

FREE LEAGUE

MUTANT

YEAR ZERO



ELYSIUM

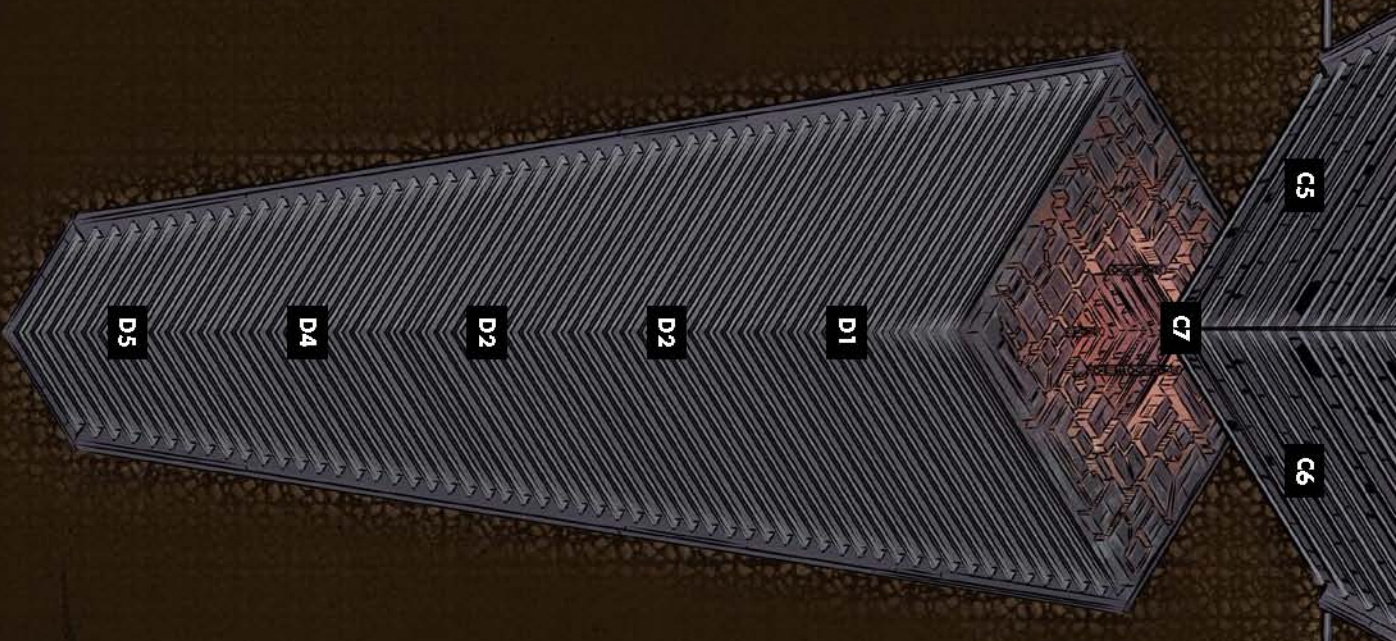
ELYSIUM I

THE CORE

- C1. Nova Paloma
- C2. Old Koly
- C3. Pirius
- C4. Tindertuft
- C5. Northolme
- C6. Calista
- C7. Hindenburg

THE DEEP

- D1. Mosel
- D2. Laborum
- D3. Arcadium
- D4. Cinderfalls
- D5. Cogs of Hel



THE DEEP

THE CROWN



THE BREACH

THE CAPITOLIUM



THE CORE

c1

c3

c2

c4



MUTANT

YEAR ZERO

GAME DIRECTOR & LEAD DESIGNER

Tomas Härenstam

WRITERS

Tomas Härenstam, Thomas Johansson

GRAPHIC DESIGN

Christian Granath

COVER ILLUSTRATION

Simon Stålenhag

LAYOUT & PREPRESS

Dan Alstrand

INTERIOR ILLUSTRATIONS

Reine Rosenberg

TRANSLATION

Edgardo Montes Rosa

PROOFREADING

Brandon Bowling

PRINT

Livonia Print, Riga 2019

ISBN

978-91-88805-21-8

PLAYER'S SECTION



6
HEIRS OF DOOM



14
YOUR HEIR



40
SKILLS



54
TALENTS

05



58

CONTACTS

06



66

CONFLICT & TRAUMA

07



86

LIFE IN ELYSIUM

GAMEMASTER'S SECTION



120

YOUR JOB AS GAMEMASTER



132

ARTIFACTS & BIOMECHATRONICS



142

GUARDIANS OF THE FALL



166
INCIDENTS



246
HUMANS IN THE ZONE





HEIRS OF DOOM

When humanity falls, when nations and authorities collapse, only the most basic human bond remains – family.

While the world burns after the Red Plague, four powerful families, financial and industrial dynasties, form an alliance to survive the end of the world. The four great Houses – Warburg, Fortescue, Morningstar, and Kilgore – name their covenant Elysium, after the meadows of eternal Spring of Greek mythology.

While other Titan Powers flee into the cold darkness of space or to the bottom of the sea, Elysium's leaders decide to dig into the bedrock. There, in the depths of depths, the Houses are to weather the long atomic winter.

The first enclave is named Elysium I, home to 10,000 souls. It is no mere shelter. The leaders of the families see the enclave as the Ark of humanity, the seed of a new civilization. They find inspiration in history, especially the era of the late 19th century – its belief in a brighter future, its traditionalist worldview, its architecture, and its aesthetics. The wars and disasters of the 20th and 21st centuries are never to be repeated.

While the rest of the world comes to the realization that humanity has been handed a death sentence, the Houses of Elysium have already left the surface behind, to secure their legacy in the safety of the depths.

Not all of the inhabitants in the enclaves belong to the great Houses – armies of workers and service personnel are handpicked from the families' countless companies and subsidiaries to support the rich and powerful.

The first decades in the enclaves go according to plan. Elysium researchers work intensively on plans to re-populate the surface, using genetic engineering, robotics and other advanced technology. But the safety in the depths is not to last. Mistrust between the Titan Powers grows, and when they eventually launch their weapons of mass destruction against each other, the effects are devastating. Most of the Elysium enclaves are utterly destroyed. The few that survive are damaged and isolated, lonely outposts in a sea of quiet destruction.

A century after the proud founding of Elysium I, contact with the last of its sister enclaves is lost. Elysium IV goes silent after an orbital attack. The residents of Elysium I realize that they are now alone, perhaps the last people on Earth.

Decades pass. Resources dwindle, despair grows. Despite its splendor, Elysium I is nothing more than mankind's golden cage, a gilded prison. Within the enclave's dim halls, fear and suspicion grow unchecked. In the shadows, people ready themselves for conflict. Enclave workers who have toiled loyally year after year, grateful for being spared from

disaster, begin to organize themselves and question their masters.

After a violent confrontation between the Houses of Morningstar and Warburg that costs one hundred lives – mostly workers – the heads of the Houses decide that something needs to be done. They create the Council, a joint assembly to preside over all families.

The House leaders also enact a new law calling for total transparency of everything that occurs within Elysium I, as a way to keep each other in check. To this end, a law enforcement agency is created – a force of so-called judicators with the power to investigate crime and use force against anything that threatens law and order in the enclave. Under the new law, every unit of judicators must include at least one representative of each House.

You are one of these judicators. Alongside agents from the other Houses, it is your duty to maintain order within the enclave, investigate violations of the law, and impose the appropriate sentences. But never forget that your strongest loyalty is always towards your family. The enclave is in decline, and you fight to ensure that your House gains power and influence over the dwindling resources that remain.

You are the true heirs of doom. When humanity sets foot on the surface again, it will be your House that leads the way into the new dawn. Your lineage. Your family.

MUTANT: ELYSIUM

Welcome to *Mutant: Elysium*. This book is an expansion on the game world created in *Mutant: Year Zero*, *Mutant: Genlab Alpha* and *Mutant: Mechatron*, but also works as a complete game on its own.

PLAYER CHARACTERS

All players except for one play as judicators, problem solvers that respond and investigate when law and order are threatened in the enclave. You also belong to a House, which you serve in secret.

Your judicator is called a player character, PC for short.

You decide what your PC thinks and feels, what he does and says – but not what happens to him. It is your job as a player to breathe life into your PC. Imagine you are him. Think – how would you react

if you were in his shoes? What would you do? Your PC, and those of the other players, are always the protagonists of the story. This game is about you. Your decisions, your lives.

THE GAMEMASTER

One person in your group takes the role of Gamemaster, or GM. Her job is to create Elysium I. The GM portrays all other residents in the enclave. She controls your friends and your enemies.

The GM has many tools to aid her in accomplishing this. To learn what they are, read more below and in the *Gamemaster Section*. The game is a back and forth conversation between players and





the GM, until a situation arises where the outcome is uncertain. Then it's time to get the dice – read more in Chapter 3.

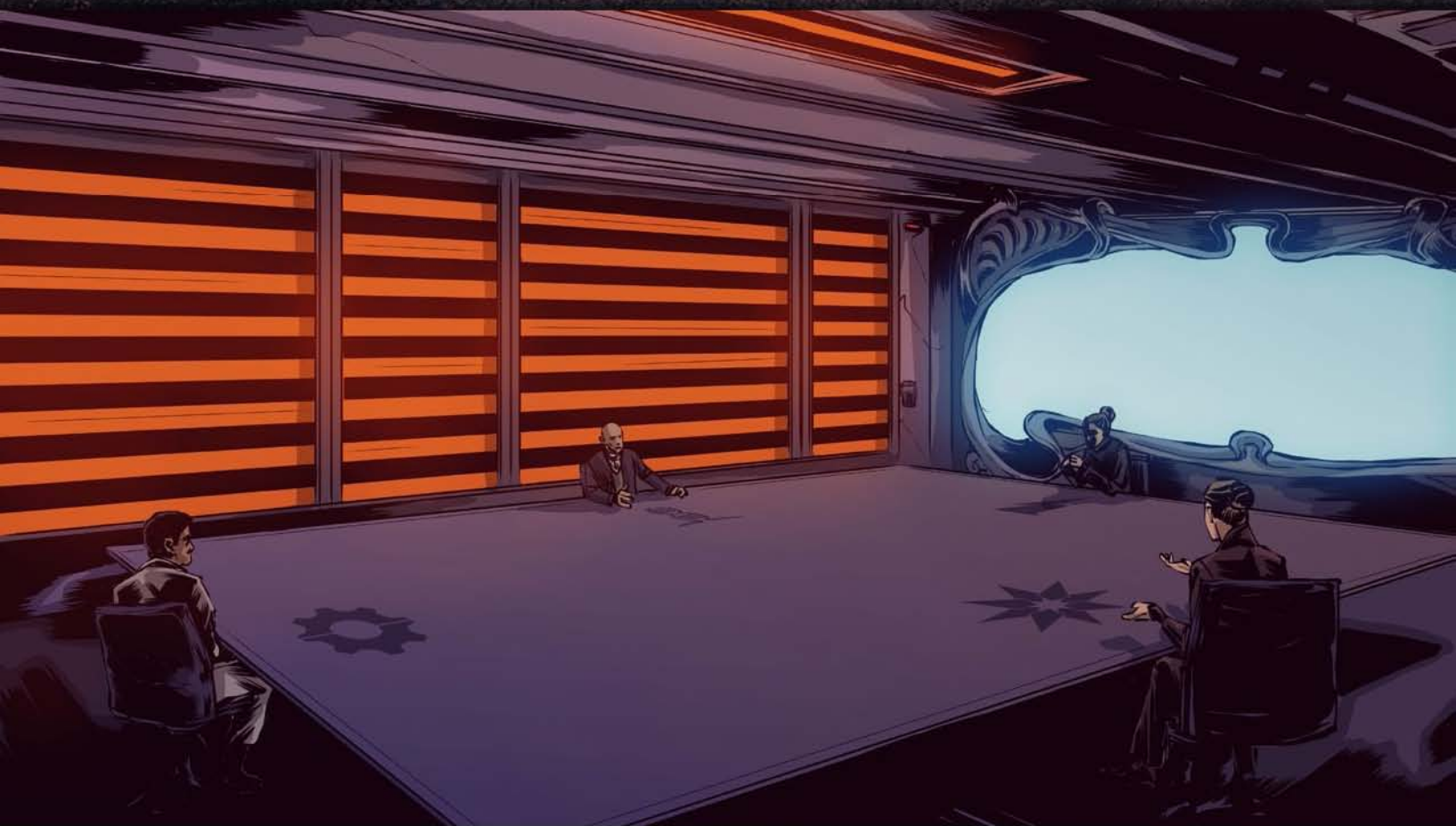
The GM is not the players' enemy – her job is to challenge the PCs to create the most exciting story possible. It is not the GM's job to decide what's happening in the game – and certainly not how your story will end. The game will determine that. That's what you are playing to find out.

THE ENCLAVE ELYSIUM I

This book contains a unique game setting and a complete campaign for you to play, called *Guardians of the Fall*.

Mutant: Elysium does not begin in the Zone like *Mutant: Year Zero*, but in the enclave known as Elysium I. It is a huge underground facility, created to save mankind from extinction. The enclave is governed by the four great Houses: Warburg, Fortescue, Morningstar, and Kilgore. You can read more about these in the next chapter. Elysium I is described in more detail in Chapter 7, as well as in the *Gamemaster Section*, where the campaign *Guardians of the Fall* is found – only for the GM's eyes.

Your actions in the course of the *Guardians of the Fall* campaign can have major consequences – they can even determine the final destiny of humanity in the world after the fall.



TOWARDS YEAR ZERO: HUMANS IN THE ZONE

When the campaign is over, the people of Elysium I can spread in the devastated world as described in *Mutant: Year Zero*. The game then continues in the Zone, where people meet both human mutants, mutant animals, and robots (see *Mutant: Genlab Alpha* and *Mutant: Mechatron*).

You can then choose to play as humans from the enclave, characters from the Zone, or create a new group with a mix of different types. How humans can live in the Zone and create new settlements is explained in Chapter 12 of the *Gamemaster Section*.

RULES

This book contains the complete rules for playing a non-mutant human in the world of *Mutant*. The core game engine is the same as in *Mutant: Year Zero* and the two systems are completely compatible, but there are differences that highlight how humans differ from mutants.

If you wish, you can skip the campaign in Elysium I, and use this module to introduce enclave

humans as a playable class in *Mutant: Year Zero*. You'd be missing out on an exciting experience, but if you already have an ongoing campaign in the Zone and want to continue without interruption, go right ahead.

WHAT DO YOU DO?

The *Guardians of the Fall* campaign sets the framework for your game in Elysium I. However, the campaign has an open-ended structure that gives the players a great deal of flexibility in what can be done. And there is a lot to do.

STAGE INCIDENTS

As a player in *Mutant: Elysium* you don't only control your character. On special occasions, called strategic turns, you represent the leader of your House. The Houses are tangled in intrigues trying to outmaneuver each other and engineer what in game is called Incidents - operations that increase the power and influence of one House at the expense of the others.

INVESTIGATE INCIDENTS

A central part of the game consists of sending your PC, a judicator, to investigate Incidents in Elysium. Each Incident is a short scenario tied to a certain location in the enclave, and can be resolved in a variety of ways. Most (but not all) Incidents are staged by the opposing Houses. When you investigate an Incident involving your own House you will be torn between your duty as a judicator and your loyalty to your House.

MAINTAIN LAW AND ORDER

There is dissent in the lower levels of Elysium I. The workers of the enclave have begun to express their dissatisfaction over their heavy workload and deteriorating living conditions, and some are turning to crime and violence, seeing no other way out. So far, the respect and fear of the Houses is too great for an open revolt, but that will not be the case forever. As a judicator, it is your difficult role to quench all attempts at rebellion in their infancy.

STAND FOR YOUR HOUSE

Being a judicator is your daily work, but your deepest loyalties are to your family. When the House calls you answer, even if it would mean that you neglect your duty as a judicator. Without your House, you would be nothing. The House is your blood, your life. This is what has been repeated to you since you were a child.

SAVE THE ENCLAVE FROM RUIN

Elysium I is racing towards an unavoidable collapse. The power struggle between the Houses is sometimes so intense that you risk losing sight of what is best for the enclave. Yet sometimes you will have to place the enclave's future ahead of the interests of your family. This is when your character is truly tested. Your actions can determine the place of mankind in the world after the fall.

TOOLS OF THE GAME

In *Mutant: Elysium* your creativity and improvisational ability are the most important assets. But there are a number of tools available to help you create your story.

CHARACTER SHEET

Your characters may be judicators, but they are also individuals with unique qualities, relationships, and dreams. You record everything about your character on a character sheet. One is provided at the back of this book. They are also available for download at the Free League website.

Enclave and Incident Sheets: In addition to the character sheets, there are special sheets used in the strategic game – read more about this in the *Gamemaster Section*.

DICE

There is a unique dice set for this game, available for purchase separately. The set contains 12 custom dice, in three different colors. The yellow ones are called Base Dice, the green ones Skill Dice and the black ones Gear Dice. You roll the dice when you use your skills to perform a difficult and dramatic action in the game – for the specifics of how to do that, see Chapter 3.

The dice are exactly the same as those used in *Mutant: Year Zero* and used in almost exactly the same way. The symbol ☼ usually means something good happens, while the symbols ☹ and ☠ usually means something goes wrong.

D6 AND D66

The Players and GM sometimes roll what's called a D6 or a D66. D6 means you ignore the symbols ☼, ☹, and ☠, and just read the number on the die. 2D6 means you roll two D6s and add the results together, for 3D6 you roll three dice and add, etc. Another type of roll is the D66, which means you roll two D6s of different colors – such as a Base Die and a Gear Die. Consider the first die the tens and the second die the ones. That gives you a result between 11 and 66. You can even roll a D666 – roll three dice and consider the first die the hundreds, the second die the tens and the third die the ones. That gives you a result between 111 and 666.

THE ELYSIUM CARD DECK

There is also a custom card deck for *Mutant: Elysium*, sold separately, that includes four different kinds of cards.

Incident Cards: These cards are used when you, as a player, plan Incidents as a representative of your House during a strategic turn. Read more in Chapter 10 of the *Gamemaster Section*.

Contact Cards: Describes contacts you have collected during your years in Elysium. Read more in Chapter 5.

Artifact Cards: Describes high-tech items you can find during the game. These cards are compatible with the artifacts of *Year Zero*, *Genlab Alpha* and *Mechatron*.

NPC Cards: Describes the dramatis personae or most important non-player characters in the *Guardians of the Fall* campaign. Read more in the *Gamemaster Section*.

THE MAP OF ELYSIUM

On the inside covers of this book you will find a full-color map of Elysium I. It shows the enclave's overall layout and levels, with highlights showing how its different sections look. A large full-color version of the map is available for purchase separately.

Unlike the Zone of *Mutant: Year Zero*, most of the enclave is well known to your PCs. All sections within the map of the enclave are described in more detail in Chapter 7. The map has a specific in-game mechanic that will come into play during strategic turns, as explained in the *Gamemaster Section*.

THE PLAYER GROUP

Unlike the previous three parts of the *Mutant* role-playing game, in Elysium the PCs form a formal unit – they are judicators. This straightforward dynamic makes it easy to give the PCs common goals and tasks to solve. It is also easy to introduce new PCs into the group as needed.

However, in *Mutant: Elysium*, there is a built-in conflict between your commitment to duty and

your loyalty to your House. This conflict is a central part of the game, but it must be handled with some caution. The GM must be responsive and intervene if conflicts between PCs escalate into conflicts between players. The best solution is to simply take an hour out of the game and talk directly about the matter, player to player.

In addition to the above conflict, each player character is also a person with his own driving force, relationships, and dreams. This third aspect of your PC's existence can have an effect on the conflict between duty as a judicator and duty to your House in unexpected and exciting ways.

A NOTE ON GENDER

The ruling Houses of Elysium rarely make a difference between the sexes. Men and women can become judicators on equal terms. In *Mutant: Elysium*, you can play male or female characters without gaining any special benefits or hindrances. You don't need to be confined by binary notions of sex and gender at all, and your sexual orientation is yours to decide. For the sake of convenience, we refer to unnamed characters as “he,” while the GM is referred to as “she.”

ROLEPLAYING? WHAT'S THAT?

If this is your first role-playing game, congratulations – welcome to a fun and creative hobby! Roleplay combines storytelling and games in a way that allows you to create your own story with your friends, with the game's rules as a frame.

