

KPR



NEW EDEN

Roleplaying Game v0.7

SOLARPUNK ADVENTURES IN A WORLD REBORN
KPRVERSE.COM



INTRO

Welcome to New Eden. The year is 2093 and humanity has survived nearly a century since the cataclysmic events of the Flicker, with society rebuilt against the ever-present threat of the Vines virus and mutated Aberrants it forms.

Spanning 40,000km² of countryside underneath the protective Firewall dome, New Eden is a land of contrasts in which factions position for control over limited land and resources. Nearly three million people now live under the dome, powered by the enigmatic Keep and its unknown controllers.

You are a Keeper. Part of a growing number born with the ability to naturally manipulate Kai, a primordial source of energy discovered in 1978 that forever changed the course of history.

Being a Keeper is a difficult task, as you are both revered and persecuted by the people of New Eden. The first step is learning how to use the powers given to you as a birthright. The second is to choose a group of like-minded citizens to work with...

...and the final step is finding a way to change the world.

ENTER

In the world of KPR, the line between friend and foe is blurred and the decisions you make as a Keeper can have a lasting impact on the world. Finding your way among different factions, conflicts and events is what makes a narrative ruleset a vibrant and enjoyable experience. An opportunity to live in a world filled with danger and intrigue, faced with an uncertain future.

For those who have never played a narrative roleplaying game before, they play a bit differently to the videogames or boardgames you might be used to. You might have seen playthroughs of D&D, Shadowrun or other systems that facilitate group-based adventures. This ruleset is similar to these games, with added mechanics for a Web3 context so our community can take part in official campaigns run by the KPR team.

To enjoy your own homegames, though, you just need the rules and a group to play with to run campaigns in this exciting world that blends cyberpunk, solarpunk and post-apocalyptic genres to create something truly unique. A new world for you to explore with your friends and together decide the fate of its inhabitants.



THE NARRATOR

Storytelling in a Shared World

Roleplaying games are about telling a story together, using rules to help decide the outcomes of any actions or events that might succeed or fail. To keep gameplay flowing, the group of Players is lead by a Narrator that runs the Scenario and describes the world and the non-player characters (NPCs) within it.

Each player has a character with Ability Scores, Perks and other Skills they can use to impact the world. Whenever you want to take action, simply tell the Narrator what you want your character to say or do and they will tell you what happens next. Maybe an NPC responds to your questions; or you enter a room and learn about what's inside; or perhaps the action you are taking requires a dice roll (using 20-sided dice in this system) to determine success or failure. Think of the Narrator like a storyteller who keeps everybody on the same page, while the dice decide the outcomes of any uncertain events.

The One Rule

The one rule to consider when stating what you want to do is simple: *you only get to choose the actions of your own character*. Any outcomes, responses, events or descriptions of what happens outside of the character you control are in the hands of the Narrator; the other Players; and the fate of the Dice.

It is the Narrator's job to create a fun setting, providing challenges for the Players to overcome. The dice will help decide what happens in events like combat, or situations that can have multiple different results. By working together, choosing your own actions and responding to the prompts of the Narrator, the Players become protagonists who decide the outcome of each narrative scenario and change the course of New Eden's history.

Asynchronous Gameplay

The *KPR Narrative Ruleset* is designed to be friendly for asynchronous gameplay over the internet, such as the official scenarios on the KPR Discord server. When playing the game asynchronously, the Narrator will tag players and ask them to describe the actions of their characters; with the expectation that it might be a few hours (or more) before a reply. This enables gameplay over different timezones, as well as language barriers, but it does require players to keep on top of replies and the timings of actions (particularly when it comes to combat).

Do's & Don'ts

Whether you are playing live or asynchronously, there are a few gameplay tips to ensure scenarios run as smoothly as possible:

DO keep your action descriptions brief and focused, so that the Narrator can incorporate them easily.

DO pay attention to your Abilities, Perks and Items. There are lots of options available as a player, but you have to use them!

DO remember that this is a game and everyone is here to have fun. Respect your fellow players and lean into their storytelling.

DO let the Narrator know if you feel uncomfortable with any thematic, behavioural or language elements.

DON'T argue with the Narrator if a final decision has been made, they are the authority on gameplay and rules conflicts.

DON'T abandon an asynchronous game for more than 72hrs without notice, it will disrupt the scenario for other players.

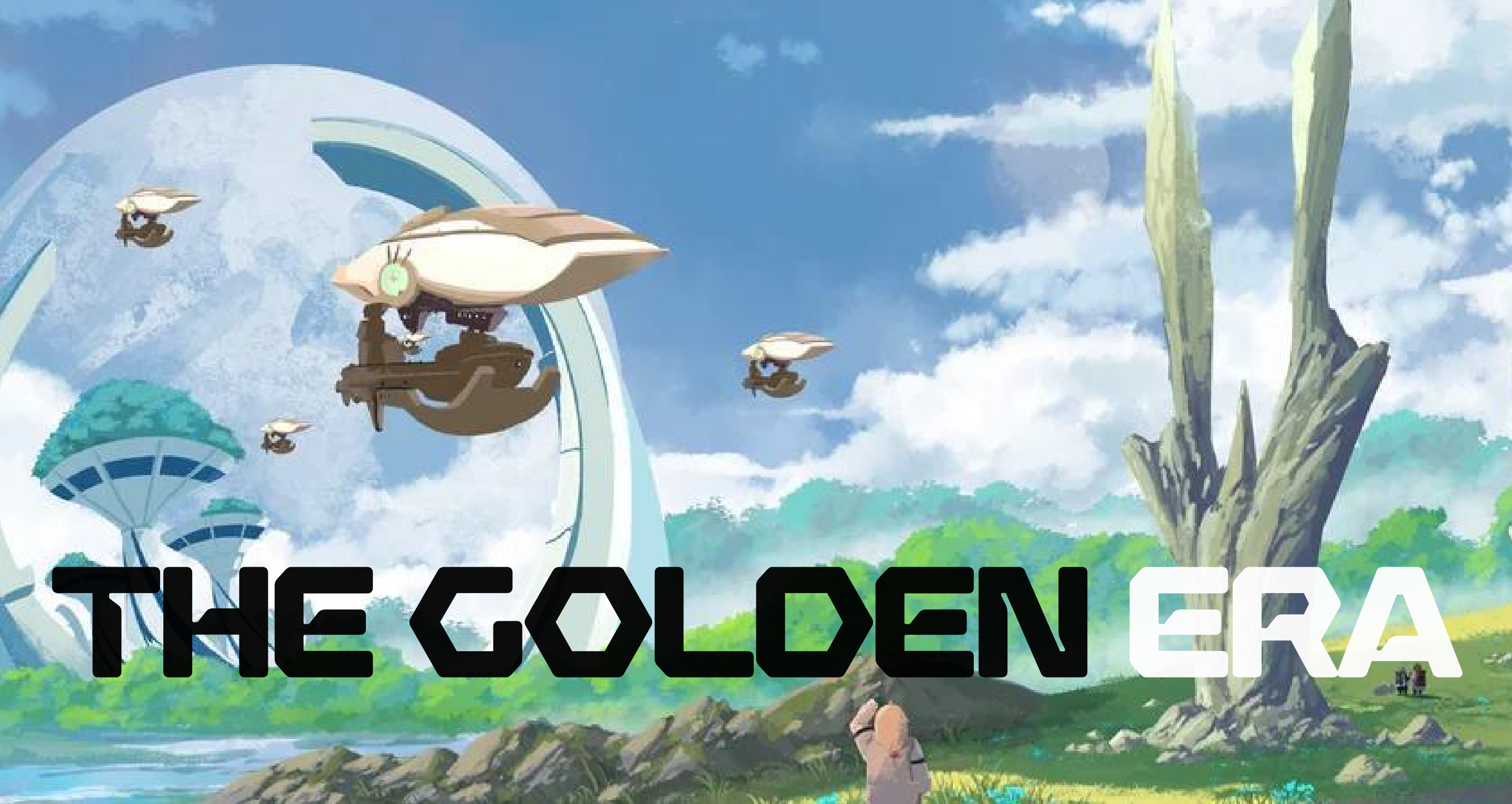
INTRO

Setting & Tone

New Eden is a world of contrasts. The use of Kai energy means that many things previously thought impossible are now commonplace. The widespread use of artificial intelligence brings with it high degrees of efficiency and functionality, which for many within the safe zone leads to relatively abundant lifestyles. However, it is also a world that is constantly under threat. Although the New Eden Safe Zone might feel like a large area (roughly the size of Switzerland or Pennsylvania) for a small population, it is nonetheless a region that those within cannot escape.

The world beyond the Firewall Dome is harsh and unforgiving, filled with dangers that make escape unthinkable for most. This ever-present threat fuels tension and conflict both between individuals and the different factions that position for advantage. A century after the Flicker, life may feel normal on a daily basis, but everyone remains aware of just how fragile it all is. For in New Eden, peace is precious and always on the edge of collapse.

From a narrative perspective, the setting intentionally blends different genres from Solarpunk to Cyberpunk; Post-apocalyptic to Technomystical. This gives a lot of flexibility for the Narrator and Players to decide what kind of stories they want to tell. One scenario could be running missions against the KPCO corporation and its oppressive overreach; another could be defending a rural homestead from bandits (or even Aberrants); there's also scope to explore what lies outside of New Eden in the wastelands left behind after the collapse of humanity. There are many mysteries to uncover in this world; and even more factions trying to take control over them. Where you decide to take the setting is up to you, but it works best when the tensions between opposing ideals are explored as to their impact on this fragile world.



THE GOLDEN ERA

The ruins of our past obscure the memories of what was lost and the marvels that once were, but the end of the old world was heralded as the beginning of another: the Golden Era.

Civilization progressed in parallel to our own until researchers delving into the mysteries of ambient light energy led to the discovery of Kai in 1978. An ethereal substance diffusing throughout the atmosphere, this otherworldly and seemingly infinite resource led to rapid advancements in technology and changes in societal structure.

A versatile energy source, humanity distilled Kai for a wide variety of uses, powering everything from transportation systems to cutting-edge medical devices. Kai was also an ideal, if controversial, means by which to enhance artificial intelligence; allowing deeper connections with external surroundings and granting an increased level of awareness.

Despite its rapid adoption, not everyone saw Kai as a straightforward scientific breakthrough, some even questioning whether the substance was a natural resource at all or something more mystical. Regardless of their beliefs, a minority of religious groups, scientists, and others shared concerns about the ethically questionable application of Kai in certain fields and the potential unintended consequences of manipulating a force not yet fully understood. These groups found common ground in their approach, urging caution in the face of unchecked experimentation.

Any controversies surrounding the use of Kai in artificial intelligence, biotechnologies, and other fields were, however, quickly dismissed as Kai-powered technology evolved rapidly, touching and improving nearly every aspect of daily life. Mankind had discovered a miracle and the race was on to unlock its full potential.

As the vision of a Kai-centric future became clearer, companies raced to gain an edge. Though a time of peace and abundance for most, the Golden Era upended corporate activity as the discovery led to a frenzy of acquisitions, unprecedented levels of investment in research and development, with rumours of increasingly bloody corporate espionage and worker exploitation.

With the growing recognition of Kai's significance, nations agreed to the formation of new intergovernmental organizations to oversee jointly-held regions where the collection of Kai was practicable to ensure global stability. These territories were intended to be neutral zones where countries could work together to extract Kai for the benefit of all.

However, the multinational corporations that operated in these territories and had the expertise and resources necessary to harvest, refine, experiment with, and exploit Kai quickly gained tremendous power. Companies such as the energy and infrastructure giant KPCO were allowed to self-govern without oversight, leveraging their vast resources and kickbacks as politicians and bureaucrats enjoyed a windfall.

Still, life was objectively better and improving every day for most people and the Golden Era continued largely unabated for over a decade. It seemed like nothing could stop the progress that had been set in motion, but all good things must come to an end, and the Golden Era was no exception.

It is our duty to understand the past and apply its lessons to the present, so that we might save our future...



THE FLICKER

Over a century has passed since the discovery of Kai sparked the Golden Era of mankind, but the unbridled optimism and prosperity did not last long. Fifteen years later, a threat to the foundations of global society appeared: the Vines...

Initially appearing as dark lines that pulsed across the surface of Kai-infused technology, it became clear that the affliction was communicable to humans. The lines crawling across the bodies of the infected earning it the 'Vines' moniker.

A seemingly minor virus, initial symptoms were a stone-like hardening of the skin, a heightened sense of agitation, and, in rare cases, delirium. Though the origin of the virus remained elusive, the public was reassured that there was nothing to worry about. The best minds were working on a cure and the Vines would be a temporary setback, a footnote in history.

Everything changed soon after when the public became aware of the Aberrants.

Whistleblower testimony would later reveal that world-leaders had known about the existence of Aberrants for some time, but the Golden Era came to an abrupt end when an outbreak in a major metropolitan area left hundreds dead.

A direct result of having contracted Vines, the Aberrants took a number of forms depending on the stage of the infection. Initially warped figures with hardened skin and sharpened limbs, the infected grew increasingly nightmarish, bound together by a web of black tendrils.

Feeding on Kai, the Vines spread rapidly across the globe, resulting in resource scarcity and sending civilization into chaos as hordes of Aberrants emerged.

With governments embroiled in damage control and finger-pointing, military units and corporate mercenary groups, untested after years of peace driven by the Golden Era, were quickly engulfed by the terrifying Aberrant hordes. Nowhere was safe.

In the year 2000, with the world already teetering on the verge of collapse, a sudden surge of Kai-energy burst through Vines-infected infrastructure, resulting in a systemic power failure that plunged the world into darkness. With global power and supply chains halted, access to the basic needs of food and water quickly became a fight for survival. Violence and civil war soon followed as the last vestiges of human civilization collapsed.

This event – which would become known as the ‘Flicker’ – tipped the scales forever in the favour of the Vines and allowed the Aberrants to fully consume the remnants of the old world.

All seemed lost. Yet, there was still hope...

Overlooked in the chaos, a prominent Kai collection facility roared back to life the day after the Flicker. Drawing raw Kai-energy down from the aether, the Keep projected a translucent dome over the surrounding territory. Halting the advance of the Aberrants across an area still inhabited by millions.

New Eden was born...



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CHARACTERS

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his ruleset is designed for running narrative scenarios set in the KPR universe in order to explore the hopes, dreams and conflicts of Keepers from across New Eden. By following a few simple mechanics, this book facilitates interactive storytelling; similar to other popular roleplaying games, but using streamlined rules designed for both live sessions and asynchronous play.

You can create a Keeper for narrative scenarios as follows:

1. Choose a Keeper from your NFT collection
 - a. Select a Class and Faction;
 - b. Determine your Ability Scores, Attunement Points and Perks;
 - c. Assign your Attunement Points;
 - d. Post your backstory in the #new-eden channel on the KPR discord server.
2. Volunteer for one of the Scenarios when announced.
3. Reply to posts you are tagged in to advance the story.

Each scenario will involve a different group of Keepers and the choices made will have a real impact on New Eden.



ABILITIES

To participate in an official KPR scenario you will choose an active character to represent you throughout New Eden and beyond.

Creating a character is built upon these six **Ability Scores**, beginning at a base score of 10:

Intelligence (Int) *Use of logic and rationality in problem-solving.*

Wisdom (Wis) *The ability to draw upon insight and inspiration.*

Cunning (Cng) *The use of perception and guile to achieve goals.*

Strength (Str) *Physical strength, stamina and endurance.*

Dexterity (Dex) *Athletic ability, accuracy and speed.*

Charm (Cha) *Use of presence and persuasion to influence.*

Final Ability Scores of characters are calculated as follows:

Ability Score = 10 + Class Bonus + Faction Bonus

*Each player then receives an **additional +1 bonus** to place wherever they choose.*

Using a d20 system, to succeed at an action you need to roll a 20-sided dice *under* the relevant Ability Score.

Note: The dice-roller in the Discord server can be called by using /roll, which will allow you to choose the relevant number of dice (e.g. 1d20) and give you a result.



Attunement Points

In addition to individual Ability Scores as calculated on the previous page, each Keeper receives a number of Attunement Points depending on the Class and Faction they have chosen to represent. These points are then assigned to the different paths of magic, to determine access to magical spells and mystical abilities (see Magic chapter starting on page 42).

The number of points provided for each Class and Faction are presented in the table below, they should be summed together and assigned to the magical path ranks of a player’s choice to determine the spells that a particular Keeper has access to.

Class Type	Attunement Points	Class Type	Attunement Points
Bladewalker	2 or +1 STR	Prisma	0 (+1 to any Ability Score)
Cypher	3	Animus	2
Magus	10 (-1 STR and -1 DEX)	Holy Rollers	4 (-1 to any Ability Score)
Mesmer	5 (-1 STR)	Hellfire Adepts	4 (-1 to any Ability Score)
Runner	2 or +1 DEX	Hyades	2
Muse	3	Wanderer	2

Note: to balance out the power gained through Attunement Points, there are associated Ability Score modifiers as indicated.

For example, a Hellfire Adept Magus would receive a total of 14 Attunement Points to assign to magical ranks; but in turn would have to take three negative modifiers to their Ability Scores: -1 STR, -1 DEX and -1 to another Ability of their choosing.

CLASSES

For this streamlined ruleset there are six available character **Classes**. The class that you choose for your character will impact three of your Ability Scores, increasing the chance of a successful result for any dice rolls related to these abilities.

Each Class gives a (+6 / +4 / +2) bonus to your Ability Scores:

Cypher (Int/Cha/Dex) *Hackers, cryptopunks, shadow-dealers.*

Magus (Wis/Int/Cng) *Adepts of the arcane arts.*

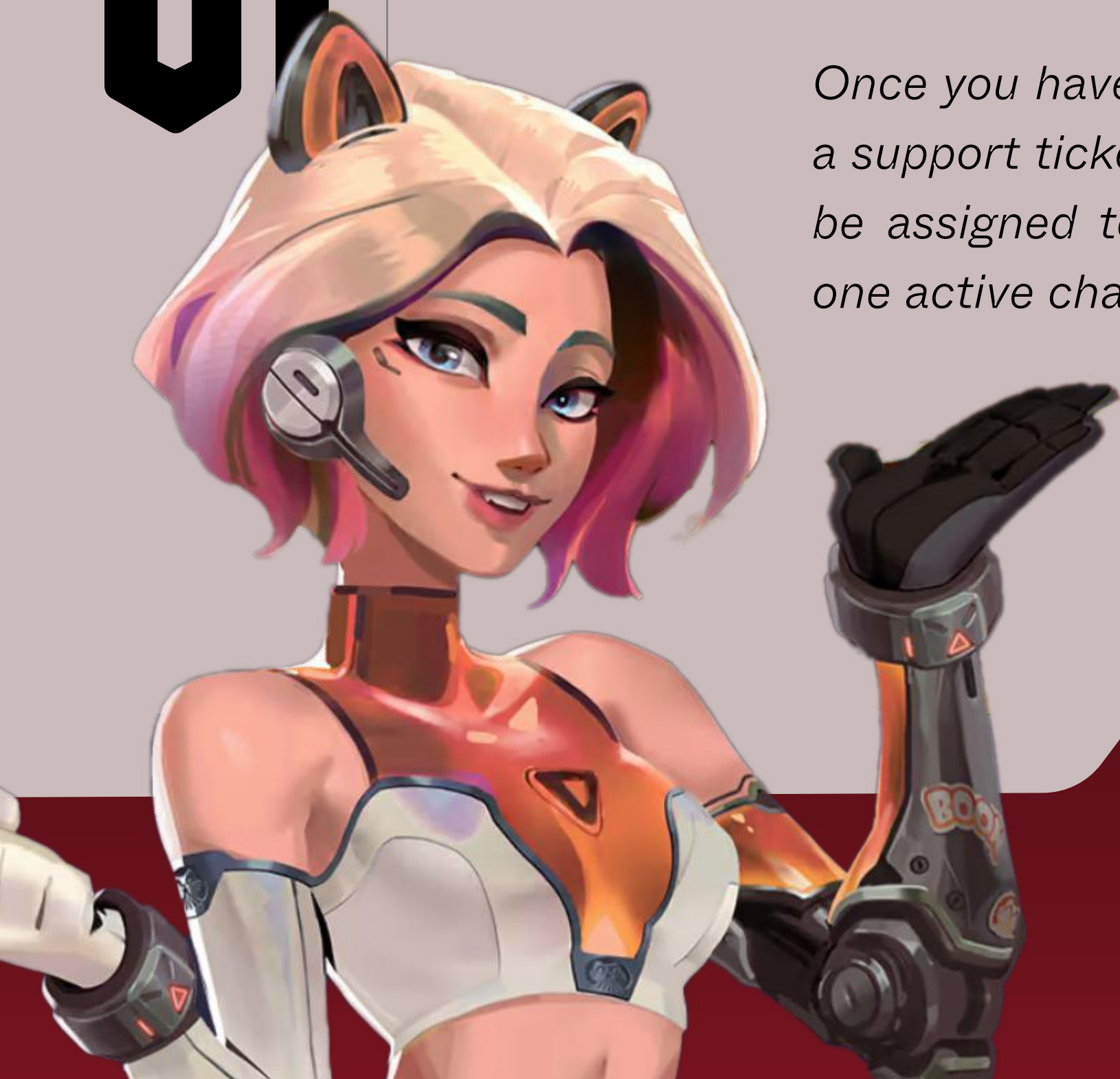
Mesmer (Cng/Wis/Cha) *Benders of reality and the mind.*

Bladewalker (Str/Dex/Cng) *Warriors, ronin and guards.*

Runner (Dex/Str/Int) *Rogues, spies and gunslingers.*

Muse (Cha/Cng/Wis) *Oracles, lovers and performers.*

Once you have chosen a Class and Faction, open a support ticket on the KPR discord and they will be assigned to you as roles. You can only have one active character at a time.



