels, and grafts of new tissue and bone. New muscle tissue can be added, connective tissue thickened, and nerve pathways reinforced and streamlined.



ACQUIRING AND IMPROVING LAZARUS TALENTS

Lazari acquire up to two Lazarus talents at 1st level. A Lazarus in good standing with their Family may advance an existing Lazarus talent as they would any other talent, the only limitation being that a character cannot advance Lazarus talents two levels in a row (including those acquired at 1st level). Lazarus characters may only select a new Lazarus talent with gamemaster approval, generally representing an experimental surgery, new implants, or an improved drug regimen.

Unlike normal talents, Lazarus talents require technical support. Family technicians add new implants, tinker with genes, and alter biological systems—whatever's necessary to improve the Lazarus's performance. Without this assistance, a Lazarus cannot improve their existing Lazarus talent ranks or acquire new Lazarus talents. This holds true even in cases where Lazarus talent improvement comes from further refining an existing power. Forever Carlyle was engineered from conception to be a Lazarus, but still requires a team of scientists to scrutinize every vital sign and fine-tune her biochemistry. At the GM's discretion, some Lazari may suffer from impaired ability if they spend an extended period far from their support staff, or rebel against their creators.

Lazarus talents are described in general terms through their practical effects. Each talent has a name reflecting its in-game effects, but this may not be the name Family scientists use. Suggested options, based on various technological origins, are listed below these generic names.

ARMOR

AKA: ABLATIVE BIOMASS, TRAUMA CONTROL NEUROCONDITIONING, SUBCUTANEOUS PLATING, ETC.

REQUIREMENTS: CONSTITUTION 3

Your body is resistant to bullets, blades, and other injuries inflicted by extreme kinetic energy.

NOVICE: Your body acquires a 2I/2B/1P Armor Rating that stacks with Toughness and worn armor.

EXPERT: Your innate armor improves to 4I/4B/2P, and still stacks with Toughness and worn armor.

MASTER: Your innate armor improves to 6I/6B/3P, and still stacks with Toughness and worn armor.

AWARENESS

AKA: GYRII STIMULANT INJECTOR, HYPERSPECTRAL SURVEILLANCE IMPLANTS, SENSORIA UPLINK, ETC.

REQUIREMENTS: PERCEPTION 3

You possess acute, superhuman senses and react rapidly to any stimulus.

NOVICE: Select one Perception focus. Successful ability tests using this focus automatically generate 1 stunt point whenever you don't roll doubles, allowing you to perform stunts without rolling doubles (you generate no bonus stunt points if you do roll doubles). You also acquire one of the following powers, or a comparable power designed by the GM:

- **BLOODHOUND:** Your sense of smell is superlative, or you have other exceptional chemical detection senses. Once

you have the “scent” of a person or object, you can track it even without other signs of passage. You can also detect the presence of certain diseases, drugs, hormonal changes, or events (the smell of a place someone has been, or what they have eaten) too faint for ordinary humans to detect. Relevant ability focuses may allow you to break this information down into something even more precise, such as determining a toxic spill's exact chemical makeup using Intelligence (Chemistry) or diagnosing an otherwise asymptomatic disease using Intelligence (Medicine).

- **COMBAT SYNESTHESIA:** Your brain immediately registers minor sensory input as more noticeable visual and audio cues to better perceive your surroundings. The sound of footsteps may generate a reflexive visual image of the presence of a person, while the smell of gun oil may register as a keening alarm or birdsong. You can ignore penalties for visual impairment when attempting to target anything that makes noise or has a distinctive odor (or any odor, if you also possess the Bloodhound sensory power). You may need an appropriate Perception test if the input is faint or potentially overwhelmed by another source.
- **ECHOLOCATION:** Using your voice or an implanted device, you bounce sound waves off objects to track their movement, distance, rough size, and general shape, as well as navigate without sight. This power has a range of 10 yards (or 30 yards underwater). You suffer a –2 penalty to Accuracy and Fighting tests to hit targets you identify solely by echolocation. Note that if you have this power and Combat Synesthesia, the latter power works on everything in Echolocation range, since it all now makes noise, and you no longer suffer the –2 Accuracy penalty.
- **MULTISPECTRAL VISION:** You can see radiation beyond the normal visual light spectrum, including ultraviolet light often used by security systems and infrared “heat” energy. This allows you to see through walls unless they're especially thick or dense. You see rough silhouettes, and cannot discern detail such as facial features or writing. You can also perceive non-visible radiation sources such as radio waves and x-rays.
- **NIGHT VISION:** Your eyes collect even trace amounts of light, allowing you to see in the dark with unlimited range, though you suffer a –2 penalty to Perception tests to discern details. This adaptation provides reactive systems to prevent overwhelming you in sudden changes in light level, providing you with a +2 bonus on tests made to resist flash grenades and other attacks that use dazzling or blinding light.

EXPERT: Choose one of the following options:

- Choose one more Perception focus, and apply the Novice rank benefit to it.
- Tests with one Perception focus you chose at Novice rank automatically generate 2 stunt points when no doubles are rolled, or +1 bonus stunt point if you roll doubles.

In addition, choose one new power from the Novice rank list, or an equivalent provided by the GM.

MASTER: Choose one of the following options:

- Choose one more Perception focus, and apply the Novice rank benefit to it.