Sound complicated? Please visit our forum at frialigan.se/forum – there you can ask any questions you wish and receive answers from both our designers and other *Mutant* players. Welcome!

PLAYING WITHOUT CARDS

All the information on the cards is also available in this book. If you prefer playing without the cards, you can simply keep track of the artifacts, contacts and more on your character sheet.

A TYPICAL GAMING SESSION

1. Get your character sheets, dice, and cards.
2. Play a strategic turn and decide which Incident to investigate (see Chapter 10).
3. Play your characters. Investigate the chosen Incident, balancing your duty as a judicator with your loyalty to your House.
4. Finish the game session with an evaluation.
 - a. The patrol leader designates a PC in the group to Judicator of the Day (see page 23).
 - b. All players vote on which PC they think was the “double agent” during the Incident (see page 23).
 - c. Players and the GM decide together which actions deserve to be rewarded with Experience Points (page 25).
 - d. Players may then use the XP to increase their skills or learn new talents.
 - e. Players can change their PC’s relationships and dreams, if they wish.
 - f. The players vote for appointing a new patrol leader (see page 23).

ABBREVIATIONS

PC = Player Character

XP = Experience Points

GM = Gamemaster

NPC = Non-Player Character





02

YOUR HEIR

In *Mutant: Elysium* you play a judicator sent to represent your House while maintaining law and order in Elysium I.

Your judicator is your player character (PC). He is your avatar, your eyes and ears in the enclave. But your PC depends on you, the player, to make wise choices for him. Take your PC seriously and play him as if he were a real person. It will be a more rewarding and fun experience if you do so. On the other hand, do not overprotect your character against danger. The goal of the game is to create an exciting story – if you are going to be successful in this endeavor you must take risks.

Throughout the game, your PC will change and evolve. His skills can be improved upon with experience points, but you will also discover how his personality changes and is shaped in ways that cannot be quantified in numbers. This is when your PC really takes on a life of his own.

Character Sheet: To create your PC you need a character sheet. You can copy one from the back of this book, download it from the Free League website, or buy a pack of ready-made character sheets.

Small and Large Groups: A typical patrol of judicators has four members – one from each great House. However, patrols are sometimes larger or smaller in number. Read more about it below.

TO CREATE A CHARACTER

Character creation is explained in detail in this chapter. The summary below will give you an overview of the process involved. Grab a character sheet, a pencil, and follow these steps:

1. Choose your House.
2. Choose your profession.
3. Choose your name.
4. Choose your appearance.
5. Choose your age.
6. Distribute your attribute points.
7. Distribute your skill points.
8. Choose your talent.
9. Calculate your starting Reputation score.
10. Describe your relationship with the other PCs as well as NPCs.
11. Establish your character's big dream.
12. Choose your gear.
13. Describe your home.
14. Choose the designation of your patrol.
15. Start the strategic turn and appoint the patrol leader.

HOUSE

The first thing you must choose for your character is his House. The four great Houses that rule Elysium I are briefly described below, and in more detail in Chapter 7.

According to enclave law, every patrol must balance representation from all four Houses as much as possible. If the number of PCs is four or less, then they must all belong to different Houses. You and the other players need to decide who the representative for each House will be or choose randomly if an agreement cannot be reached.

Your House also determines which attribute that you have a special predisposition for. This is explained in more detail in Chapter 3.



WARBURG

To be a Warburg is to build and create. You make sure that food is always on every table, that materials are available when repairs need to be carried out, that new goods are manufactured, and that the energy the enclave needs is produced. Without House Warburg, Elysium will stand still.

- ▣ **House Color:** Blue
- ▣ **Predisposition:** Strength



FORTESCUE

House Fortescue is Elysium's first and last line of defense against any enemy. Loyalty, pride, and justice are words you live by. Everyone knows that you always follow orders and are ready to make the difficult decisions sometimes needed to combat threats to the enclave.

- ▣ **House Color:** Grey
- ▣ **Predisposition:** Agility



MORNINGSTAR

For a Morningstar, life is a blend of enjoyment and leisure, refinement and creativity. You provide Elysium with the pleasures, culture, history, and art at your

disposal. Celebrations and entertainment, decadence and tradition – all are mixed in the whirl of impressions that is your House.

- ▣ **House Color:** Green
- ▣ **Predisposition:** Empathy



KILGORE

To belong to House Kilgore is to be an explorer, a researcher or scientist seeking answers or even new questions. It was a Kilgore who created the first xenogenetic creatures and took the decisive steps to combine man with machine. There is power in knowledge, of course. And with every new discovery you make, the greater your House's influence grows.

- ▣ **House Color:** Red
- ▣ **Predisposition:** Wits



PROFESSION

A judicator's job is to maintain law and order, but this can be achieved in different ways. Judicators have different backgrounds and specialist skills. In *Mutant: Elysium* you can choose from six different professions, as described at the end of this chapter. It is recommended, but not mandatory, that all PCs have different professions. The professions correspond to Roles in *Mutant: Year Zero* and *Genlab Alpha*.

PROFESSIONS IN THE ZONE

If the citizens of the enclave reach the Zone, they will bring their knowledge and culture with them. The six professions described in *Mutant: Elysium* will then be available for the mutants in the Zone. Likewise, enclave dwellers can learn a lot from encounters with the mutants. The eight roles described in *Mutant: Year Zero* will also be available to non-mutated people. The GM can read more about the effects of humans' arrival to the Zone in Chapter 12.

A JUDICATOR'S AUTHORITY

- ❑ You are authorized to use violence if you deem it necessary when defending the enclave's safety.
- ❑ You are authorized to seize and arrest an individual who is an obvious threat to the safety of the enclave. In disputed cases, a Procurator (see page 32) may decide.
- ❑ You are authorized to question citizens that potentially have relevant information concerning the enclave's security.



Specialist Skills: Just as in *Year Zero* and *Genlab Alpha*, every profession has a specialist skill beyond the twelve general skills that everyone can learn. Read more about skills in Chapter 3.

EXAMPLE

The player Sylvia will create her first character. After discussions with the other players, she decides to play an investigator from House Kilgore.

NAME

Each profession suggests three male names and three female names that are typical of the profession. Choose one of these names, or if you prefer, use any name you like.

EXAMPLE

Sylvia gives her investigator the name Pandora Kilgore.

APPEARANCE

On the character sheet you can record what your character's face, body, and uniform look like. The description of your profession contains suggestions – you can choose one or more words from

each category. You are also free to describe your PC as you prefer. The suggestions listed under each profession have no in-game impact on the rules.

Uniform: As a judicator, you have to wear a uniform. Tradition requires that the uniform display the color of your House. That being said, you are free to modify your uniform to better suit your profession.

AGE

Patrols of judicators often have members of different ages to give the group a wide range of experience. In game terms, age is divided into three levels: young, middle aged, and old. You may choose the starting age of your character. Record your choice on your character sheet.

Your choice of age level affects your starting attributes, skills, reputation, and your contacts. Read more about these below.

AGE		YEARS	
Young		18–31	
Middle Aged		31–50	
Old		50+	

ATTRIBUTES

Just like in *Mutant: Year Zero*, you have four attributes that show your basic physical and mental capacity. They are measured on a scale from 1 to 5, the higher the better. Your attributes are used partly when you roll dice to perform actions in the game, and partly to determine how much trauma you can withstand before breaking. Read more about this in Chapter 6.

Starting Scores: When you create your character, you distribute a number of points amongst the four attributes. The specific amount of points you can spend is determined by your age – see the table. You must use no less than 2 and no more than 4 points on each of the attributes. However, you can spend 5 points on the attribute listed as “key attribute” for your profession.



AGE	STARTING ATTRIBUTE POINTS
Young	16
Middle Aged	15
Old	14



STRENGTH

Raw physical power and endurance. Determines how much damage you can withstand. Is recovered with food.

AGILITY

Body control, fitness, and fine motor skills. Determines how much fatigue you can withstand. Is recovered with water.

WITS

Intelligence, alertness, and sharpness of mind. Determines how much confusion you can withstand. Is recovered with sleep.

EMPATHY

Your personal radiance, charisma, and ability to manipulate others. Determines how much doubt you can withstand. Is recovered through sympathy from other people.

EXAMPLE

Having decided that Pandora is middle-aged, Sylvia has 15 points to spend on attributes. She gives Pandora Strength 3, Agility 4, Wits 5 and Empathy 3.

SKILLS

Your skills are specialized knowledge, education, and experience gained during your life as a judicator. There are twelve basic skills that anyone can use. You also have a thirteenth, specialist skill unique to your chosen profession. Skills can range from a rating of 0 to 5.

You can use a general skill even if you have a rating of 0. Specialist skills however, require at least a rating of 1 in order to be used.

A JUDICATORS' DUTIES


- Follow orders from commanding officers. This applies only to other judicators. For example, you have no obligation to obey officers of the Deep Watch (see page 106) – unless you have been ordered to do so by your own commander.
- Protect the enclave's order and safety. It is up to you to interpret what this means, as long as it does not go against direct orders from higher ranking officers.
- Protect fellow patrol members. You have the right and obligation to protect other members of your patrol, as long as it does not threaten the security of the enclave.
- Be mindful of the interests of the dynasties. This is not a formal duty, but since all judicators belong to a House, trying to achieve and maintain balance is an implicit duty that must be constantly juggled with your formal duties.

The twelve basic skills are listed on the character sheet, and all skills are described in detail in the next chapter.

Starting Scores: When creating your character, you get to distribute a number of points across your skills. The exact number you have to distribute is determined by your age, see the skill table. The maximum starting rating for a skill is 3, and you must have at least a rating 1 on your specialist skill. Aside from these two limitations you can allocate your points freely.



AGE	STARTING SKILL POINTS
Young	8
Middle Aged	11
Old	14



EXAMPLE

Sylvia distributes her 11 skill points, giving Pandora level 3 in Investigate, level 2 in Fight, Sneak, and Shoot, and finally level 1 in Scout and Comprehend.

TALENTS

Mutant: Elysium has a whole new and different set of talents. Talents describe small tricks and abilities. Talents can provide an advantage in some specific situations or let you use skills in different ways.

Once the denizens of the enclave arrive in the Zone, they can also learn the talents described in *Mutant: Year Zero*, just as the mutants will gain access to the talents contained in Chapter 4.

You can choose one talent during character creation. Your profession determines which talents are available to you. You can learn more talents during play.

BIOMECHATRONICS

The researchers in Elysium I have, over the years, developed the knowledge and skill to graft mechanical implants into the human body. These implants can make a human being stronger and more

resilient. Unfortunately, biomechatronics have been shown to have severe side effects on both body and mind, typically referred to as machine fever. Members of the Houses rarely use such implants. They are used primarily by the judicators, in order to carry out their dangerous, often violent, work.

Biomechatronics have gradually become a symbol of status within the enclave. In recent years, some younger members of the Houses have begun to acquire small and discreet biomechatronic implants, which are seen as avant garde within younger circles, but often scoffed at by older nobles.

You can choose a discreet implant during character creation, but you must choose the talent Biomechatronic. Read more about biomechatronics and how they work in Chapter 9.


EXAMPLE

Sylvia chooses the talent Intuition for Pandora.


CONTACTS

You are a judicator, but you are also a member of a powerful dynasty. As a human in *Mutant: Elysium*, your most important asset is the influence wielded by your contacts that can help you in large and small ways.

At character creation you get one or more contacts. These are explained in more detail in Chapter 5. You cannot have the same contacts as another player – you must agree who gets which contacts or let chance decide. How many contacts you get during character creation depends on your starting age:



AGE	STARTING CONTACTS
Young	1
Middle Aged	2
Old	3



New Contacts: You can gain new contacts during gameplay. Learn more about how this works on page 60.

CUSTOM CARDS

In the custom card deck for *Mutant: Elysium*, there is a card for each contact included in the game. The card briefly describes what the contact can do for you. Take your contact cards and place them next to your character sheet during play.

PSIONICS

Through genetic engineering, Elysium's scientists can trigger paranormal mental abilities in humans. Termed psionic mutations, research of these abilities is extremely restricted, for in many cases subjects turned their newfound abilities against the researchers or used them for their own gain. All psionics must be registered and are monitored regularly. There are a handful of psionics among the judicators, who are treated with great suspicion by their peers.

If you have access to *Mutant: Year Zero*, you can choose to play a psionic. You will not get any contacts at all and your Reputation (below) will be lowered. In return, you get a random mental mutation.

REPUTATION

Elysium I is a strict hierarchical society. The Houses control the workers, and within these two groups there are different levels of power, prestige, and access.

Formally, enclave residents are divided into security classes (see the next page) but equally important is your informal position and reputation. This is measured by a value called Reputation. Your starting value is determined by your age and modified by your profession, see table below. Your reputation can change during the game (page 25).

Your Reputation affects social interactions - a higher value makes it easier to impose your will (Chapter 6).



STARTING REPUTATION

Young	3
Middle Aged	4
Old	5

STARTING REPUTATION

Investigator	±0
Officer	+2
Procurator	+1
Scholar	+1
Soldier	±0
Technician	±0
Psionic	-2



SECURITY CLASS

All residents of Elysium I are divided into security classes which determine the parts of the enclave they have access to. Security classes are identified with Roman numerals, from I to VII. All residents are assigned an ID card indicating their security class. The ID card is also used for electronic payments. As a judicator you belong to security class IV. Read more about security classes on page 103.

RELATIONSHIPS AND DREAMS

As a judicator you have a duty to both your House and your profession, but you are also a person with relationships and dreams of your own.

Your relationships and dreams affect how you are awarded Experience Points (page 25). Your choices are also important for the GM, who can use these to create exciting situations in the game (see Chapter 8).

RELATIONSHIPS TO PCS

When your characters enter the game, they already have a relationship with the other characters - they belong to the same patrol.

When creating your PC, you should describe your relationship to each of the other characters you know, with a brief opinion on your character sheet. Under your profession there are suggestions you can choose from or modify. Alternately, you can simply come up with your own.

RELATIONSHIPS TO NPCs

The next step is selecting two NPCs with which you have a special relation. You should choose an

NPC you hate and another you want to protect. Just as before, your profession provides the options – it is recommended you choose from these NPCs, as they play a role during the *Guardians of the Fall* campaign (see Chapter 10).

FAMILY

The people in the enclave are not infertile like the Ark mutants in *Year Zero*. Children are born and raised in Elysium I – but live under the strict regulation of authority. The sons and daughters of the Houses are drilled from birth, conditioning them to hold a specific set of values. The upbringing of the workers is simple and harsh – they are to be prepared for a long life of hardship in the depths.

The number of children that can be born in Elysium I is limited. The consortium applies strict population control in order to prevent overload that may thin the resources of the enclave. A license to have children is not easy to come by, so not everyone gets the chance. Those seeking such a license will do their utmost for the good of the enclave – in order to prove themselves worthy.

YOUR BIG DREAM

Finally, you have to choose what your big dream is, what you desire above all else. As with the relationships, the profession has pre-made options for you to choose from.

CHANGES TO RELATIONSHIPS AND DREAMS

What takes place during the game will affect your character. Your relationships with other characters, NPCs, and your big dream can change. At the end of each game session, after the XP has been distributed (page 25), you can change your entries. You may not change during the game session.

GEAR

Your House provides you with what you need to survive, but trade and the right to ownership are the pillars of Elysium's four great Houses. This right is also something that separates nobles from the masses. In practice, there is not much space in the enclave to accumulate large amounts of

gear, therefore the possessions you have become that much more important.

You must list all the possessions you carry with you on your character sheet. Write one item per row. If it's not there, you do not have it.

Starting Gear: Your profession determines the starting gear you can choose during character creation.

ENCUMBRANCE

You can easily carry a number of regular items equal to double your Strength score. Use the base rating, not the temporary value if your character is injured (page 76).

HEAVY AND LIGHT ITEMS

An item designated as heavy counts as two regular items and takes two rows on the character sheet instead of one. In the same way, there are items designated as light – they count as half a regular item and you can then enter two light items on the same row on your sheet.

Food and Water: Up to four rations of food and/or water count as one regular item.

TINY ITEMS

Any gear smaller than light items is referred to as tiny. They are so small that they do not count



against your encumbrance limit. Your ID card as well as cash credits, are all tiny items. The rule of thumb is this: if the property can be hidden in a closed fist, it is a tiny item. Tiny items must still be listed on the character sheet even if they do not encumber you.

FOOD AND WATER

Food and water are easy to come by for those belonging to a powerful House. That being said, judicators can surely still starve or die from thirst. As a judicator, you do not usually need to worry about food or water for as long as you are in the enclave, but if for some reason you find yourself without these resources you may be in danger of getting trauma. Two rations of both food and water are included in your starting equipment.

E-PACKS

Energy weapons and other devices that require electricity are charged with E-packs. These are separate artefacts and are described in Chapter 9. Read more about the reloading of weapons in Chapter 6. E-packs are treated as tiny items.

OVER-ENCUMBERED

You can temporarily carry more than your maximum limit (double your Strength rating in gear rows). The drawback is that you must make a Force skill check in order to move a significant distance. The same rule applies if you are dragging heavy objects. Failing the skill check means you must either release what you are dragging, stay where you are, or suffer 1 point of damage to carry on a little longer.

YOUR HOME

As a scion of a noble dynasty and a judicator you are entitled to a simple dwelling either in the high-quarter of the town or further down the enclave if you prefer. The accommodation is a small apartment, usually with only one room. Describe your residence with a few short words on the character sheet. For inspiration, please read Chapter 7.

DEVELOPING YOUR PATROL

There are a total of 24 judicator patrols in Elysium I. These are divided into two shifts: Alpha and Beta. Each patrol has a designation consisting of the shift name and a number from 1 to 12, for example Alpha-3 or Beta-11. Some patrols add a nickname to their moniker, while others have nicknames bestowed upon them. Some examples are the Lions, the Monarchs, or the Wolves.

Choose a designation for your patrol and include a nickname if you like.



JUDICATOR RANKS

There are around one hundred judicators in Elysium I, divided into 24 patrols, assigned to two shifts with 12 patrols each (read more on page 107). Judicators are divided into the following ranks:

RANK	DESCRIPTION
Aspirant	A new recruit. Will usually become a Commissar after one year's service.
Commissar	These form the bulk of the judicators. Characters are usually Commissars.
Chief Inspector	Commander of a Shift.
Superintendent	Commander of all the Judicators.



PATROL LEADER

Every judicator patrol has a patrol leader that can act as the group's spokesperson. The patrol leader does not actually have the power to impose orders on his fellow patrol members, as this would disturb the delicate balance between the Houses - even within a single patrol. That being said, as a patrol leader you have the right to settle disputes between other members of the patrol. The position also has a number of other in-game features:

Report: The patrol leader's most important task is to report to the judicators' headquarters. This happens immediately after each completed Incident. An

Incident is an event within the enclave which you are sent to handle as an emissary of the law. The GM can read more about Incidents in Chapter 10.

As a patrol leader, you do not need to come up with a fully comprehensive report. All you need to do is specify one of the PCs you want to highlight as being particularly active or competent. This PC is named “Judicator of the Day” and gets an additional Experience Point (XP) at the end of the session (see below). You must justify your choice with something that the PC did during the Incident.

Experience: As a patrol leader, you also automatically receive an extra XP at the end of the game session.

Strategic Game: The patrol leader has a tie-breaking vote in case there is a tie when determining which Incident the PCs are to be sent to handle. Read more in Chapter 10.

VOTING FOR PATROL LEADER

Patrol leaders are appointed by the players themselves through a secret vote. Have the vote at the beginning of the first session. Do so again after each session once you have completed an Incident, after the Experience Points have been distributed. A current patrol leader may be re-elected. Follow these steps:

1. Select a number between 1 and 6 and place a die showing this number in front of you. You may not take the same number as anyone else.
2. Then, secretly write down the number of the person you are voting for. You may not vote for yourself. You may not disclose who you are voting for or tell anyone who to vote for.
3. Reveal your votes at the same time. You are not allowed to change your vote after the votes have been revealed.
4. Not all votes are equal – instead, your vote is worth as much as your House’s total number of Control Points in the sectors of the enclave. Control is explained in Chapter 10.
5. In case of a tie, the dispute is settled by the patrol leader.

MORE THAN FOUR PLAYERS?