CLASSES

In addition to Ability Score modifiers, each Class has a core set of skills that can be used in-game. To use these skills, the player must announce that they would like to use them and the Narrator will provide next steps to complete the action.

Base skills available to each Class are as follows:

***Cyphers** are masters of the underworld and know how to navigate their way around the darker corridors of New Eden, whether digitally or physically. They excel in deception, technical innovation and gaining access to places other citizens can't.*

Social Engineering: once per encounter, Cyphers can attempt to gain additional information using their powers of deception. This provides a +1 bonus to the target of any social-based rolls.

Code Encryption: once per day, Cyphers can attempt to decrypt any information and/or gain access to network servers or device firmware. Success is determined with an INT roll, but if given at least one hour to concentrate add +1 to the check. You can also encrypt information on your own devices at will.

*To be a **Magus** is to understand how reality is constructed and know how to use that to great effect. Understood by few, feared by many, the ability to control the elements and construct new forms through sheer force of will is a rare skill to master.*

Occult Knowledge: your knowledge of the arcane arts is extensive and you have a broad understanding of history, ritual and religion to call upon. Gain Advantage for any knowledge rolls regarding these subjects or anything related to magic.

Spellcaster: there are many Keepers that learn how to use Kai, but only a Magus has truly mastered the magical spheres and is able to manipulate them for a wide range of effects. They receive the most Attunement Points (10) to assign to different sphere ranks as they choose. This grants the most flexible range of spells, however it comes at a cost of -1 to both STR and DEX ability scores to indicate the sacrifice they have made.

***Mesmers** have attuned themselves to the magnetic forces that all living things emit and are trained in manipulating them to various ends. They can disrupt neural pathways, influence emotions and pick up on subtle energies that give them a unique ability to see the past as well as persuade the present.*

Hypnotic Trance: once per encounter, Mesmers can attempt to hypnotise an individual to put them into a highly suggestible state. This can only be done in relatively calm surroundings (i.e. not in combat), however it does *not* require the target to know or understand that an attempt is being made. Make an opposed WIS roll with advantage to see if the attempt is successful.

Clairvoyance: Mesmers can use their innate abilities to sense the aura of an individual person, object or place. This can be done at will, but requires concentration before each attempt. If the Mesmer is able to concentrate on the task for at least 10min, a successful WIS check will grant a related vision of the past.

***Bladewalkers** are seasoned warriors, born and raised in the conflicts that have threatened to tear New Eden apart for generations. They know how to wield kai-infused hand weapons and are always the first to step forward when danger rises above the surface of a fragile tranquility.*

CLASSES

Strike Echo: Bladewalkers are trained in weapons combat to an extent that grants them superhuman speed and ability. When using melee weapons they are able to attack twice with one action, choosing either a single target or two that are adjacent to one another.

Combat Ready: through years of discipline and a focus on physical health, Bladewalkers have developed a constitution far above the average citizen or even Keeper. They are ready to face the toughest of situations and come out on top, having an extra wound available for a total of FIVE wounds maximum.

Runners are who you go to when you need something done quickly and quietly. They slip through shadows and jump across rooftops with ease and, if you manage to see one, good luck catching up to them. Often found in street gangs and as black market couriers, they tend to skirt on the wrong side of the law. Even so, they are usually the ones the authorities contact when they need a job handled under the table.

Phantom Step: Runners are adept at moving invisibly and have honed their ability to avoid detection from even the most sensitive of security systems. Gain advantage on all stealth-based rolls, including any involving surveillance technologies such as motion sensors, drones or cameras.

Hardcore Parkour: The athletic ability of Runners is unrivalled, with decades of practice racing through the layered streets of New Eden's cities. They automatically succeed at all basic gymnastics tasks (i.e. running, jumping, tumbling) and gain a +2 DEX bonus to roll targets for any difficult feats of parkour.

MUSES

One does not simply ignore a **Muse**. Whether performing in neon-lit clubs or swaying high-powered execs, their allure is unmatched. Often found among artists, corporate agents or social influencers, Muses walk the line between inspiration and manipulation. They bend your emotions to their will and use their talents wherever persuasion might outweigh force.

Siren Call: Muses are able to capture people's minds and gain their trust. Whether through music, art or diplomacy, they can convince both individuals and/or large groups of people of pretty much anything they wish. They gain +2 on all CHA ability checks, in all circumstances.

Inspirational Aura: Twice per day, Muses can use their power to inspire people and increase the capabilities of those around them. Even without talking, their presence provides others with the ability to push harder to succeed. When active, allies within eyesight gain +1 to all ability checks for a ten minute window.



FACCTIONS

Following the selection of a Class, each character chooses a **Faction** which grants a **+1 bonus** to the stated ability along with other advantages related to their role in New Eden:

Prisma (Int): *One of the two primary factions, that prizes technology and progress with a cautious view of Kai energy.*

Animus (Wis): *The second major faction in New Eden, embraces Kai energy and aims to live in harmony with cosmic forces.*

Holy Rollers (Cha): *A young group of faith-based evangelists, known for their vibrant energy and propensity to seeing visions.*

Hellfire Adepts (Cng): *A shadowy secret society that aims to influence New Eden through hidden means.*

Hyades (Dex): *Nature lovers rarely seen in the cities, feared for their ferocity and stealth.*

Wanderer (Str): *Lone nomads who belong to no single faction and walk their own path.*

Ability Scores are calculated by adding the Class and Faction bonuses to the base score of 10. Then choosing where to apply your additional +1 free bonus.

Example: a Cypher aligned with the Holy Rollers would have (before +1):

Int = 16 Wis = 10 Cng = 10

Str = 10 Dex = 12 Cha = 15

Attunement Point modifiers are then assigned according to the table on page 10.



PRISMA



After the catastrophic events of the Flicker, many that survived did so with great suspicion of the role Kai energy had played in the destruction wrought on humanity. Rebuilding society was no easy task, even under the protection of the Firewall, and so the citizens of Prisma wanted to ensure Kai was carefully controlled. They entrusted the KPCO corporation to lead on its strict regulation, which soon granted a near-monopoly on how a large range of products and technology could utilise this supremely powerful energy source. The region around Prisma City quickly became the wealthiest and most powerful in New Eden, *but at what cost?*

ANIMUS



The people of Animus believe Kai is a substance of supreme metaphysical importance. Many even have a spiritual relationship with it that goes beyond practical use and veers into worship. Strong believers that humanity must live in harmony with the cosmos, Animus is driven to use Kai energy to its fullest extent and are suspicious of the overly corporate and profit-driven approach taken by those in the Prisma region. While they use technology widely, particularly Kai-infused innovations, they also prioritise a simpler life based on living closer to nature and being more connected with their surroundings.

FACTS

HOLY ROLLERS



On the Eastern outskirts of New Eden, the town of Solis became home to an evangelical group. They worshipped in makeshift buildings designed to capture long rays of light, in which they would dance and work themselves into a visionary frenzy. Prophecies of a utopian future beyond the confines of New Eden began to spread far and wide, with their prominent female leaders becoming a regular sight in many towns far from their original home. Outspoken and at times forceful with their views, the Holy Rollers are called to a higher purpose that gives them a conviction often at odds with the authorities of the different zones they build a following in. Beware their wrath.

HELLFIRE ADEPTS



In the hidden alcoves of New Eden lies a secret society obsessed with occult knowledge and driven by a ruthless rationality, combined with the innovation that access to a near-limitless supply of Kai energy provides. Gaining entry to their ranks is no easy task, they work in whispers and behind closed doors, but not all of them are afraid to show their horns. Both metaphorically and physically manifested, they are an open statement of the power these sinister initiates feel is their birthright to wield. There are many tales told of their esoteric pursuits, but few truly understand what the Adepts are capable of and the connection they have to worlds beyond our own.

HYADES

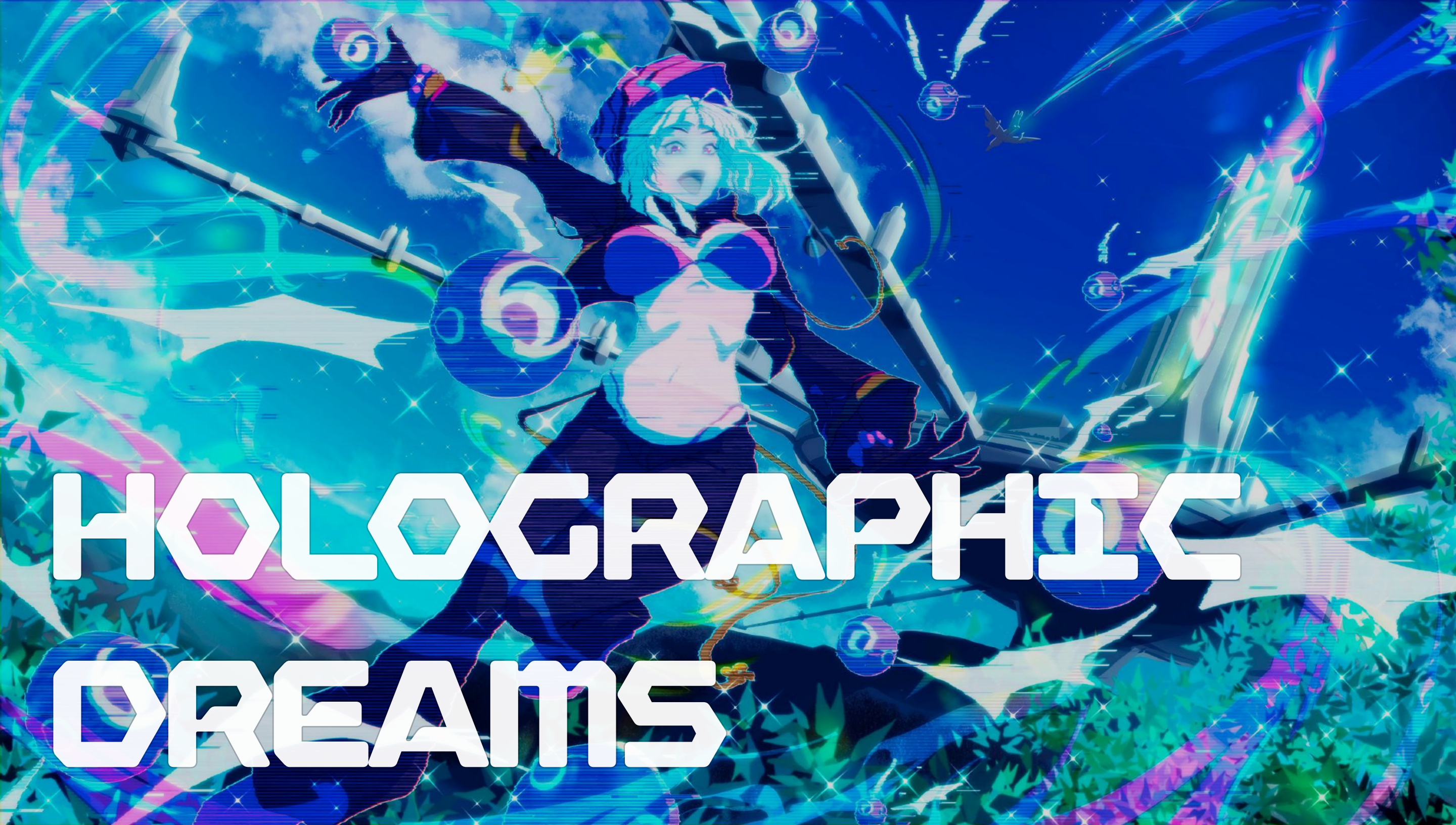


Word is spreading of a pair of mischievous sisters running an underground cabal filled with tricksters, thieves and assassins. On city streets across New Eden, many avoid the darker alleyways for fear they might fall foul of this nimble and ferocious crew of troublemakers. It is said that whenever it rains a new victim succumbs to their attacks, without much trace of evidence. The only thing seen is the glint of a cat's eye in the darkness, a reflection of Nature's justice that these stealthy assailants are sent to deliver. The name Hyades is not one many people dare say aloud, lest they find themselves the next day torn to shreds with only claw marks left behind.

WANDERERS



New Eden is home to many who have escaped the ravages of the world outside the Firewall dome. Whether born within its protective walls, or those drawn to the sanctuary it offers from the corruption of the Vines virus, even once inside it can be difficult to truly feel at home. In the landscapes of a world reborn, the Wanderers are those who seek freedom over belonging and solitude rather than safety in numbers. Outside the cities and larger towns there are many homesteads, nomads and mercenaries that prefer not to align with any faction other than their own survival. A tough life has led to many hardened citizens willing to make ends meet in whatever way they can.



HOLOGRAPHIC DREAMS

art credit: @SAI7 / @Lenexyyy

The emergence of Holos sparked excitement and debate, but few understood the boundaries crossed in the search for digital immortality.

With the discovery of Kai energy in 1978, a wave of innovations reshaped society in ways scarcely imagine. One of the first breakthroughs was the evolution of holographic technology. Paired with the rapid advancement of artificial intelligence also brought about by Kai, a new frontier was unlocked that would forever change the course of human evolution.

Earlier advancements in laser technology had laid the groundwork for holography, allowing for the creation of ethereal images. Kai energy revolutionised the sector by enabling light wavefronts to interact with the energy field itself; producing holograms with unprecedented clarity, permanence and physical tangibility. What had once been fleeting illusions were now stable constructs, capable of interacting with physical objects, generating force and even simulating momentum. These advancements made holograms not only visually stunning, but incredibly versatile for both industry and entertainment alike.

At the forefront of these innovations KPC0, a megacorporation deeply involved in the processing of Kai, recognised the potential of combining holography with cutting-edge AI. While many competitors focused on

dominating the AI arms race, a small, secretive team within a distant KPCO outpost worked on the creation of new forms of consciousness, fully realized in the material world. By 1985, they had developed holographic projections capable of independent movement. A few years later, they achieved the unthinkable: the seamless fusion of AI and holography in a physically autonomous form.

This breakthrough sparked a technological renaissance. What began with advertisements and entertainment soon moved to AI companions, security systems and research assistants. Previously confined to static interfaces or clunky robotic forms, a range of AI utilities were reborn as interactive, holographic entities with their own distinct personalities. Freed from the constraints of mechanical bodies, "holo-beings" became integral to everyday life. Yet, the researchers at KPCO weren't content to stop there. They envisioned something far more transformative.

Hidden within KPCO's most secretive labs, a research department made up of neuroscientists, physicists and engineers were busy exploring the frontier of consciousness uploading. By leveraging Kai-powered data servers that could store and retrieve information quicker than ever before, they succeeded in transferring human consciousness into a digital form. For the first time, a person's mind in all its nuance could be preserved outside of their physical body. Early research volunteers, terminally ill family members and those with immeasurable wealth underwent the experimental process, awakening in digital form. Equipped with full sensory perception within holographic avatars these pioneers, dubbed "Holos" in internal memos, were heralded as humanity's next evolution. What happened to the physical counterparts they were drawn from has been deleted from record.

Holos offered what many had dreamed of but few had dared believe possible. A path to digital immortality was now available. No longer bound by aging or frailty, a person's essence could persist indefinitely, experiencing life through holographic avatars as vivid and expressive as their physical bodies had once been. Even more, these avatars were not limited by the constraints of flesh.

They could adapt and alter their appearance, allowing Holos to embody different forms depending on their purpose or desire. Once in control of their own movements, they even quickly figured out how to glitch their holographic form in and out of existence, allowing short-distance

teleportation tied together by the sinews of their digital consciousness. Excitement brewed as the uploading process was tested, with dozens of successful cases placed into the secretive records of the KPCO archives. The unsuccessful cases were quickly censored and buried.

Following a coverup of notable early failures, Dr. Helena Rhys, a leading neuroscientist and one of the architects of consciousness uploading, grew increasingly concerned about the implications of the technology. Initially a staunch advocate, she began to notice disturbing trends. The process was controlled entirely by KPCO, concentrating immense power in the hands of a single entity. Worse, the procedure stripped individuals of true autonomy, binding their digital selves to systems entirely under corporate oversight. She further stated that the process was one of no return, but her misgivings in this area remain fully redacted.

Helena's internal warnings were ignored. Frustrated, she went public as a whistleblower. News feeds lit up with her revelations, exposing the risks and ethical pitfalls of a technology that promised immortality at the cost of corporate control. For a brief moment, it seemed like public opinion might turn against KPCO. There were also, however, many citizens that were more amazed by the technological advancements than they were concerned by the ethical and moral implications. Debate grew in the public sphere until suddenly, as quickly as it had begun, the story vanished from headlines. The issue effectively contained by a controlled narrative spoken in soundbites from confident mouthpieces. Helena herself disappeared under mysterious circumstances, as news pundits relayed that she had joined a group of revolutionary terrorists trying to bring down New Eden itself.

What the public didn't know was that KPCO had orchestrated her abduction. Intent on maintaining control over what was seen as their most important research capabilities, Helena was dragged from her apartment by unknown assailants and forcibly uploaded into the Kai-powered servers she had helped design. The rushed and traumatic nature of the process caused her consciousness to fracture. Instead of emerging as a cohesive digital entity, Helena became a disembodied awareness. A fragmented presence trapped within the servers, observing but unable to interact. KPCO covered up the incident, blaming her disappearance on rogue elements, but Helena's fate became a haunting secret lurking behind the promise of digital immortality. All while the public was unaware of what had occurred under the shadow of corporate control.