- Tests with one Perception focus you chose at Novice rank automatically generate 2 stunt points when no doubles are rolled, or +1 bonus stunt point if you roll doubles.
- Tests with one Perception focus you enhanced at Expert rank automatically generate 3 stunt points if you don't roll doubles, or +2 bonus stunt points when you do.

In addition, choose one new power from the Novice rank list, or an equivalent provided by the GM.



COGNITION

AKA: HEURISTIC PREDICTIVE ANALYSIS, NEOCORTICAL NEUROGENESIS, NOOTROPIC INJECTOR, QUANTUM CNSI, ETC.

REQUIREMENTS: INTELLIGENCE 3

Technology augments your thought processes, supercharging your capacity for calculation, reasoning, and information recall.

NOVICE: Pick one Intelligence focus. Successful ability tests using this focus automatically generate 1 stunt point whenever you don't roll doubles, allowing you to perform stunts without rolling doubles (you generate no bonus stunt points if you do roll doubles). You also acquire one of the following powers, or a comparable power designed by the GM:

- **MATHEMATICAL PROCESSING:** You can perform complex mathematical calculations perfectly, and easily memorize and track large numbers with perfect recall. No test is required, though it may take time to process complex problems. If you're trying to perform any task that would be aided by mathematical ability but does not entirely rely on it (guessing travel times, calculating dosages, aiming artillery, and so on), you may re-roll a test if you desire, though you must accept the results of the second roll.
- **PERFECT MEMORY:** You possess perfect recall of anything you experience, unless it is deliberately "erased" with drugs, electrical stimuli, or other exceptional means. You remember basic facts immediately. For complex details, you must "enter" the memory, so it replays with complete fidelity, but this absorbs your attention for a major action or longer.
- **PREDICTIVE ANALYSIS:** Once you know all the variables, you can determine the exact probability of an outcome, though such accuracy normally only applies to simulations or other closed systems. In practice, you will never know all the variables in any system involving human beings, but when it comes to combat, gambling, games, and similar events, you can make highly accurate predictions. You may re-roll a test related to gambling, tactics, or similar predictions, though you must keep the results of the second roll. Your ability to craft predictions is too slow to be effective in combat, but its benefits apply to tests made to notice combat beginning, such as detecting ambushes or predicting a partner will double-cross you. At the GM's discretion, you may also make tests to predict unlikely, alternate, or long-term outcomes to events in great detail, such as how a Waste city

LAZARUS TALENTS FOR OTHER OPERATIVES

On rare occasions, Families may use the same technologies developed for Lazarus augmentations to improve other operatives: trusted individuals who have the physical and psychological capacity to withstand these changes. No Family officially acknowledges these other enhanced operatives, and none of them are as powerful as declared Lazari—not unless the Family wants to break the Macau Accords. Creating supersoldiers by the brigade would surely provoke total war, instead of the occasional brushfire conflicts the Families prefer. Further, no Family wishes to create a worst-case scenario, where their own superior caste of hominids rebel and take control.

An enhanced operative of this kind acquires one Novice rank Lazarus talent the next time they gain a level. This uses their talent selection for the new level. The operative may acquire new ranks in this talent, and with loyal service might even gain a second Lazarus talent, but any advances count as a standard talent selection, and as with Lazari, the operative cannot improve Lazarus talents two levels in a row. Operative characters do not need to improve their Lazarus talents. The operative can acquire no more than two Lazarus talents, and doesn't gain any of the other benefits—including ability bonuses, a second profession, or increased Health—possessed by Lazarus characters.

might react if a shipment of food doesn't show up, or how a drug shortage in Hock territory might affect the demand for Carlyle grain exports to Li territory.

- **REFERENCE DATA:** You can refer to "hardwired" internal knowledge or an external database to collect raw factual data nearly instantaneously. When looking for information related to any Intelligence focus you possess, you know the information automatically without any need for an ability test unless the information is a secret. You simply know the answer. For instance, if you have the Intelligence (Law) focus, you know your Family's full legal code, legal precedent, and the entire text of the Macau Accords, but you wouldn't know about any secret ancillary agreements related to the Accords.
- **RAPID PROCESSING:** You think fast. An Intelligence-based test that normally requires a full day takes you an hour. One that normally requires an hour takes you five minutes. One that normally requires a few minutes only requires a major action. This applies to both basic and advanced tests; in advanced tests, reduce the interval length as described (days to hours,

hours to minutes, minutes to rounds, rounds to twice per round). This doesn't speed up any physical action on your part; while you may be able to design a xenon laser in a trivial amount of spare time, building it won't go any faster.

- **TACTICAL ANALYTICS:** In dangerous situations, your mind compares numerous tactical scenarios to determine an optimal course of action. Subjective time slows to a crawl as you choose your actions carefully. As a minor action, you may make an Intelligence (Tactics) test and substitute the results for your Defense or for a single attack roll you would make in the next round. You may not perform stunts if you substitute an Intelligence (Tactics) test for your attack roll.

EXPERT: Choose one of the following options:

- Choose one more Intelligence focus and apply the Novice rank benefit to it.
- Tests with the Intelligence focus you chose at Novice rank automatically generate 2 stunt points when no doubles are rolled, or +1 bonus stunt point if you roll doubles.