A typical judicator patrol consists of four individuals, one from each great House. But there are patrols with more members, who have more than one representative from the same House. If you have five or more players in the group you are one of these patrols.

Characters from the same House may take turns being its official representative and can, for example, alternate amongst themselves each session. Only the character officially representing the House can participate in a vote for – and be nominated to – patrol leader. The same applies for the vote on the double agent (below) and on strategic rounds (see Chapter 10) – these are all limited to the player whose character currently speaks for his House during the session being played.

FEWER THAN FOUR PLAYERS?

There are also patrols with only two or three members. And even cases, although very rare, where a judicator works alone. The game therefore works even if you have fewer than four players in the group.

With three players, voting for the patrol leader and double agent (below) takes place in the usual way with the players available – without the GM’s participation. However, if the group consists of only one or two players, there is no vote for patrol leader or double agent.

DOUBLE AGENT

During the *Guardians of the Fall* campaign, described in detail in Chapter 10, you and the other players will be sent to solve various Incidents occurring in Elysium I.

These Incidents do not happen by chance. They are, with few exceptions, triggered by the Houses themselves in their struggle to either expand their influence or sabotage their rivals’ attempts at the same. The planning of Incidents is carried out by

you and the other players, as representatives of your Houses, during the strategic turns.

This means that you will occasionally be sent to solve an Incident that you, plotting on behalf of your House, are responsible for staging in the first place. This also puts a burden on your character, because it is in your character's interest that the patrol's mission fails.

PLAYING THE DOUBLE AGENT

Each time your characters are sent to an Incident, one of you will be the secret "double agent." As a double agent you need to be very subtle - if it becomes obvious that you are trying to sabotage the patrol's efforts you will be reprimanded for failing your duty as a judicator. The more this happens, the harsher the punishment will be.

As a double agent your efforts should be focused on causing the mission to fail, but in a manner that does not reveal you as the culprit. Most of the time, it's worse for your House to be exposed as the cause of an Incident than for the Incident to be stopped, so don't take unnecessary risks.

REVEALING THE DOUBLE AGENT

It is not just the patrol leader who provides a report to the commanders of the judicators after the Incident has ended. All members of the patrol must comment on the behavior of the other judicators in the patrol. The purpose of this is to reveal and punish any and all who put their family's interests before those of the enclave.

In game mechanics this is managed by a secret vote after each session where an Incident has been completed, and before the Experience Points have been awarded. This is done in the same way as voting for the patrol leader (above), with the difference that every player has one vote each (House Control means nothing for this vote).

When presenting your vote, you must provide evidence to support your claim - state anything suspicious that the accused PC did during play. If you cannot provide anything, your vote is annulled. The GM has the last word.

You all cast a vote of course, even if you are the double agent - with luck and skill, you will be able to successfully deflect all suspicions onto someone else.

Note that only a maximum of four players (one per House) can cast a vote. See the sidebar entitled "More than four players?"

Results: If a single PC is accused of being the double agent by *all* other players, the PC is found guilty. It does not matter whether this PC was actually the double agent or not. If no PC is unanimously voted as the double agent by all other PCs in the patrol, then no one is revealed as a double agent - the guilty character gets away with it.

When a double agent is "revealed" (whether guilty or not), all PCs who voted for him get an additional XP each at the end of the session.

Penalty: A revealed judicator will be punished for misconduct, see below.

MISCONDUCT

Judicators who have been revealed as double agents or who otherwise failed to fulfill their duties are punished for misconduct. However, they usually keep their position the first and second time they are revealed, as suitable people to fill the ranks are scarce and the balance between the Houses is very sensitive.

PENALTIES FOR MISCONDUCT

First Infraction	A fine of half of the PC's credits, rounded up. The PC's Reputation score is reduced one step. The PC's House loses one point of Control (see page 146).
Second Infraction	A fine of all the PC's credits and one week of hard labor in the Deep. The PC's Reputation is reduced by two steps. The House loses one point of Control.
Third Infraction	Permanent banishment to the Catacombs (page 100). Time to create a new character. The House loses one point of Control.

Punishment for the House: A judicator being punished for misconduct brings shame upon the whole House, thus the loss of a point of Control. Control comes into play during the strategic game (read more in Chapter 10).

CONFLICTS IN THE GROUP

There is a risk that the system for voting for the double agent can lead to resentment within the patrol, or worse, between the players themselves. Roleplaying is usually about collaborating. If this mechanism is a poor fit for your group, feel free to discard it. The game and the campaign will work fine without it.

DEVELOPING YOUR CHARACTER

Life as a judicator consists of many challenges and you can be sure that surviving these challenges will change your characters. They may even learn a thing or two along the way. You can develop your character in several ways during the game.

EXPERIENCE

The lessons you learn during the game are measured in experience points (XP). You will get your XP after the end of the session. Have a debriefing and let the entire group discuss the session's events. For each of these questions you can answer yes to, you will win 1 XP:

- ❑ Did you attend the game session? (You get an XP just for being present.)
- ❑ Have you sacrificed or risked anything for the NPC you want to keep safe?
- ❑ Have you sacrificed or risked anything to confront the NPC you hate?
- ❑ Have you sacrificed or risked anything to reach your big dream?
- ❑ Are you the patrol leader?
- ❑ Were you selected as the "Judicator of the Day" by the patrol leader?
- ❑ Were you the double agent during an Incident without being discovered, and the patrol failed to resolve the Incident? You get 2 XP for this.
- ❑ Did you reveal through votes a double agent in the group?

The GM has the last word about how much XP each PC will be awarded, but let all players participate in the discussion.

RAISE A SKILL OR GAIN A NEW TALENT

Once you have accumulated 5 XP you can improve your character. You can either increase a skill by one level or gain a new talent. Once you've decided, delete the XP used and start collecting experience again. When you have accumulated another 5 XP you will be able to make a new improvement.

CHANGING REPUTATION

Your Reputation in Elysium I will fluctuate depending on your actions during games. This happens during the debrief after XP is awarded.

For each of these questions you can answer yes to, your Reputation score increases by one step:

- ❑ Did you successfully resolve an Incident during the game session?
- ❑ Were you appointed patrol leader during the game session?
- ❑ Were you chosen as the Judicator of the Day during the game session?

For each of these questions you can answer yes to, your Reputation is decreased one step:

- ❑ Did your patrol fail to resolve an Incident during the game session?
- ❑ Were you revealed to be a double agent, or were you caught committing a crime or breaking protocol during the game session?

The GM may also raise or lower the Reputation of a character as a result of exceptional actions during play, provided such actions were made public knowledge.

NEW RELATIONSHIPS AND DREAMS

After each game session you can change which NPC you want to protect, your rival, or change your dream.

NEW CONTACTS

You can gain new contacts during gameplay, and you can also lose contacts if you abuse, mistreat or cross them somehow. Read more in Chapter 5.

ELYSIUM MUTANT YEAR ZERO

ATTRIBUTES	
Strength	3
Agility	4
Wits	5
Empathy	3

CONDITIONS	
Starving	<input type="checkbox"/>
Sleepless	<input type="checkbox"/>
Dehydrated	<input type="checkbox"/>
Hypothermic	<input type="checkbox"/>
Critical Injuries:	

SKILLS	
Endure (Strength)	
Force (Strength)	
Fight (Strength)	2
Sneak (Agility)	2
Move (Agility)	
Shoot (Agility)	2
Saunt (Wits)	1
Comprehend (Wits)	1
Know the Zone (Wits)	
Sense Emotion (Empathy)	
Manipulate (Empathy)	
Heal (Empathy)	
Investigate	3

ROT POINTS
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

EXPERIENCE POINTS
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Name: PANDORA	Age: 36
Profession: INVESTIGATOR	House: KILGORE
Reputation	4

APPEARANCE
Face: Hollow cheeks, pale
Body: SKINNY
Clothing: WORN, ill-fitting, coat

GEAR
1 E-PACK
2 EMERGENCY RATIONS OF FOOD
2 EMERGENCY RATIONS OF WATER
4 CLASS IV ID CARD
5 COMM RADIO
6
7
8
9
10
Credits: 3

WEAPONS	Bonus	Damage	Range	Special
GYROJET PISTOL	+3	3	SHORT	4 ROCKETS
VIBRO KNIFE	+2	2	ARM'S	LIGHT WEAPON

RELATIONSHIPS	Patrol Leader
PC1: SEEMS TO BE HIDING SOMETHING	<input checked="" type="checkbox"/>
PC2: IS USEFUL AND WILLING TO HELP, BUT MAY BE A BIT SLOW	<input type="checkbox"/>
PC3: SHOTS FIRST AND ASKS QUESTIONS LATER, BUT I TRUST HE HAS MY BACK	<input type="checkbox"/>
PC4:	<input type="checkbox"/>
I Hate: THE GRAY EMINENCE CREON. HE SABOTAGED MY MURDER INVESTIGATION.	
I Need to Protect: MY LITTLE SISTER THEODORA WHO TEACHES AT THE ACADEMY.	
My Big Dream: TO BE ABLE TO TRUST ANOTHER PERSON.	

TALENTS
INTUITION

CONTACTS
PARAMOUR
SNITCH

INFLUENCE POINTS
<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

ARMOR	Rating

ELYSIUM

MUTANT

YEAR ZERO

PEOPLE I'VE MET	Role	Notes
EMINENCE CREON	TEMPLE LEADER	HE SABOTAGED MY MURDER INVESTIGATION
THEODORA KILGORE	SCHOLAR	MY LITTLE SISTER. TEACHES AT THE ACADEMY.

THE PATROL

Designation: ALPHA 4

Patrol Leader: DOUGLAS FORTESCUE

Other: ALPHA 4 IS NICKNAMED "THE WOLVES"

MY DEN

Description: SHABBY, SMOKED-IN APARTMENT
IN HINDENBURG.

Gear Stashed:

Other: PANDORA IS ALWAYS BEHIND WITH THE RENT
AND AVOIDS HER LANDLORD.

TINY ITEMS

NOTES



INVESTIGATOR

They say that Elysium I is the paragon of society. The type the world will be modeled after once humanity returns to the surface. But you know better. In the enclave's underbelly, behind the polished facade of the Houses and in the depths of the tunnels bloom dark dealings, corruption, and violence. It is your job to reveal the criminals for what they are, and bring the truth to light. You are an Investigator.

Key Attribute: Wits
Specialist Skill: Investigate

Name: Your last name is the same as the name of your House. You can come up with your own first name or choose one of the following: Aiken, Conrad, Walter, Avon, Nara, Pandora

APPEARANCE

- ❑ **Face:** High cheekbones, combed hair, stubble beard.
- ❑ **Body:** Skinny, gangly, muscular.
- ❑ **Uniform:** Worn, ill-fitting, long coat.

TALENTS

Choose one, you can learn more later. Talents are explained in Chapter 4.

- ❑ **Intuition**
- ❑ **Many Faces**
- ❑ **Well Connected**

RELATIONSHIPS TO OTHER PCS

Choose from one of the options below or come up with one on your own:

- ... seems to be hiding something.
- ... is useful and willing to help, but may be a bit slow.
- ... shoots first and asks questions later, but you trust that he has your back.

RELATIONSHIPS TO NPCs

Choose from one of the options below:

You hate:

- ❑ The Gray Eminence Creon, Temple leader. Sabotaged your murder investigation by silencing all the witnesses. The Council does not understand the extent of the Temple's influence.
- ❑ The Scrap King. Gang leader in the Catacombs, responsible for the loss of more lives than anyone else in the enclave. One day you will put him where he belongs.

- ❑ Valentino Morningstar, host of the Voice of Dawn. You were childhood friends but have followed different paths in life. He symbolizes everything that is wrong and corrupt with Elysium I.

You want to protect:

- ❑ Ephraim Dunkle. A scarred and belligerent reconstructed worker who hates the social order. Despite the difference in status, you have enjoyed each other's company in the past.
- ❑ Molly Finkel. Bar owner in the Core. You have drowned your sins at Molly's bar counter many a dark evening over the years.
- ❑ Theodora. Your little sister and a skilled teacher at the Academy. You have tried to protect her from all evil and so far, have succeeded quite well.

YOUR BIG DREAM

Choose from the options below or come up with one on your own:

- ❑ To get the heads of the Houses to pay for the crimes they have committed.
- ❑ To become part of a new community where you can finally be yourself.
- ❑ To be able to trust another person.

GEAR

Choose one of the following weapons during character creation: Gauss pistol, gyrojet pistol (with D6 rockets). You also get a vibro knife, an E-pack, two emergency rations of both food and water, a class IV ID card and a comm radio.

Credits: D6



OFFICER

Leading others is not just your right – it is your duty. Your destiny is to lead humanity into a new dawn, and you will be at the forefront when it is time to return to the surface world. Until then, you will lead the way for the other judicators in your patrol. They follow your word as if it were the law – for the most part. You are an Officer.

Key Attribute: Empathy
Specialist Skill: Command

Name: Your last name is the same as the name of your House. You can come up with your own first name or choose one of the following: Cameron, Douglas, Rayburn, Audrey, Blythe, Farrah.

APPEARANCE

- ❑ **Face:** Hawk nose, high cheekbones, well-trimmed mustache.
- ❑ **Body:** Slender, straight-backed, short.
- ❑ **Uniform:** Well-groomed, decorated, worn out.

TALENTS

Choose one, you can learn more later. Talents are explained in Chapter 4.

- ❑ **Commander**
- ❑ **Feared Enemy**
- ❑ **Icy Voice**

RELATIONSHIPS TO OTHER PCS

Choose from the options below or come up with one on your own:

- ... is always eager for action. What are his true intentions?
- ... has rebellious tendencies. Someone should put him in his place.
- ... is your right hand. If he were not from another House, you would not hesitate to put your life in his hands.
- ... seems to be hiding something. Best to keep an eye on him.

RELATIONSHIPS TO NPCs

Choose from the options below or come up with one on your own:

You hate:

- ❑ Antonius Block, labor activist and your brother. Once, he was an Officer like yourself, but was sentenced to hard labor after killing another officer during a riot in the Deep.

- ❑ Creon, Gray Eminence. The bearded hierophant of the Temple and his annoying novices are always putting their noses where they don't belong.
- ❑ Toddy Somerset, socialite. Party, dinner, or theater – whatever social event you attend, he is always there to steal the spotlight from you.

You want to protect:

- ❑ Casimir Montague, colonel of the Deep Watch. A competent officer you met when you were both in the school for cadets. You have always admired him.
- ❑ Valeria Warburg, actress. You were close friends or even lovers a few years ago, and she is still in love with you.
- ❑ Melina. Old childhood friend, now a brilliant Scholar at the Academy. (Which House Melina belongs to is decided by the GM during play).

YOUR BIG DREAM

Choose from the options below or come up with one on your own:

- ❑ To finally retire, if only you could trust your successors.
- ❑ To start a revolution and take your place among the enclave's leadership.
- ❑ To lead the people out of the enclave to repopulate the surface world.

GEAR

Choose one of these weapons during character creation: Gauss pistol, gyrojet pistol. You also get one E-pack or D6 gyrojet rockets. Additionally, you get two emergency rations of both food and water, a class IV ID card, and a comm radio.

Credits: 2D6



PROCURATOR

Elysium is a society founded on laws and rights. Certainly, the laws are written by and for the great dynasties. Even so, without rules and regulations to keep these powerful Houses in check, the enclave would surely collapse. You understand the law inside and out, you know where the loopholes and contradictions exist, and you can turn every paragraph to your advantage. You are a Procurator.

Key Attribute: Wits
Specialist Skill: Prosecute

Name: Your last name is the same as the name of your House. You can come up with your own first name or choose one of the following: Aston, Aldrich, Stanley, Beverly, Godiva, Hazel.

APPEARANCE

- ❑ **Face:** Sharp eyes, well-combed hair, big mustache.
- ❑ **Body:** Upright, overweight, graceful.
- ❑ **Uniform:** Polished shoes, short cloak, trouser stripes

TALENTS

Choose one, you can learn more later. Talents are explained in Chapter 4.

- ❑ **Defender**
- ❑ **Pettifogger**
- ❑ **Public Servant**

RELATIONSHIPS TO OTHER PCS

- ... has no respect for law and order.
- ... has admirable principles, but what are his true intentions?
- ... exercises his right to kill with perhaps an excessive zeal.

RELATIONSHIPS TO NPCs

Choose from the options below or come up with one on your own:

You hate:

- ❑ The Gray Eminence Creon, Temple leader. Respected by all except for you – he won a court case over you a few years ago.
- ❑ Antonius Block, labor activist. A former heir and Officer accused of murdering another commander. You got him convicted, but he avoided being exiled to the Catacombs and was sentenced to hard labor in the Deep instead.

- ❑ Ephraim Dunkle, Informant. You condemned him for stealing in the Bazaar. He claimed he was innocent and swore revenge.

You want to protect:

- ❑ Rupert Acton, security officer. He lied in order to support you in an important legal case.
- ❑ Florian, judicator. Your son or younger brother. Has spent his whole life trying to prove himself to you and make you proud.
- ❑ Toddy Somerset, socialite. He has some dirt on you and you are prepared to do anything to keep what he knows a secret.

YOUR BIG DREAM

Choose from the options below or come up with one on your own:

- ❑ To build a new society on the surface world, one based on the rule of law.
- ❑ To reform the laws of Elysium, which you know to be corrupt.
- ❑ To break the law for a change.

GEAR

As a field Procurator, you get a stun gun with an E-pack. You also carry your beautifully bound law-book and two emergency rations of both food and water. Additionally, you have a class IV ID card and a comm radio.

Credits: 2D6.



SCHOLAR

As always, knowledge has been the torch that showed humanity the way through darkness and chaos. It is your holy mission to make sure that this torch never goes out. Elysium's inhabitants may be the last people of the world, and so you carry the most precious of burdens, the seeds of a new civilization. You are a Scholar.

Key Attribute: Wits
Specialist Skill: Enlighten

Name: Your last name is the same as the name of your House. You can come up with your own first name or choose one of the following: Alvin, Erskine, Milton, Alcott, Edith, Isolda.

APPEARANCE

- ❑ **Face:** Pale, vacant stare, glasses.
- ❑ **Body:** Slender, short, hunched.
- ❑ **Uniform:** Smooth and buttoned, long coat, short coat.

TALENTS

Choose one, you can learn more later. Talents are explained in Chapter 4.

- ❑ **Bearer of Knowledge**
- ❑ **Crucial Insight**
- ❑ **Judge of Character**

RELATIONSHIPS TO OTHER PCS

Choose from one of the options below or come up with one on your own:

- ... is your apprentice and you wish to teach him everything you know.
- ... is ill-mannered and should be disciplined.
- ... has knowledge you thought was unimportant that proved to be otherwise.

RELATIONSHIPS TO NPCs

Choose from the options below or come up with one on your own:

You hate:

- ❑ Sonya Carp, labor leader. She's an agitator who questioned your assessment after a mine explosion. It was not your fault that the tunnel collapsed.
- ❑ Theodora, a fellow Scholar and your former colleague. An imbecile, totally undeserving of her career at the Academy. It should have been you. If Theodora is another PC's sister, she belongs to the same House as this PC.

- ❑ Valentino Morningstar, the host of Voice of the Dawn, spreading rumors and lies to increase his own fame and influence.

You want to protect:

- ❑ Melina. Brilliant Scholar of the Academy and your former teacher. You've always looked up to her. (The GM will determine which House Melina belongs to during gameplay).
- ❑ Creon, Gray Eminence of the Temple. He possesses a knowledge and wisdom that is unappreciated by the Council.
- ❑ Oswald Bentick. A Scholar at the Academy and an old classmate of yours. Long ago, you once had a romance.

YOUR BIG DREAM

Choose from the options below or come up with one on your own:

- ❑ Record the history of the enclave and safeguard it for future generations.
- ❑ Learn about the surface world and maybe even experience it. You suspect that the Council is not saying everything they know on the subject.
- ❑ Find out the truth about the Temple and its eminence. You are sure they are hiding something.

GEAR

Choose one of these weapons during character creation: Gauss pistol, stun gun. You also get an E-pack, two emergency rations of both food and water, a class IV ID card, and a comm radio.

Credits: 2D6



SOLDIER

Elysium has enemies – both inside and outside its walls. You are the sword that cuts down any threat to the enclave's survival. When so much is at stake, there is no room for doubt or hesitation. The only things that matter to you are your orders and your mission. They are all need when you fight. You are a Soldier.