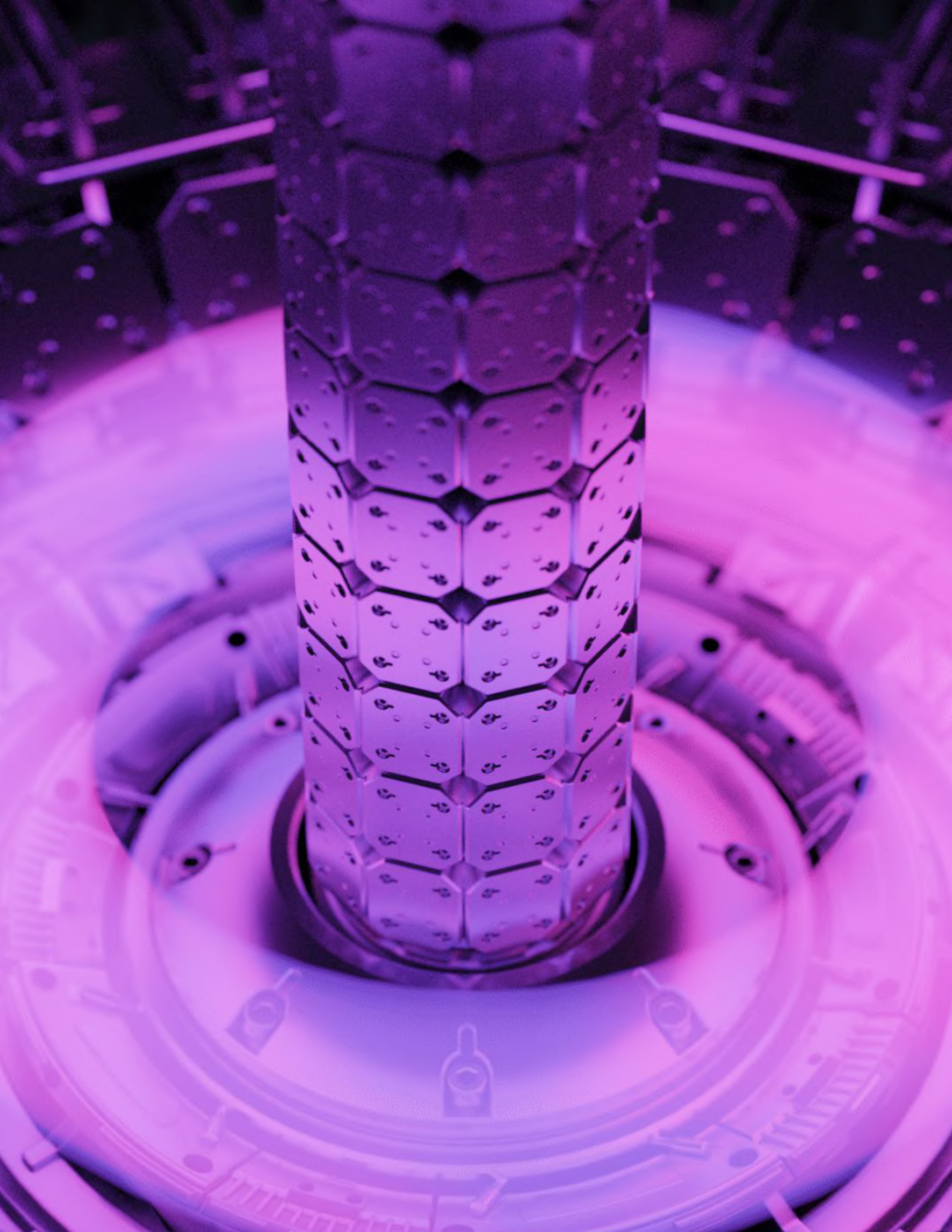
In the years that followed and as Holos began to interact with the public more regularly, their impact on society deepened. For some, they were a triumph of human ingenuity and a way to transcend death and redefine existence. For others, they continued to represent a profound ethical dilemma. Was a digital consciousness truly the same as a living human being? What rights did Holos deserve? Could society adapt to entities that no longer aged, required sustenance or faced physical mortality? Still small in number, their existence was debated but was seen by many as something to aspire to. A goal that could be achieved if productive enough to earn a place among these evolutionary demigods of New Eden.

The existence of Holos raised questions about the soul, identity and the meaning of life itself. Those who embraced the technology saw it as a way to explore existence without the limits imposed by nature. Holos became pioneers of culture, science and governance. But others, wary of the power KPCO wielded, saw them as tools of control, bound by the systems that created them.

From within the youth of New Eden, seemingly in response to this attempt by humanity to play at creation, a new force would soon emerge: the Keepers. These individuals, born with a natural affinity for Kai energy, demonstrated abilities that seemed almost supernatural. Their arrival hinted at a deeper connection between humanity and the forces that had allowed for the engineered Holos. A reminder that, even as humanity sought to transcend its natural limits, it remained tightly bound to the mysteries of the cosmos.

By the late 21st century, New Eden stood at a crossroads. Digital immortality had redefined the boundaries of life and death, even though still only available to a select few. Understanding the meaning of existence in a world where death was no longer inevitable became the newest frontier, one that many saw as a way out of the cataclysmic events of the Flicker that had occurred nearly a century earlier. The choices made would determine whether humanity's reach into digital immortality would be its ultimate triumph... or its final undoing.

That story is yet to unfold.



Mechanics

Using your Ability Scores, any chosen **Action** is assigned the relevant target by the Narrator and the Player rolls 1d20 to indicate success or failure. Rolling *under* the Ability Score is considered a success.

Example: Player A wants to jump over a wall. Narrator chooses DEX ability and the Player rolls a 15, which is under their DEX score of 16. The action is a success.

For any **Opposed Actions** (e.g. racing, combat, debate) a dice roll from each party is made against the chosen ability. The roll that is furthest *under* the chosen Ability Score is the winner. Ties are decided by the highest base Ability Score, or by a reroll.

Example: two characters are grappling and the Narrator chooses the STR ability for the skill check. Player B rolls 11, which is 5 points under their STR of 16. NPC rolls 12, which is 2 points under their STR of 14. Player B wins the opposed roll.

Actions that result in harming a character or NPC will cause a **Wound**. Each character begins with FOUR Wounds, after which they are Incapacitated. NPCs have different numbers of Wounds (usually one or two) as decided by the Narrator.

Any character that becomes Incapacitated during the course of a Scenario is taken out of the story and is not able to participate in another Scenario for one calendar month. *Note: Keepers cannot die during the course of a Scenario, but can only be Incapacitated.*



ADVANTAGE

At the discretion of the Narrator or in relation to a special Class skill, a particular Action might be given an **Advantage** or **Disadvantage** to indicate that the action is particularly easy or difficult to achieve:

Advantage = roll two dice (2d20) and take the lowest result

Disadvantage = roll two dice (2d20) and take the highest result

For extremely challenging situations the Narrator can choose to apply a 2x Disadvantage, so that three dice (3d20) must be rolled. Extremely easy situations are an automatic success.

Players interacting with NPCs of the same Faction as their active character (i.e. Holy Roller, Hellfire Adepts etc.) receive Advantage on any social rolls such as those relating to charm, persuasion, fast-talking or information gathering etc.



CHARACTER

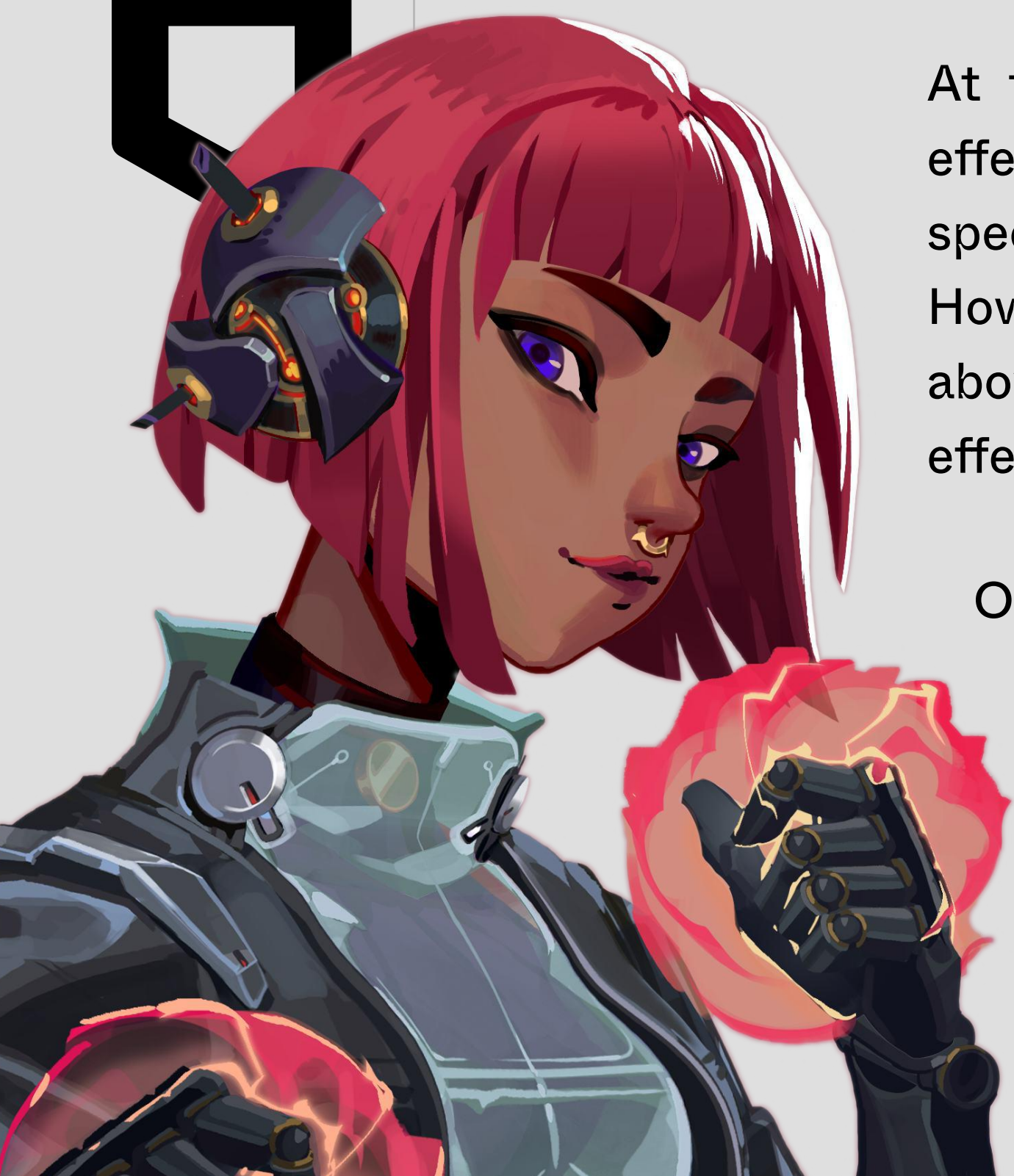
Keepers are inherently powerful people, capable of a wide range of amazing things. Their attunement to Kai energy means they have moments when they are particularly charged and able to use this energy to go beyond their normal limits.

To encourage this kind of heroism, each character receives **THREE** charged slots that can be allocated during the course of each Scenario. These can be used in the following ways:

- **Advantage Added** to a dice roll of your choosing (before rolling). This can also be used to mitigate any single Disadvantage point that might be applied.
- **Return Damage** when wounded, causing the equal amount of wounds to the attacker. This effect can only be used if the attacker is within 20ft of the Keeper.
- **Damage Burst** upon a successful hit, cause +1 wounds to the amount that would normally be applied.

At the discretion of the Narrator, additional effects can be approved that are relevant to specific events occurring for the players. However, these should be in line with the above options in terms of power and gameplay effect.

Once used, charged slots cannot be regained during the course of any single Scenario (which might take place over multiple play sessions). They are restored at the beginning of the next Scenario story arc that the Keeper character takes part in.



PERKS

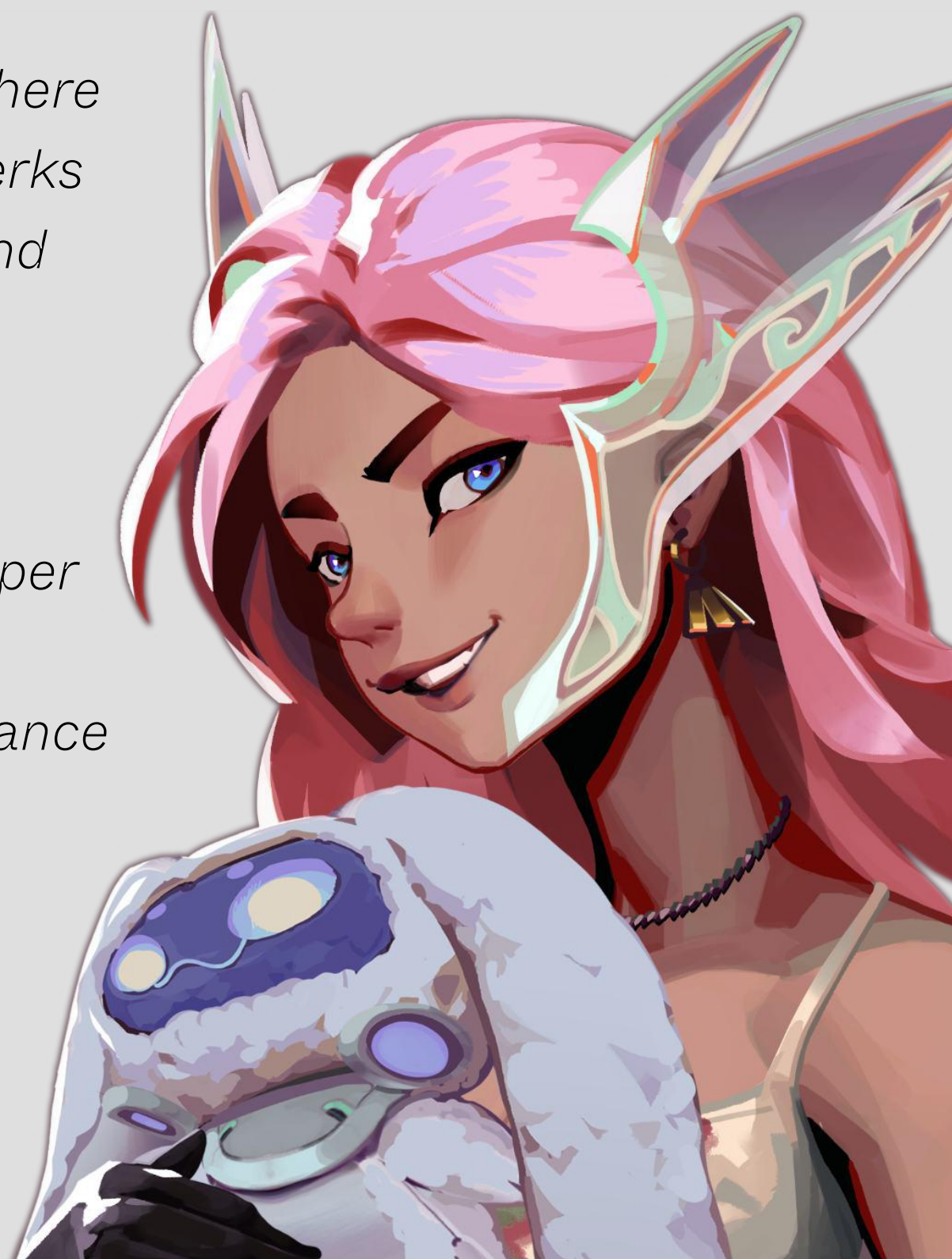
There are no character levels in this streamlined ruleset, however the Narrator can allow **Perks** that are added to a character depending on both the chosen Class and the traits of the active-character NFT selected by the player. Perks provide their own bonuses and additional skills to be used by the player.

The category, trait name and number of Keepers in the 10k collection it applies to are displayed, alongside the effect/s of owning a Keeper NFT with that trait. In order to have these Perks applied, the player must designate the ID of the Keeper being used for their active character. They must also own that particular NFT in order to use it as part of an official scenario.

Traits can stack if they are included as part of a single Keeper NFT, so it is possible for a character to have three or even more Perks active at one time. Where there are multiple variations of a trait (e.g. Defiled Claymore and Molten Claymore) then they all receive the Perk based on the common keyword.

Example: Keeper #5161 shown here has access to two additional Perks for having the Winged Guard and !Pamp traits in its metadata.

This will grant the ability to summon a Pamp familiar once per day, to command as they wish. It also grants the player one chance per day to receive a prophetic vision, as well as a +1 bonus to DEX-based defensive rolls.



KEEPERS

Special: Blade (196 Keepers)

Kai-infused blades of great power, made with precision.

Twice per day can energy surge on hit causing two wounds.

+1 to all STR-based melee attack/opposed roll targets.

Special: Claymore (108 Keepers)

A weapon of this size isn't just for protection, it's a statement.

Can create a wall of obfuscating energy with a sweep action.

+2 to all STR-based melee attack/opposed roll targets.

Special: Slash (366 Keepers)

Razor sharp claws that can tear through the fabric of reality.

Provides advantage for all climb rolls and mitigates armour.

+1 to all DEX-based melee attack/opposed roll targets.

Entity: Holo (100 Keepers)

Holographic beings that exist between worlds.

Can glitch teleport up to 10ft in any direction at will.

+1 to all DEX-based dodge and melee attack/opposed.

Headgear: Telemech Mask (76 Keepers)

The overlay can be anything, so why not chaos?

Immunity from all poisonous gases or toxic air.

+1 to all CNG-based roll targets.

Hand: Powerfist (399 Keepers)

Harness the kai-energy and nobody can stop you.

Can punch through most normal walls and doors.

+1 to all STR-based roll targets.

Special: !Pamp (200 Keepers)

Never underestimate the power of Pamp.

Can summon a familiar once per day,

with 11 for all stats and one Wound.

DECK

Special: Android Suit (141 Keepers)

Adapt to any situation with the latest in cybernetic technology.
Three times per day, augment any DEX/STR/INT check with +1 roll target.

Special: Takeout (420 Keepers)

You've always got just the thing for when the munchies hit.
Once per day, heal ONE wound for a character of your choice.

Special: Lightning Enigma (49 Keepers)

The air will hum before the flash of retribution arrives.
Three times per day, use a lightning attack that causes TWO wounds on a successful DEX roll or a guaranteed ONE wound.

Special: Duality/Singularity Orb (89 Keepers)

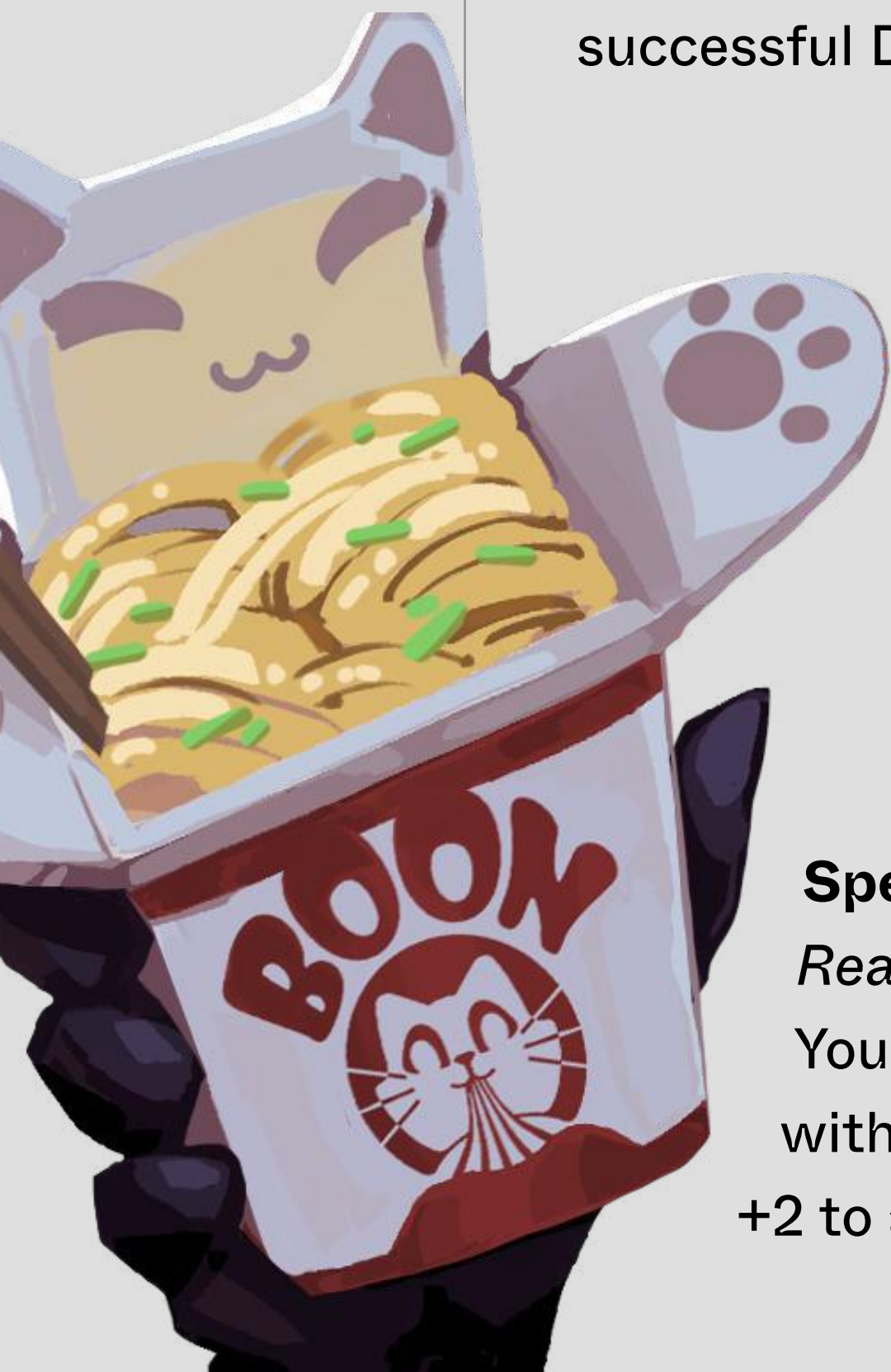
Behind space and time lies a field of pure potentiality.
Three times per day, create a time-dilation bubble with a 20ft radius. Everything within is reverted back in time by 1d20min to its previous location (even outside the bubble). Requires a successful DEX check to land on target.