In addition, choose one new power from the Novice rank list, or an equivalent provided by the GM.

MASTER: Choose one of the following options:

- Choose one more Intelligence focus, and apply the Novice rank benefit to it.
- Tests with the Intelligence focus you chose at Novice rank automatically generate 2 stunt points when no doubles are rolled, or +1 bonus stunt point if you roll doubles.
- Tests with the Intelligence focus you enhanced at Expert rank automatically generate 3 stunt points if you don't roll doubles, or +2 bonus stunt points when you do.

In addition, choose one new power from the Novice rank list, or an equivalent provided by the GM.

ENDURANCE

AKA: ARTIFICIAL ORGANS, CYBERNETIC METABOLISM, TISSUE MAINTENANCE NANOBOTS, ETC.

REQUIREMENTS: CONSTITUTION 3

Augmentations increase your Health and make you resistant to other hazards.

NOVICE: Add 10 Health to your total and choose one of the following powers, or a power designed by the GM that has equivalent usefulness.

- **ENVIRONMENTAL RESISTANCE:** Systems in your body break down unfamiliar chemicals and repair the damage wrought by unfamiliar chemicals and high-energy particles. You are immune to poisons and toxins except ones engineered to bypass your enhancements. You also gain an Armor Rating of 6I/6B/10P against radiation. Your body still needs food and oxygen to function, and while poison gas can't harm you, you remain vulnerable to asphyxiation.
- **HARDY NEURONS:** Light, sound, microwave, and electricity-based attacks that inflict stun damage or are intended to induce seizures, confusion, temporary blindness, or temporary deafness have no effect on you. Other high-energy applications designed to affect your nervous system are likewise ineffective, though repeated exposure may

cause other damage. Other effects that may stun you (such as drugs or physical impact) remain effective.

- **IMMUNOSTIMULATION:** You are immune to all diseases except for those tailored to your genome, or otherwise specifically designed to bypass this power. Your wounds never become infected, and you can eat and drink spoiled or contaminated food without harm. Because infection is never an issue, anyone applying medical treatment to you gains a +2 bonus to related ability tests.
- **MENINGEAL REINFORCEMENT:** Your brain and spinal column are heavily insulated from damage and physical shock. You cannot be knocked unconscious by concussions, impact, or other neurological responses to injury (though drugs, electrical weapons, and other sources of unconsciousness may remain effective). You automatically succeed at all tests to remain conscious. If reduced to 0 Health, you can still perform a major action each round. Add 3 rounds to your base survival period.
- **METABOLIC REDUNDANCY:** You can go without food or water for twice as long as an unenhanced human in comparable conditions, without any ill effects. You can hold your breath five times longer than normal, and can survive short exposure to a vacuum without harm. Your digestive system can process extreme foodstuffs normally considered inedible, such as wood, soil, and bone, and you can remain hydrated with sea water.
- **THERMOREGULATION:** You cannot be harmed by natural temperature extremes on Earth, whether blazing sun or freezing arctic conditions, even those caused by anthropogenic climate change (though heat may dehydrate you). You gain an Armor Rating of 6I/6B/6P against more extreme manifestations of heat and cold, such as an open flame or jet of liquid nitrogen. This protection only applies to external temperature changes; swallowing freezing chemicals or burning liquids remains deadly.
- **TIRELESS:** Your body has redundant systems for oxygenating your blood, removing waste, and scrubbing neurotransmitter decay, and your performance is almost never impaired by lack of rest. You recover 1d6+Constitution Health every 24 hours no matter your activity level, and this stacks with the benefits of rest. You do not suffer any penalties for extended activity, rarely feel tired, and may fall asleep on command. You only need 8 hours of sleep per week, and you may satisfy this requirement in phases as short as 20 minutes.

EXPERT: Add another 10 Health to your total and add another power from the Novice list, or an equivalent power the GM devises.

MASTER: Add 10 more Health to your total and add a third power from the Novice list, or an equivalent power the GM devises.

MUSCLE

AKA: GRAFTED MUSCLE, NEUROMUSCULAR STIMULATOR, POWERED PROSTHETICS, ETC.

REQUIREMENTS: STRENGTH 3

Your Strength has superhuman aspects. Depending on your focus, you might be able to lift, strike, or jump more effectively than your size and appearance might suggest.



NOVICE: Your unarmed strikes and attacks with melee weapons or thrown ranged weapons inflict an additional 1d6 damage. You also acquire one of the following powers, or a comparable power designed by the GM:

- **CRUSHING GRIP:** Your hands are inhumanly strong, and you have enhanced forearm, back, and core strength to support their power. You gain the Strength (Climbing) focus for free and may climb at full Speed. When you roll doubles for any grappling test, you generate an additional 2 stunt points that may only be used on grappling stunts.
- **FORCE APPLICATION:** You can apply and direct brute strength more effectively than an Olympic powerlifter. Reduce the Target Numbers for any Strength (Might) tests by half, rounded up. You may lift and carry twice as much as someone with the same Strength, and your lifting ability reduces your armor penalty to Speed by an amount equal to your Strength.
- **LEAPING:** Your legs are optimized for jumping. You can jump twice as far as an unenhanced person of the same weight, body composition, and encumbrance. Reduce the Target Numbers for any Strength (Jumping) tests by half, rounded up.
- **MUSCULARITY:** You're *big*. Raw muscle mass (or other artificial bulk) armors your body and makes you more frightening to anyone you decide to strong-arm. Added lean mass adds +5 Health, and your appearance adds +2 to Strength (Intimidate) tests.
- **SPRINTING:** Whether by engineering your muscle fibers' ability to retain oxygen and shed lactic acid, or by replacing muscle tissue with artificial systems, you move quickly and effortlessly. Add your Strength to your base Speed. You may run at your maximum speed without tiring for a number of hours equal to your Constitution.