Key Attribute: Agility
Specialist Skill: Press On

Name: Your last name is the same as the name of your House. You can come up with your own first name or choose one of the following: Brock, Cade, Nash, Afton, Holly, Kyla

APPEARANCE

- ❑ **Face:** Scarred, sharp features, blank stare.
- ❑ **Body:** Muscular, wiry, maimed.
- ❑ **Uniform:** Armored, worn, unkempt.

TALENTS

Choose one, you can learn more later. Talents are explained in Chapter 4:

- ❑ **Beefy**
- ❑ **Biomechatronic**
- ❑ **True Grit**

RELATIONSHIPS TO OTHER PCS

Choose from one of the options below or come up with one on your own:

- ... can't be trusted. Do not turn your back on him.
- ... is a true fighter. You like him, even though you belong to different Houses.
- ... is an inflated snob who thinks he is better than you.
- ... is a true leader, worth fighting and dying for.

RELATIONS TO NPCs

Choose from the options below or come up with one on your own:

You Hate:

- ❑ Casimir Montague, colonel of the Deep Watch. Your former commander, who never missed a chance to torment the soldiers. A real bastard.
- ❑ The Scrap King, gang leader. Leads the Cravats gang, based in the Catacombs. Several of your squad mates were killed during a raid against them a couple of years ago.

- ❑ Valentino Morningstar. Host of Voice of the Dawn and the most famous celebrity in the enclave. He interviewed you once and made you say something you regret to this day.

You want to protect:

- ❑ Antonius Block, labor activist. Was once your commanding officer but was sentenced to hard labor in the depths after killing another officer who opened fire against protesters.
- ❑ Rupert Acton, security officer. A former lover and still good friend who can be trusted with anything.
- ❑ Valeria Warburg, childhood friend. You've kept in touch over the years despite her becoming a famous actor.

YOUR BIG DREAM

Choose from the options below or come up with one on your own:

- ❑ To one day lead your own squad and get the respect you deserve.
- ❑ To stop fighting and find a place where you really feel safe.
- ❑ To give your life fighting to defend the enclave.

GEAR

Choose two of the following weapons during character creation: Gauss rifle, gyrojet carbine, explosive grenade, stun baton. You also get two E-packs, one set of combat armor, two emergency rations of both food and water, a class IV ID card and a comm radio.

Credits: D6

TECHNICIAN

When Elysium I was built, it was an unprecedented monument, a modern wonder, proof that necessity can drive humanity to perform miracles. That was then. Now, several centuries later, the enclave is a crumbling underground maze. It is your duty to repair whatever breaks down or needs improving. You know the tunnels, shafts, and cables of the enclave like the back of your hand. You are a Technician.

Key Attribute: Wits
Specialist Skill: Tinker

Name: Your last name is the same as the name of your House. You can come up with your own first name or choose one of the following: Bromley, Chilton, Hilton, Alvina, Ethel, Locke.



APPEARANCE

- ❑ **Face:** Glasses, double chin, receding hairline.
- ❑ **Body:** Short, wide, gangly.
- ❑ **Uniform:** Stained, extra pockets, reinforced knee pads.

TALENTS

Choose one, you can learn more later. Talents are explained in Chapter 4.

- ❑ **Biomechatronic**
- ❑ **Field Surgeon**
- ❑ **Grease Monkey**

RELATIONSHIPS TO OTHER PCS

Choose from one of the options below or come up with one on your own:

- ... has no respect for his equipment. He'll have himself to blame if his weapon malfunctions when he needs it the most.
- ... has your back so you can work undisturbed.
- ... is good to have around because he does as you say.

RELATIONSHIPS TO NPCs

Choose from the options below or come up with one on your own:

You hate:

- ❑ "Nutty Nadya," psychopath and gang leader in the Deep. Her gang, the Sooty Hand, killed your best friend and colleague, Althea.
- ❑ Reginald, overseer in the mines. Your father. He always favored your brother over you when you were growing up, and you cannot stand the sight of him.

- ❑ Toddy Somerset, socialite. A diva who does not respect you or other judicators, even though he does not belong to any of the ruling Houses.

You want to protect:

- ❑ Sonya Carp, labor leader in the Deep. She is a threat to the Houses' authority, but you support her and her struggle.
- ❑ Cassandra. Your sister, who was named Ashley before she changed it. She left her prestigious position at the Academy to become a novice in the Temple.
- ❑ Beldon, mining technician. Your younger brother. You wish for him to be more self-sufficient but cannot help but take care of him.
- ❑ Molly Finkel. Bar owner in the Core. A source of stability in your life.

YOUR BIG DREAM

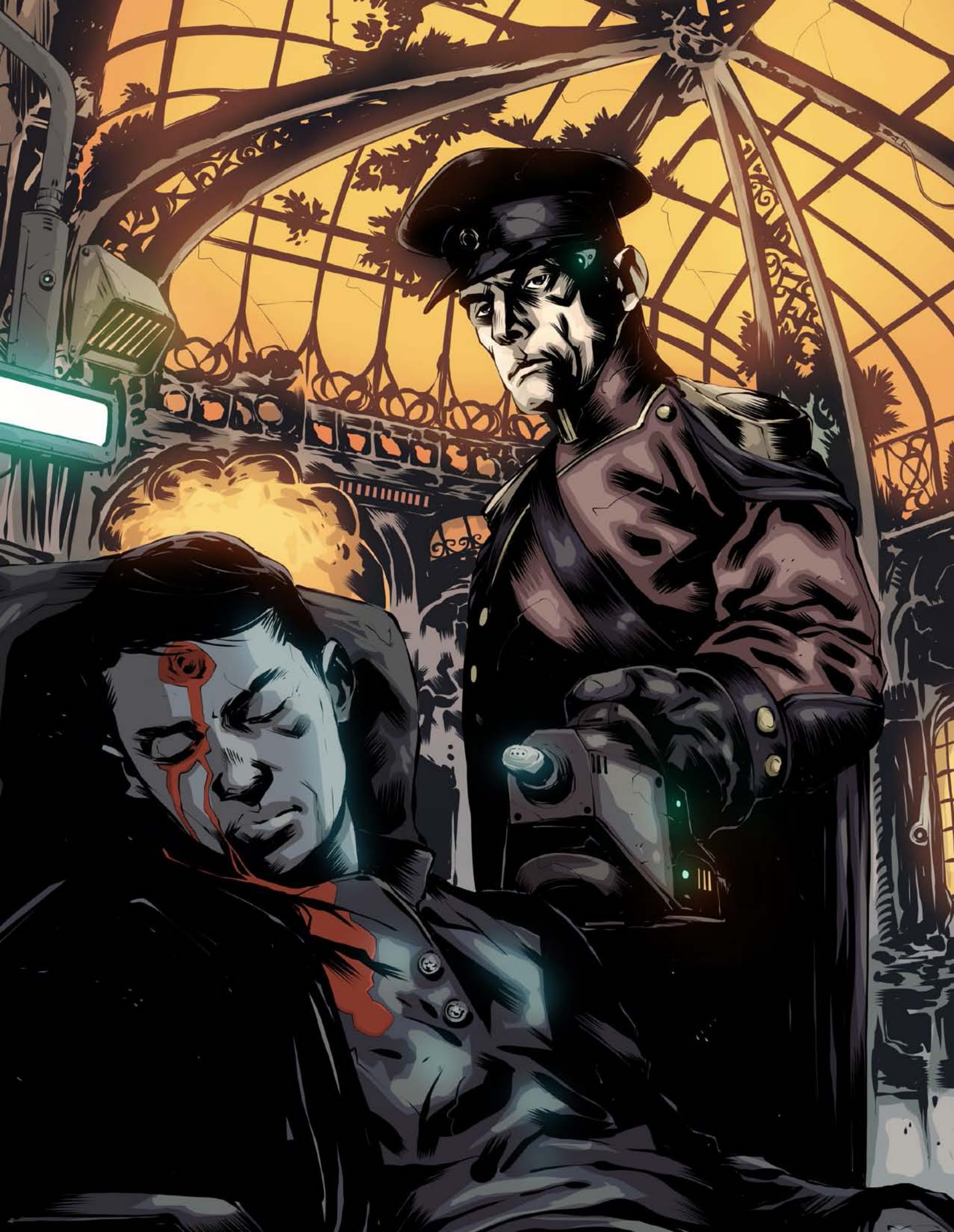
Choose from the options below or come up with one on your own:

- ❑ To build something new from scratch instead of just maintaining and tweaking old machines.
- ❑ Building a brand-new settlement for the people of Elysium I.
- ❑ To create a machine intelligence with its own consciousness.

GEAR

Choose one of the following weapons during character creation: Gyrojet pistol, stun gun, stun baton. You also get an E-pack or D6 gyrojet rockets, two emergency rations of both food and water, a class IV ID card and a comm radio.

Credits: D6



03

SKILLS

Role playing is a conversation. The GM sets the scene, you describe what you do, the GM describes how the NPCs react – then you respond, and so on, back and forth. The story develops one step at a time. But sooner or later you will come to a decisive position, the point without return, a conflict that the cannot be solved through conversation. This is when you get the dice out and use your skills.

ROLLING THE DICE

There are twelve basic skills in *Mutant: Elysium*. These can be used by any human. Additionally, each profession adds a unique thirteenth skill. Every skill is connected to one of the four basic attributes: Strength, Agility, Wits, and Empathy.

♣ MEANS SUCCESS

After you describe what your character wants to do, grab a number of Skill Dice (green) equal to your skill level, and a number of Base Dice (yellow) equal to the current rating of the connected attribute. If you are using an applicable tool you also get a number of Gear Dice (black), see page 44 for more information. Then roll all the dice together.

In order for your action to succeed you must roll at least one ♣ symbol – otherwise the action fails. If you roll more than one ♣ you can perform stunts (see page 46).



THE TWELVE SKILLS

- Endurance (Strength)
- Force (Strength)
- Fight (Strength)
- Sneak (Agility)
- Move (Agility)
- Shoot (Agility)
- Scout (Wits)
- Comprehend (Wits)
- Know the Zone (Wits)
- Sense Emotion (Empathy)
- Manipulate (Empathy)
- Heal (Empathy)



The ♣ symbol: On the Base Dice the 1 is replaced with the ♣ symbol. It does not come into play unless you push your roll. Read more about pushing rolls on the next page).

ROLLING WITHOUT SKILL LEVELS

You can always roll for a skill even if your current level is 0 – just roll the Base Dice for the corresponding Attribute plus any Gear Dice. The only exemptions to this rule are the specialist skills – in order to use these, you need at least a skill level of 1.

EXAMPLE

The judicator Pandora Kilgore is sitting in an interrogation room with Nutty Nadia, the gang leader of the Sooty Hand. She tries to determine if Nadia is lying to her and rolls for Sense Emotion. Sylvia describes how Pandora locks eyes with the gang leader, shoves her, and tries to read the reactions. She rolls three yellow Base Dice (Empathy 3) and 1 green Skill Die (Sense Emotion 1).

THE ART OF FAILURE

If you roll no ☢, something goes wrong. You are now at the GM's mercy, and she decides what happens. The only thing she can't say is "nothing happens." Failure should always have consequences. The final decision is up to the GM. It could be that you suffer trauma, lose something valuable, need to make a detour, or face a new threat or obstacle of some kind. But if you desperately need to succeed there is one final lifeline available - you can push your roll (more below).

Conflicts: In conflicts (Chapter 6), a failed attack doesn't need to have further consequences. It is usually enough for your attack to miss the opponent - it is now his turn to act. However, the GM may introduce further complications such as the missed shot hitting someone other than the intended target.

PUSHING YOUR ROLL

If you are in a desperate situation you can push your roll. This means that you can take all dice that did not land on a ☢, ☣, or ☤, and roll them again. You get a second chance at rolling more ☢. You can never push dice that landed on ☣ or ☤ - they remain as they are on the table.

ONLY ROLL WHEN NEEDED

It's hard to succeed with actions in *Mutant: Elysium*. If you do not have good gadgets or friends that help you, chances are you are going to fail. Don't roll unnecessarily. Save the dice for truly dramatic situations.

DESCRIBE YOUR ACTION

In *Mutant: Elysium*, you are all creating a story together. Rolling for a skill is a dramatic highlight - first describe what you want to achieve, so that everyone knows what is at stake. Then you roll the dice. Interpret the result and tell everyone what is happening. Describe what you are doing, what you say or how you think. How your opponent reacts. If you push your roll, describe how. Do it yourself, do not wait for the GM - only if you go beyond the results you achieved will the GM step in.

You cannot pick and choose which dice to reroll - when you push your roll you must reroll all remaining dice that show neither ☢ nor ☣.

For the most part you will only push failed rolls. However, you can still push a roll that successfully got ☢ during the first roll in order to score additional successes and unlock stunts. But pushing a roll is not without risk - read more about risks below.

How a pushed roll plays out in the story depends on the skill being used. It could be a great physical exertion, a moment of total mental focus, or an emotional strain.

Gear Dice: When you push a roll, you must also push any Gear Dice (below).

Only Once: You can only push a roll once. If you don't succeed on the second attempt your luck has run out - all that is left to do is to take the hit and suffer the consequences.


☣ HURTS YOU

When you push yourself there is always a risk of injury or fatigue. For every ☣ you roll, you suffer one point of trauma to the attribute rolled. Read more about trauma and its various forms in Chapter 6.

PREDISPOSITIONS





The four ruling Houses of Elysium are great dynasties comprised of individuals from many different

backgrounds. The Houses each have a specific and fundamental purpose, one that requires members to be particularly suited to performing certain tasks.

In game terms, this is reflected by the fact that each House is bound to one of the four attributes – see table below. When you push a roll for the attribute associated with your House, you can re-roll all the dice you want – even those that show  from the original roll. This means that you run less risk of trauma, and have a greater chance of success, when pushing a roll for the attribute associated with your House.

HOUSE	ATTRIBUTE
Warburg	Strength
Fortescue	Agility
Kilgore	Wits
Morningstar	Empathy

EXAMPLE

Sylvia did not roll any  when she used Sense Emotion against Nutty Nadia, but she did roll one . Sylvia is considering whether to push the roll. Because she belongs to House Kilgore and their main attribute is Wits, she must avoid rolling any more  – she will take at least 1 point of trauma to Empathy if she pushes the roll. She nevertheless chooses to do that and re-rolls two Base Dice and one Skill Die. Now she gets one ! Sylvia and the GM together describe how Pandora refuses to give up and continues to push Nadia, even though the gang leader tries to throw the judicator off balance by talking about her dead partner. Finally, Pandora realizes that Nadia is lying, but as a consequence of pushing the roll, she also gains 1 point of doubt (trauma to Empathy).

ONLY ONE SHOT

As a rule, you usually only have one shot at a particular action. Once you have rolled the dice and

CHANCE OF SUCCESS

When you are rolling a lot of dice it can be hard to judge your chances of success. The table below shows the chances of success in percentages when rolling from 1 to 10 dice. The third column shows the chances of success if you push the roll.

NUMBER OF DICE	CHANCE OF SUCCESS	PUSHED ROLL
1	17%	29%
2	31%	50%
3	42%	64%
4	52%	74%
5	60%	81%
6	67%	87%
7	72%	90%
8	77%	93%
9	81%	95%
10	84%	96%

perhaps pushed the roll you cannot roll again for the same action. You must try something else, wait until the circumstances have changed in a tangible way, or let another PC give it a try.


During conflicts (Chapter 6) the GM should be more forgiving. You can attack the same enemy over and over until you bring it down – it is enough to simply describe the different methods you employ.

NPCs AND SKILLS

NPCs use skills in the same way as the PCs. The GM rolls dice for them and they can push their rolls just like the PCs. But the GM only needs to roll for actions that directly affect a PC – for example, if an NPC attacks or tries to Heal a PC. When an NPC performs an action that does not directly affect a PC, the GM can simply decide what happens, without rolling dice.




GEAR BONUS

With the right gear you can increase your chances of success. For example, it might be a weapon in combat or a sensor when investigating a crime scene.

A useful item gives you Gear Dice (the black dice in the *Mutant: Year Zero* dice set). How many Gear Dice you get depends on the gear, as shown on the weapons table on page 74 or on the Artifact Cards. You roll the Gear Dice along with the Basic Dice and Skill Dice, counting successes in the same way:  mean success.

You can normally use only one piece of gear for any given action.

GEAR BREAKS

When you use a piece of gear and push your roll (above) you run the risk of damaging or even breaking it. When you push, you must reroll all dice that do not show  or . For each die that shows  after you have pushed the roll, the item's Gear Bonus is reduced by one. The gear simply will not work as well anymore.

If the Gear Bonus reaches zero, the gear will no longer work at all. A Technician can repair gear. It takes a couple of hours of work and a successful Tinker roll. If the roll is successful, the gadget is restored. If the Technician fails, the Gear Bonus is permanently decreased to the current level. If the Gear Bonus is lowered to zero, the gear is permanently rendered useless.

EXAMPLE

Pandora is down in the Deep and comes into conflict with striking workers. One of them attacks her using a bottle. He has a Strength of 4 and a Fight skill level of 2, and the bottle gives him a Gear Bonus of +1. He then rolls four Basic Dice, two Skill Dice and a Gear Die.

MODIFICATIONS

Sometimes certain factors can help you succeed at an action. These may grant extra dice to your roll. At other times, factors will hinder your efforts. In

COMMON GEAR

Here are some examples of gadgets you can use:

- **Rope:** Grants a +2 Gear Bonus to Move rolls when climbing.
- **Weapon:** Grants a +1 Gear Bonus to Fight rolls.




Artifacts often grant Gear Bonuses. See Chapter 9 or Artifact Cards.

those cases, you may be forced to roll fewer dice than the situation would normally call for. These are called modifications.

A modification of +1 means you may roll an extra Skill Die, +2 that you can roll two additional Skill Dice, and so on. A modification of -1 means you roll one less Skill Die than usual, -2 means two fewer, and so on.

Modifications only affect Skill Dice - never Base Dice or Gear Dice.

You can have multiple modifications affecting you at once - combine them all to calculate the total. For instance, a modification of +2 and a -1 will be combined into a +1.

Negative Dice: If, after modification, you end up with exactly zero Skill Dice, you only roll your Base Dice and any Gear Dice you are entitled to. If your Skill Dice pool goes below zero, you must roll a die for each point that the pool drops below zero. These are called negative dice. Any  on a negative die negates a  rolled on the Base Dice or Gear Dice. If you push the roll, you have to re-roll the negative dice too (except those that show .

You can get modifications in two ways: through the difficulty of the action itself or through help from others.

DIFFICULTY

The GM, most of the time, won't fuss over the difficulty of an action. You roll the dice during challenging situations - plain and simple. But there are times when the GM might want to highlight that external



factors either help or hinder the PCs during an action. The GM can use the table below for guidance:

DIFFICULTY	MODIFICATION
A Breeze	+3
Simple	+2
Easy	+1
Normal	±0
Demanding	-1
Hard	-2
Insane	-3

There are also cases when modifications are imposed by the rules, like when you aim carefully with a gun (Chapter 6), shoot at long range, or if you are in a bad bargaining position when trying to Manipulate someone. Some talents can also grant a positive modification.

HELP FROM OTHERS

Other PCs or NPCs around you can help you succeed. An attempt to help must be declared before

the dice are rolled. It must also make sense within the context of the story – those helping have to be physically present and be able to support your action in a direct and tangible way. The GM has the final say.

For each person helping you, you receive a +1 modification. No more than three people can help for any given roll, making the maximum possible modification through help to be a +3.

Anyone who is helping you with a roll during a conflict (see Chapter 6) loses their own action for that turn. However, you can help another PC while simultaneously making a maneuver (page 68).

NPCs can help each other in the same way as the PCs. Having the NPCs act in groups instead of individually is often an easy way to handle a large number of NPCs during conflicts.

EXAMPLE





Three more workers join the conflict. Instead of making a separate roll for each of them, the GM rolls for only one of the workers, who gets a bonus of +3 (+1 from each of the three additional opponents lending a hand).

SIMULTANEOUS ACTIONS

You and the other PCs cannot help each other when you are acting simultaneously, that is, performing the same action side by side – you would have to all roll individually. If you wish to help someone you must sacrifice your own action in order to do so.

If your roll is very successful some skills allow you to still help a friend, who in turn would not have to roll for himself. You can help them in this way even after they have rolled and failed themselves.