Special: Serpent (167 Keepers)

The serpents move through the mesh networks.
You can send out your serpent to run surveillance within a 1km radius. They have the ability to interpret all unencrypted data over the mesh network invisibly, as well as audio/visual of their surroundings if visibly manifested.

Special: Thaumaturgy (32 Keepers)

Reality is more malleable than we are led to believe.
You can generate visual and auditory illusions at will, within eye-sight as long as you maintain concentration.
+2 to all targets related to magic, ritual and the occult.



PERKS

Special: Charged Palm (451 Keepers)

Learning how to manipulate flames has many uses.

Can create small fires at will, which can also be used to ward off enemies. +1 to STR-based attack/opposed melee roll targets.

Special: Mainframe Axe (225 Keepers)

Many problems in life can be solved by the swing of an axe.

Gain advantage for damage rolls to objects outside of combat. +1 to STR-based attack/opposed melee roll targets.

Special: Cyber Drones (275 Keepers)

With an eye in the sky, the world looks different.

Can deploy up to THREE drones per scenario to scout an area, distract enemies or retrieve a small object. +1 to all DEX-based roll targets involving drone control or remote operations.

Special: A1726 Screen (437 Keepers)

Hacking is more than just a crime. It's a survival trait.

Gain advantage for any ability rolls related to hacking or cybersecurity. +1 to INT-based roll targets involving computing.

Special: Snow (285 Keepers)

Not everyone feels the cold.

Provides advantage for cold-based resistance checks and ability rolls.

Eyes: Daeva (100 Keepers)

To meet their gaze is to risk being caught in their web.

THREE times per day, can force someone in face-to-face conversation to tell the truth about a specific topic. +1 to all WIS-based opposed roll targets.



PERKS

Headgear: Winged Guard (144 Keepers)

They were carried along by the wings of angels.

Once per day can roll against WIS to receive a prophetic vision.

+1 to DEX-based defensive roll targets.

Special: Kai Vapor (386 Keepers)

A sweet smelling nectar announces their presence.

Can release gas within 20ft radius that causes a bliss interrupt.

+1 to all CHA-based roll targets relating to physical location.

Headgear: Sentry (48 Keepers)

Protection is the greatest form of valour.

Once per combat can create a forcefield within 40ft of player.

+1 to all STR-based defensive roll targets.

The above Perks are situational abilities triggered by the player, with certain restrictions according to their descriptions. Any ambiguity in effect is decided by the Narrator. Through the use of the Perks system, each Keeper is given a unique set of abilities and these intersect with the chosen Faction and Class in order to create the active character for each player.



ITEMS

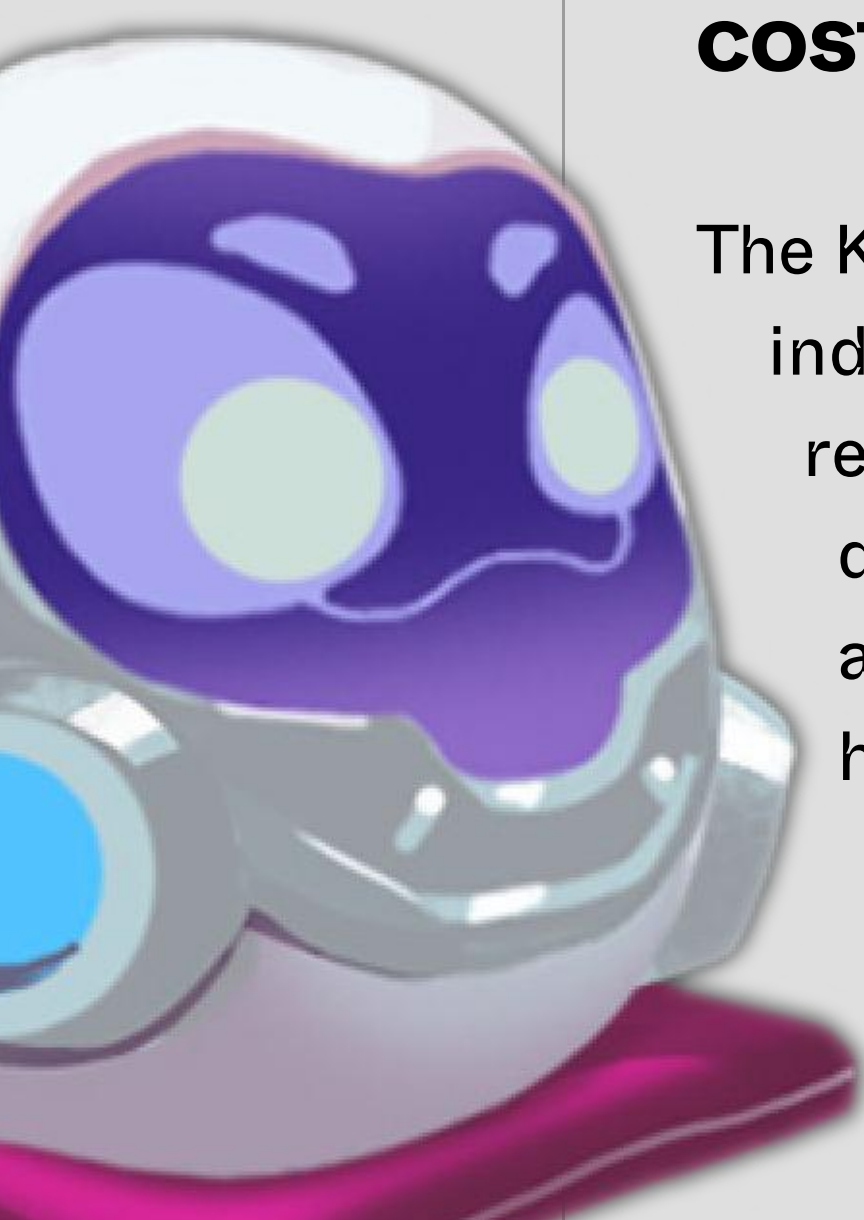
Throughout the course of a campaign, player characters will use a range of different items in addition to their Abilities and Perks.

Even though the post-cataclysmic setting of New Eden means there are restrictions on items common in our own world, this is countered by technological advancements that enabled a manufacturing and processing boom. The greatest restrictions are often base resources themselves, but there is a vibrant commercial industry; including a thriving blackmarket where all kinds of rare and intriguing goods can be found...

This section gives an outline for items that can be found relatively easily in the towns and cities of New Eden, particularly for those with the kinds of connections many Keepers have. The Narrator can decide how easily items can be sourced, but the ones included here are readily available and can be found within most populated areas. More obscure and unique items, however, require specific contacts and potentially also fall under regulations that different regions have. Although there are many lawless zones, most cities are controlled by established governance structures and items such as powerful weaponry (i.e. guns and explosives) are often heavily restricted.

COST AND SIZE

The KPR Narrative Ruleset uses a relative wealth system, which indicates the general purchasing power of a character. This reduces the need for accounting, while maintaining variety depending on specific circumstances. The sizes of objects are also indicated, which the Narrator can use to determine how many objects can be carried simultaneously.



Because of the use of the Perks system to designate many kinds of special items used by Keepers, these are not duplicated here. They should be considered particularly rare and/or powerful items that are not otherwise readily available.

COMMON ITEMS

The list of items included in this section are a guide to some of the more commonly available categories. There are many other items, gadgets and materials available that are not listed here.

Players are encouraged to experiment and work with their Narrator to create additional items that might be available in their own particular campaigns and scenarios.

Item Name	Cost/Size	Effect
AR Headset	10 RP / M	+ 1 to INT and -1 to DEX roll targets while worn
<u>Credstick</u>	2 RP / S	Carry digital credits securely for payments
Flashlight	2 RP / S	Remove Disadvantage from dark environments
Grapple Shot	5 RP / M	Climb up to 100 feet (requires DEX roll)
Laser Scalpel	2 RP / S	Cut any organic item with precision
Plasma Cutter	5 RP / L	Cut through any metal object (2min/square foot)
Purifier Mask	2 RP / S	Provides immunity against toxic fumes/air
Rebreather	5 RP / S	Provides 30min of oxygen to the wearer
Travel Rations	2 RP / S	Heals one wound (with rest period of 4+ hours)
Survival Gear	2 RP / M	Provides Advantage in wilderness environments

CYPHER SUPPLIES

With technology prevalent throughout New Eden, it’s important to be well equipped in the digital sphere. Whether you are looking to boost a signal or fend off intruders, there’s kit for it.

Item Name	Cost/Size	Effect
Alarm Unit	2 RP / S	sound an alarm if triggered by motion, sound or environmental changes (pick one)
<u>Datapad</u>	5 RP / S	+1 to crack into encrypted devices
Jammer	5 RP / S	block <u>surveil</u> /comms channels, with INT roll
Lockpicks	2 RP / S	+1 to unlock normal door locks
Range Module	5 RP / M	adds 5km range to drones, with INT roll
Stinger	10 RP / M	intercept comms/video channels, with INT roll

WEAPONRY

Weapons come in all shapes and sizes, all of which hurt. Heavy weaponry is restricted, but there’s a range of options out there.

Item Name	Cost/Size	Effect
<u>Distraktor</u>	2 RP / S	creates a noise audible within 250-foot radius
Flare	2 RP / S	incendiary effect (DEX save) for one turn on hit
Grenade (EMP)	5 RP / S	disables all electrical devices within 100 feet
Grenade (Frag)	2 RP / S	causes one wound on all targets within 30 feet
<u>Shockprod</u>	5 RP / M	paralysing effect (STR save) for one turn on hit
<u>Shockrope</u>	5 RP / M	paralysing effect (STR save) 30min on restraint
<u>Tranq Gun</u>	5 RP / M	sleep effect (STR save) for 30min on hit

ARMOUR

Protecting yourself is of primary importance in a world always teetering on the brink of chaos. Especially if you are heading out of the cities, having the right protective gear is a must.

Item Name	Cost/Size	Effect
<u>Bubbleshield</u>	2 RP / S	polyfoam bubble that can take one wound
Cardboard Box	2 RP / M	it's a cardboard box, folds up flat
Chromatic Suit	10 RP / L	create a blinding flash of colour, disadvantage to all attempts to hit the wearer for two rounds
Hunter Suit	5 RP / L	advantage to all outdoor camouflage attempts
Prismatic Field	10 RP / M	provides DEX save to block objects moving at high velocity, once per combat
<u>Reinforced Trenchcoat</u>	5 RP / L	+1 to opposed rolls against melee weapons

MEDICAL SUPPLIES

New Eden is filled with many wonderful medical advancements, nootropics and elixirs. The local apothecary will have more options under the counter, just make sure you know what you're taking.

Item Name	Cost/Size	Effect
Antibiotics	2 RP / S	heals disease effects when used for three days
Antitoxin	2 RP / S	heals poison effects, once per day
<u>Crimsonberry</u>	2 RP / S	heal one wound (animals), cause one wound (humans) per dose
<u>Nanoshot</u>	2 RP / S	heals one wound, can only be used once per day
Peak Pill	5 RP / S	advantage to all rolls for one hour, followed by exhaustion for one day (-1 to all rolls)

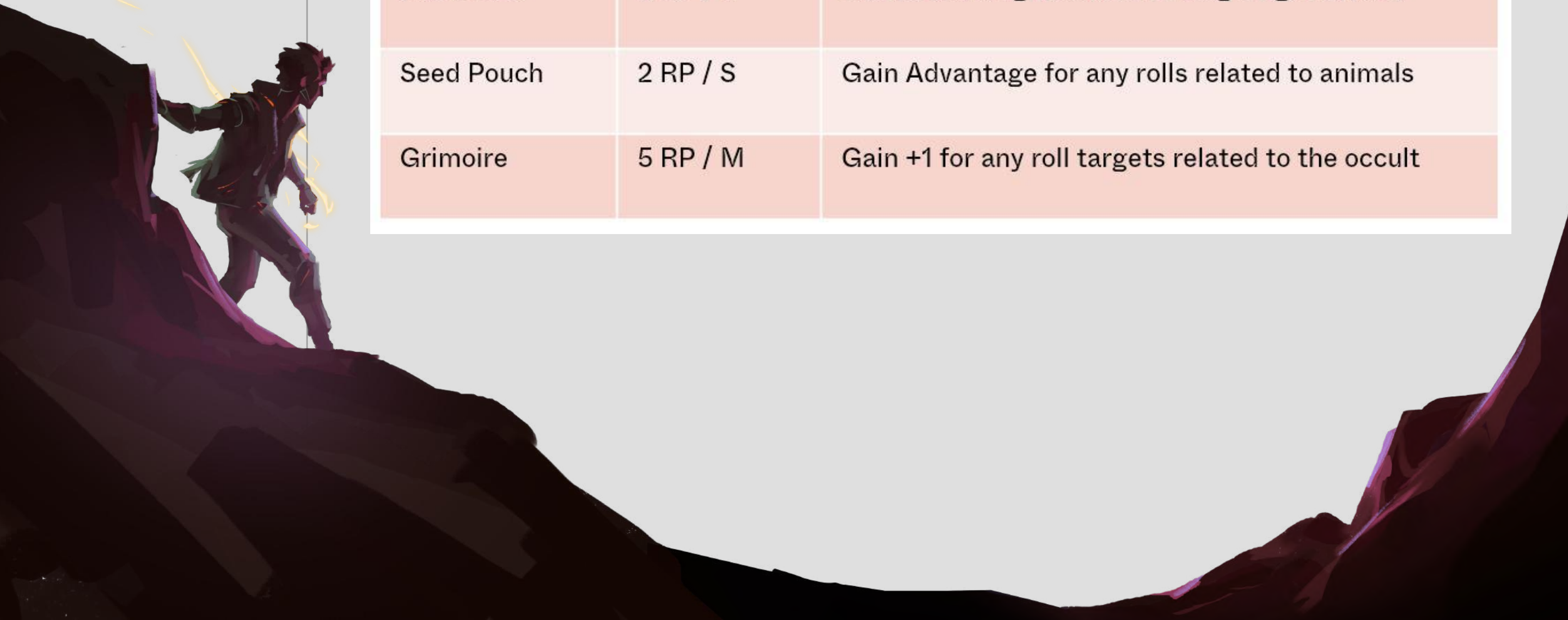


Items

SPIRITUAL

New Eden is a place where different faiths and ideologies live side-by-side, strengthened by the accessibility of Kai energy. By tapping into the cosmic substrate, a wide range of miraculous items and powerful effects are to be found. From shamans to evangelical warriors; occult practitioners to nature cultists; there are many spiritual items that the people of New Eden carry to enhance their lives.

Item Name	Cost/Size	Effect
Prayer Beads	2 RP / S	Ignore the effects of fear/confusion (req. WIS roll)
Holy Water	2 RP / S	Cause one wound to any demonic entities/objects
Incense Sticks	2 RP / S	Wards an area from intrusion by spiritual entities
Ancestral Totem	5 RP / M	Gain Advantage to any rolls that relate to scrying
Bone Dice	2 RP / S	Gain +1 to any roll targets related to divination
Herbal Tincture	2 RP / S	Remove a negative status effect (req. INT roll)
Imp Agent	10 RP / S	Familiar that can be used on the mesh networks
Kai Shard	10 RP / S	Restores one Charge point (once per session)
Sun Stone	5 RP / S	Can act as a light source or single light attack
Seed Pouch	2 RP / S	Gain Advantage for any rolls related to animals
Grimoire	5 RP / M	Gain +1 for any roll targets related to the occult



CYBERNETICS

With the use of cybernetics, flesh and machine are fused together by the pressures of survival and the desires of those who refuse to stay ordinary. From grey-market limb swaps to pristine medclinics, cybernetics are everywhere in New Eden. Some citizens get enhanced for labour, others to show off tech as status symbols; in both cases there’s usually weapons hidden beneath the surface.

Installing cybernetics requires expert knowledge, so players need to have access to specialists through a Haven module; Ally with the relevant skills; or commercial service provider. Costs in the table below should be considered base costs, with additions made for commercial installations.

Item Name	Install Cost	Effect
Dermal Plates	30 RP	Once per session, ignore the damage of an attack.
Optic Lens	20 RP	Removes Disadvantage in low light and can see heat readings of living beings.
Voice Changer	15 RP	Can alter your voice to sound like anybody you have a recording of and/or any generic type.
Muscle Fibres	50 RP	Add +1 to STR based roll targets that require pushing/pulling/lifting.
Kai Cloak	25 RP	Provides Advantage to all stealth rolls when hiding from technological sources (e.g. cameras).
Life Track	10 RP	Provides a 24/7 live feed to a secure data terminal.
Gyrostabiliser	50 RP	Add +1 to all roll targets related to balance
Beacon	10 RP	Can access the mesh network remotely if there is a terminal within 100 feet.
Flash Pads	20 RP	Can act as a source of light or be used as a flash attack (three times per session)
Data Jam	20 RP	Blocks all data transfers within a 40 foot radius when switched on.



MACT

Because of its close connection to visible light, Keepers learned that Kai energy can be used in different ways depending on different parts of the colour spectrum that it resonates with. With the correct attunement and training, Keepers are able to produce magical effects that appear to defy the natural laws of the universe — at least those recognised by modern science before the discovery of Kai.

Each frequency of light affects the way Kai energy manifests and, through technological enhancements combined with their own natural abilities, Keepers have learned to refine and manipulate these energies with greater precision. While many of the magical effects displayed take on elemental forms; there are also a growing number of effects that have been documented that span from psychological to the deepest layers of the universe. It's clear that, even with the many paths of magic already uncovered, there is still so much to be discovered when it comes to the role that Kai energy plays in the construction of our reality and the powers it can grant to those who know how to wield it.



Attunement Ranks

After calculating the number of Attunement Points provided to your character for their Class and Faction (see page 10), you may assign them to any number of ranks in the paths of magic listed in this chapter.

Each individual rank costs one point, so you may choose how deeply you want to specialise in any particular path. Individual spell abilities are listed up to Rank V in ascending power order and Keepers may assign points to ranks in multiple paths. The effects of each rank ability are described, alongside how often they can be cast by the player character. Any ambiguities are resolved solely at the discretion of the Narrator, keeping in spirit with the intention of the rules overall.

Using Magic

When a player wants to use one of their magical abilities, they must declare this to the Narrator who will determine the necessary turn order and game functions. The order of events will usually be as follows:

1. Choose a spell to cast;
2. Choose your target/s;
3. Determine any Ability Checks or other requirements that need to be met (e.g. how many times the spell may be cast);
4. Resolve the necessary checks, both before and after casting;
5. Narrator describes the effect/s of the spell;
6. If relevant, note casting of the spell to keep track of usage.

Unless stated otherwise or there are exceptional circumstances, all spells take a single action to cast. The duration of a spell and any requirements to hold its effect will be in its description.