EXPERT: Increase the damage of all your unarmed strikes, attacks with melee weapons, and attacks with thrown ranged weapon by an additional 1d6 (2d6 total). In addition, choose one new power from the Novice rank list, or an equivalent provided by the GM.

MASTER: Increase the damage of all your unarmed strikes, attacks with melee weapons, and attacks with thrown ranged weapon by an additional 1d6 (3d6 total). In addition, choose one new power from the Novice rank list, or an equivalent provided by the GM.

PROWESS

AKA: ARTIFICIAL PROPRIOCEPTORS, COMBAT DRUG INJECTOR, TACTICAL ANALYSIS IMPLANT, ETC.

REQUIREMENTS: ACCURACY 2, DEXTERITY 3, FIGHTING 2, PLUS SEE SPECIFIC DESCRIPTIONS.

A mix of psychological and physical adjustments provide enhanced motor skills.

NOVICE: Choose one ability focus from among the following:

Any Accuracy or Fighting focus, Dexterity (Acrobatics), Dexterity (Driving), Dexterity (Legerdemain), Dexterity (Piloting), Dexterity (Stealth).

Successful ability tests using this focus automatically generate 1 stunt point whenever you don't roll doubles, allowing you to perform stunts without rolling doubles (you generate no bonus stunt points if you do roll doubles). You also acquire one of the following powers, or a comparable power designed by the GM. You must meet the prerequisites listed in parentheses to select a special ability.

- **ENGAGEMENT OPTIMIZATION:** Rather than react to your opponents' actions, you can analyze their location and place yourself in those areas statistically less likely to be struck. As a minor action, you can make a Dexterity (Acrobatics) check and use the result in place of your Defense until the beginning of your next turn. You must accept this result, even if it is lower than your normal Defense.
- **PINPOINT SHOT (ACCURACY 4):** Choose one Accuracy focus you possess. When using a ranged weapon that falls under that focus, you suffer no range penalties to your attack out to the weapon's maximum range, and you may add 1d6

penetrating wound damage to the attack (even while using the stunt attack action, which normally inflicts no damage). You may select Pinpoint Shot more than once, applying its benefits to a new Accuracy focus each time.

- **SILENT MOVEMENT:** Thanks to reinforced ligaments, fatty footpads, or active noise cancellation technology, you can act and move at full speed in silence, even running, jumping, or performing complex acrobatics without making more than the slightest sound. Dexterity (Stealth) tests never require you to spend an action, and you take no penalty to Dexterity (Stealth) tests for taking various actions unless they would normally generate noise (speaking, destroying objects, and so on).
- **WEAPON MASTERY (FIGHTING 4):** Choose one Fighting focus you possess. When using a melee weapon that falls under that focus, you may add 1d6 penetrating wound damage to the attack (even while using the stunt attack action, which normally inflicts no damage), and generate +1 stunt point whenever you roll doubles with an attack roll with such a weapon. You may select Weapon Mastery more than once, applying its benefits to a new Fighting focus each time.
- **VEHICULAR FEEDBACK:** You may reflexively extend your perceptions out to grasp the capabilities of a vehicle you are controlling, understanding its strengths and limitations. Any vehicle you are actively driving or piloting increases its Defense, Velocity modifier, and Hull ratings by +1. You may take an Activate action to improve one of these bonuses to +3, but doing so reduces the other bonuses to +0.

EXPERT: Choose one of the following options:

- Choose one more focus from the list provided, and apply the Novice rank benefit to it.
- Successful tests with the focus you chose at Novice rank automatically generate 2 stunt points when no doubles are rolled, or +1 bonus stunt point if you roll doubles.

In addition, choose one new power from the Novice rank list, or an equivalent provided by the GM.

MASTER: Choose one of the following options:

- Choose one more focus from the list provided, and apply the Novice rank benefit to it.
- Successful Tests with the focus you chose at Novice rank automatically generate 2 stunt points when no doubles are rolled, or +1 bonus stunt point if you roll doubles.
- Successful tests with the focus you enhanced at Expert rank automatically generate 3 stunt points if no doubles are rolled, or +2 bonus stunt points if you roll doubles.

In addition, choose one new power from the Novice rank list, or an equivalent provided by the GM.

REFLEXES

AKA: ARTIFICIAL MUSCLE ENGRAMS, BIOKINETIC PROCESSORS, KINETROPIC DRUGS, ETC.

REQUIREMENTS: DEXTERITY 3

This enhancement affects your body's reflex actions, and is not reliant on higher cognition on your part. You strike, move, and

otherwise act more quickly without the need—or benefit—of conscious thought.