OPPOSED ROLLS

Sometimes rolling  is not enough to succeed at a skill roll. In certain cases, you will need to overcome your opponent in an opposed roll. In order to win an opposed roll, you must score more  than your opponent. Every  rolled by your opponent negates a  of your own. Only the person initiating the roll can push the roll.


You and your opponent can roll for the same skill or different skills, depending on the situation. Opposed rolls are used when you attempt to Manipulate or Sneak, and when someone uses these skills against you. The GM can also use opposed rolls when she feels it is appropriate, for example a Force vs Force roll to resolve an arm-wrestle.

Conflict: During a conflict (Chapter 6) an opposed roll only counts as an action for you (the initiator of the roll), not for your opponent (the defender).

EXAMPLE

Pandora tries to persuade Casimir Montague, colonel of the Deep Watch, to grant her passage into a restricted sector. She rolls for Manipulate while Montague rolls Sense Emotion to see through the Manipulation attempt. They each roll a . Pandora chooses to push her roll. She gets one more  but also one . Montague eventually yields, but Pandora takes 1 point of doubt (trauma to Empathy).

BASIC SKILLS



This section describes the twelve basic skills that PCs and NPCs can use regardless of their profession. Some skills also describe the special stunts you can perform when rolling more than one .

ENDURE (STRENGTH)

Life for a patrician is rarely one of manual work or toil, after all that's what the workers are for. Nonetheless, your physical endurance will sometimes be tested.

Failure: You just can't take it anymore. You must rest, if only for a while.

Success: You manage to push on, ignoring the pain just a little longer.


Stunt: For each  you roll in addition to the first, you can help a friend (PC or NPC) in the same trouble you are facing. He succeeds without having to roll the dice. You can choose this stunt even if you only rolled a single  – you will then help your friend succeed at your own expense.

FORCE (STRENGTH)

Physical roughness is usually the workers' bread and butter, but the job of a judicator is full of unexpected surprises. You use Force for all tests of physical strength.

Failure: It's just too heavy. You need to find another way. And what if the noise you made attracted unwanted attention?

Success: With a groan, you push through and get whatever it was out of your way.

Stunt: For each additional  rolled beyond the first, you can choose one of the following effects:

- ▣ You push or throw the object with great force. An enemy within Arm's Length range will

receive an amount of damage equal to the amount of extra 🎲.

- ❑ If it is reasonable within the scene, you find a hidden passage or a hidden object. The GM determines exactly what it is.

FIGHT (STRENGTH)

Regardless of the specialization, all judicators receive some training in close combat to protect themselves and their colleagues. Roll for Fight when you attack someone in close combat.

Failure: You stumble and miss. Now it's your opponent's turn...

Success: You hit and inflict weapon damage (page 76) on your opponent.

Stunt: For each additional 🎲 rolled, you can choose one of the following effects:

- ❑ You inflict one additional point of damage. You can select this effect multiple times.
- ❑ You subdue or tire your enemy. He suffers one point of fatigue (page 76).
- ❑ You increase your initiative score by 2 (page 67), starting next turn.
- ❑ You knock or pull a weapon or other object from your opponent's grasp. You choose which. During a conflict, picking up a dropped object counts as a maneuver (page 68).
- ❑ Your opponent falls to the ground or is pushed back, for example through a doorway or down a shaft.
- ❑ You hold the opponent in a grapple. He needs to successfully Fight you to break free and can't perform any other action (or maneuver) until he has done so - or until you are Broken or let him go.



SNEAK

03

Weapon: When you fight you can use weapons. See page 75.

Defend: When someone Fights you, you can try to defend yourself. When you defend, you also roll for Fight, with a specific set of stunts available. Read more on page 72.

SNEAK (AGILITY)

Often enough, it's wiser to avoid conflict and instead Sneak by your enemies. Use this skill when you try to move without being noticed or when you attempt a sneak attack (see page 69). Roll an opposed roll using your Sneak score against a Scout roll for your enemy.

Failure: Your enemy sees you or hears you, and the element of surprise is lost.

Success: You move like a shadow, noticed by no one.

Stunt: When setting up a sneak attack, you get a +1 modification to your first attack for every extra 🎲 rolled after the first.

MOVE (AGILITY)

A competent judicator knows it's better to flee than to die needlessly. Roll Move to get out of a conflict or another dangerous situation.

Failure: You are pinned down, backed into a corner with no way out. Get ready for a fight.

Success: You get out of the sticky situation and live to fight another day.

Stunt: For every 🎲 you roll, you can help a friend (PC or NPC) in the same spot of trouble as you. He makes it out and doesn't have to roll himself. You can even choose this stunt when you only roll one 🎲 – that means you help your friend while sacrificing yourself.

Acrobatics: Also use the Move skill when balancing, jumping or climbing. Failure in these cases can be fatal!

SHOOT (AGILITY)

As a judicator you are issued your service weapon – usually a gauss pistol, but specialists can also use more powerful weapons. Roll for Shoot when you fire the weapon against an opponent.

Failure: The shot misses your target. Maybe it hits something else? And the sound of gunfire could attract unwelcome attention...

Success: You hit and inflict weapon damage (see page 76) on your target.

Stunts: For every extra 🎲 you roll, choose one of these stunts:

- ❑ You inflict one more point of damage. You can choose this stunt multiple times, if you roll several extra 🎲.
- ❑ You pin down your enemy. He suffers one point of fatigue (see page 76).
- ❑ You increase your initiative score by 2 (see page 67), starting next turn.
- ❑ Your target drops a weapon or another hand-held object. You choose which.
- ❑ Your opponent falls to the ground or is pushed back, for example through a doorway or down a shaft.

E-Pack: Most firearms in the enclave must be loaded with an E-pack in order to work. If your E-pack is depleted, the weapon must be reloaded, which counts as a maneuver in a conflict. Read more in Chapter 6.

SCOUT (AGILITY)

Careful observation is the key to success as a judicator, and you must always be mindful of your surroundings. You use your Scout to detect someone

DO NOT ROLL TO SPOT HIDDEN THINGS

Don't roll Scout when searching for hidden objects close to you, such as secret doors or hidden clues. If you describe searching in the right place, the GM should simply let you find whatever is there. No dice roll is needed.

who is sneaking (opposed roll, see above). You can also use this skill when you see something or someone at a distance and want to know more about them.

Failure: You can't really make out what it is, or you mistake it for something else (the GM feeds you false information).

Success: You can make out what it is, and whether it looks like a threat to you or not. The exact information you get is up to the GM.

Stunts: For every extra 🎲 you roll, you get to know the answer to one of these questions:

- ❑ Is it coming for me?
- ❑ Are there more of them close by?
- ❑ How do I get in/past/away?

COMPREHEND (WITS)

Technical knowledge and scientific education are what distinguishes the heirs of the Houses from the servants. For Scholars, this skill is particularly important. Whenever your understanding of something is put to the test, you make a Comprehend roll.

Failure: The object of your study makes no sense to you at all, or you are mistaken (in this case, the GM can feed you false information about the object):

Success: You understand the nature or function of the object. If it's an artifact, you can use it, provided it's in working order.

Stunts: For every 🎲 rolled beyond the first, you can teach someone else how to use the artifact.

KNOW THE ZONE (WITS)

Areas outside of the enclave are forbidden even to judicators - expeditions to the outside world are extremely rare. Even Elysium's experts have limited knowledge on the matter, but they try to piece together the puzzle with what little has been uncovered. Roll for Know the Zone when you want to know something about a creature or phenomenon out in the Zone.

Failure: You have no, or the wrong, idea. The GM can feed you false, or a mix of true and false, information (in this way, you will know that you have failed your roll, but not what information to trust.)

Success: You know what it is, and its basic traits or effects.

Stunts: For every extra 🎲 you roll, you get the answer to one of these questions about the creature or phenomenon:

- ❑ How can it hurt me?
- ❑ How can I hurt it?

SENSE EMOTION (EMPATHY)

Being able to read other people and see through lies and bluffs is a pivotal ability for a judicator. Roll Sense Emotion when someone tries to Manipulate you (opposed roll). Read more below. You can also use the ability to assess an NPC's mood. You must be close and have a few minutes for observation.

Failure: You fail to read, or misread, the NPC. The GM can feed you false, or a mix of true and false, information.

Success: The GM must reveal the NPC's current, most powerful emotion - hate, fear, contempt, love, etc.

Stunts: For every extra 🎲 you roll, you get the answer to one of these yes/no questions about the NPC:

- ❑ Is he telling the truth?
- ❑ Does he want to hurt me?
- ❑ Does he want something from me?

MANIPULATE (EMPATHY)

As a judicator, you have the right to use violence in the line of duty, but you can often achieve your goal through persuasion, threats or cold reasoning. There are many ways to get another person to see things your way. Make an opposed roll (page 46) using your Manipulate against the opponent's Sense Emotion. Your chances of success are affected by your bargaining position (see page 70) and the Reputation score of you and your opponent.

Failure: He won't listen, and he won't do what you want. He might start to dislike you, or even attack you if provoked.

Success: He reluctantly does what you want but requires something in return. The GM decides what this is, but it must be something you can reasonably do. It is up to you whether to accept the deal or not.

Stunts: Rolling extra 🎲 means you sow fear and doubt in your opponent's heart. He suffers one point of doubt (see page 76) for every additional 🎲 you roll after the first one. If he is broken by doubt, he does what you want without demanding a favor in return.

NO MIND CONTROL

Manipulating someone does not give you mind control. In order to persuade an opponent, you must be reasonable, otherwise the GM has the right to deny the attempt.

SHOOT



Being Manipulated: NPCs and other PCs can Manipulate you. If their roll succeeds, you must offer them a deal of some sort. It's then up to the GM (or the other player) to accept or decline it.

HEAL (EMPATHY)

Caring for a fallen colleague is a matter of course for a judicator, even when you belong to different Houses. The skill can be used in two ways:

Mend the Broken: A person who has suffered enough trauma to reduce any of the four attributes

to zero is broken and can't carry on. If you successfully Heal a broken person, he gets back to his feet and immediately recovers a number of attribute points equal to the number of 🍀 you rolled. No resources are needed for this recovery. A failed roll has no further effect.

Save a Life: The most important use of the Heal skill is to give first aid and stabilize critical injuries – which might save your patient's life. A failed roll in this situation could kill him, however, so be careful. Read more about this on page 79.

SPECIALIST SKILLS

In addition to the twelve general skills available to all PCs and NPCs, each profession has a unique specialist skill.

THE INVESTIGATOR'S SKILL: INVESTIGATE (WITS)

You see what others usually miss. Your job is to notice small details and make sense of them. Roll to Investigate when you want to study a room or similar location. Each attempt takes a few minutes.

Failure: You can't find any significant clues. What are you missing?

Success: You may ask the GM one of the following questions:

- ❑ Is there anything hidden here, and if so, where?
- ❑ Are there any details here that are out of place, something that's out of the ordinary?

Investigate can also be used for studying a dead body. In this case, each 🍀 gives you the answer to one of these questions:

- ❑ What was the cause of death?
- ❑ How long has the person/creature been dead?

The GM must answer truthfully, but she does not need to provide exhaustive answers or answer follow-up questions. The GM can provide ambiguous answers.

Stunt: For each additional 🍀 rolled, you can ask the GM an additional question.

THE OFFICER'S SKILL: COMMAND (EMPATHY)

As an Officer, it's your duty to lead. Your subordinates need to trust that your orders are the right ones. Roll for Command when you order someone else to Endure, Force, Fight, Sneak, Move, or Shoot. The order must be simple enough to perform with one dice roll. During a conflict, giving an order counts as an action (however, see the Quick Command talent).

Failure: Your underlings take no heed of your words. What is the world coming too?

Success: You give a +2 bonus on the person's roll to complete the action. If you Command the same person again before the first order is completed, the bonus of the first order is lost.

Stunt: For each 🍀 you roll beyond to the first, the person you Command receives an additional +1 bonus on the roll to fulfill the order.

THE PROCURATOR'S SKILL: PROSECUTE (WITS)

Elysium is an orderly society built upon laws and regulations. You are a master at bending these in your favor and using any legal loophole to maximum effect. Roll for Prosecute instead of Manipulate when you need to get your way by citing a specific clause in the law that would support your actions. The exact phrasing is up to you. The effect is the same as with Manipulate, but instead of an opposed roll you make just a straight roll (see the sidebar for legal restrictions).

Reputation: Just as when you Manipulate, your chances of succeeding with the Prosecute skill are affected by the Reputation score of you and your opponent. In Elysium I, the law is not equal for all. However, your bargaining position (see page 70) will have no effect on the roll.

Conflict: When used in a conflict, using the Prosecute skill counts as an action.

Law Duel: If you use this skill against another Procurator, make an opposed roll against your opponent.

Please note that this skill can only be used against individuals living under the same set of

IN THE NAME OF THE LAW

You cannot use the Prosecute skill to make someone do something that is blatantly illegal. For example, you can't make someone kill an innocent person in cold blood. The legal interpretation that you invoke must be within reason. The GM has the last word.

laws as you, such as Elysium I or a community that has developed the Rule of Law project (see Chapter 12).



FIGHT

**THE SCHOLAR'S SKILL:
ENLIGHTEN (WITS)**

You know everything. That's what others say about you anyway. Of course, that's not true, but, unquestionably, over the years you've accumulated huge amounts of what others rarely call "useless knowledge." Roll for Enlighten when the road ahead is unclear and you or your colleagues need a pointer towards what the next step could be.

In order to keep the result of your roll secret, the GM rolls for your skill behind the GM screen if she has one. This is, therefore, an exception to the basic rule in *Mutant: Year Zero* - that all rolls are open. You must also decide whether to push the roll without knowing whether you succeeded or not, or how many 🃏 you rolled - the GM only announces how many points of confusion you get if you decide to push the roll.

Failure: You think you know something, but in fact the conclusion you've drawn is false and leads the group in the wrong direction.

Success: You have some odd piece of knowledge that may actually be helpful. Exactly what is up to the GM, who gives you a little bit of information that can nudge you in the right direction. The GM may provide incomplete or ambiguous information.

Stunt: Unlike other skills, rolling additional 🃏 provides no bonus because this would immediately reveal whether the roll was a success.

**THE SOLDIER'S SKILL:
PRESS ON (AGILITY)**

As a Soldier you fulfill your orders, no matter the pain. Roll to Press On when broken by damage (see page 77).

Failure: The damage is too much to bear. You stay down. You can push the roll, but if you fail you cannot try again.

Success: You immediately recover as many points of damage as the number of 🃏 rolled. The skill has no effect on critical injuries.

Comment: The Press On skill can be combined with the Never Surrender talent (see *Mutant: Year Zero*). You can then roll for both Press On and Never Surrender if you have been broken.

**THE TECHNICIAN'S SKILL:
TINKER (WITS)**

You are a master at operating and exploiting technical systems and structures. You can roll for Tinker to achieve a variety of outcomes. Examples:

- ❑ Open a locked door
- ❑ Shut off an alarm.
- ❑ Control a surveillance camera
- ❑ Find a hidden passage
- ❑ Destroy an item
- ❑ Weaken a structure such as a wall or building

The GM can give you a modification on the roll if what you are trying to achieve is particularly difficult. In order to be able to Tinker with an object or technical system, you must first understand it.

Failure: The effects of your attempt are completely different from what you hoped - the GM determines the details.

Success: You achieve the desired result.

Stunt: For each additional 🃏 you roll, you gain an unexpected side effect. You may suggest what it is, but the GM has the last word. The bonus effect must be less significant than the original objective.

Optimize: You can also use Tinker to optimize an item for a particular purpose. It takes a few hours of work. For each 🃏 you roll, the item grants the user a +1 bonus for a specific task, which you must describe when you make the roll. The bonus applies only to a single roll. If your roll fails, the gear is rendered unusable, its Gear Bonus reduced to zero.





TALENTS

As a judicator in a patrol you are constantly cooperating with others, while simultaneously seeking your own niche, something you and no one else can do. One way of doing this is through *talents*. Talents can change how you use skills or allow you to do things that would otherwise be impossible.

STARTING TALENTS

You start with one talent. Your profession determines which three talents you can choose from during character creation.

NEW TALENTS

You can learn new talents by spending XP (see page 25). When you have earned 5 XP you can trade them in for a new talent. You can then choose to learn one of the talents unique to your profession or one of the general talents available to all professions.

YEAR ZERO AND GENLAB ALPHA

Mutant: Year Zero and *Mutant: Genlab Alpha* include more talents. If you have access to these books you can use all the general talents included therein – your PC in Elysium can learn general talents from *Year Zero* or *Genlab Alpha* and vice versa.

THE INVESTIGATOR'S TALENTS

□ INTUITION

You have an empathic understanding of when something is not right. You can roll for the Investigate skill using Empathy instead of Wits.

□ MANY FACES

You are skilled at changing your appearance with the help of clothes and makeup. You can use this skill to avoid being recognized or to resemble someone else. Creating a disguise requires some hours of work. To see through your disguise, others must roll for Sense Emotion against your Manipulate roll. If you are trying resemble someone the target knows, the GM can impose a negative modification to the roll.

□ WELL CONNECTED

You always take good care of your contacts. You get one extra Influence Point at the start of each game session, but you must state which of your contacts you have curried additional favor with and how.

THE OFFICER'S TALENTS

❑ COMMANDER

You can roll for the Command skill instead of Heal to get a broken person back on their feet (see page 50). You cannot however, use Command to heal critical injuries.

❑ FEARED ENEMY

You can use the Command skill to strike terror in your enemies. Make an opposed roll for Command against your target's Sense Emotion. The target must be able to hear and understand what you are saying. If you win the roll, the target takes one point of doubt for each 🗡️ you roll more than the target.

❑ LEADER FROM THE FRONT

You lead by example rather than by barking orders. You can roll for Command using Agility instead of Empathy.

THE PROCURATOR'S TALENTS

❑ DEFENDER

You can roll for Prosecute if you or another patrol member has been exposed as a double agent (see page 23). If the roll succeeds, you successfully exonerate yourself or your client, avoiding any punishment. When defending someone in your patrol you can always stipulate a form of payment for your service, whether it be currency, a favor or something else.

❑ PETTIFOGGER

You have mastered the art of manipulating other people's emotions to make them see things your way. When using the Prosecute skill, you can roll for Empathy instead of Wits.

❑ PUBLIC SERVANT

When working on the projects Tribunal, Surveillance, Free Enterprise, Autocracy, Collectivism, Suffrage, Currency, or Code of Law, you can use the Prosecute skill instead of the indicated skill. You also get +2 modification to the roll. Read more about projects in *Mutant: Year Zero*.

THE SCHOLAR'S TALENTS

❑ BEARER OF KNOWLEDGE

When you roll for a project in a Zone settlement (see Chapter 12), you can replace the Comprehend skill with Enlighten. You also get a +2 modification to the roll.

❑ CRUCIAL INSIGHT

You always find a way out of the most desperate situations. You can roll for Comprehend instead of Move when the skill is used to get out of a dangerous situation.

❑ JUDGE OF CHARACTER

You have studied human body language carefully and have learned to see signs of lies and manipulation. You can roll for Enlighten instead of Sense Emotion when resisting someone's attempt to Manipulate you.

THE SOLDIER'S TALENTS

❑ BEEFY

Your body can withstand large amounts of punishment. You can roll for Strength instead of Agility when you roll for Press On. Use your unmodified rating in Strength, not your temporary score (which is zero when you are broken).

❑ BIOMECHATRONIC

You have a biomechatronical implant - choose from the list on page 139. You can only choose this talent during character creation - during play, all professions will be able to buy biomechatronical implants.

❑ TRUE GRIT

You can roll for Press On immediately when you get broken by damage. This roll does not count as an action. If the roll succeeds, you can immediately perform one bonus action or maneuver before your collapse. If your action requires a roll, this roll is made with your full attribute score.

THE TECHNICIAN'S TALENTS

❑ BIOMECHATRONIC

You have a biomechatronical implant – choose from the list on page 139. You can only choose this talent during character creation – during play, all professions will be able to buy biomechatronical implants.

❑ FIELD SURGEON

You have knowledge of human anatomy and can use the Tinker skill instead of Heal to save the life of someone who has suffered a lethal critical injury. You cannot replace Heal in other situations (for example, getting a broken person back on their feet).