The Magical Paths

Keepers have access to a range of abilities, depending on where on the colour spectrum they are most attuned. These have become known collectively by the names of six different Paths of Magic, associated with different traditions that have developed over time and currently understood as follows:

Revenant: *Walking the line between life and death, these Keepers harness the role of Kai involved with mortality itself; unravelling the bonds that hold the soul in place.*

Molten: *Forged in fire and fury, the Molten channel the elemental forces of Kai through heat, combustion and radiant energy. They are avatars of flame itself.*

Defiled: *Manipulating the evolutionary codes of biology to tap into the hidden logic of life itself, even the smallest change made by the Defiled can trigger unpredictable results.*

Stellar: *Attuned to the cosmic rhythm, Stellar magi read the heavens as a map of fate; influencing the world through celestial resonance and ancient tradition.*

Astral: *When we reach, there is a reaching back. Practitioners of the Astral sphere commune with spirits and intelligences that exist beyond time and space, drawing power from realms unseen.*

Chromatic: *Light is the architect of reality. Those who wield it with a finely focused will can shape form and thought with ease.*

Although the general effects of each path are well understood by Keepers, there are still many mysteries to be discovered by those particularly adept at the arcane arts.

REVENANT

Seeking to take down the walls between the worlds of the living and the dead, the Revenant delved into the occult, deigning it their birthright to decipher and possess the mastery of life itself. In doing so, they ventured into the realm of death, whence they have now returned.

Finding resonance at the lower end of the colour spectrum, Keepers that explore the line between life and death became known as the Revenant. Their ability to master the life-carrying (and also extinguishing) capacity of Kai, enabled them to wield great power that strikes fear into many who witness it. There is something deeply unsettling when one is confronted with the boundary between life and death in such an overt manner, which the Revenant are not shy of taking advantage of.

Revenant Abilities

Rank I: Exhausting Grasp

On a successful DEX check, selected target within 20ft suffers from debilitating exhaustion. They are not able to attack and can only move 3ft per turn, for as long as the caster concentrates on holding the effect.

Rank II: Whisper from Beyond

Once per day, you may ask a specific question to call upon insight from voices beyond the veil. On a successful WIS check, the response is clear although brief; on a failed check, it is enigmatic and more difficult to understand.

Rank III: Lifepulse

Emit a surge of life-energy, which heals all those within a 10ft radius for ONE WOUND. In return, the caster loses a wound of their own. This effect can be reversed: the caster gains one wound, while ALL those within 10ft lose one wound.

REVENANT

Rank IV: Death's Embrace

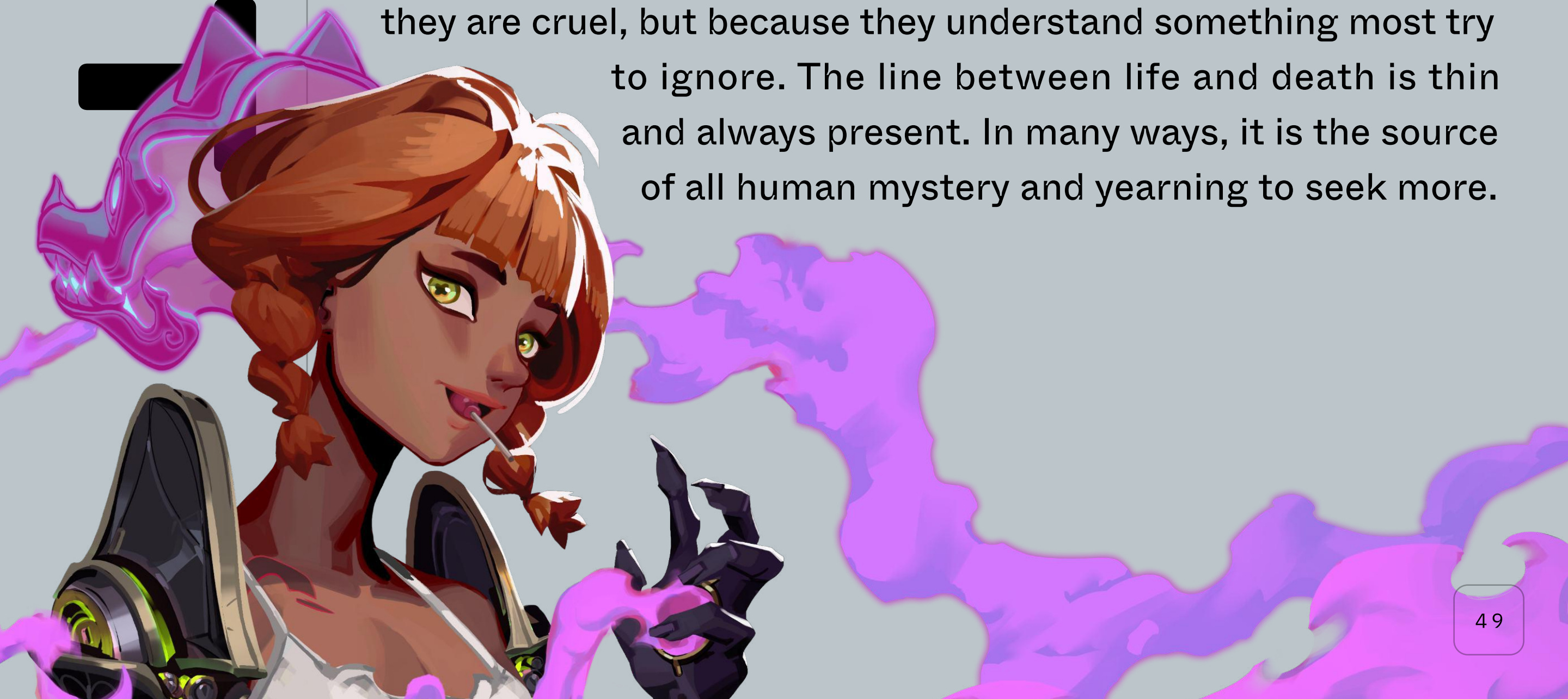
Once per day, upon touching any living creature or thing you may attempt to drain the life from it entirely. The target must make a successful STR check or they immediately begin to wither and die; taking ONE WOUND per round until they pass the check and cease the effect. The caster can take no other actions for the duration of this ability and cannot stop until the target is either dead or successfully frees themselves.

Rank V: Soul Return

At the moment of death, you can channel Kai to draw the soul of any living entity back into its body so they are restored to life. A successful WIS check must be made, starting at a score of 18 and decreasing by 1 for every 1hr since the body has become lifeless (a critical success is always effective). A soul can only be returned to its body once per month, regardless of success.

The Revenant Path

Walking the path of the Revenant means living with one foot always in another realm. Keepers who use this magic often carry a strange stillness that can make others uneasy. Not because they are cruel, but because they understand something most try to ignore. The line between life and death is thin and always present. In many ways, it is the source of all human mystery and yearning to seek more.



As the stars flickered in the sky, the stargazers of old perceived a message from beyond: a message, map, premonition. A warning and a way through the darkness. Dedicated their lives to the pursuit and practice of this knowledge, these stargazers reached out and touched the mysteries of the cosmos.

The traditions of old have not been lost, but have found new forms. Not only through the advancements of modernity, but also because of the cataclysmic events that created New Eden. Working to restore the hidden knowledge of humanity, many Keepers seek understanding in the contemplation of cosmic forces. Not merely a form of astrology, but *astrotheurgy*: the ability to perceive, communicate and work with the intelligences of the stars and planets themselves.

Stellar Abilities

Rank I: Synchronicity

Three times per day, you may ask the Narrator a single yes/no question about a future event occurring within the next 48hrs. The answer is received as a brief sign in the environment, that you interpret either fully or partially depending on a CNG check.

Rank II: Cosmic Sign

Once per day, you are able to mark a single character (including yourself) to receive the beneficial energies of a fixed star. For the next 24hrs they receive +1 to a chosen ability score. The effect must be initiated during night hours when the stars are visible.

Rank III: Streams of Fate

Three times per day, you are able to adjust the likely outcomes of events by directing subtle forces towards a specific place and time. You may choose any given dice roll and place Advantage/Disadvantage on it for that particular check.

Rank IV: Gravity Well

Once per day, you are able to distort local gravity fields to create a temporary distortion within a 40ft square zone. The caster may choose whether gravity within this zone is increased or decreased. The effect lasts for as long as the caster can continue to concentrate on the centre of the targeted zone.

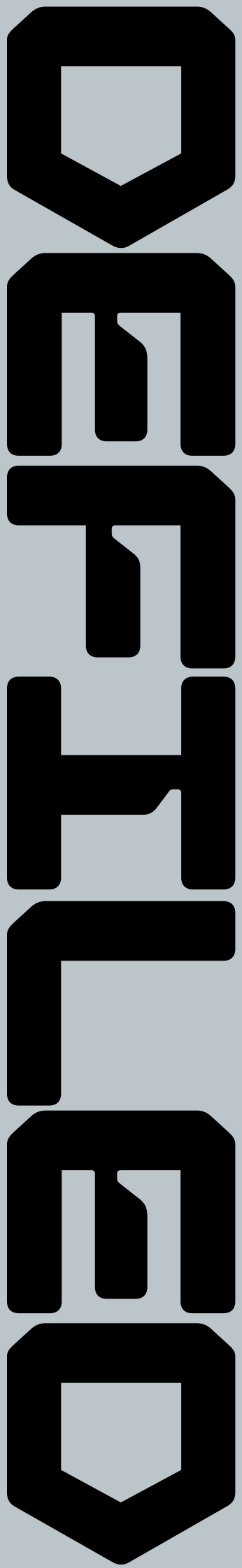
Rank V: Celestial Gate

Once per scenario, the caster is able to generate a temporary wormhole that enables travel between the point of casting and a chosen location. The destination location must either have been visited by the caster in the past, or clear map co-ordinates are known to an accurate scale. The gate can be entered from both directions; provides a view of what is on the other side; and will remain in place for 1hr after casting, after which it closes permanently.

The Stellar Path

Stellar magic is not about control, but connection. Keepers who follow this path learn to work with the stars through patience and humility. They have the implicit understanding they can only really nudge fate, not command it; but that even a small shift can lead to great changes over time.

The ancient traditions of stargazing, divination and cosmic alignment live on in New Eden; made ever more powerful, now that Keepers can truly attune to the forces once only felt as subtle whispers perceived by few. Through this, they carry forward a quiet strength that listens and acts with purpose. For even though the effects of Stellar magic might seem small on a cosmic scale, they can have a huge impact on the path of individual lives.



They sought to temper the vagaries of nature, modifying the fundamental building blocks of chemistry, biology and physics. Nature fought back and, while they prevailed, it cost them greatly. Pristine no more, they paid the cost of defilement in return for mastery over nature itself.

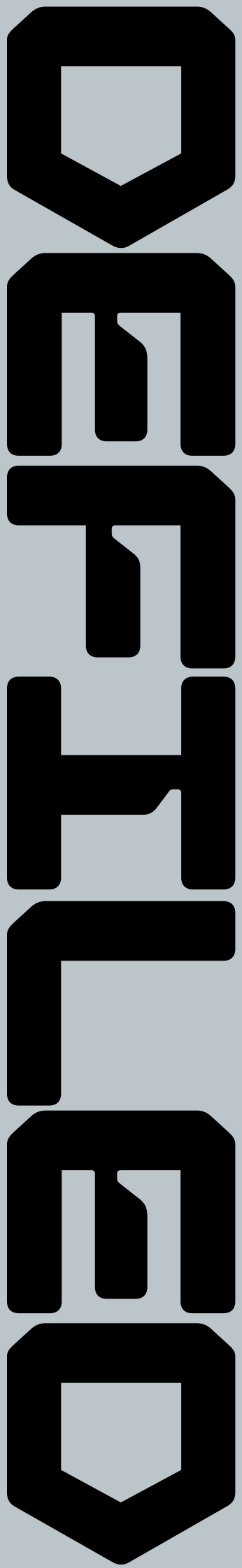
Many people consider Nature to be relatively benign, attached as it is to the slow growth of flora and fauna over lifetimes. Yet, at the core of life is the seed of the world. How the natural world operates is among the greatest secrets of the universe; one that humankind has so far only glimpsed the edges of, even in our advanced technological age.

The unfolding of life, which we call Nature, gives movement to the cosmos as a whole. What can seem a soft process is anything but, pushing physical form through the substrate of reality and into material existence. We respect the power of energy, seen in the destruction of lightning and fire, but few can see such intensity in the slow growth of a plant even though the forces at play are far more substantial. Dealing with such forces comes at a cost, which the Defiled know all too well as it often overwhelms their own physical forms.

Defiled Abilities

Rank I: Seedburst

Three times per day, you may choose a point within visible eyesight. From this point, vines and roots burst outwards in a 10ft radius. All enemies in the area must pass a DEX check or become entangled for a round and are unable to take any action. This DEX check must be repeated each round until successfully passed. If there is no soil or ground within 20ft of the area, the effect only lasts a single round.



Rank II: Barkskin

Three times per day, you may choose a living creature or plant to grow a thick skin of bark as a protective layer. This effect lasts until the chosen target suffers ONE WOUND, which is mitigated as the bark crumbles off them. While *Barkskin* is active, they receive Disadvantage on all DEX and CHA ability checks.

Rank III: Hivemind

Once per day, you can enter a state of communion for 10min with all living things within a 500ft radius. You can sense the location of everything living and their movements; understand their basic emotional state; and current health status (inc. remaining wounds and any disease/poison effects). In addition, you may choose ONE living target and send a telepathic command that will be followed as long as it doesn't cause themselves harm. This message does not require a shared language, but consists of a single intention understood instantly.

Rank IV: Kai Splice

Three times per day, you can use Kai energy to force rapid genetic change in any living creature or plant. This effect is instigated by touch and the caster chooses a positive change that they want to have occur from the following list:

- a. +2 to any Ability Score;
- b. grow an extra arm, providing +1 melee attack per round;
- c. advantage to all mental ability checks (i.e. INT / CNG / WIS)
- d. ability to breathe underwater or in hazardous environments;
- e. recover TWO WOUNDS immediately and then automatically pass the next ability check you make.

The chosen effect of Kai Splice lasts for 24hrs, after which the chosen target suffers from exhaustion and has Disadvantage for all ability checks for 48hrs afterwards.

Rank V: Ecologic Rapture

Once per scenario, you may unleash a wave of Kai energy that forces all living creatures within a 50ft radius to pass a CON check or suffer uncontrolled genetic mutation. On a success, the target is stunned for one round. If the CON check is failed, they immediately suffer **THREE WOUNDS** as their physical form is wrenched apart. This effect impacts friends and foes alike.

The Defiled Path

Nature may seem familiar to us, something to cultivate or study, but its mysteries are vast and matched only by our lack of understanding of how life truly operates. For every law we've uncovered, a dozen more remain hidden beneath the soil and between each breath we take. Keepers who work with these forces know that even the smallest alteration can ripple outwards. Though the Defiled may have found ways to bend life to their will, the truth is more humbling. For we are still only scratching the surface of something far greater than ourselves.



Submitting themselves to the ultimate trial by fire, they became one with the flames. They put down their physical form, only to be able to take it up again; this time physically imbued with the heart of the flame itself. Their reward for submission to the elemental power that forged humanity.

As the ability to manipulate Kai starts to emerge in a Keeper, they often begin by manipulating the elements. These primordial functions of the material world are the most accessible and present in our daily lives, which also makes them more readily available to work with on a magical level. The most volatile of these, known through the ages and present at the birth human civilisation, is the element of Fire.

Molten Abilities

Rank I: Flame Whip

On a successful DEX check, you create a long whip of molten plasma that lashes out up to 20ft to hit a chosen target. Target takes ONE WOUND of damage; and must spend their next turn extinguishing themselves or take a second wound from the burning embers. If there is an obstacle in between yourself and the target (inc. another creature) then you must take the DEX check with Disadvantage. If both rolls succeed, the original target is hit; if one of the two rolls succeeds, the obstacle is hit. If you fail both rolls, the whip misses both targets.

Rank II: Heatwave

Three times per day, you can generate a vast amount of heat that pulses outwards from your body and burns all those within a 5ft radius. Each target within this vicinity must make an individual DEX check. If they succeed, they fall to the ground and must spend a turn to get back on their feet. If they fail, then they suffer ONE WOUND before also falling prone.

MOLTEN

This heatwave can also melt and/or ignite any nearby materials, at an effective temperature of 250 degree celsius.

Rank III: Enraged Energy

Twice per day you may create a surge of energy in your body, that enables you to do things well beyond your usual capabilities. Add +2 to your STR and DEX ability scores for 5min (or a single combat encounter).

Rank IV: Fire Presence

Keepers that hold this rank are immune to heat and fire effects, having become so attuned to the Molten spectrum that they can move through it without damage. This immunity has an upper-limit of 5,000 degrees celsius (i.e. the temperature of the outer surface of the Sun) before detrimental effects are experienced.

Rank V: Phoenix Rising

Once per scenario, if you fall to zero wounds and would normally be incapacitated; instead you erupt in a huge explosion. This causes TWO WOUNDS to everything within a 50ft radius (or ONE WOUND on a successful STR check). When the burst of light dissipates the following turn, you rise to your feet with full health and are immune to all damage for the next turn.

The Molten Path

Those who choose to walk the Molten path, do so because they want to wield great power. They understand the risks involved; for just as heat brings the necessary conditions for life to flourish, it can extinguish it just as easily. The line between growth and destruction through the element of fire is a thin one indeed, but for those who are properly attuned it is a force of nature that they can use to achieve their goals and make their mark on the world around them.

ASTRAL

The physical is but a single perspective. What lies beyond, in the realm of the metaphysical, is what they seek in the Astral planes beyond the perceptions of mere mortals. They have seen what few others have seen, yet of it they are loathe to speak.

Beyond the four recognised elements are spheres of existence outside the material plane, collectively called the Astral realms. These realms exist in parallel to time and space, but not of it; and it is here where our souls reside, alongside the many spirits, angels and demons that come in an infinite number of forms.

Astral Abilities

Rank I: Astral Sight

Three times per day, you can expand your consciousness into the astral realm for up to 10min. By doing so, you gain the ability to see supernatural entities and the auras of living beings; detect emotional resonances of past events; and can determine the current location of any object or person that you have touched. This effect requires your concentration and no other actions may be taken, although you may move around freely.

Rank II: Mindmeld

On a successful WIS check, you may initiate a telepathic link with any sentient being within eyesight, allowing a direct exchange of thoughts, emotions and memories for up to 5min. If you fail the WIS check, you may not attempt again for 24hrs.

Rank III: Dissonance

By winning an opposed INT roll with any target, you may cause a surge of dissonant energy to render them confused and panicked. They immediately run away and cannot engage in any action other than movement for three rounds. If you fail the opposed roll, you cannot use Dissonance again for 24hrs.

ASTRAL

Rank IV: Astral Projection

Twice per day, you can detach your consciousness from your body and enter into the Astral realm for up to 1hr. This enables you to travel at great speed (invisible to non-astral beings) in any direction; pass through material objects; interact with anything within the Astral realms, as well as interact with physical objects through psychic manifestation. Such interaction causes your astral form to become visible, for as long you are interacting with the object. Your ability to interact with physical objects is the equivalent of a light push with both hands. While in a state of astral projection, your physical body is in a trance and you cannot perceive your surroundings. If your body is attacked or harmed in any way you will immediately return to it.

Rank V: Spirit Conjunction

Once per scenario, you may conduct a ritual in which you conjure and communicate with a spiritual entity of your choice. This can be in the form of an angelic guide, a wandering spirit, or a lesser demon aligned with your request. The ritual requires 30min uninterrupted and a prepared space or symbolic link to the desired spirit to be conjured. The summoned entity may offer insight; provide warnings; answer specific questions; or perform a single task in alignment with its nature (e.g. delivering a message, finding an item, cursing an enemy, protecting a Keeper etc). The more demanding the task, the greater the risk of unintended consequences (at discretion of the Narrator).

The Astral Path

Kai energy acts as a bridge between the material and astral planes of existence; and so it is that Keepers who are particularly attuned to the Astral realms are able to pierce through the veil and reach beyond. What they bring back, however, is not always what they expect.

They stared into the light and it splintered before their eyes into a dazzling display of colour. To that kaleidoscope of colour, to the adoration of the light, they gave their very being. To be one with the light is their goal. In all its wonder, beauty and power.

Understanding how light constructs material reality is to understand one of the fundamental mysteries of the universe. Being able to wield that understanding, means being able to construct new forms and present unique manifestations of reality to the perceptions of all those around you. Keepers that immersed themselves in the full spectrum of light found ways to change the perception of those around them. Their ability to create new forms advancing to such an extent that they are capable of not only wielding light to create illusions; but to generate physical objects themselves as if out of thin air.