NOVICE: Add +2 to Initiative tests. You may designate a single complex reflex action—a specific major or minor action your body takes in response to a specific stimulus. This may include taking an Attack or Defend action when surprised, setting a Ready action to draw your weapon in response to loud noises, or taking the Stand Firm action in response to anything moving toward you. You must be conscious for your reflex action to activate, but otherwise your body reacts without conscious thought or even awareness of the trigger, allowing you to react to surprise attacks. Your reflex action can only activate once per encounter and happens without your control, meaning a poorly programmed reflex action could injure friends or allies who surprise you. Reprogramming your reflex action requires fifteen minutes of programming, drug therapy, or practice to redefine the muscle memory involved.

EXPERT: Add another +2 to Initiative tests (+4 total). You may designate up to two reflex actions at a time. Each new reflex action must have a distinct trigger; you cannot program yourself to react twice to the same stimulus.

MASTER: Add another +2 to Initiative tests (+6 total). You may designate up to four reflex actions at a time, or you may optimize this enhanced speed and coordination to gain one additional minor action each round. Switching between reflex actions or an additional minor action requires fifteen minutes of work.

REGENERATION

AKA: ENGINEERED STEM CELL RESERVE, MEDICAL NANOBOTS, TRAUMA RESPONSE ORGANS, ETC.

REQUIREMENTS: CONSTITUTION 3

Your body possesses exceptional self-repair abilities, giving you the ability to recover from extremely grievous and disfiguring injuries which would be fatal to normal humans.

NOVICE: If you have half of your remaining Health or more, you recover 1d6 Health every minute. If you fall below that threshold, your injuries have exceeded your ability to withstand superficial trauma and you require rest and medical treatment to bring you up above this threshold before your advanced healing systems can take over. You may also heal from other, normal sources, such as taking a breather after combat.

EXPERT: You now recover 1d6 Health every minute, regardless of you how much Health you have remaining. You gain a +2 bonus on all Constitution (Stamina) checks to remain conscious if reduced to 0 Health, and you increase the number of rounds you may remain at 0 Health without dying by +2.

MASTER: Once reduced to 0 Health, you appear dead, but repair systems continue to preserve and repair your body's vital functions. You recover and regain consciousness after 2d6 hours, minus your Constitution score. If the result is less than 1, recovery takes less than a full hour, but at least several minutes; the GM determines exactly how long. Immediately upon regaining consciousness, you regain 3d6 Health, after which your normal healing process resumes. To kill such a character, an attack must behead them, destroy more than half of their brain, blow them to pieces, or inflict some other horrendous injury normally beyond the scope of a simple hand-to-hand combat or firearms attack.

THE LAZARI

Following are the Lazari introduced in the comic book series. Every Lazarus experiences life changes, receives “upgrades,” or even dies, so the people depicted here are iconic snapshots of constantly evolving individuals rather than the accurate and final interpretations of the characters. Your campaign may use or discard any of these characters as you see fit; you might replace the individuals here with characters of your own design, or with various PCs. The characters here represent these Lazari as they were when first introduced.

FOREVER CARLYLE

Forever Carlyle is one of the most experienced Lazari, and unlike her known counterparts, was born a Lazarus as a product of the Family Carlyle’s mastery of germ line engineering. Intense, unforgiving training and further enhancements shaped her, alongside advanced drug therapy that includes loyalty conditioning. Hormone manipulation acts as a bulwark for the Carlyle values she was raised with—and when she skips her medication, or the stresses of her work outweigh its influence, she questions her role. She suspects she’s not related by blood to the rest of her Family. This is true, but it barely scratches the surface of her true origins.

Forever is a highly experienced, lethal combatant and a capable military leader. Her ability to lead under fire doesn’t seem to transfer to Family intrigue and subtler social situations, but nothing about her shyness in those arenas undercuts her decisiveness as a military commander. She cannot be provoked by cutting words. She bears no animosity for other Lazari, unless they earn it through actions above and beyond what their families require, and feels particularly close to Sonja Bittner and Joaquin Morray.

As described here, Forever’s outlook and abilities are based on a 10th level Lazarus benchmark, equivalent to her abilities at the start of the series. Few if any Lazari are more experienced than Forever. Her neuromuscular system is better than an equivalent human, and has been honed with training from childhood onward. Her greatest innate ability is resistance to injury and disease. Forever’s body creates cells similar to pluripotent stem cells—that is, cells able to build virtually any type of tissue—which also maintain a robust memory of her adult phenotype. This allows Forever to regenerate damaged tissue, including neurons and complex organ structures. Consequently, Forever can survive injuries that would be fatal to anyone else, including gunshot wounds to the head and chest. The limits of her regenerative ability are unknown, but it does require regular maintenance with drugs and direct intervention by Carlyle personnel. Since the same drugs are used to condition her, avoiding them would relax the Family’s hold on her but dull her abilities, and even make her sick.