❑ GREASE MONKEY

You get a +1 modification when you roll Tinker to repair an item. This modification applies only when making repairs, not for other uses of the skill.

GENERAL TALENTS

❑ BACKSTAB

You can roll for the Sneak skill instead of Fight when performing a sneak attack (see page 69).

❑ DOUBLE WIELDER

You have mastered the art of fighting wielding a weapon in each hand. Only one-handed weapons such as pistols and knives can be used with this talent. As a single action on your turn, you can perform one attack with each weapon. If you attack the same enemy with both weapons you get a -2 modification on both attacks. If you attack separate enemies, you get -3 on both attacks and you also lose your maneuver during that turn.

❑ ELUSIVE

In combat, parrying for you counts as a maneuver instead of an action. It can be combined with Good Footwork (see *Mutant: Year Zero*) or Defensive (see *Mutant: Genlab Alpha*), but not with Stonewall (*Mutant: Genlab Alpha*).


❑ FAST HEALER

You are very resilient and recover quickly from injuries. The healing time of critical injuries (see page 79) is halved for you.

❑ FENCER

The saber is mostly used by the Honor Guard during official ceremonies, but some within the Houses have taken pride in learning to fight with this ancient weapon. With this talent, you can roll for Agility instead of Strength when you Fight with a saber.

❑ MACHINE AT HEART

You are abnormally resistant to machine fever, that is, the side effects caused by biomechatronical implants. You can ignore one  rolled when reading the fever table on page 138.

❑ OVERSEER

When you work on a project in a community or an Ark (see *Mutant: Year Zero*) you can always choose to roll for Manipulate instead of whichever skill is specified by the project.

❑ RAPID FIRE

During overwatch (see page 74), you can fire two shots in quick succession as a single action. Both shots get a -2 modification. This talent can only be used with a weapon that does not need to be reloaded after each shot.

❑ REPUTABLE

You are adept at cultivating and maintaining your reputation. When deciding how your Reputation changes after a gaming session, you may refrain from answering one of the questions on the list (see page 25).

❑ ROBOT HUNTER

When using this talent while attacking a robot, you can choose which attribute of the robot you want to damage, or if you want to damage a specific module. That means you can select your result on the table on page 88 of the *Mutant: Mechatron* core book, instead of rolling a random result.

❑ ROT RESISTANT

You have a natural resistance to the Rot. It gives you an Armor Rating of 3 against Rot Points. This can be combined with the effects of protective gear.





CONTACTS

You are a dynast, a descendant and heir to the rich and powerful elites who against all odds escaped the Fall and survived in the depths. As a member of one of the Houses, you are never alone – you are part of a vast and powerful social network.

Despite your role as a judicator, your most important assets are neither biomechatronics nor gauss guns. Your most powerful resources and weapons are your contacts.

This chapter describes the 20 different in-game contacts. These contacts are also available on the playing cards included in the custom card deck for *Mutant: Elysium*. At the beginning of the game, you get a number of contacts determined by your age, see page 19. You can gain more contacts during gameplay.

You choose which contacts you want, but each is unique and may not be shared by any other player. You will have to agree on who gets which contacts, allowing chance to decide through dice rolls if there is no consensus.

NPCs AND CONTACTS

NPCs don't have contacts in terms of a game mechanics point of view. Only PCs have contacts and IP.

ACTIVATE CONTACT

You can impel a contact at any moment during gameplay by using one or more Influence Points (IP). There is no dice roll required, but you always run the risk of backlash (below).

Communication: This is an important caveat – to employ a contact, you must be able to communicate with it in some way that the GM finds reasonable. Some contacts are specifically exempt from this rule.

INFLUENCE POINTS

To use your contacts, you need Influence Points (IP). These measure the extent of your social influence.

- ❑ Prior to each gaming session you will receive a number of IP equal to your House's total number of Control points in the strategic game (see page 146).
- ❑ You can gain additional IP by cultivating your contacts (below).
- ❑ You may not save unused IP from one gaming session to the next – influence is renewed each session.
- ❑ You can never have more than 10 IP.

CULTIVATING CONTACTS

In the social game you must both give and take. Your contacts have their own interests and in

order for them to help you, you sometimes need to help them.


Once per game session you can cultivate a contact. Select one of your contacts and describe a service you perform to care for the contact. You are free to come up with what you like, but it's usually something related to your profession.


You can handle this summarily with a simple dice roll, or play out in detail how to help your contact with something. It can even give the GM ideas for whole storylines in your campaign.

Cultivating a contact gives you 1-3 extra IP. See the table for details.


CULTIVATING YOUR CONTACTS	
SERVICE	INFLUENCE POINTS
You perform a significant service, but without risk to yourself.	1 IP
You sacrifice something valuable to you for your contact.	2 IP
You risk your life for your contact.	3 IP

BACKLASH

Your contacts can be of great help, but the social arena is full of pitfalls. For each IP you use when you activate a contact, roll a Base Die. If you roll one or more , something unexpected happens. Roll another Base Die and check the table to see what happens.

ROLL EFFECT	
	The contact feels offended and exploited by you. The contact refuses to help you and you lose the contact, which becomes an enemy instead and will do everything in its power to hamper your actions. The GM determines the details. If this contact was your only one, you can choose a new one for the next game session. If you want, you can roleplay in detail how you acquired this new contact.
2	The contact does as you asked, but requires in return that you first do some favor. There is some risk involved but it should be resolved quickly. The GM determines the details.

ROLL EFFECT

3	The contact does as you asked, but requires you to perform a difficult service at a later moment. You cannot activate this contact again until you complete this task.
4	The contact does as you asked, but wants a payment of D6 credits for its efforts.
5	The contact does as you asked, but also takes some other action to benefit itself. This should be something that can create problems for you. The GM determines the details.
	The contact gets really invested in the case, and convinces an additional individual to support your cause. You get a new contact – you can choose which one. If you want, you can roleplay in detail how you acquire this new contact.




CONTACT DESCRIPTIONS

Below are the 20 available contacts in the game. Each contact is a specific individual, but they are not named because your contacts often belong to the same House as the intended player and will share their same last name. Instead, the players and the GM should work together to name the contacts and then record their names on their individual character sheets.

ASSASSIN

You have a contact in the underworld that can make people disappear. Permanently. The cost in IP varies from 1 to 3 depending on who the target is. Some individuals, such as the heads of the Houses, cannot be targeted by your contact, as the security around them is too strong.

Effect: The targeted NPC dies. If you suffer a backlash and roll a  on the backlash table, the assassin will try to kill you.

BLACK SHEEP

You have a sibling who has developed psionic powers. This, of course, is extremely shameful and the sibling is rarely released from the family's estate. But sometimes his/her powers can come in

handy. Note that this contact can only be used if you have access to the *Mutant: Year Zero* core book. *Zone Compendium 5: Hotel Imperator* has even more information about psionic powers.

Effect: Determine randomly which psionic mutation your sibling has. In exchange for IP, the sibling will use his/her mutation to help you. The number of mutant points (MP) that can be used is equal to the number of IP you spend.

BUTLER

You have a faithful servant at your beck and call. For the most part. Sometimes the Butler utters a candid word or two, without you asking for it.

Effect: Your Butler is always available and can perform everyday tasks in your home. This does not cost any IP. However, for an expenditure of one IP, the servant can also help you out in the field with a single task. The servant has a rating of 3 in all attributes and level 3 in a skill of your choice.

CLUB OWNER

You are friends with the owner of a club, casino, or brothel within the enclave (or community if you play out in the Zone). This contact is well informed and knows almost everyone's dirty secrets.

Effect: Through this contact you can gain the upper hand on an NPC in the enclave/community. The more IP you spend, the better the dirt you dig up on the target. For every IP you spend, you get a +2 modification to Manipulate this NPC. The effect lasts until the secret becomes public knowledge – unless the target tries to silence you first.



THUG

DEADBEAT CHILD

You have an adult son or daughter who constantly disappoints you. He or she never succeeds in living up to your very reasonable expectations. To help you when needed is the least he/she can do.

Effect: When you spend one IP, your child comes immediately and helps you complete a dice roll for a general skill. The roll succeeds automatically.

DEAR UNCLE

Since you were a child, you have always been close to your uncle. All throughout your life, he has appeared in the most unexpected situations to save the day.

Effect: Your uncle comes to the rescue and saves you in the nick of time. You do not need to communicate with your uncle to activate this contact - surprisingly, he seems to always pop up just when he is needed the most. A rescue in the enclave/community costs one IP, while help outside in the Zone costs two IP. The GM can increase the cost further if whatever trouble you got into is particularly difficult. Note that your uncle will not solve your tasks for you, just save your skin for the moment.

FAITHFUL SPOUSE

You are married and have a spouse who brings you both joy and heartache. Life as a married person is not always easy. When life gets difficult, your spouse is a solid foundation that supports you.

Effect: When you spend a little time with your spouse (talking via link is not enough) you will immediately heal one point of trauma (of any kind) for each IP you spend. This has no effect on critical injuries.

FAVORITE CHILD

One of your children is your favorite, the light of your eyes, and can do no wrong.

Effect: The first time you activate this ability, you must choose which profession (or role, out in the Zone) your child has. For one IP, your child will immediately assist you on a roll using his or her special skill. The roll succeeds automatically.

FEARED FATHER

Your father is a prominent officer, rock-hard and infamous for his ruthlessness. The mere mention of his name can make anyone shudder in horror.

Effect: If you are going to Manipulate someone, you can first consult your father and ask him to apply some pressure on your behalf. The attempt then succeeds automatically without requiring a dice roll. This costs one IP. This effect can only be used on an NPCs living in the enclave or belonging to the same community as you (in the Zone).

GANGSTER

You have contacts in the underbelly of the enclave/community. You are a personal friend of a gangster boss who can provide anything for you - for a service in return.

Effect: By spending IP your criminal friends can get any item for you. A normal item available for purchase in the community costs one IP, a rare or expensive item costs two IP, and a specific and unique item costs three IP. The GM has the last word about what is possible. In exchange, the gangster requires an appropriate favor or service in return - the GM determines what this favor will entail.

GRANDFATHER'S TROVE

Your House has accumulated precious items for generations. Your old grandfather has made it his life's mission to safeguard this legacy.

Effect: Your grandfather can search for any object within the family's vaults. A normal item available for purchase in the enclave/community costs one IP, a rare or expensive item costs two IP, and a specific and unique item costs three IP. The GM has the last word about what is possible. You must return the item after you have used it – you cannot activate this contact again until you do so.


JUDGE

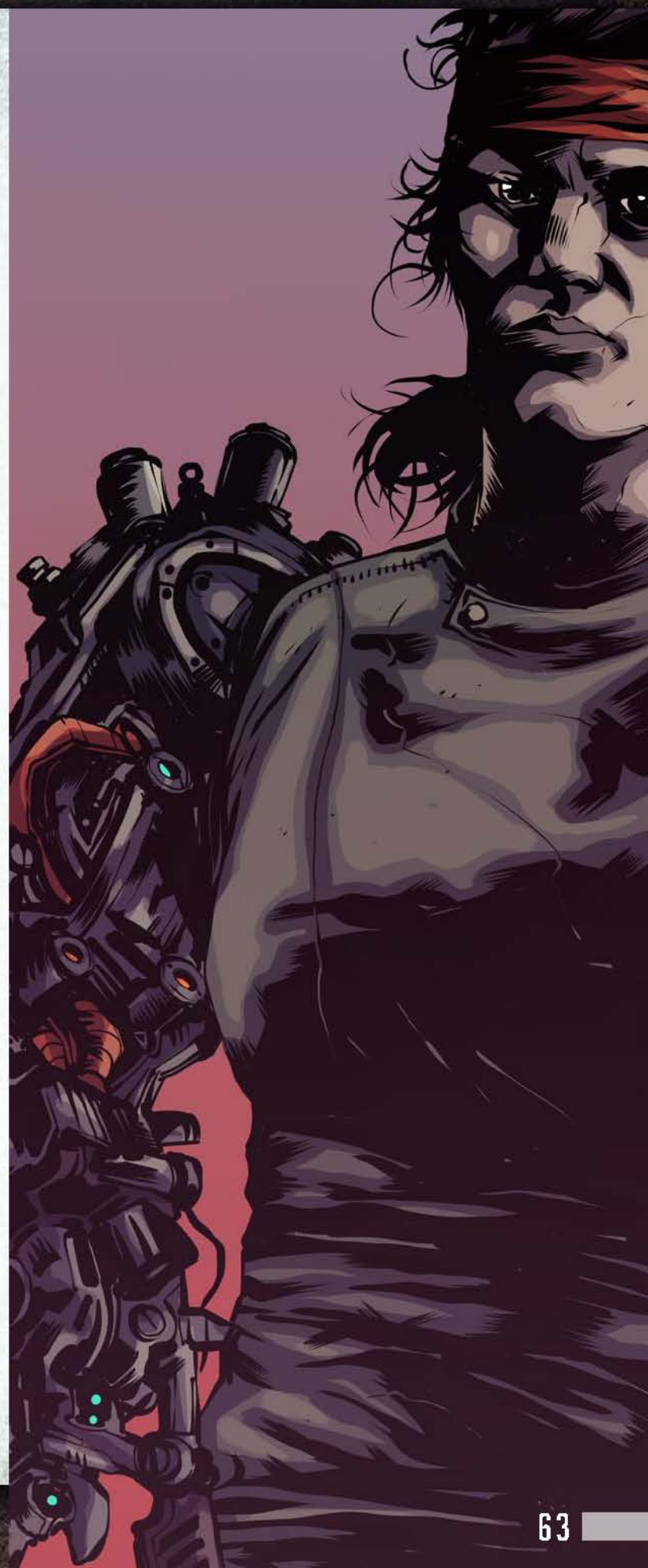
You have close ties with one of the four judges in the Tribunal (see page 105), which gives you the opportunity to trump up charges against specific victims.

Effect: By spending IP, you can have your contact make an accusation against a specific NPC. An accusation of a minor crime costs one IP. The cost increases to two or three IP for serious crimes. As a judicator, you have the right to impose the appropriate punishment. Out in the Zone, this contact can only be used when the Tribunal project has been completed.

LOAN SHARK

You are familiar with Elysium's underworld and have a contact that can always offer a loan when you are low on credit. But make sure you pay it back ...

Effect: Effect: For each IP you spend, you can get a loan of 2D6 credits. However, these must be repaid within D6 days. In addition, the loan shark charges an interest rate of 1 credit for every D6 borrowed. If you fail to pay back the full amount on time, you lose this contact and it becomes your enemy, as if you would have rolled a  backlash on the table.



MENTOR

You have an old teacher who contributed a lot towards your personal and professional development. You often turn to your mentor for advice and support.

Effect: By talking with your mentor for a while, you get one extra XP for each IP you spend. You can use this contact when the XP is awarded at the end of the game session.

SNITCH



PARAMOUR

You have a secret romantic relationship with someone you should not. He or she is influential, has a large network of contacts, and wields extensive influence that you can use for your own pursuits – but the costs are great.

Effect: When you enable this contact, you can use any of the other available 19 contacts in the game. This is your lover's contact, not your own. However, the cost in IP is double the normal amount.

POWERFUL MOTHER

Your mother has great influence within the Council and can pull the right strings to help you in the enclave's political game.

Effect: You can enable this contact when designating who will be the patrol leader (see page 23) and when determining which incidents the patrol should be sent to investigate (see page 150). Each IP you spend gives you an extra point of Control on the vote for both.

Out in the Zone, this contact is used to implement projects (see *Mutant: Year Zero*). Each IP you spend immediately reduces the number of remaining Work Points by one. You can work on the same project yourself, but you can choose not to.

RICH AUNT

Your aunt has always been well off. She seems to have a credit stash for you whenever you are in a pinch.

Effect: For each IP you spend, you get D6 credits from your aunt. In a community in the Zone, the Currency project must be implemented before this contact can be used.

ROBOT SERVANT

You have a mechanical servant who obeys your every command but has the annoying inclination to always point out errors and flaws in your behavior.

Effect: Your robot servant is always available and can perform everyday tasks in your home. It does not cost any IP. The robot has Processor 2 and Network 2 (see *Mutant: Mechatron*), and one module (you decide which one). For one IP, the robot butler can also help you out in the field with a single task. If the robot is to use its module, you must spend additional IP – one IP for each Energy Point that the robot will use. This contact can only be used if you have access to the *Mutant: Mechatron* core book.

SNITCH

You have a friend in the underworld who has eyes on everything that happens in the enclave.

Effect: For one IP you can get information about an individual or event in the enclave/community, such as the location of a person or something they have done. If the information might put the informant at risk, the GM may raise the price to two or three IP. Note that this contact cannot be used to reveal which House is behind an Incident in the enclave.

THUG

You have contacts in the seedy underbelly of the enclave/community, something that can be very useful when a bit of extra muscle is needed.

Effect: For each IP you spend, one thug (stats as a robber, see page 127) or enforcer (out in the Zone) shows up, ready to help you during a roll or conflict. These contacts are handled as NPCs. How long it takes for help to arrive depends on the situation. The GM determines what is reasonable.





CONFLICT & TRAUMA

As resources dwindle inside Elysium I, distrust and hostility grow. As a judicator your first option should always be to seek out peaceful resolutions to conflicts. Sometimes however, you have no choice but to use force in order to maintain order. Whether it is with words or violence, a conflict arises when you clash with someone else.

TURNS & INITIATIVE

A conflict starts when you use the Fight or Shoot skills against someone – or when someone else does the same to you. Then it's time to roll initiative. Roll initiative before you make any skill rolls.

The Manipulate skill can also be used to initiate conflicts of a nonviolent kind, but these generally don't require an initiative roll – the one who initiates such a conflict simply rolls first. Then, if the conflict continues, roll initiative.

INITIATIVE ROLL

Each participant in the conflict, voluntary or not, rolls a D6. No skill is used, and you can't push the roll. The result is your initiative score.

The initiative scores determine the order in which you act. Break any ties using current Agility score. If it's still a tie, break it with any unmodified die roll.

THE TURN

When all combatants have acted, the turn is over, and a new turn starts. The order of initiative is set for the entire conflict – you only roll initiative on the first turn. Initiative scores can be modified during a conflict however, changing the turn order.

Time: In the game, a turn can represent between ten seconds and several minutes, depending on circumstances and the actions taken.

NPCs: The GM makes initiative rolls for all NPCs. For groups of NPCs with identical stats, the GM only needs to roll one initiative roll for the entire group. These NPCs act at the same point in the turn order. The order in which the NPCs within the group act is up to the GM.

INCREASING INITIATIVE

You never re-roll your initiative during a conflict, but you can boost your initiative in a number of ways:

- ❑ A surprise attack (see below) will increase it by +2. You keep this bonus throughout the combat.
- ❑ The Overdrive biomechatronical implant (page 140) lets you increase your initiative score.
- ❑ Stunts for some skills (Chapter 3) can also increase your initiative on upcoming turns.

DECREASING INITIATIVE

When it's your turn, you can, instead of acting, decrease your initiative to any lower number you like. You simply bide your time and hold your action. When it becomes your turn again, you can choose to act or wait further. If all other combatants have acted, you must then act or forfeit your chance to do anything during that turn.

A voluntarily decreased initiative score stays in effect for upcoming turns as well. You cannot go back to your previous initiative score. Some stunts for attacks can lower your enemy's initiative score. More on that below.

EXAMPLE

In an unexpected moment, the gang leader Nutty Nadia attacks the judicator Pandora. They roll for initiative. Pandora rolls a 4, Nadia a 3. Because it is a surprise attack, Nadia gets a +2 bonus to her initiative for a total score of 5. The gang leader acts first.

ACTIONS & MANEUVERS

During your turn, you can perform one action and one maneuver, or two maneuvers. An action usually means that you roll for a skill, but some actions don't require a roll. Maneuvers always succeed automatically. Some examples of a maneuver are:

- ▣ Move one range step
- ▣ Seek cover
- ▣ Get up from the ground
- ▣ Get an item from your gear
- ▣ Pick up an item from the ground
- ▣ Draw a weapon (not needed for mounted weapons)
- ▣ Aim a ranged weapon
- ▣ Reload a weapon
- ▣ Assume an overwatch position
- ▣ Use an item

HELPING

Helping another PC or NPC (see page 45) will replace your own action for that round. However, you can still perform a maneuver while helping someone else.