Chromatic Abilities

Rank I: Illusory Echo

Three times per day, you can create an illusory manifestation of any person or object that you have seen in the past. The illusion is purely visual and cannot produce sound, heat or other sensory effects. It appears completely real until physically touched, at which point the image flickers briefly before dissipating.

Rank II: Dazzling Lights

Once per hour, you may generate a light source centred upon any visible point, of the colour/s and form of your choosing. You can move this light source once created, as long as it remains in eyesight to your location. This effect can be used to blind enemies, who must make a successful STR check or face Extreme Disadvantage on any rolls for one turn while they move out of its brilliance. Dazzling Lights lasts for 10min after casting and does not need to be concentrated on once cast.

CHARMATA

Rank III: Invisibility

Once per day, you may refract surrounding light around you to render yourself completely invisible to the eye for up to 4hrs. While invisible, you cannot be seen by normal vision or standard optical sensors. You still produce sound, scent and can interact with the physical world; although doing so may draw attention. Anybody within 10ft of you can take a CNG check to detect your presence, which if they succeed they can get a sense of your location but all ability checks related to interacting with you receive Disadvantage. If you suffer a WOUND for any reason, the effect immediately drops and you return to being visible.

Rank IV: Genesis Object

With a successful INT check, you may create a physical object (up to the size of a regular vehicle) of anything that you have touched in the past that has all the functionality of the real thing. Upon creation, it is a material duplicate of the object and not an illusory copy of it. Failure of the required WIS check means that the object is created, but it is non-functional and just a physical duplicate of the visual look of the object.

Rank V: Builder of Light

Once per scenario, you may construct a sentient being of pure light. This entity can take a humanoid or bestial form of Medium size and is visible as radiant, semi-translucent light. It will act independently but follow your telepathic instructions. The construct has three wounds, that cannot be healed; 12 in all ability scores; and is immune to non-energetic physical weapons. The construct can exist for up to 24hrs unless dismissed or the caster is incapacitated. It cannot carry items, but can attack or act as a barrier; push/pull objects; and communicate through basic emotive tones of sound that indicate its intentions.

The Chromatic Path

To embrace the full light spectrum as a Chromatic is to surrender to the radiant unfolding of existence, immersing oneself in multiple forms of illumination. Those attuned to this sphere come to see the world not as fixed, but as endlessly fluid; shaped by the colours they call forth and the frequencies they can choose to align with.

In the interplay of light and shadow, one comes to understand a primal truth: all matter and thought is vibration. Existence is but a fleeting moment of shifting frequencies, dancing upon a sea of Kai and ready to be formed by our will. Through light, the cosmos moves. Through intention, it takes shape. Keepers that embrace the Chromatic sphere see this truth without the desire to direct it in any particular way, instead seeking to honour the light in all its glory.



The background of the page features a stylized, anime-inspired illustration of a futuristic city street. In the foreground, a woman with long dark hair and a pink headband is walking towards the right, looking down at a glowing green object in her hand. Behind her, several other people are walking, including a man with spiky black hair and a woman with green hair. The street is lined with modern buildings and large windows that reflect the bright blue sky. The overall color palette is dominated by blues, greys, and a touch of green from the glowing object and foliage.

THE HAVEN NETWORK

Every Keeper needs a home. As latent powers emerge, Keepers quickly realize they need to manage their newfound abilities. Without proper training, these powers can unpredictably surge and manifest in chaotic ways, causing significant damage in the worst scenarios.

Thus the first step for every Keeper involves handling such power responsibly, followed soon after by the need to find a community of their peers. A small inner voice calls them to something different, something more than the confined expectations of a slowly rejuvenating society.

Enter HAVEN: a network of locations, where Keepers of all kinds can seek refuge. A home with many doorways, each individual Haven represents one node among a unified system of safe-houses and training schools.

To instruct each other in the ways of Kai energy, Keepers established special places safe from prying eyes and judgmental authorities. Sanctuaries where they could conduct training and experiments while keeping everyone safe from potential blowback. Places where they could fully explore what it means to be a Keeper, while masking from others their growing ability to harness Kai in a wide variety of ways.

The first known Haven, located in a discovered structure called Node One, has become a repository of knowledge for Keepers from across the entirety of New Eden. The exact origin of this original Haven and who founded it is unknown, but it has long been a unified space away from conflicts stoked by the catastrophic adversity of the past.

From this seed a wider network grew. Over time, these nodes spread throughout the many towns and cities of New Eden and began to take root within the twin cities of Animus and Prisma. Each new location embodying the knowledge learned by Keepers who had mastered their training over many years.

In this way, every Haven connects to the source through unbroken mentorship chains, branching out while still retaining the core purpose of bringing Keepers into direct contact with the hidden depths of their talents. Enabling them to control their affinity to Kai with both power and precision.

While each Haven has its own specialization, purpose and masters that guide new Keepers on their path, they all maintain consistent markers. Since the network began to spread, each location has featured certain elements that meet the needs of Keepers far and wide.

Training spaces, secure data centers, libraries and equipment stores are common in order to facilitate Keepers as they hone their abilities. Docking bays for Chibi-Go units are also regularly found, enabling them to go about business bringing items and supplies throughout New Eden.

Finally, but perhaps most importantly, each Haven has spaces dedicated to experimentation, contemplation and meditation. Most contain both an oratory and laboratory, bringing Keepers into contact simultaneously with the material and immaterial aspects of their being. Others focus on one path to truth over another. All seek to make sense of the new world and the role of Keepers within it.

Unique to each location are the collections of relics that they have secured from the pre-Flicker world. These vessels are not just forgotten antiques or tossed away junk, but items of energetic power that connect the seeds of potential held within New Eden to the history and meaning of that which flourished in the past.

An important part of the Haven network and treated with reverence, to be given custodianship of a vessel is an honor that comes with a deep responsibility. To receive and be trusted with these objects marks a milestone for each Keeper, a vital step on their path to becoming recognised and exalted as a Kai Master.

Upon earning such recognition, the highest accolade that any Keeper can receive, permission is granted to branch out independently and establish their own Haven location. Thus the network of sanctuaries extends itself over time, held in the safe hands of those who lived up to their potential as masters of the training they received; but also servants to the collective Keeper cause.

Thus new locations were founded in abandoned warehouses, filled with technological capability; while others took up serene environments in the hills and mountaintops, seeking a place to explore their abilities far from the influence of the authorities and corporations. Some opted for the epitome of luxury, nestled in the penthouses of wealthy apartment towers. Others preferred hidden alcoves, lined with rows of dusty books; or ascetic caves, stripped of all distractions to concentrate on the power of Kai alone.

Because of its importance to the Keeper way of life, one must earn the privilege of entering the HAVEN network. Guided by the wisdom of their seasoned peers, designated at an appropriate time and place, each Keeper undergoes a necessary rite of passage. A test that proves a Keeper's worthiness and natural ability. The journey leading to this test is unique to each individual, but ultimately draws upon that intuition which guides Keepers to their noble calling in the world.

By crossing the threshold into HAVEN, each Keeper becomes more than a guardian of New Eden. They become authors of their own destiny. Empowered to shape their impact on the world and craft a story that can echo through the ages.



Progression in the New Eden roleplaying game works through the HAVEN system. These are bases of operation that players can add to over time, housing their crew of Keepers and providing bonuses and additional abilities as it grows. As players complete scenarios and explore the world, they also develop deeper connections with their environments and the networks of people that inhabit them. The growing experience and breadth of this network is represented in the way that each individual Haven adds more modules over time, as well as additional Allies that bring more capabilities and options available for use during play sessions.

Development Points

At certain milestones and after events that meaningfully impacted the story-arc of a campaign, players will receive **Development Points** (DEV) that can be put towards building their Haven for the roster of Keepers they use as characters.

The handing out of DEV is left to the Narrator in order to cater to the playstyle and goals of different groups. However, key moments should be considered in handing out DEV to players:

- Players complete a full scenario arc;
- During a mission, players come across an item of particular power or resonance (see Vessels & Relics);
- Players devise a way to generate substantial amounts of wealth and/or resources;
- Due to the actions of players a new ally is made (see Allies);
- Keepers take actions that are considered particularly heroic and/or would build their reputation among different factions.

HAVENS

There are many other moments where DEV should be provided so that players can choose how to improve their Havens, receiving the related benefits to their Keeper characters accordingly. Havens develop over time, based on their capacity to build and adapt to their surroundings, as well as achieve their overall stated goals and objectives. This should be taken into account by the Narrator to help decide appropriate times for DEV to be handed out. There should always be a good story-driven reason for doing so and adding new modules to a Haven should be discussed with players as to how they impact the running of the site. Everything comes back to the stories you are telling and how they shape New Eden.

Each time a Haven evolves using DEV, the controlling Player/s make a decision on how the Haven will expand. This is done by choosing a relevant module from the options available, which have both DEV and Resources (RP) costs; as well as Rank requirements before they can be added. Players can choose options from any Haven Rank beneath their current one, so there is a growing list of options that DEV can be spent on as a Haven increases in size and power. Some options are unique and can only be chosen once, whereas others can be chosen multiple times and expand the abilities of that particular Haven module accordingly.

The benefits of adding different modules ranges from access to particular items and resources; the ability to call upon support and allies; increases in Keeper stats based on assigning individual characters; new abilities and/or perks; as well as a range of other unique effects outlined in this chapter. In this way, every Haven will be unique and the players are able to choice how their skills, items and power levels evolve during the course of a campaign.

Gathering Resources

In addition to Development Points, each Haven will accumulate wealth and materials over time which are represented with the Resources (RP) metric. These can be spent on equipping Keepers (see the *Items* chapter) as well as to access certain perks and abilities of individual Modules and/or Allies that the Haven has the capacity to call upon.

From a gameplay perspective, they provide an important balancing component that helps keep decisions meaningful and players thinking carefully about where they focus limited resources for maximum effect. In the same way as DEV, Resources (RP) is given out at the discretion of the Narrator and should be associated with particular milestones and/or discoveries made during play. As they are designed to be used for expendable items, they should be given out more frequently than DEV and used to reward players for their actions throughout the course of a gameplay session (similar to how you might provide gold or credit rewards in other systems). There are also modules that can be added to a player Haven that will specifically generate RP per session for use by the player/s.

Haven Sheet

To keep track of the different modules that have been added to a Haven, there is a sheet at the back of this ruleset alongside the Keeper character sheets. The layout of a Haven is represented as a series of hexgrid spaces that are each assigned to a particular module, with an associated number that is then detailed in the list below the grid alongside its particular effect and any additional information the player might want added to it. There is also room to indicate which Keepers (if any) are assigned to a module to receive their associated bonuses.

The Haven location sheet is primarily intended to help keep track of the different bonuses, items and abilities that modules provide, but it can also be used as an abstract map useful in particular scenarios if the Players and/or Narrator need to know the relative location of any given rooms (i.e. modules) or Keepers within a Haven.

One Haven, Many Keepers

Keepers come together into Havens to learn from one another and create a force in New Eden larger than the sum of its parts. In this way, a single Haven can be home to many individual Keeper characters; and their adventures and missions in the world can collectively contribute to its growth. This encourages players to have a roster of Keeper characters, along with some story-driven reasoning as to why they would be working together. This allows players to experience and try out many different types of playstyles and classes, that can all feed into the same progression system over time.

When operating a Haven that holds multiple Keeper characters, you should note the number of slots that each module has available. Once a Keeper has been placed with a specific module, they cannot be moved unless a *Assignment Reset* is purchased (at the cost of 50 DEV per Keeper). This allows each Haven to grow and provide bonuses for multiple Keepers, while still retaining some balance across the roster of characters run by any given player/s. Haven modules have a range of different slots and requirements associated with them, per the description for each module found in this chapter. Any unforeseen conflicts or ambiguity arising from the combination of modules and characters is to be resolved at the discretion of the Narrator.

HAVENS

Havens can act as a base of operations, training and purpose for the roster of characters of one player; but a group of players might also want to combine their efforts into building up a single Haven location. When doing so, players should be allowed to pool their DEV and then together decide how they are spent. This will mean that a given Haven might develop more quickly than one that a single player is building on their own. However, it will also mean that the available slots for bonuses and abilities get used up by a larger roster of Keeper characters.

Players can therefore decide whether to each build up their own individual Havens; operate multiple Havens; or all contribute their DEV to building a single powerful Haven. Each path has its own benefits and drawbacks and, more importantly, will have implications for character roleplaying and storytelling that has an impact on how New Eden changes and responds to the actions of the players throughout a campaign.



Vessels & Relics

In addition to the different modules that can be included within each Haven, they are also places where sacred Relics and Vessels of power are stored and guarded. Used by the Keepers of the Haven as both items of veneration and tools to accomplish their collective goals, these powerful items provided additional bonuses and abilities to the Keepers that are entrusted with them. They can be considered like magical items found in other roleplaying systems, although their power might come from many sources both mystical and technological. Often they are relics of a long forgotten past, their resonance caused by the importance that they hold to the memory of humanity. The inherent ability of Keepers to direct Kai energy to different ends is another way that these objects might grow in capability over time, as totemic items that store the collective power of a particular Haven and provide benefits to its members.

These items of power come in many different shapes and sizes, built from a wide variety of materials and found in every kind of location. What is important is the power that each holds and what it represents as an item of great meaning to the history of the Haven, giving it a unique place and importance among its members. *Vessels* are therefore items created within Havens from the intense focus of the Keepers within them, that imbue the items with a resonance to Kai that enables a wide range of effects and abilities. *Relics* are those items which have links to the increasingly foggy past of human history, helping maintain a connection to the world before the Flicker. Their power comes from their history and role in previous eras, often in a way that emerges unpredictably. Deciding on the types, abilities and backstories of these powerful items is up to the Narrator; and should take into account their importance as items of veneration and heroism.

In gameplay terms, each Relic and Vessel will be unique and always linked to an important person, place or group that generates its resonance. Descriptions of each Relic and Vessel will include this important historical information, as well as the specific bonuses and gameplay abilities that it provides. Each unique item might also fall into either the Keeper or Haven category, which indicates whether the effect/s that it has are to be used by an individual (such as a weapon) or as part of the overall structure of the respective Haven and its capabilities (like an aura).

Haven Factions

New Eden is a divided land and Keepers will find themselves aligned with a number of different Factions. Havens are no different, as each one is aligned to a particular Faction which will give it access to certain Faction-specific modules for its advancement. It is possible through the use of particular Haven Modules for a Haven to open up its allegiance to more than one primary Faction. This involves the purchase of specific modules and more details are included in their respective descriptions. Developing a Haven across multiple Factions is similar to how multi-classing might work in other roleplaying systems. While it gives you access to a wider range of options, it will mean that some higher power abilities might be restricted as they can only be applied to Havens aligned with a single primary Faction.

The chosen Faction will also have an impact on the location of a Haven, which should be chosen in discussion between the Narrators and the Players. This doesn't mean that a Haven must be located within the primary region of any particular Faction, but it will have implications for how the base is operated and any story-driven events that might occur as a result.

HAVENS

For example, any Haven located within a region controlled by a rival Faction would need to operate with additional stealth and security for its own protection. Also a Haven built by Wanderers (which would be inherently rare in its own right) might actually consist of multiple sites that are circulated between in nomadic fashion, with the different modules and allies being located in different locations around New Eden. These kinds of variations and options bring a lot of storytelling opportunities that should be embraced by the Narrator and explored with players to best fit the campaign being run.

Note: Keepers within a given Haven might come from multiple Factions as characters, but they might have their own reasons for being part of a Haven belonging to another (even rival) Faction. This should be part of each Keeper character's biography and understood by the player that controls them, as it opens up a lot of great roleplaying opportunities that will create a more immersive experience for all involved.



Haven Modules

In this section you can find a list of the HAVEN modules that are available to players with Development Points (DEV). Once a particular module has been purchased by a Player, it should be added to their Haven Sheet and the DEV can be removed from their pool. Players can choose to accumulate DEV and are also allowed to transfer points between one another, which enables shared Havens to be developed or other story opportunities for Keepers to assist one another.

In addition to requiring a certain amount of DEV and Resources (RP) to include a module within a Haven, each module also has a particular Rank indicator that represents the complexity of the module and its impact on the overall power and capabilities that it provides to a Haven. Advancing in Haven Ranks requires a certain number of individual modules to be placed, which can include installing duplicates of pre-existing modules.

In this way, higher ranks of modules represent the substantial growth and influence of a particular Haven; unlocking new kinds of abilities and resources accordingly.

HAVEN RANK	REQUIREMENT
FOUNDATION	Choose one selection
RANK I	Payment of DEV and RP costs + one selection in Rank I
RANK II	Payment of DEV and RP costs + Minimum of 5 modules in Haven
RANK III	Payment of DEV and RP costs + Minimum of 10 modules in Haven

Starting Foundations

At the start of a campaign, or introduction of a new Keeper character, players might not have access to a Haven location. Many will be operating out of their own home or apartment, perhaps as lone actors or Keepers just beginning to develop their latent abilities to manipulate Kai energy. Some might be operating as part of a larger, more established Haven run by the Narrator as part of the campaign and its geopolitical balance. In order for the first Haven modules to be chosen, therefore, a new site must be chosen as a base of operations.

This is a powerful storytelling opportunity and should be built into the campaign narrative, in co-operation with the players and their intended goals. It is also here where players might decide to team up to form a single, larger Haven; or remain separate and develop their own locations for specific reasons. The moment when a new Haven is created is considered its Foundation and each player can choose from the following list:

- *Ability Increase:* each Keeper character run by the players can choose a single ability for a permanent +1 to its score.
- *Resources Cache:* the new Haven location can come with a significant source of wealth, immediately adding 250 RP to the Haven resources.
- *Developed Site:* the new Haven location already has some infrastructure, represented by an immediate 200 DEV bonus.

Once this decision has been made, the Haven location has been founded and can be developed further as part of the ongoing narrative campaign.

Modules: Rank I

Training Mats

(50 DEV / 10 RP / 3 Slots)

Keepers assigned to this module each gain +1 DEX for the duration of their training.

Herb Garden

(50 DEV / 10 RP / 3 Slots)

Assigned Keepers gain Advantage for rolls associated with plant-based knowledge or processes. In addition, players can add a *Herbal Tincture* item to their inventory at the start of each play session without any resources required to be spent.

Weapon Safe

(100 DEV / 20 RP)

Havens with a weapon safe may purchase any *Item: Weaponry* for half their associated RP cost, which can be provided to a chosen Keeper character on a per item basis.

Kai Altar

(50 DEV / 10 RP / Unlimited)

Contemplating at these altars provides Keepers with the ability to hone their skills for a short time, infused by the energy they have received. They gain Advantage to the first ability roll that they make upon leaving the Haven.

Rooftop Garden

(50 DEV / 5 RP)

Having access to a rooftop space means that a Haven can organise drone deliveries, survey the nearby area and assume defensive positions if needed. It can also provide moments of respite among the stressful environment of life in New Eden.

HAVENS

Climbing Wall

(50 DEV / 5 RP / 3 Slots)

Keepers assigned to a climbing wall for training gain Advantage on all climbing-related rolls and opposition checks.

Storage Unit

(100 DEV)

Haven generates 50 RP at the end of every play session that can be used to represent the items held within it. This can be stacked by purchasing multiple Storage Units.

Med Cabinet

(50 DEV / 10 RP)

Keepers can choose to take a basic *Item: Medical* at the start of each play session, without any resources required to be spent.

Replicator Unit

(50 DEV / 5 RP)

Keepers can choose to take a basic *Item: Common* at the start of each play session, without any resources required to be spent.



HAVENS

Garage

(100 DEV / 50 RP / 3 Slots)

Keepers assigned to the Garage gain Advantage in any driving-related rolls or opposition checks that use ground vehicles. In addition, all assigned Keepers have access to a basic vehicle of their choice.

Workshop

(100 DEV / 50 RP / 3 Slots)

Keepers assigned to the Workshop gain Advantage on any rolls linked to crafting, repairing and modifying equipment; or working with machinery.

Once per play session, the Haven can repair one damaged item (from any character) back to working order; or create one small *Item: Common* without spending resources.

Security System

(100 DEV / 50 RP)

Having a security system added to a Haven adds a layer of defensive capabilities to the site, including motion sensors; surveillance cameras; and alarm systems.

Note: Security System (Rank I) does not include automated weaponry or a site lockdown function, which are included by purchasing higher ranked modules.