SONJA BITTNER

One of the younger Lazari, Sonja Bittner is a beneficiary of the Bittner-Hock alliance. Her abilities are the result of a careful regimen of drugs and viral-vector gene therapy tailored to

Forever Carlyle

ABILITIES (FOCUSES)

5

ACCURACY (ASSAULT RIFLES, PISTOLS, SMGS)

2

COMMUNICATION (LEADERSHIP)

6

CONSTITUTION (STAMINA, TOLERANCE)

4

DEXTERITY (ACROBATICS)

5

FIGHTING (BRAWLING, GRAPPLING, HEAVY BLADES, LIGHT BLADES, MARTIAL ARTS)

3

INTELLIGENCE (EXPLOSIVES, SECURITY)

2

PERCEPTION

4

STRENGTH (CLIMBING)

3

WILLPOWER (COURAGE)

SPEED

HEALTH

DEFENSE

AR + TOUGHNESS

14

61145175

111212

31/5B+6+7+9

WEAPON

ATTACK ROLL

DAMAGE*

CARLYLE SWORD

+9

1D6+9+1D6P

C-109 SPYDER

+7

2D6+5

UNARMED

+7

1D6+6

* ADD +2 TO DAMAGE IN PULPY AND CINEMATIC MODES.

SPECIAL FEATURES

FAVORED STUNTS:

Parry, Skirmish, Suppressive Fire

TALENTS:

Lazarus Talents: Endurance (Expert; Environmental Resistance, Immunostimulation), Prowess (Expert; Dexterity [Acrobatics], Fighting [Light Blades]; Engagement Optimization, Weapon Mastery [Light Blades]), Regeneration (Master). Other Talents: Command (Expert), Single Weapon Style (Expert), Sword Style* (Novice)

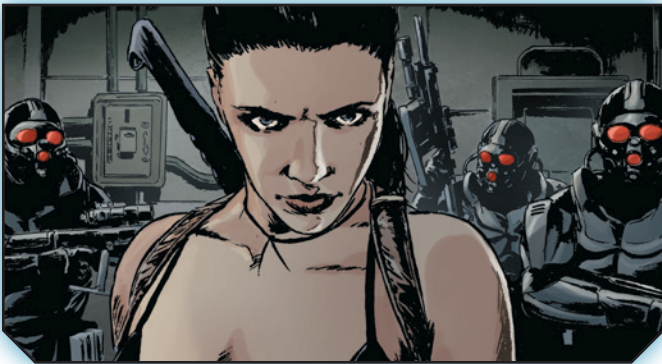
SPECIALIZATION:

Martial Artist (Novice)

EQUIPMENT:

Ballistic Bodysuit, C-109 Spyder, Carlyle Sword (equivalent to a fencing sword), Tactical Motorcycle

THREAT: DIRE



her genetics. These modulate pain and reflex responses, block signaling from myostatin to promote muscle growth, and tune metabolic response. While Bittner possesses peak all-around fitness, her standout abilities include post-human strength and resistance to injury. She can crack stone with her blows

Sonja Bittner

ABILITIES (FOCUSES)											
3	ACCURACY (ASSAULT RIFLES, PISTOLS)										
1	COMMUNICATION										
3	CONSTITUTION (STAMINA)										
3	DEXTERITY										
4	FIGHTING (BRAWLING, HEAVY BLADES)										
1	INTELLIGENCE (SECURITY)										
1	PERCEPTION										
5	STRENGTH (INTIMIDATION, MIGHT)										
2	WILLPOWER (COURAGE)										

SPEED	HEALTH			DEFENSE			AR + TOUGHNESS		
13	58	88	118	13	14	15	6I/8B+3	+4	+5

WEAPON		ATTACK ROLL	DAMAGE*
LONG SWORD		+6	4D6+5
X+ERA SIDEARM		+5	2D6+2
UNARMED		+6	1D3+5

* ADD +2 TO DAMAGE IN PULPY AND CINEMATIC MODES.

SPECIAL FEATURES

FAVORED STUNTS: Disarm, Knock Prone, Vicious Blow

TALENTS: *Lazarus Talents:* Endurance (Expert; Hardy Neurons, Meningeal Reinforcement), Muscle (Novice; Leaping). *Other Talents:* Overwhelm (Novice), Striking Style (Novice), Two-Handed Style (Expert)

EQUIPMENT: Cloak, Combat Armor System (Custom Bittner Model), Sidearm, Long Sword



and survive impalement, though the latter situation is painful enough to be debilitating.

Sonja is the youngest daughter of the Family Bittner, and even though she engages in dangerous operations to protect its interests, her relatives care for her and don't put her in the field for trivial reasons. Like many Lazari, she doesn't take intra-Family politics personally. Despite Bittner's alliance with Hock and the Hock-Carlyle enmity, she greatly admires—and later befriends—Forever Carlyle.

The game statistics above are based roughly on a 4th level benchmark.

Joaquim Morray

ABILITIES (FOCUSES)											
5	ACCURACY (ASSAULT RIFLES, PISTOLS, SMGs)										
3	COMMUNICATION (PERSUASION)										
4	CONSTITUTION (TOLERANCE)										
2	DEXTERITY (DRIVING)										
6	FIGHTING (BRAWLING, GRAPPLING, LIGHT BLADES)										
2	INTELLIGENCE (SECURITY, TACTICS)										
3	PERCEPTION (EMPATHY)										
5	STRENGTH (CLIMBING, MIGHT)										
1	WILLPOWER (COURAGE)										

SPEED	HEALTH			DEFENSE			AR + TOUGHNESS		
12	59	117	147	12	14	15	7I/9B/2P+4	5	7

WEAPON		ATTACK ROLL	DAMAGE*
TACTICAL DAGGERS		+8	2D6+7
SMG		+7	2D6+3

* ADD +2 TO DAMAGE IN PULPY AND CINEMATIC MODES.