NPC GROUP ROLLS

NPC groups that are working together can attack as a single unit, making one adjusted roll instead of making multiple rolls. This works the same as getting help from others (see page 45). Anyone who helps gives a +1 modification to the attack. This makes the encounter easier and quicker to handle for the GM.

BIOMECHATRONIC

Biomechatronic implants usually have reinforcing or reactive effects and require no action or maneuver to activate. Any exceptions to this rule are specified under entry for the respective implant. Read more in Chapter 9.

IN A TURN YOU CAN:

- ▣ Perform an action and a maneuver
...or...
- ▣ Perform two maneuvers

RANGE & MOVEMENT

During conflicts, the distance between you and the enemy is expressed in five range categories:


- ▣ **Arm's Length:** Right next to each other, within reach
- ▣ **Near:** A few steps away
- ▣ **Short:** Up to 20-30 yards
- ▣ **Long:** Up to a few hundred meters
- ▣ **Distant:** As far as you can see

ADVANCING & RETREATING


To move towards or away from an enemy, you use maneuvers. As long as you go no further than a Short distance (20-30 yards), moving one range category requires one maneuver. To move more than a Short distance, you need two maneuvers in direct succession in the same turn to move one

range category – meaning you can't perform an action in the same turn.

Some artifacts and biomechatronic implants can make you move faster than normal.




MOVEMENT		
BETWEEN	AND	REQUIRES
Arm's Length	Near	One maneuver
Near	Short	One maneuver
Short	Long	Two maneuvers
Long	Distant	Two maneuvers




FLEEING A CONFLICT

When a fight is not going your way, it may be better to retreat, and perhaps return later with reinforcements. If you want to get out of a conflict, roll for the Move skill – a successful roll means you find a way out, and the conflict ends. However, if you flee you must go back the way you came – you can't use this option to get around an enemy blocking your way forward.

The GM can modify your roll depending on how hard the environment is to hide in. The distance to your closest enemy also matters – see the table below.



FLEEING A CONFLICT	
DISTANCE	MODIFICATION
Arm's Length	-2
Near	-1
Short	±0
Long	+1
Distant	No roll needed



Note that you only need one successful roll to get out of harm's way and leave the conflict. Also note that you don't need to roll at all if you are at Distant range.

If your roll fails it means that you are pinned down and unable to get away for the moment – you

remain at the same range. The GM can let some other misfortune happen to you as well. You can try to flee again next turn.

EXAMPLE

Nutty Nadia tries to escape from Pandora. She has no skill level in Move, but Agility 5. She is at Arm's Length (-2 modification) and thus gets only 3 Base Dice (5 - 2). She rolls them, but does not get any ☢ and is unable to escape from Pandora's reach.

OTHER TYPES OF MOVEMENT

There are, of course, other types of movement in conflict besides advancing, retreating and fleeing. For these, the GM assesses the situation and what you are trying to accomplish. To run a short distance to seek cover, for example, only requires a maneuver. If the movement is harder to complete, like lunging through a bunker gate that is about to close, you'll need a Move roll to succeed.

AMBUSHES & SNEAK ATTACKS

The key to winning a conflict is often to attack when your enemy least expects it. You can achieve this advantage in several ways.

Surprise: If you attack in a way that the GM deems likely to surprise your enemy, you get to add +2 to your initiative roll.

Sneak Attack: When you stalk someone and your attack catches them unawares, it's called a sneak attack. First, roll an opposed roll for Sneak vs Scout (page 46). You get a modification according to how close you are to your target, see the table below. To attack in close combat, you'll most often need to get within Arm's Length. If you fail, your target spots you at your starting distance – roll initiative. If you succeed, you get a free action (but not a maneuver) before you roll initiative.

If several people attempt to sneak attack together, all must make separate rolls for the sneak attack to work. If anyone fails, the attackers are spotted.

Ambush: A special kind of sneak attack is the ambush – you hide and attack your enemy when he passes. When you ambush someone roll to Sneak, but instead of the roll being modified by the distance to your target, you automatically get a +2 modification because you are lying in wait while the enemy approaches.



SNEAK ATTACK

DISTANCE	MODIFICATION
Arm's Length	-2
Near	-1
Short	±0
Long	+1
Distant	+2



SOCIAL CONFLICTS

During conflicts without physical violence, roll for the Manipulate skill (see page 50). Procurators can also roll for Prosecute. Make an opposed roll against your opponent's Sense Emotion. Both you and your opponent roll dice, but it only counts as an action for you.

Whatever you wish to obtain from the other person must be reasonable. The GM has final say as to what lies within reason, but remember, NPCs will never act entirely against their own interests, no matter how successful the roll.

BARGAINING POSITION

To be able to Manipulate someone, you need:

- ❑ A subject that can hear or otherwise understand you.
- ❑ An offer that isn't completely unreasonable.

If the GM thinks both of these conditions are met, she will determine your bargaining position and give you a modification based on it.

Each of the following factors give you a +1 modification:

- ❑ You have more people on your side.
- ❑ What you ask for doesn't cost your opponent anything.
- ❑ The opponent has suffered trauma.
- ❑ You have helped your opponent earlier.
- ❑ You plead your case very well (GM's judgement).

Each of the following factors give you a -1 modification:

- ❑ Your opponent has more people on his side.
- ❑ What you ask for is valuable, or dangerous.
- ❑ Your opponent has nothing to gain by helping you.
- ❑ You have difficulties understanding each other.
- ❑ The range between you is Short or longer.

REPUTATION

Your ability to Manipulate is also affected by your Reputation, as well as that of your opponent. If your Reputation is higher, you'll gain a +1 modification. If your Reputation is twice as high or more, you get a +2 modification. If your Reputation score is lower, you get a -1 modification. If your opponent's Reputation is twice that of yours or more, you get a -2 modification.

Note that Reputation only comes into play when you Manipulate someone living in the same community as you.

GROUPS IN SOCIAL CONFLICTS

When you want to Manipulate a group of people, it is normally the group's leader or spokesperson that you will make your skill roll against. Remember that you get a -1 modification if he has more people behind him. If you push the leader in your preferred direction, the other NPCs will generally follow. If there is no clear leader in a group of NPCs, you'll need to Manipulate them separately.

GEAR

Some gear – most often artifacts – can provide a Gear Bonus to your attempts to Manipulate.



EXAMPLE

The judicator Pandora tries to persuade Nadia to surrender. Pandora has no skill level in Manipulate, but her Empathy is 3. Nadia has level 5 in Sense Emotion and Empathy 4. No easy feat! However, Pandora gets a +2 bonus, as she has a Reputation of 4 against the gang leader's 2.

EFFECTS

When you successfully Manipulate someone this usually means that they do what you want - but only if you give them something in return. They decide what it is they want, but it must be something that you can reasonably accomplish. It is up to you whether to accept the deal or not.

Stunts: Extra ♣ on your roll mean you sow fear or doubt in your opponent's heart. He suffers one point of doubt for every additional ♣ you roll beyond the first one. If he is broken by doubt, he does what you want without demanding a favor in return.

CLOSE COMBAT

When you attack in close combat you roll for the Fight skill. Melee usually occurs at Arm's Length.

You can attack from Near range with certain weapons. The opponent decides whether to give up his own action to defend himself (see below) or risk taking the hit so he can take an action during his turn.


Stance: To be able to attack an opponent in close combat, you must be standing up. If you are prone, you must first use a maneuver to get up before you can attack.




EFFECTS

When your Fight roll succeeds the enemy takes weapon damage. For each extra ♣ you roll in addition to the first you may choose one of the following bonus effects:

- ❑ You inflict one additional point of damage. You can select this effect multiple times.
- ❑ You subdue or tire your enemy. He suffers one point of fatigue (see page 76).
- ❑ You increase your initiative score by 2 (see page 67), starting next turn.
- ❑ You knock or pull a weapon or other object from your opponent's grasp. You choose which. During a conflict, picking up a dropped object counts as a maneuver (see page 68).
- ❑ Your opponent falls to the ground or is pushed back, for example through a doorway or down a shaft.
- ❑ You hold the opponent in a grapple. He needs to successfully Fight you to break free and can't perform any other action (or maneuver) until he has done so - or until you are Broken or let him go.

DEFENSE

When someone Fights you, you can try to defend yourself. When you defend, you also roll for Fight. Roll your dice at the same time as the attacker. For each  you roll, choose one stunt:

- ❑ You eliminate one  rolled by the attacker. If he has no  left, his attack has no effect.
- ❑ You increase your initiative score by 2 (see page 67), starting next turn.
- ❑ You knock or pull a weapon or other object from your opponent's grasp.
- ❑ Your opponent falls to the ground or is pushed back, for example through a doorway or down a shaft.
- ❑ You tire your enemy, inflicting 1 point of fatigue.
- ❑ You counter-attack against your enemy and inflict weapon damage. You cannot increase this damage by using several .



Note that you can choose to make a counter-attack instead of stopping your opponent's attack. That means you may hit each other simultaneously.

Limitations: There are several limitations to the defense move:

- ❑ You must declare that you are defending before the attacker rolls his dice. If he misses anyway, your defense is wasted.
- ❑ If you defend, you lose your next action – in this turn if you haven't acted yet, otherwise in the next turn. You keep your maneuver.
- ❑ You can only defend yourself against one attack per turn.
- ❑ If the attacker uses a close combat weapon of some kind but you don't, you get a -2 modification to your defense roll.

EXAMPLE

The gang leader Nutty Nadia attacks the judicator Pandora in close combat. Nutty Nadja has Strength 4 and skill level 5 in Fight, for a total of nine dice despite being unarmed. Pandora chooses to defend. She has Strength 3 and level 2 in Fight, but she is

also armed with a stun baton that grants a +2 Gear Bonus. Pandora rolls seven dice in total. She's lucky enough to roll two  while Nadia rolls only one. Pandora uses one  to stop the gang leader's attack and the other to counterattack with the stun baton.

GRAPPLING

As a stunt when you Fight someone, you can choose to grapple him. To break loose, your opponent needs to win an opposed Fight roll against you. This roll counts as an action for your opponent but not for you. While pinned, your opponent can perform no other action requiring physical movement.

Grapple Attack: While grappling someone, the only physical action you can perform is a grapple attack. This counts as a close combat attack, with these differences:

- ❑ You can't use a weapon.
- ❑ You get a +2 modification.
- ❑ Your enemy cannot defend against the attack.



GYROJET CARBINE

RANGED COMBAT

When you attack someone at a distance you roll for the Shoot skill. You'll need a ranged weapon of some kind. The table on page 75 indicates the maximum range at which the weapon can be used.

Cover: You can't defend against ranged attacks. Instead, you can seek cover (page 77) to avoid harm.

MODIFICATION

The farther away your target is, the harder it is to hit. At Short range you get a -1 modification, and at Long range you get -2. At Arm's Length you get -3, because it's hard to aim at an enemy in close combat. This -3 modification does not apply if you fire at a defenseless or unwitting enemy.



RANGE MODIFICATION

DISTANCE	MODIFICATION
Arm's Length	-3*
Near	±0
Short	-1
Long	-2
Distant	-3†

* Does not apply for defenseless enemies.

† Requires aiming.



AIMING

Before you Shoot you can spend one maneuver to aim carefully. That gives you a +1 modification. If you also have some solid piece of cover to lean on, the modification increases to +2. You must aim and fire in the same turn - you cannot save the bonus for a later turn.

EFFECTS

When your Shoot roll succeeds, the opponent is hit and suffers weapon damage. For each extra ☠ you roll after the first you can choose one stunt:

- ❑ You inflict one more point of damage. You can choose this stunt multiple times, if you roll several extra ☠.
- ❑ You pin down your enemy. He suffers one point of fatigue.
- ❑ You increase your initiative score by 2, starting next turn.
- ❑ Your target drops a weapon or another hand-held object. You choose which.
- ❑ Your opponent falls to the ground or is pushed back, for example through a doorway or down a shaft.

AMMUNITION & RELOADING

Depending on the weapon type, firearms must be loaded with either bullets, gyrojet rockets, or E-packs. The ammunition type will determine when each weapon needs to be reloaded. Reloading a weapon requires a maneuver.

Bullet Weapons: Scrap weapons and simple firearms like revolvers must be loaded with bullets. Each time you fire the weapon, one bullet is consumed.

Scrap weapons must be reloaded after each shot. Weapons that use magazines can be fired several times before they need to be reloaded. To minimize book keeping, simply assume that magazines will last the entire conflict as long as you have bullets left.

For the sake of simplicity, no distinction is made between different types of bullets. You can read more about this in *Mutant: Year Zero*.

Gyrojet Weapons are loaded with small gyrojet rockets, which are rare and expensive. Each time you fire the weapon, one rocket is consumed. Some gyrojet weapons have magazines and don't need be reloaded after each shot. The magazine is assumed to last for the whole combat, as long as you have gyrojet rockets left.

Energy Weapons are powered by electricity. Gauss weapons fall in this category - they hold hundreds of very small projectiles, but it is the energy required to fire them that is the limiting factor.

Energy weapons are charged with E-packs (artifact, see page 135). A weapon loaded with an E-pack can be fired multiple times - but if all rolled Gear Dice show ☠ (on the initial roll, not after pushing the roll), the E-pack is exhausted. If this happens the attack then has no effect, and the weapon cannot be fired again until you load it with a new E-pack.

EXAMPLE

Nutty Nadia acts first in the next round and moves a to Short range from Pandora. The judicator draws her gauss pistol (one maneuver) and shoots (one action). Pandora has skill level 2 in Shoot and

Agility 5. The gauss pistol gives a +2 Gear Bonus. The Short distance gives a -1 modification. Pandora rolls a total of eight dice (five from the attribute, two from the skill, two from the weapon, minus one for the distance).



GAUSS RIFLE

OVERWATCH

As a maneuver, you can assume an overwatch position in a specified direction, as long as you have a ranged weapon and no enemies within Arm's Length.

Effect: Overwatch means that you aim in the specified direction and are ready to shoot. Between the time you assume the overwatch position and the beginning of your next turn, you can fire your weapon against a target in the chosen direction.

You can fire whenever you want in the turn order, and your shot is resolved before all other actions - even if they are already declared. For

example, if an enemy in the direction you are aiming declares that he wants to Shoot, you can Shoot first. The enemy is not allowed to change his attack after your overwatch attack.

Firing when in overwatch position counts as a regular action. Therefore, you must save your action in the turn for any overwatch attack you want to make.

If both you and an enemy assume overwatch positions against each other, and one of you chooses to fire against the other, then an opposed Shoot roll (without any Gear Bonus) will determine which attack goes first. This roll does not count as an action for either of you.

Losing Overwatch: You keep your overwatch position as long as you do nothing but shoot in the chosen direction. If you perform any other action or maneuver, the overwatch position is lost. It is also immediately lost if either of the following occurs:

- ❑ You are attacked in close combat.
- ❑ You suffer damage.



FULL-AUTO FIRE



Some weapons may fire in full-auto mode. When firing in full-auto, roll for Shoot as usual. The difference is that you can push the Shoot roll as many times as you want. As usual, you risk fatigue and damage to your weapon (see page 44).

Ammunition: For weapons loaded with bullets or gyrojet rockets, one bullet/rocket is spent each time you push the roll.

CLOSE COMBAT WEAPONS

WEAPON	BONUS	DAMAGE	RANGE	COST	COMMENT
Unarmed	—	1	Arm's Length	—	
Blunt Instrument	+1	1	Arm's Length	—	
Stun Baton	+2	1	Arm's Length	2	Inflicts D6 fatigue. Energy weapon.
Stun Whip	+1	1	Near	3	Inflicts D6 fatigue. Energy weapon.
Laser Welder	+2	2	Arm's Length	2	Light weapon. Energy weapon.
Vibro Knife	+2	2	Arm's Length	3	Light weapon. Energy weapon. Reduces armor value by 3.
Combat Saw	+2	3	Arm's Length	4	Energy weapon.
Saber	+2	2	Arm's Length	2	

Multiple Targets: When firing on full-auto, you can add targets for each roll you push. The first  you roll for a new target will deal weapon damage to that target. Additional  on the same target each increase the damage by one.

PCs from House Fortescue may reroll a  only once, even when firing on full-auto. After the first pushed roll, even a Fortescue leaves  dice on the table. Read more about predispositions on page 42.

WEAPONS

Weapons increase your effectiveness in combat and are needed for ranged combat. Below you will find lists of weapons that can be found in the enclave.

ADVANCED WEAPONS

Judicators usually use gauss weapons, which generate strong magnetic fields that hurl tiny projectiles at devastating speeds. The gauss weapons were developed by Elysium during the Enclave Wars, when their armor-piercing properties were used

to great effect against the robot armies of enemy Titan Powers.

Other types of advanced weapons, such as gyrojet and ultrasonic weapons, are more rare and used mainly by the Deep Watch, the military force of the enclave.

All advanced weapons are described in more detail in the artifacts section of Chapter 9.



GAUSS PISTOL

SCRAP WEAPONS


Gang members and other criminals in the enclave often use simple scrap weapons, which are secretly manufactured and are prohibited by Elysium law.


RANGED WEAPONS

WEAPON	BONUS	DAMAGE	RANGE	COST	COMMENT
Thrown Object	—	1	Short	—	
Scrap Pistol	+1	2	Short	1	Light weapon.
Scrap Rifle	+1	2	Long	1	
Scrap Thrower	+1	2	Short	3	Full-auto.
Stun Gun	+2	2	Short	3	Light weapon. Energy weapon. Deals fatigue instead of damage.
Gauss Pistol	+2	2	Long	3	Light weapon. Requires E-pack. Ignores 3 points of armor.
Gauss Rifle	+2	2	Distant	5	Requires E-pack. Ignores 3 points of armor.
Gauss Carbine	+2	2	Long	6	Full-auto. Requires E-pack. Ignores 3 points of armor.
Gyrojet Pistol	+3	3	Short	4	Requires gyrojet rockets. Ignores range penalties. Weapon damage of 1 within Near range.
Gyrojet Carbine	+3	3	Long	6	Requires gyrojet rockets. Full-auto. Ignores range penalties. Weapon damage of 1 within Near range.
Ultrasonic Carbine	+2	2	Short	7	Deals both damage and fatigue. Armor does not offer protection against the fatigue.

WEAPON FEATURES

Below are tables describing specific weapons and their features.

Bonus: Bonus indicates how many Gear Dice you roll when using the weapon. Remember that the Gear Bonus can be degraded if you push your roll - the bonus will decrease by one for each  rolled when pushing (see page 44). If the Gear Bonus reaches zero, the weapon is broken and must be repaired by a Technician.

Damage indicates how much damage the enemy will take if you succeed with your attack. For every additional  rolled, you can increase the damage by one.

Range indicates the maximum range category at which the weapon can be used.

Light Weapons only take up half an inventory line on your character sheet.

Automatic Weapons: Weapons with this feature can fire on full-auto mode.

Armor Piercing: Gauss weapons are effective against armor. When rolling for armor hit by a gauss weapon, the Armor Rating is counted as three steps lower than normal.

TRAUMA

There are four types of trauma in the game. Each type will decrease one of your four attributes. You indicate trauma that you suffer by using the checkboxes on your character sheet.

Damage: Bruises, bleeding wounds and broken bones. Decreases your Strength.



Fatigue: Physical exhaustion, sweating and panting. Decreases your Agility.

Confusion: Lack of clarity, bewilderment and misjudgment. Decreases your Wits.


Doubt: Lack of confidence, distrust, disappointment and sadness. Decreases your Empathy.

SUFFERING TRAUMA

You can suffer trauma in several different ways:

- **From external attacks.** When someone successfully Fights you or Shoots at you, you suffer damage equal to the weapon damage - more if the attacker gets stunts and spends them on increasing the damage. You can suffer doubt when someone Manipulates you.
- **By getting ** when you push a roll. If this happens you suffer one point of trauma for each  rolled. The kind of trauma depends on the attribute you were rolling for - damage when rolling for Strength, fatigue for Agility, confusion for Wits, and doubt for Empathy.
- **From exposure to the Rot** (see page 85), from dehydration, starvation and extreme cold (page 81) and from explosions (page 82).