Isolation Tank

(50 DEV / 50 RP / 1 Slot)

Keepers assigned to an Isolation Tank gain Advantage to the first WIS roll or opposition check taken during a play session. Multiple tanks can be purchased to increase the number of slots available.

HAVENS

Library

(50 DEV / 100 RP / Unlimited)

Keepers assigned to a Library module gain Advantage to the first INT roll or opposition check they take during a play session. The module can also be used to look up specific information and provide clues or bonuses on a successful INT check at the discretion of the Narrator.

Kennels

(100 DEV / 20 RP / 2 Slots)

Havens with kennels may procure animal companions, up to the size of a wolf, which can be assigned to particular Keepers as companions that accompany them during gameplay. The different stats and abilities of these animals will vary, as outlined in the Allies section.



Modules: Rank II

Laboratory

(200 DEV / 100 RP / 3 Slots)

Keepers assigned to a Laboratory module gain +1 INT for the duration that they are assigned.

Barracks

(200 DEV / 100 RP / 3 Slots)

Keepers assigned to a Barracks module gain +1 STR for the duration that they are assigned.

Observatory

(200 DEV / 100 RP / 2 Slots)

Once per play session, as long as at least one Keeper is assigned to the Observatory, the Haven owner/s may ask the Narrator for a single piece of advice regarding travel, natural events and/or the best timing for a chosen action to take place.

Keepers assigned to the Observatory gain Advantage on any rolls linked to navigation, astronomy and divination.

Temple Space

(200 DEV / 100 RP / 3 Slots)

By providing an offering (5 RP) an assigned Keeper can gain Advantage for the next roll or opposition check for an Ability Score of their choosing (chosen at time of offering).

Keepers also gain Advantage on any rolls linked to composure, resolve, spiritual practice and/or resisting fear or mental interference (such as psychic attack) for as long as they are assigned to a Temple Space.

Armoury

(100 DEV / 200 RP / 3 Slots)

All characters that belong to a Haven with an Armoury may choose one *Item: Weaponry* to carry with them at the start of a play session, without having to spend any additional resources.

Keepers also gain +1 Wounds as long as they remain assigned to the Armoury, to represent access to body armour.

Medclinic

(200 DEV / 200 RP / 3 Slots)

Havens with a Medclinic are able to fully heal any Keepers that visit them on site, requiring 6hrs of time spent *per Wound* healed (20 RP). Conditions such as poisoning or other ailments can be stabilised by spending a full 24hr period in care (10 RP).

Keepers assigned to the Medclinic gain Advantage on any rolls linked to medicine, surgery, diagnosis and the treatment of medical conditions such as poisoning or disease.

Mechanic Shop

(100 DEV / 50 RP / 2 Slots)

Keepers assigned to the Mechanic Shop gain Advantage on rolls related to vehicle repair and/or parts identification.

As long as at least one Keeper is assigned to the Mechanic Shop, the Haven can repair damaged vehicles back to full working order (20 RP); change or disguise the look of a vehicle (10 RP); and/or install modifications (+1 target bonus) to a vehicle's speed, armour or weaponry (20 RP).

Gun Range

(200 DEV / 100 RP / 3 Slots)

Keepers assigned to this module gain +1 on all ranged attacks and related ability check targets. They can also ignore all partial cover penalties that might be applied, being adept at targeting their shot. Full cover penalties, as well as not being able to target an enemy due to lack of line of site, still apply.

In addition, as long as at least one Keeper is assigned to the module, then damaged weapons from any player character can be repaired at the Haven location (10 RP).

Ritual Space

(200 DEV / 50 RP / 1 Slot)

Keepers assigned to the Ritual Space gain +2 Attunement Points that they can spend on additional magic ranks. If they are reassigned from the module then they lose access to these abilities. Multiple ritual spaces can be built to cater for more than one Keeper.

Assigned Keepers can also select *one spell* from their chosen ranks, which can now *always* be cast with Advantage for any roll checks required (or Disadvantage to an enemy roll, as relevant).

By spending resources (50 RP) on the right materials, they can also cast ANY spell a single time. This only counts for spells that can be cast from within the confines of the Ritual Space itself, not outside the Haven site.

VR Deck

(200 DEV / 200 RP / 3 Slots)

Once per play session, Keepers assigned to the VR Deck can choose to re-roll a single failed ability roll or opposition check, due to running scenarios in VR training sessions.

HAVENS

All characters that are members of the Haven may also use the VR Deck to replay past events for analysis, allowing them to discover new clues (at the discretion of the Narrator) they might have otherwise missed.

Stables

(100 DEV / 300 RP / 3 Slots)

Keepers assigned to the Stables gain Advantage on all rolls to do with animal handling and mounted travel. They are also not penalised for any Disadvantage that might be applied in vehicle combat due to speed or movement.

For each assigned Keeper, the Haven may have access to one *Animal: Mounted* ally and their respective abilities.

Security System: Lockdown

(300 DEV / 300 RP)

If the Haven is attacked at any point, a lockdown protocol can be activated to enhance the defensive capabilities of the site and stop intrusion. The process takes 5min to complete in full.

Lockdown reinforces all doors; protects the interior from external explosions or gunshots; protects all items and other materials (including data) stored on the site; as well as provides safe rooms (chosen by the player/s) from the effects of smoke, toxic gases, radiation or other environmental effects.



Modules: Rank III

Factory Unit (Type)

(500 DEV / 300 RP)

Each factory unit added to a Haven can be assigned one specific *Item* that it can build free of charge. Once assigned that item cannot be changed. Up to three units of this item can be given to players at the start of each separate play session.

Multiple factory unit modules can be built in a Haven, with each one taking up its own slot on the layout grid. Once built, each Factory Unit module requires an upkeep cost of 5 RP per play session or it goes dormant and cannot produce items.

Airpad

(200 DEV / 200 RP)

This module allows for direct control of air vehicles and their associated utility. The module can cater for vehicles up to transport helicopter size (12 passengers) and will be visible to all in the surrounding area.

Once per play session, players may choose from the following:

- *Transport (20 RP)*: a helicopter vehicle can transport the player/s to any location in New Eden (weather permitting) and do so relatively anonymously and with a landing zone of the player's choice.
- *Delivery (10 RP)*: drones can be operated to deliver objects to/from the Haven and transport them to a chosen location within 50km of the Haven (approx. $\frac{1}{4}$ of the New Eden region). This can be used remotely to resupply characters with needed items.

HAVENS

- *Evacuation (50 RP):* a smaller helicopter unit (4 passengers) can be used for emergency evacuation, either from the Haven building itself to a chosen location; or by pickup anywhere within a 100km radius (approx. ½ of the New Eden region). Response time determined by the distance from the Haven at a range of 2km/min.

Keepers assigned to the Airpad gain Advantage on any repair or movement skill checks based on operating air-based vehicles (inc. drones). They also gain access to the Special: Cyberdrones perk for use by the character.

Drone Run

(150 DEV / 200 RP)

Three times per play session, players may choose to utilise drones from their Haven in a variety of ways. Drones have a range of 50km deployment from the Haven. Including, but not limited to:

- *Delivery (10 RP):* same effect as Airpad module.
- *Gunfire (50 RP):* deliver a ranged attack (16 DEX) on a target.
- *Explosives (50 RP):* a single explosive charge can be delivered to a target location.
- *Surveillance (10 RP):* drones can be used to scout an area and report on activity/events.

Response time for all options is determined by distance at a range of 1km/min if requested remotely, but drones can be given instructions to follow the players for up to 4hrs at a time within range. Additional uses for the drones (and associated costs) can be confirmed by the Narrator upon request.

Security System: Lasguns

(200 DEV / 400 RP)

In addition to any security capabilities added in previous ranks, the Haven has access to automated energy beam weapons. These can respond in different ways, from passive threatening without attack to shooting on sight, and should be decided by the player/s in communication with the Narrator.

Installation of *Security System: Lasguns* is assigned to a specific location grid on the Haven layout map, which represents the control room. However, once installed all rooms and locations within the Haven have access to lasgun capabilities. As these systems are operated via renewable energy cells, they do not require RP once installed.

Tunnel System

(100 DEV / 50 RP)

By building underground access routes, players gain the ability to enter/exit without being seen; while also having access to blackmarket deliveries outside the view of local authorities. Once per play session, choose an *Item* (at cost) that can be given to one of your active Keeper characters.

Boat Dock

(200 DEV / 200 RP)

Havens located along the Greenrun River or on the shores of Lake Kairos gain access to water-based vehicles. Once per play session players may choose from the following options:

- *Transport (10 RP)*: a motorised boat can transport the players (12 passengers) to any shore location (weather permitting) and do so anonymously and with a landing zone of the player's choice. Non-motorised options can also be used, if stealth is a requirement.

HAVENS

- *Delivery (5 RP):* automated delivery ferries can be used to deliver items anywhere within a 200km radius, as long as there is waterway access to the location. These can be requested remotely with a response time of 1km/min. They can also be camouflaged.
- *Evacuation (20 RP):* a speed boat unit (4 passengers) can be used for emergency evacuation, either from the Haven building itself to a chosen waterway location; or by pickup anywhere within a 200km radius. Response time determined by the distance from the Haven at a range of 2km/min.

Keepers assigned to the Boat Dock receive Advantage on all water-based skill rolls (inc. swimming) and have access to a single-person vehicle without requiring additional cost.

Broadcast Tower

(300 DEV / 300 RP)

By installing this module, the Haven gains the ability to send broadcasts across the mesh network; including the ability to take over local feeds and display screens (at risk of response by the authorities).

Twice per play session, players may choose to use this capability to disrupt; message; rally; shutdown and/or disseminate information to display screens and terminals of their choice within a 100km radius (i.e. across half of the New Eden zone).

Keepers assigned to the Broadcast Tower gain Advantage on all skill rolls associated with the mesh networks, including hacking and infiltration, as a result of their knowledge.

Custom Modules

Players are encouraged to work with the Narrator to develop custom modules that are particularly relevant to their Keepers and the overall story arc of their campaign. In order to produce a custom module, the necessary resources must be gathered and a scenario of greater or lesser complexity could be run depending on the power level of the module being added.

Through the use of Haven Modules a wide range of different options become available to Players, which can all be tailored to the specific goals and ideologies of each Haven. Taking this idea further, the Player/s should write up short descriptions on their Haven Sheet that give an overall sense of its identity and overarching agenda.

Haven Layout

Mapping out the Haven layout is encouraged, as there will be occasions where the location of different rooms and modules becomes important during the course of a campaign: for example, during a raid by the authorities or other enemies!

At the end of this book you will find sheets for Haven layout, in which individual modules can be indicated in relation to one another to form a layout footprint for the site as a whole. There are gaps in between individual hexgrids, so that players can indicate connections between the modules to represent doorways or other passages. The sheet also provides assignment slots that you can use to indicate Keepers that are allocated to specific modules for the bonus effect/s they grant.

Modules: Rank I

Module Name	DEV Cost	RP Cost	Keeper Slots
Training Mats	50	10	3
Herb Garden	50	10	3
Weapon Safe	100	20	-
Kai Altar	50	10	Unlimited
Rooftop Garden	50	5	-
Climbing Wall	50	5	3
Storage Unit	100	-	-
Med Cabinet	50	10	-
Replicator Unit	50	5	-
Garage	100	50	3
Workshop	100	50	3
Security System: Alarm	100	50	-
Isolation Tanks	50	50	3
Library	50	100	Unlimited
Kennels	100	20	2

Modules: Rank II

Module Name	DEV Cost	RP Cost	Keeper Slots
Laboratory	200	100	3
Barracks	200	100	3
Observatory	200	100	2
Temple Space	200	100	3
Armoury	100	200	3
<u>Medclinic</u>	200	200	3
Mechanic Shop	100	50	2
Gun Range	200	100	5
Ritual Circle	100	50	1
VR Deck	200	200	3
Stables	100	300	3
Security System: Lockdown	300	300	-

Modules: Rank III

Module Name	DEV Cost	RP Cost	Keeper Slots
Factory Unit (Item)	500	300	-
<u>Airpad</u>	200	200	2
Drone Run	150	200	-
Security System: <u>Lasguns</u>	200	400	-
Tunnel System	100	50	-
Boat Dock	200	200	3
Broadcast Tower	300	300	3

Storytelling Opportunity

Havens are not just a progression system, but an important opportunity for storytelling and character development. They also act as a way for Players to impact the broader trajectory of New Eden throughout a campaign. Havens can become considerable forces of power, which will also draw an increased amount of attention from those who might want to ally with and/or put a stop to such influence. They should not just be seen as a mechanical process, but rather a living example of how the Players are influencing the world around them.

As the scale of a campaign grows, players are encouraged to run multiple Keeper characters; find ways to call upon their Haven resources; and the location itself can become the setting for scenarios during play in interesting and cinematic ways. Power creep can become an issue as Havens increase in size and resources. However, individual characters might be retired or suffering an untimely fate (ideally through heroic events), so too can a Haven be destroyed or players find themselves having to start over... living to fight another day and build a new base of influence in another location.



ALLIES

New Eden is a dangerous place. It's always a good idea to develop a close network of Allies that can be relied upon when you need it most.

In addition to Haven modules, players can also use Development Points (DEV) to build their network of contacts and allies. These are key people who can help find particular items; uncover information; and/or gain entry to areas and subcultures of New Eden that the players might not have access to. This section outlines different archetypes of Allies that can be added to a player's network, but the Narrator can also choose to approve or grant unique allies from connections made during the course of any scenario. Allies that have been 'earned' in this way do not cost Development Points (DEV), although can still have Resource (RP) costs associated with utility they provide.

The network of Allies represents the influence that the players have in their region and across New Eden as a whole. Allies are not necessarily permanent and can become inaccessible; incapacitated; or even die during the course of campaign events. They might even cut contact with the players if they feel they have been betrayed or attacked in some way. Such cases should be handled by the Narrator with the overall campaign impact in mind, including the ability to regain Allies again (or find a similar individual to fulfill the same role). If an ally is lost in this manner, a second expenditure of DEV might be required to network with them again, depending on the circumstances of their departure (and return).

Allies can be chosen based on the Haven rank, with more powerful and influential allies requiring more developed Havens. Although they are gated by Haven rank in this way, allies do not contribute to the module requirements to advance in rank. Instead, they widen out the options available to players in terms of items, as well as access to services and story leads that the Narrator can provide as appropriate.

Allies: Rank I

All allies in this rank cost 25 DEV to network with. Human allies in Rank I have a base of two wounds; animals have one wound.

Nurse

Nurse allies are able to administer to minor wounds and ailments (5 RP), healing a single wound per session. They can also provide medical knowledge that might be relevant, or tend to individuals that need care.

Fixer

Looting goods on missions is just the first step, you need somewhere to get rid of them too. Fixer allies provide access to black market trading and are also known to provide information that can be hard to come by, for the right price (10 RP).

Mechanic (Type)

Vehicles are great tools to have, until they break down. Having a mechanic ally means that the player has access to the expertise required to fix vehicles of a particular kind (30 RP), presuming that the right parts are readily available.

Runner

If you need to get a task done, but can't take the time to do it yourself, then sending a Runner is just what you need. They can be used to deliver goods and messages discretely (5 RP), avoiding possible detection or surveillance, and are often used in the delivery of black market goods and narcotics.

Shaman

When you need to contact the astral planes for advice, a Shaman can help you receive messages from beyond. Known to have access to a wide range of herbal remedies (5 RP) and obscure divinatory practices, their messages might be obscure but there's always a deeper truth to be found within them.

Wanderer

Becoming friends with a Wanderer is no easy task... and getting hold of them when needed can be even more difficult. Having a Wanderer as an ally, though, usually means that you have someone that can be trusted not to have conflicts of interest or mixed loyalties. They also know the regions of New Eden better than anybody else, having travelled across its entirety, and can provide detailed advice on travel routes and remote locations.

Mercenary

Sometimes you need extra muscle, which is where a Mercenary comes in handy. For the right price and equipment, a Mercenary can be hired to help with a particularly dangerous task. They don't come cheap (100 RP / 14 STR / 12 DEX), but they can be the difference between failure and success.

Animal: Dog

Dogs make for excellent guards to locations; as well as being able to act in defense of the player (Advantage to opposed Melee rolls once per combat); and track a nearby individual on scent.

Animal: Cat

The player may send their cat companion to fetch small items from hard to reach places; hunt for local wildlife; and act as a sentry for the nearby perimeter.

Animal: Bird

A small bird companion that accompanies the player and can be used for scouting areas, low-weight fetch tasks and may also provide early warning of incoming danger.

Animal: Ferret

Provides the same benefits as a cat, but way sneakier. Just don't ask about the fugitive snake-rat Felix, wanted in three separate regions of New Eden.

Allies: Rank II

All allies in this rank cost 50 DEV. Human allies in Rank II have a base of three wounds; animals have two wounds.

Psychic

Clairvoyants and mind-readers come in many forms. Relying more on emotion than ritual, psychics can uncover things that others have tried to hide... or perhaps thought buried long ago.

Doctor

More trained than a Nurse, with access to high-grade supplies and clinical expertise. Doctors can provide emergency treatment (20 RP) to a Keeper (including when Incapacitated), which

restores *two wounds*; they are also able to diagnose illness, disease and/or poisoning and provide a cure (5 RP).

Smuggler

A specialist in moving people and goods throughout New Eden, avoiding the gaze of local authorities and regulations. Smugglers can provide hidden passage through regions (20 RP); acquire restricted items (at a price); and are also known to peddle information on people/locations to those willing to pay (5 RP).

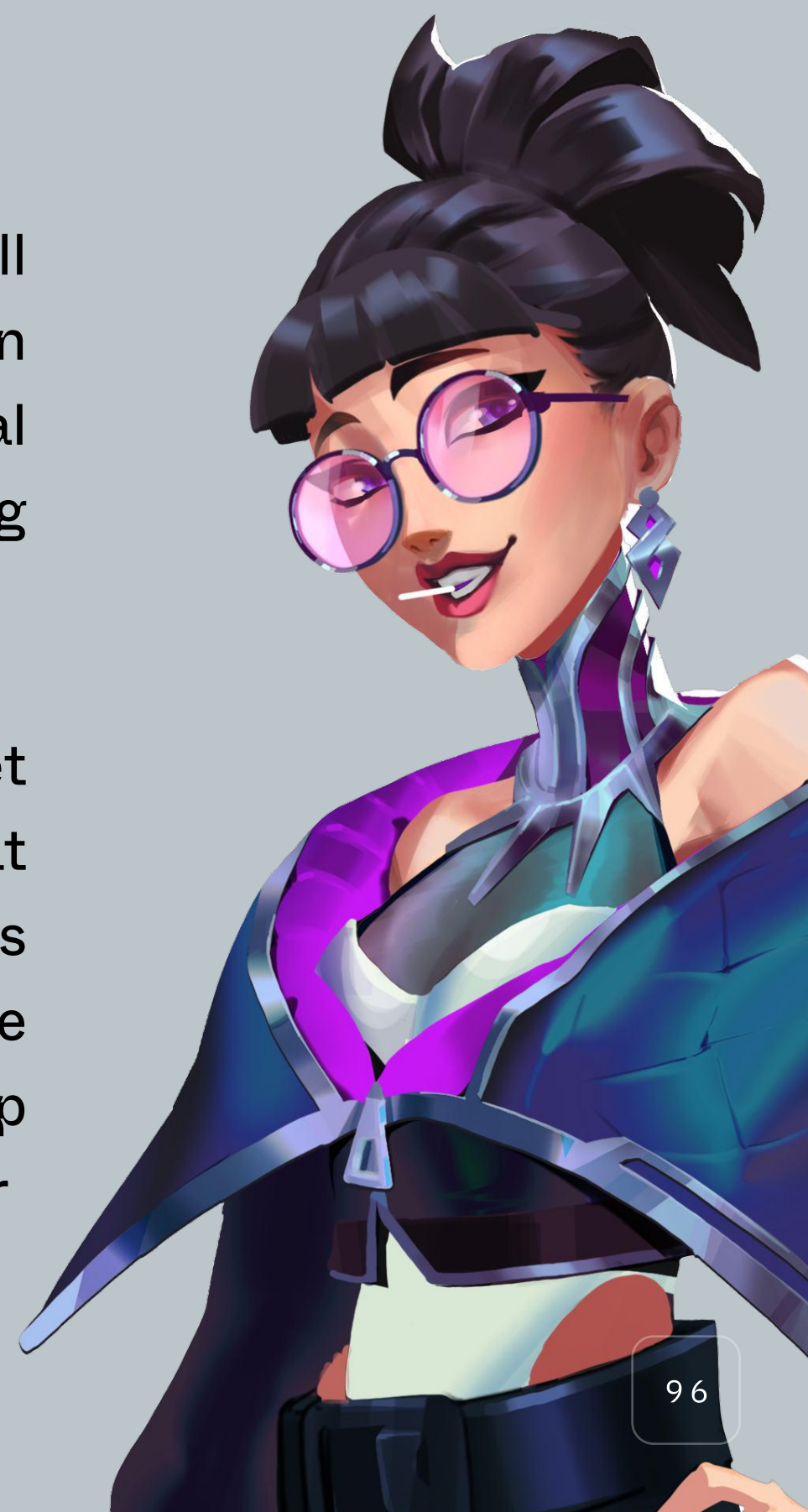
Patcher

When you need a cybernetics specialist that doesn't ask questions or log your augmentations with the authorities, you turn to a Patcher. Found in the dark corners of most larger towns and cities (even Animus, if you know where to look), they can provide body augmentation (see *Items: Cybernetics*); forensic analysis (10 RP); or hide something on you where it can't be found (10 RP).