SPECIAL FEATURES

FAVORED STUNTS: Lightning Attack, Skirmish, Threaten

TALENTS: *Lazarus Talents:* Armor (Expert), Endurance (Expert; Hardy Neurons, Meningeal Reinforcement), Muscle (Novice; Crushing Grip). *Other Talents:* Dual Weapon Style (Master), Fast and Furious (Novice)

SPECIALIZATION: Socialite (Novice)

EQUIPMENT: Ballistic Bodysuit, SMG, Twin Tactical Daggers (equivalent to short swords)



JOAQUIM MORRAY

The Family Morray's Lazarus is easily the most advanced cyborg on the planet. Severe injuries reveal the metal and advanced composites beneath his skin. It isn't clear how much of Joaquim's body is artificial, but such wounds have revealed metallic limbs, eyes, and skull. Hardened computer systems give his brain full control of his artificial body—and Family operatives might be able to use the same systems to control his actions.

Despite the nature of Joaquim Morray's enhancements, he has a relaxed, friendly, debonair demeanor. He may be the most socially

Li Jialong										
ABILITIES (FOCUSES)										
2	ACCURACY (SMG)									
5	COMMUNICATION (DECEPTION, INVESTIGATION)									
1	CONSTITUTION									
0	DEXTERITY (SABOTAGE)									
0	FIGHTING									
7	INTELLIGENCE (CHEMISTRY, COMPUTERS, CRYPTOGRAPHY, ELECTRONICS, SECURITY, TACTICS, TINKERING)									
7	PERCEPTION (EMPATHY, SEARCHING, SEEING)									
-2	STRENGTH									
6	WILLPOWER (COURAGE, SELF-DISCIPLINE)									
SPEED		HEALTH			DEFENSE			AR + TOUGHNESS		
10	46	60	90	10	10	13	31/6B+1	+4	+4	
WEAPON		ATTACK ROLL					DAMAGE*			
INTEGRATED SMG		+4					2D6+7			
* ADD +2 TO DAMAGE IN PULPY AND CINEMATIC MODES.										
SPECIAL FEATURES										

FAVORED STUNTS: A-ha!, Impress, When a Plan Comes Together

TALENTS: *Lazarus Talents:* Awareness (Expert; Empathy, Seeing; Bloodhound, Multispectral Vision), Cognition (Master; Computers, Cryptography, Security, Perfect Memory, Predictive Analysis, Rapid Processing). *Other Talents:* Hacking (Master)

SPECIALIZATION: Investigator (Master)

EQUIPMENT: Central Nervous System Interface, Personal Assistive Vehicle, Playing Cards, Submachinegun with Assistive Modifications

THREAT: DIRE



adept of the Lazari, and seems to relish situations where he can work with others of his kind, or while away time with them on neutral ground. Morray rivals frequently warn their Lazari and other agents that Joaquim’s easy charisma is almost as dangerous as his physical abilities. It’s easy to forget about Family plots and rivalries in his presence. Yet none of it appears to be a pose. He seems to genuinely get along with others, and views his duties as a professional obligation, not a reason to hate anyone. He has a special connection to Forever Carlyle, but given the situations under which they’ve met, it’s difficult to tell if Joaquim has genuine romantic feelings, feels an urge for a fling, or if, in the end, he’s serving the Morrays with his flirting after all.

Beyond raw cyborg toughness and his social acumen, Morray is a skilled warrior and wrestler. He uses two large daggers, functionally similar to machetes, designed to support his aggressive fighting style. As described here, Morray is equivalent to a 7th level character.

LI JIAOLONG

Li Jiaolong isn’t the most experienced or highest profile Lazarus, nor is he a contender in hand-to-hand struggles, but he remains respected—even feared—as a brilliant, resourceful individual. Li’s brain and central nervous system have been merged with an array of quantum processors and superconducting filaments in an attempt to push his intellect and reflexes beyond human capabilities. The process was largely successful; to Li, life is a slow dream, layered with data structures and phantom scenarios at the edges of probability. In the half-moment it takes an ordinary human to form a thought, Li can assess multiple possibilities and bring the most desired to fruition with a few words. Li’s artificial eyes display it all for his use. The procedure’s results, however, push the physical limits of his human body, causing extensive feedback within his motor neurons and autonomic nervous system, and Li relies heavily on a personal assistive vehicle to move about, speak, or—in times of stress—even breathe.

While Li seems vulnerable, especially as his Family’s Lazarus, Jiaolong rarely allows any threat to himself or his Family within miles of their physical locations. His predictive abilities and direct neural interface with the Li family’s extensive security networks and drone fleets mean that threats cannot approach or ambush him. Those few exceptional individuals who can evade Jiaolong’s tactical genius must still contend with the operatives under his command, coordinated via implants to fight as a cohesive unit.

Li doesn’t gloat about his intelligence, or talk much about himself at all. He enjoys games and light banter, though if threatened, he’ll reveal a fraction of his true abilities. The game statistics here place Li at about 8th level for a Lazarus.