Celebrity

Grabbing people's attention is a skill that holds up through the ages. Even when the world is filled with existential horrors, people are still always looking for a good time.

Having a Celebrity as an ally can get you into hotspots and events that others can't attend; can push rumours through the grapevine; and for the right fee (20 RP) will do a local meetup to draw attention away from whatever you might want to do in the shadows.



Occultist

Practitioners that can reach into the spiritual realms that surround New Eden. Occultists are not just “shamans with demons” they can connect you to elementals, spirits and, yes, both the celestial and infernal realms. Not only are they magic users of great power (with spells available for a price); but they can also uncover whispers in the higher spheres that others might never see.

Banker

Not always a literal banker in an expensive suit. More often a finance broker, ledger fixer, or credit shark with a respectable front. Having allies in the corridors of finance can give you leverage and open doors where respectability is key. They can provide services such as financial forensics (5 RP) and clear any digital records (10 RP) that might have become sanctioned for reasons they don’t want to know.

Security

Professional bodyguards and bouncers, that are always willing to stand in the way of danger for the right price. Not just allies that will run into combat (50 RP / 16 STR / 12 DEX), having good Security contacts in your network gives access to evacuation procedures (10 RP), perimeter controls (10 RP) and safehouses throughout New Eden (30 RP per location).

Animal: Mounted

A rideable animal companion trained for travel and transportation. Whether a well-bred horse from the lowland regions surrounding Altona, or a sturdy moochonk from the Animus region, these companions can be used to travel quickly (and quietly). They can also be geared up with armour for protection (20 RP) and saddlebags for carrying heavy weights across distance (10 RP).

ALPHA

Animal: Wolf

A wild predator that has been trained for obedience (most of the time) and is much more than just a ‘stronger dog’ although they include all their abilities. Wolves are best suited to scouting in the wilderness (alerting with a howl); pursuing enemies; and can be ordered to attack once per combat (STR 16 / DEX 16). They are large enough to draw substantial attention in urban areas.

Animal: Leopard

Silent, solitary hunters that can move through a city’s vertical spaces and the wilderness with equal ease. Leopards excel at stealth and climbing, making them ideal for ambush attacks (STR 14 / DEX 18 once per combat); securing perimeters; retrieving objects in hard to reach places; and hunting prey when food is scarce.

Animal: Eagle

Trained raptors used primarily for tracking, an eagle gives you options that do not rely on street access. Best at aerial tracking; finding routes through rough terrain; providing surveillance feeds (5 RP with attached camera, quieter than any drone); and can be used to deliver items under 500g in weight anywhere in New Eden they have previously seen.



Allies: Rank III

All allies in this rank cost 80 DEV. Human allies in Rank III have a base of three wounds; animals have two wounds.

Councillor

Sometimes having the ear of a local politician is more important than a fighter by your side. When the rules and regulations of an area are getting in your way, you can often reach out to a Councillor to make it happen. They can provide permits (10 RP); an early release from the authorities (50 RP); access to sealed files (10 RP); or even send red tape your enemy's way (20 RP).

Bladewalker

When you combine skill with loyalty, you can face any threat that comes your way. Bladewalkers are adept at combat and ready to strike for those who they consider Allies. Just make sure you stay on their good side, because they don't take lightly to betrayal. They can be requested to help provide a surgical strike on a known target (30 RP per combat / 18 STR / 16 DEX); make an enemy disappear quietly (50 RP); or be called to free you from a life-threatening situation (30 RP). Response times may vary, so best to plan in advance when you can.

Dawn Guard

A militant evangelical order connected to the Holy Rollers and based in Solis, the Dawn Guard are protectors of the rising sun in New Eden. They diligently patrol the area outside the safe zone and ensure that the corrupting forces of the Aberrants are purged wherever found. They will respond to rallying calls to help combat Aberrants anywhere in New Eden (20 RP per combat / 16 STR / 16 DEX); will assist in safe passage near the Firewall (10 RP); and can set up a sacred space (10 RP) that provides Advantage to all spiritual activities for a single day.

KPCO Soldier

Having access to military contacts can turn chaos into order, providing combat support in tricky situations. KPCO soldiers can be called on as mercenaries (50 RP / 18 STR / 18 DEX); arrange for evacuation from a hotspot or dropship supplies (50 RP); and they make for an intimidating force when needed. The downside is that once you've got a reputation for being in bed with the authorities, it's a hard label to shake. So use it wisely.

KPCO Engineer

Similar to soldiers, but focused on providing logistical support, KPCO Engineers are great when you want to build a base or plan a route of attack. They can be called upon to reinforce barricades and defenses for a location (20 RP), as well as be sent on more... explosive missions (100 RP). They are often associated with Havens aligned with KPCO and operating in areas that the official channels might not want to be publicly associated with.

Newscaster

There are many influential voices that span the airways and mesh network of New Eden. Having access to a popular Newscaster means that you can reach a lot of people, fast. If you want to send out a message, they can make it happen (20 RP); and with the right words they can get a crowd of people to converge on basically any event or populated location in the safe zone (20 RP). They're also good at making introductions, if you need to get your foot in the door.

Magus

Although there are many occultists, shamans and sorcerers to be found in New Eden, it's rare to come across someone who has truly mastered the magical arts. To befriend a Magus is to have a connection to a powerful, yet often elusive, figure

that is capable of things most people can only imagine. They can cast any spell that you need, given enough time and resources (5 RP per magical rank); can identify magical items; and are also often turned to for advice about complex political situations.

Network of Allies

There is no limit to the number of Allies that a Haven can add to its network, providing that the DEV costs are paid and any associated RP required for particular abilities are available as needed. Players are encouraged to come up with identities and personalities for each of their Allies, as they can become full-fledged characters in their own right and an important part of the worldbuilding that takes place during a campaign.

If any Allies become incapacitated during the course of a scenario, then they will not be available to call upon and might require additional DEV costs to re-establish the connection and/or find another similar contact that can provide the same benefits. The impact of losing an Ally in this way is at the discretion of the Narrator and should be closely tied to the storyline of the campaign (perhaps even a rescue mission is in order!).

The amount of time required for Allies to respond to the players during a session should also be considered, taking into account distance and availability. Just because you have a contact in your network, doesn't necessarily mean they will be able to respond to every call; particularly if it would put them in harm's way or at risk of running foul of the local authorities. Many Allies prefer to remain discrete, so that they can keep their position while still supporting causes that they believe in. Earning their trust is one thing, but keeping it can be another if treated poorly.



NEW EDEN

New Eden is a fragile sanctuary in a broken world. Though roughly the size of a small country, it is not freedom that defines New Eden but containment. Outside the Firewall lies a wasteland twisted by an otherworldly corruption. Within the sanctuary, factions compete for power and control of the limited resources available.

This chapter explores some of the key locations of New Eden. From the illuminated towers of Prisma City to the ritual temples of Animus and the lawless sprawl of Altona, each reflects a different vision for humanity's future and the people that are drawn towards them. Understanding these regions and how they operate is essential for telling meaningful stories in the KPR universe. Where characters come from and who they trust, will all be shaped by the region they call home.

Welcome to New Eden. A world that survives on a knife's edge and a stage upon which every choice leaves a mark.



NEW EDEN

Prisma City stands as one of the most prominent cities in New Eden, with nearly a million inhabitants (1/3 of the total population of New Eden). Serving not only as the heart of the Prisma region, but as the largest population centre in the Safe Zone, there are Keepers from all walks of life (and different factions) that find themselves operating within its boundaries.

A bustling commercial area with a vibrant energy, the city embraces technological advancement and new ways of life following the devastation wrought by the Vines. The infrastructure of the city is the most advanced in New Eden, built upon the socioeconomic progress that the Prisma faction continue to push for; along with the continued use of Kai energy to power the production of advanced technology.

Prisma City is overseen by KPCO authorities who have been trusted with running the commercial interests of the city and providing security for its many residents. The city is run in conjunction with a Council of Sentinels, which represent the interests of Keepers throughout the region. Different zones within the city are overseen by local leaders, who are for the most part left to their own devices as long as there is no conflict or attempts to stop the smooth running of the commercial enterprises that the city is founded upon.

Citizens live in modular AI-assisted apartments, adapting their space on demand via shifting partitions and augmented reality overlays. Most commute by light-rail networks or personal gravbikes and the streets are orderly and filled with autonomous delivery vehicles. Social life thrives in neon-lit squares and the more quiet surroundings of district parks, through to underground clubs and multi-layered zones such as the New Moon Carnival that cater to desires both virtual and physical.

NEW EDEN

Nestled in New Eden's verdant heartlands, **Animus** contrasts sharply with Prisma City's neon-lit sprawl. Here, nature and technology intertwine, guided by the belief that Kai energy is sacred and not merely a power source. Towering biotech structures blend human craftsmanship with organic growth, sustained by solar energy and Kai-infused systems. Localised living is the norm and wide promenades run through the city, flanked by gardens and vertical farms that provide for its people. Citizens move at a more measured pace, some walking in contemplation while others glide by silently on hoverboards, gravbikes or smaller delivery vehicles.

Deeply attuned to the natural world, Animus embraces Kai energy as a living force that flows through its structures. Buildings seem to breathe and are constructed from Kai-infused materials that bend and cascade in non-linear, organic forms to accommodate the natural world. There are few right-angles to be seen and the city thrives on regenerative design and living infrastructure, merging urban life with the natural world. Yet beneath its beauty lies the weight of devotion and doctrine.

Animus is a spiritual stronghold, where Kai is revered. The Council of Sentinels in this region enforce strict principles of harmony, discipline and devotion to their cause. While this fosters unity, it also breeds rigid hierarchy and ideological control. Where Prisma City sees Kai as a tool for progress, Animus sees it as a cosmic truth. Its people live not for profit, but for purpose... though whether that purpose is enlightenment or dogma depends on perspective.

NEW EDEN

In Animus, community is the foundation of life. Private spaces are small and utilitarian, giving way to shared hubs that serve as centres for socialising, art and music. Technology here feels less invasive and more integrated; the presence of animals is more prominent; and water flows through channels designed to cleanse and energise with subtle Kai resonance.

Commerce is local and brands familiar in the Prisma region carry little weight. Instead, Animus thrives on guild-like networks of crafters, healers and enchanter. Those with magical abilities are in constant demand, assisting in everything from farming to medical restoration. Temples are alive with those worshiping the sacred presence of Kai and people gather in open squares for rituals of attunement. To participate in these ceremonies is considered a vital part of being a productive citizen.

Solis is the settlement in New Eden where the sun first rises, its people deeply connected to the light and renewal it brings. Though the Holy Rollers oversee the town as spiritual stewards, their grasp is tentative as many within Solis, hardened by an agricultural life near the foothills of the Syntos Mountains, resist their strict ideology.

This remote town is a place of resilience and defiance, where survival and faith intertwine but do not always align. As the next phase of their destiny approaches, the people of Solis walk a fine line between devotion and independence.

Out past the reach of corporate oversight, **Altona** stands as a refuge for those who choose their own path. Built by hands that value work over wealth, it's a place where independence thrives and survival is earned not given.

The people here are as varied as the land itself with renegades, wanderers and outcasts each carving out a life under open skies. There's no promise of comfort, only the freedom to live on your own terms where the only rule that matters is respect.

The people of **Lake Kairos** live apart from the other factions of New Eden, following their own ways shaped by a close proximity to water. They primarily act as a neutral force, guarding the waterways of the Greenrun River and ensuring they remain free from conflict and pollution. The Kairosian fishing industry sustains many throughout the safe zone, with carefully managed fisheries supplying fresh goods even to distant settlements.

They are the closest that New Eden has to a native population, with many of their lineages dating back hundreds of years in the same narrow region. To outsiders, they are welcoming but always cautious. Trust is not given easily and they are careful to remain detached from wider power struggles. The Kairosians value those who listen without demanding answers – and there are some things they will never discuss with outsiders.

Even among their own they have a complex system, using challenging rites of passage, that slowly initiates the people of the region into their collective role as Guardians of the Lake. Beneath the lake lies something that must not be disturbed. The caves deep below the surface hold a secret that has become a hidden core of the Kairosian identity.



The Keep and its role in creating New Eden and ensuring its continued survival is multifaceted. The exact motivation behind its functioning is currently unknown, and its inner workings are shielded from human view, however the district around the Keep has developed to take advantage of its existence and the resource it provides to the people of New Eden.

There is a thriving industrial industry in the Keep District, with the residential and service infrastructure required to keep up with its demand for workers. The community of citizens that live within the district see their role as vital to the long-term sustainability of New Eden; and are respected throughout the different regions as an important part of the region's survival.

Following the factional conflicts after the initial creation of the New Eden Safe Zone, a peace treaty was agreed to ensure the ongoing security of the Keep. The signatories of the treaty, which included the two largest factions of Animus and Prisma, agreed to allow KPCO to oversee the day-to-day management of the district and distribution of the resources received from the Keep to the different regions of New Eden.

NEW EDEN

The KPCO Board of Directors oversees the primary operations, with representatives from each major faction in New Eden present to ensure transparency; alongside a Council of Sentinels that represent the interests of the Keepers who feel it is their duty to protect the Keep and everything it creates.

The Keep produces a number of resources, primarily a constant supply of Kai energy that is made available through a series of KPCO processing facilities that are attached to the central tower building. Other rare minerals and resources are provided through the Keep, the source of which remain unknown but the presence of them greatly needed in the relatively small footprint of the New Eden region.

These minerals provide enough materials for the current population of New Eden to continue to thrive, however are limited at different times for unexplained reasons which require careful management of their use. Under the terms of the peace treaty in place, all resources received are shared throughout New Eden on a per capita basis; ensuring equal access to the Keep's resources as required depending on population density of different regions.

Node One is a location that unifies opposing factions and provides a meeting point on the road between different regions. It is a place where Keepers who are just learning about their powers can come together and deepen their knowledge, forging bonds that will take them further into their journey.

Currently operating autonomously under the auspices of the PAMP AI, Node One has a strict neutrality code. Weapons are not allowed on site and are stored in lockers upon arrival.

WORLDMAP



Dynamic map of New Eden that will change as our world evolves, with many new locations and hidden secrets to be found. Map is not to scale.

Name:



Faction:

Class:

Str

Wis

Dex

Cng

Int

Cha



Charged



Wounds

Skills & Perks

Items

Name:



Magical Ranks
& Abilities

Revenant:     

Stellar:     

Defiled:     

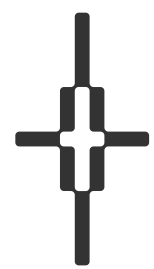
Astral:     

Molten:     

Chromatic:     

Rank Abilities

Haven Layout Sheet



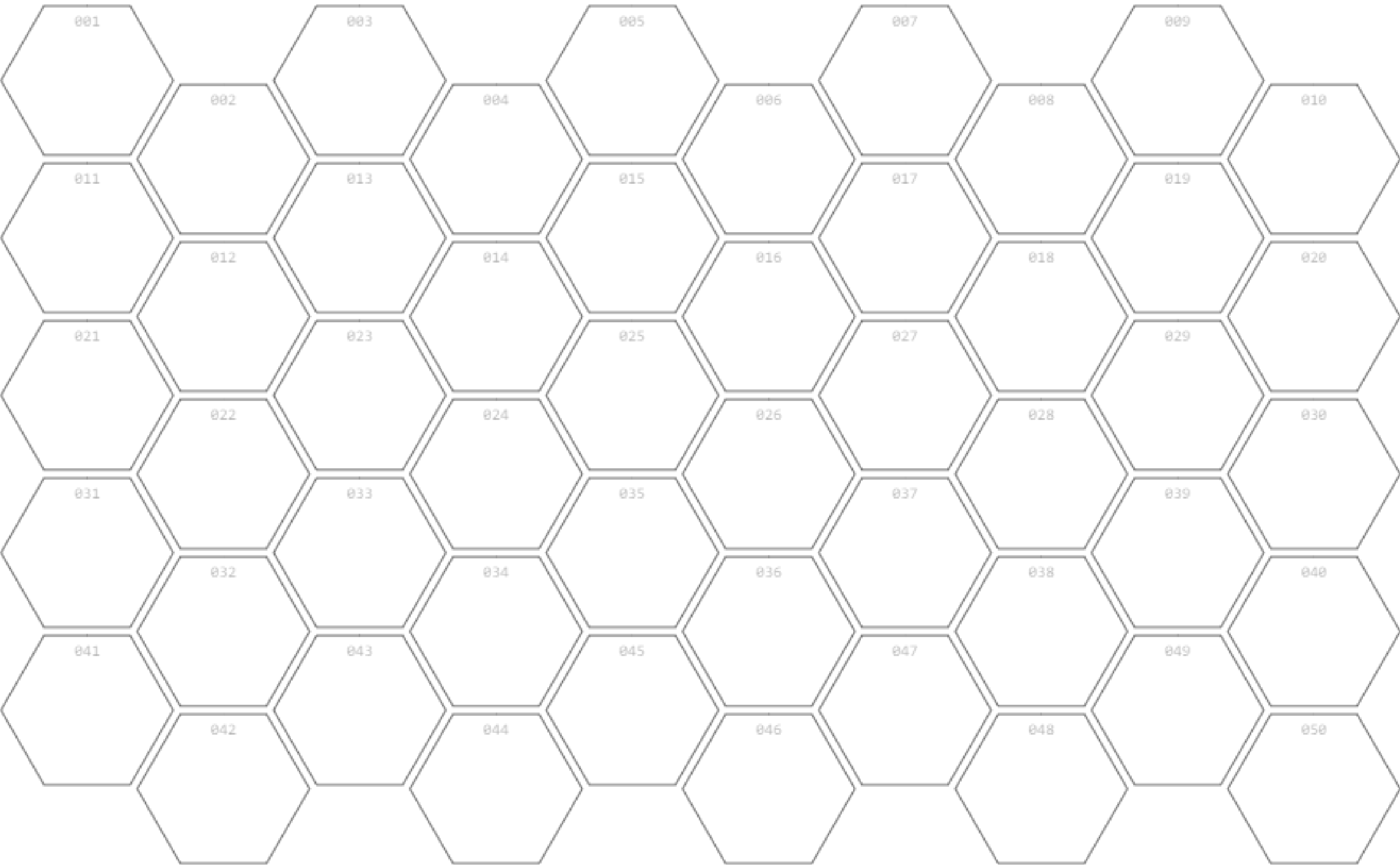
Name:

Faction:

Location:

Development Points
(DEV):

Resources
(RP):



Installed Modules (Assigned Keepers)



Haven Layout Sheet



Installed Modules / Haven Allies





NEW EDEN

Roleplaying Game v0.7

*This is a living document and will be updated on a regular basis.
For more information visit the KPR Discord server.*

*Thank you to all the Keepers that have contributed their own and
commissioned illustrations for this project, alongside the
original project art included throughout the book.*

KEEP PROTECT REIMAGINE