OTHER LAZARI

Each Family has its own Lazarus, with their own unique blend of skills and advanced abilities. The following are additional Lazari that have appeared or been described in the *Lazarus* comic series.

SIR THOMAS HUSTON

Recognizable by his beret and bastard sword, Sir Thomas is the Armitage Lazarus. Despite the honorific, he adopts the persona of an English everyman, just another soldier trying to do his duty for God and country—though naturally, the latter is embodied by the Family Armitage, now synonymous with royalty. Huston is friendly toward Lazari who demonstrate parallel ethics regarding their own service. He is proficient with his sword and a variety of modern weapons, as befits him continuing



the traditions of both English “Masters of Defense” and the SAS. His enhancements allow him to hold his own against most other Lazari, but their exact nature isn’t obvious.

BIR CHIKKA MEHTA

Mehta is a big man, the defender of the Family Minetta, though he’s not in their line of succession. He was selected from candidates chosen for their physical fitness, intelligence, and to a certain extent, familial descent. While not a Minetta, his well-placed lineage still made him easily accepted as a military leader among the highly traditional officers in Minetta’s forces. Little is known of his exact capabilities, as the Minettas keep him busy as commander, but he is known to be proficient in traditional South Asian weapons and grappling methods.



CHRISTOF MUELLER

After the death of his predecessor, Captain Christof Mueller qualified for the role of Rausling Lazarus through merit, making a name for himself in battles against the Nkosi. Six months of grueling training and enhancement followed, including a regimen developed by Hock to greatly increase his strength along with pheromone and hormone alterations to make him attractive and virile, to serve his Family as a political tool. These treatments have had the side effect of increasing his aggression, which makes him unpleasant to be around, especially when he’s reminded of his non-military functions. Mueller uses his tremendous strength to swing a large two-handed sword called a *zweihaender* in combat. Mueller’s pride motivates him to lead from the front, even when his operational purpose is to supervise, not fight.



XOLANI NKOSI

A son of his Family, Xolani Nkosi fights with a paired spear and harpoon, harkening back to the spearhead crest the Nkosis have used through various corporate incarnations into the present day. The laid-back Nkosi views himself as a military professional who has no reason to treat anyone, even enemies, with anything but respect—unless they spit on the honor he feels warriors should share. Nkosi mastered his unique combat style well enough to keep pace with Sonja Bittner and



Forever Carlyle, though he is considerably more casual in his personal dealings, making him more of a charmer and demagogue than military officer. The nature of his enhancements is unknown, but his Family’s membership in the Carlyle Bloc means he has likely received extensive genetic tinkering in addition to the various bio-polymer implants Nkosi science has begun developing.

WENING PERTIWI

The Carragher Lazarus hails from an Indonesian family, and like her Minetta and Rausling counterparts, was Lifted into her status by winning a long, televised competition in which Carragher selected a replacement for her predecessor, Eliot Staner. In Carragher territory, she is a celebrity of the highest order. In combat, she favors Sunda Silat style, and can use her *sarong* to devastating effect. Due to Carragher’s close alliance with Carlyle, it is assumed she has undergone retroviral vector changes to her genome.



ALIMAH MEYERS-QASIMI

Alimah Meyers-Qasimi is the youngest known Lazarus, even younger than Sonja Bittner. As such, she has yet to be fully deployed, and her initial excursions have been on training and bodyguard missions. She is part of her Family’s blood, so they are particularly cautious about introducing her to a full slate of responsibilities—but she is a Lazarus, and despite her fresh face is inhumanly capable. Beyond her wide-eyed youth, Qasimi is notable for wearing modest clothing in the traditional Arab Muslim fashion and carrying two scimitars while performing her duties. The type and extent of her enhancements is unknown.



THE ZMEY

The Zmey (“Dragon”) is the rumored Vassalovka Lazarus. Nobody knows his real name or origin, only the results of his horrible work. He’s said to have received enhancements so extreme they’ve distorted his mind and body, turning him into an engine of destruction who is not so much commanded as unleashed upon a region. Reports say the Zmey is a literal giant—twice the size of a normal human and nearly indestructible—and capable of casual atrocities no other Lazarus would willingly perform.



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WORLD OF LAZARUS™

NAME

AGE HEIGHT & WEIGHT

BACKGROUND

SOCIAL CLASS

PROFESSION

DRIVE

FAMILY/ ALLEGIANCE

ACCURACY RATING

COMMUNICATION RATING

CONSTITUTION RATING

DEXTERITY RATING

FIGHTING RATING

INTELLIGENCE RATING

PERCEPTION RATING

STRENGTH RATING

WILLPOWER RATING

RELATIONSHIPS, SOCIAL TIES

MORAL COMPROMISES & EFFECTS

DISTINCTIVE FEATURES

LEVEL

MOVE
IN
YARDS

RUN
IN
YARDS

SPEED DEFENSE TOUGHNESS ARMOR PENALTY HEALTH

AR

ARMOR TYPE

TOUGHNESS
MODE

TALENTS, SPECIALIZATIONS, & AUGMENTATIONS

WEAPON ATTACK ROLL DAMAGE

EQUIPMENT

RESOURCES

PREFERRED STUNTS & OTHER NOTES

EXPERIENCE

CHARACTER BACKGROUND



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