ARMOR & SHIELDS

The effect of armor is determined by its Armor Rating. You can only wear one piece of armor at a time. When you suffer damage, roll a number of Gear Dice equal to the Armor Rating. For each  you

ARMOR & SHIELDS

TYPE	ARMOR RATING	COST	COMMENT
Scrap Armor	3	1	
Reconnaissance Armor	6	12	Also protects against Zone Rot. Provides ability to fly. Requires special fuel.
Combat Armor	9	5	Also protects against Zone Rot.
Energy Armor	12	15	Also protects against Zone Rot. Gives a Gear Bonus of +3 to Force, Fight, and Move. Requires an E-pack.
Riot Shield	6	2	

roll, the damage is reduced by one. This roll is not an action and cannot be pushed.

Unless all damage is absorbed by the armor, each  you roll degrades the Armor Rating by one. Armor can be repaired by a Technician.

Armor does not protect against any trauma you inflict on yourself while pushing a roll.

Shields work just like armor. You can carry a shield and wear armor at the same time. When you are hit, first roll for the shield's Armor Rating, then the armor.

COVER

When you get into a firefight, finding adequate cover may save your life. Taking cover counts as a maneuver. Cover has an Armor Rating and works exactly like armor, but only protects against ranged attacks.

Cover can be degraded in the same way as armor. Cover can be combined with armor and/or a shield - first roll for the cover, then the shield, and finally, the armor.

Aiming: Cover can also be useful to rest your arms on when Shooting. The bonus for aiming carefully (see page 73) increases to +2 when firing from cover.

TYPICAL COVER	
COVER TYPE	ARMOR RATING
Furniture	3
Wooden Door	4
Metal Door	5
Brick Wall	6
Concrete Wall	7

BROKEN

When an attribute score hits zero, you are broken. You've had enough and lack the will or ability to keep going. Exactly what it means to be broken depends on what attribute has been depleted.

Strength: You are knocked out, or in paralyzing pain. Being broken by damage is much more dangerous than by other types of trauma, because it also means you suffer a critical injury (below).

Agility: You are physically exhausted.

Wits: Your brain is overloaded and you can't think straight.

Empathy: You break down in fear, self-pity or sorrow.


EFFECT

When broken, you cannot use any skills, perform actions or activate mutations (not even reactive ones). You can, however, perform one maneuver per turn (see page 68).

BROKEN NPCS

NPCs are broken in the same way as PCs. An NPC can Heal a PC, and vice versa. However, the GM doesn't roll dice when an NPC Heals another NPC - instead, she simply dictates the outcome. The GM can also rule that a minor NPC who is broken by damage is simply killed outright.

COUP DE GRACE

When broken, you are an easy target. An enemy can attempt to perform a coup de grace and kill you outright. To do this, he only needs to make a Fight or Shoot roll. As long as he rolls at least one , you are dead. Conversely, you can finish off broken enemies in the same way.



GYROJET PISTOL

CRITICAL INJURIES TABLE

D66	INJURY	LETHAL	TIME LIMIT	EFFECT DURING HEALING	HEALING TIME
11	Lost Breath	No	—	None.	—
12	Stunned	No	—	None.	—
13	Sprained Wrist	No	—	-1 to Shoot and Fight.	D6
14	Sprained Ankle	No	—	-1 to Move and Sneak.	D6
15	Concussion	No	—	-1 to Scout and Comprehend.	D6
16	Damaged Shin	No	—	-1 to Move and Sneak.	2D6
21	Broken Nose	No	—	-1 to Manipulate.	2D6
22	Broken Fingers	No	—	-1 to Shoot and Fight.	2D6
23	Broken Toes	No	—	-1 to Move and Sneak.	2D6
24	Teeth Knocked Out	No	—	-1 to Manipulate, +1 Intimidate.	2D6
25	Groin Hit	No	—	You suffer one point of damage for every roll you make to Force, Move or Fight.	2D6
26	Thigh Wound	No	—	-2 to Move and Sneak.	2D6
31	Biceps Wound	No	—	-2 to Shoot and Fight.	2D6
32	Severed Achilles Tendon	No	—	-2 to Move and Sneak.	2D6
33	Dislocated Shoulder	No	—	-3 to Force and Fight, can not use two-handed weapons.	D6
34	Broken Ribs	No	—	-2 to Move and Fight.	2D6
35	Broken Forearm	No	—	Can not use two-handed weapons.	3D6
36	Broken Leg	No	—	-2 to Move and Sneak.	3D6
41	Ear Torn Off	No	—	-1 to Scout.	3D6
42	Gouged Eye	No	—	-2 to Shoot and Scout.	3D6
43	Punctured Lung	Yes	D6 days	-2 to Endure and Move.	2D6
44	Damaged Kidney	Yes	D6 days	You suffer one point of damage for every roll you make to Force, Move or Fight.	3D6
45	Crushed Knee	Yes	D6 days	-2 to Move and Sneak.	4D6
46	Crushed Elbow	Yes	D6 days	-2 to Force and Fight, can not use two-handed weapons.	4D6
51	Crushed Foot	Yes	D6 days	-3 to Move and Sneak.	4D6
52	Bleeding Gut	Yes	D6 hours	You suffer one point of damage for every roll you make to Force, Move or Fight.	D6
53	Crushed Face	Yes	D6 hours	-2 to Manipulate.	4D6
54	Busted Intestine	Yes	D6 hours	You suffer one Rot Point per hour until Healed.	2D6
55	Damaged Spine	No	—	Paralyzed from the waist down. Effect is permanent unless Healed during healing time.	4D6
56	Neck Injury	No	—	Paralyzed from the neck down. Effect is permanent unless Healed during healing time.	4D6
61	Internal Bleeding	Yes, -1	D6 minutes	You suffer one point of damage for every roll you make to Force, Move or Fight.	2D6
62	Severed Arm Artery	Yes, -1	D6 minutes	-1 to Endure and Move.	D6
63	Severed Leg Artery	Yes, -1	D6 minutes	-1 to Endure and Move.	D6
64	Severed Jugular	Yes, -1	D6 turns	-1 to Endure and Move.	D6
65	Pierced Heart	Yes	—	Your heart beats one last time, then you die. Time to make a new PC.	—
66	Crushed Skull	Yes	—	You die instantly.	—
—	Non-Typical Damage	Yes	D6 days	You are incapacitated until you die or you are Healed.	—
—	Pushed Roll Damage	No	—	None.	—

CRITICAL INJURIES

Being broken is always bad but being broken by damage is especially dangerous – it can mean your death.

Before you are broken, damage points represent bruises and minor cuts. Painful, but quickly recovered (below). But when your Strength falls to zero, you suffer a critical injury. Roll D66 on the table to the left to determine what your critical injury is. Note it on your character sheet.

DEATH

If your critical injury is listed as lethal, someone must make a successful Heal roll to save you – otherwise you die when the time period indicated has passed. If you get back up on your own (below) before you die, you can try to Heal yourself – but with a -2 modification to the roll. Each person trying to Heal you can only roll once.

Instant Kill: Note that there are two critical injuries that kill you outright. If you roll either of these, that's it. Time to create a new judicator to join the ranks.

RECOVERY

The fastest way to recover from being broken is for someone else to successfully Heal you.

In most cases though, you don't need to be Healed to get back on your feet. As long as you're not dehydrated, starving or hypothermic (below), you recover after D6 hours even if no one Heals

FOOD & WATER IN THE ENCLAVE

As members of a powerful House in Elysium, your basic physical needs are taken care of. Food and water are usually available to you – so far. When you are inside the enclave, you don't need to worry about tracking rations of food and water, simply assume you have what you need. In extraordinary conditions, lack of food and water can become a factor.

you. You get back one point of the relevant attribute score, and you can keep going.

Once back on your feet, you can recover the rest of your trauma with the help of resources (below).

Critical Injuries: If you are broken by damage and have suffered a critical injury (above), you might die unless someone Heals you in time. Read more below.

RESTORING ATTRIBUTE POINTS

To recover trauma and restore lost attribute points, two things are needed:

- At least four hours of rest.
- A resource that is determined by the type of trauma.

When these conditions are met, you restore lost attribute points of the relevant type. You can even recover multiple types of trauma simultaneously, as long as you have access to the resources needed:

Strength: A ration of food per point of Strength to be restored.

Agility: A ration of water per point of Agility to be restored.

Wits: At least four hours of sleep. Restores all lost Wits.

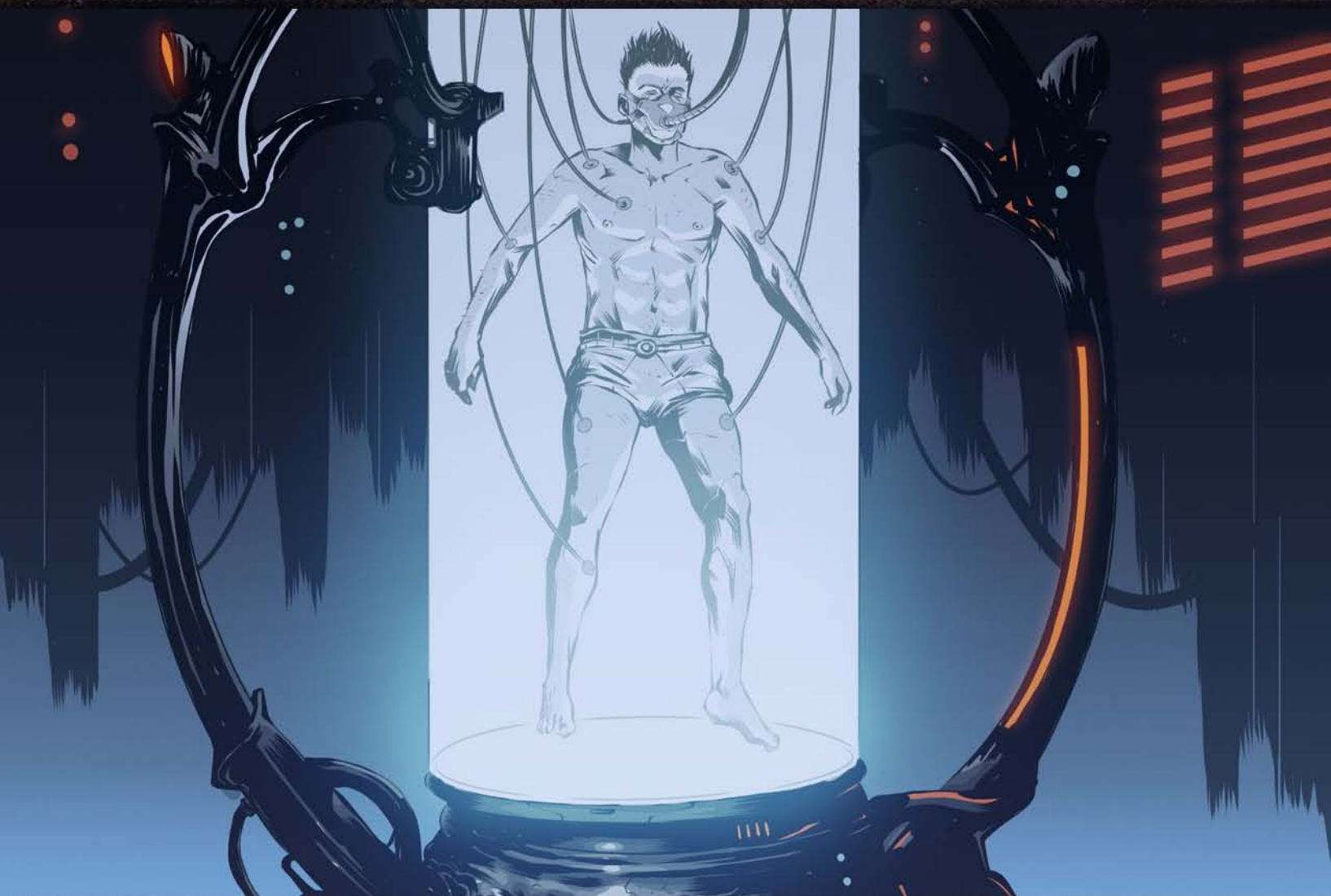
Empathy: A moment of closeness with another person. It could be a deep conversation, a trip to the theater with someone, enjoying a good dinner together, or physical contact. Restores all lost Empathy.

The resources needed for recovery are in addition to your daily needs of food, water and sleep (below).

HEALING CRITICAL INJURIES

Each critical injury has a specific effect that you suffer during the healing time indicated (measured in days).

Care: If someone rolls to Heal you during the process of healing a critical injury, the remaining healing time is reduced by half. Any roll to save your



life (above) does not count toward this – a new Heal roll needs to be made to reduce the healing time.

Trauma: Note that you can restore all of your Strength (all damage points are recovered) but still suffer the effect of your critical injury.

NON-TYPICAL DAMAGE

For some types of damage – for example from noxious gas, acid, or fire – the critical damage table doesn't work very well. If you are broken by a non-typical kind of damage like this, don't roll on the table – instead, use the line at the bottom named "Non-Typical Damage."

PUSHED DAMAGE

There is one case where you don't suffer any critical injury at all when broken by damage: When you

push a Strength roll so hard that you break yourself (see page 42). It's very rare, but it can happen. This means you can never kill yourself by pushing a dice roll.

CONDITIONS

In the game there are four conditions: starving, dehydrated, sleepless and hypothermic. These conditions can cause trauma and block recovery.

STARVING

Every day, you must eat at least one ration of food, on top of what is needed to recover lost Strength (above). After one day with no food, you are starving. Note this in the checkbox on your character sheet. Starving has several effects:

- ❑ You cannot recover damage (restore Strength) in any way. If broken by damage, you need to eat some food before you can get back on your feet. You can recover other types of trauma.
- ❑ You suffer one more point of damage per day without food. If broken by damage while starving you will die after another day has passed, unless you are given food.
- ❑ As soon as you have eaten one ration of food, you are no longer starving, and can recover normally. To recover all damage (above) you need to consume another ration of food.

DEHYDRATED

Every day, you must drink at least one ration of water, on top of what is needed to recover lost Agility (above). After one day with no water you are dehydrated. Note this in the checkbox on your character sheet. Being dehydrated has several effects:

- ❑ You cannot recover any type of trauma. If broken, you need to drink some water before you can get back on your feet.
- ❑ You suffer one point of damage and one point of fatigue per day without water. If broken by trauma (of any type) while dehydrated, you will die after another day has passed.
- ❑ As soon as you have imbibed one ration of water, you are no longer dehydrated, and can recover normally. To recover all fatigue, you need to consume another ration of water.

SLEEPLESS

Every day, you must get at least four hours of continuous sleep. After one day without enough sleep, you become sleepless. Note this in the checkbox on your character sheet. Being sleepless has several effects:

- ❑ You cannot recover confusion (restore Wits) in any way. If broken by confusion, you need to sleep for four hours or more before you can get back on your feet. You can recover other types of trauma.

- ❑ You suffer one more point of confusion per day without sleep. If broken by confusion while sleepless you will collapse and fall unconscious for four hours or more.
- ❑ As soon as you sleep for at least four hours, you are no longer sleepless, and can recover Wits normally. To recover all confusion, you need to sleep another four hours.

HYPOTHERMIC

You are usually protected from severe cold within the enclave, but in the outer world, the cold can be a threat as deadly as the Rot. It doesn't have to be a frozen atomic winter either – if you're poorly dressed for the weather, the cold can take your life even when wandering around in above-freezing temperatures.

When you are exposed to a cold environment, the GM can have you make Endure rolls at regular intervals. The colder it is, the more often you must roll. Around the freezing point, once per day or so is enough – in the deep atomic winter, you might need to roll every hour. Things that keep you warm, like an old blanket or a jacket, can give you Gear Dice to use.

If the roll fails, you become hypothermic. This has several consequences:

- ❑ You immediately suffer one point of damage and one point of confusion – the cold makes the blood flow more slowly to your brain.
- ❑ You may experience strange hallucinations – the details are up to the GM. It is said that someone who is freezing to death will experience a burning heat, making them tear their clothes off in the final moments before dying.
- ❑ You keep rolling to Endure at the same intervals, with the same effect if you fail a roll. If broken by damage when hypothermic, you die the next time you are called upon to roll.
- ❑ As long as you are hypothermic, you cannot recover Strength or Wits. It is only once you are warm again, even if heated by just a simple campfire, that you can sleep and eat to recover them.



DARKNESS

When you are in complete darkness, and you don't have any gear or mutations to light your path, you have no choice but to feel your way around. To make your way through the darkness, you need to make a Move roll. As a general rule, you suffer one point of damage or doubt (the darkness is frightening) if you fail the roll.

In total darkness you can attack targets at Arm's Length or Near range normally, but first need to make a Scout roll to get a good look at them. That roll does not count as an action in conflicts – you can Scout and attack in the same turn. You can't Shoot targets at Short range or further in total darkness.

FALLING

Falling on a hard surface from a height of more than two yards can cause damage. To determine how much, roll as many Base Dice as the height of the fall (in yards) minus two. Each ☼ will translate into a point of damage suffered (armor protects from this damage in the usual way).

EXPLOSIONS

The force of an explosion is measured in Blast Power. When the detonation occurs, the GM – or the player whose PC built the bomb – rolls a number of Base Dice equal to the Blast Power for each person within Near range of the blast. For every ☼ rolled, the victim suffers one point of damage. The roll cannot be pushed. Victims at Arm's Length from the detonation suffer one extra point of damage.

Effect Radius: Powerful charges, with a Blast Power of 7 or more, can harm people even at Short range. The Blast Power is then reduced by 6. If there are many people within Short range of the blast, the GM can simplify the process by rolling once and applying the result to all victims.

Shrapnel: Normal explosions have a weapon damage of 1 – the damage is simply equal to the number of ☼ rolled (except at Arm's Length, where it is

one point higher). But some explosives, like grenades, can be loaded with shrapnel. In this case, the weapon damage of the blast is increased to 2 - i.e. the first ☢ rolled inflicts two points of damage, and each additional ☢ increases the damage by one.

Vehicles: Explosions can harm vehicles (below). Roll for the damage to the vehicle as if it was a person.

VEHICLES

There are several types of vehicles within Elysium I, from hoverbikes to large transports like freight trucks. See the table below. Each vehicle has a Gear Bonus that reflects how maneuverable and fast it is.

Starting a Vehicle: To jump into (or onto) a vehicle requires a maneuver. To start the engine of a motor-powered vehicle takes another maneuver to accomplish. Thus, if you get into a vehicle and start the engine you can do nothing else in the same turn.

Fuel: Elysium's hover vehicles, as well as reconnaissance armor (see page 137), are powered by high-octane jet fuel. The amount of fuel is measured in doses. Fuel consumption is measured in doses per day of active use. Hoverbikes cannot be jury-rigged to run on booze (see *Mutant: Year Zero*). Monorail trains run on electricity and don't require an internal fuel source.



VEHICLES

VEHICLE	BONUS	FUEL	RESILIENCE	ARMOR	OCCUPANTS	COST
Kickbike	+1	—	1	—	1	1
Hoverbike	+3	1	1	—	1	6
Patrol Hovercraft	+3	2	2	3	4	10
Attack Hovercraft*	+3	3	3	12	8	30
Troop Transport	+2	4	4	9	12	18
Hover Freight	+2	6	5	3	3	15
Monorail Train	+1	—	15	3	50	—

* Has a gauss carbine mounted on the fore.



HOVERFREIGHTER

Passengers: Most vehicles can carry passengers. The vehicles table indicates how many people can occupy the vehicle in total, including the driver.

VEHICLES IN COMBAT

In a conflict, you can move faster in a vehicle than on foot. Every maneuver spent on movement counts as two. For example, with only one maneuver you can move directly from Short distance to Arm's Length, or from Long to Short distance.

Escaping From Danger: In a tight spot you can use your vehicle to escape. Roll to Move as usual but use the Gear Bonus of the vehicle.

Ramming Enemies: Most vehicles can be used as weapons to simply run over your enemies. The attack must occur at Arm's Length. Roll to Fight but use your Agility and your Move skill instead.

VEHICLE DAMAGE

Just like any other gear, vehicles can break down and lose Gear Bonus when you use them. When the Gear Bonus reaches zero, the vehicle won't start any more, and needs to be repaired.

Resilience: The Gear Bonus of a vehicle can also be reduced by external damage. When a vehicle has taken a number of damage points equal to its

Resilience rating, its Gear Bonus is reduced one step. When the total amount of damage inflicted on a vehicle reaches twice the Resilience rating, the Gear Bonus is reduced another step, and so on.

Armor: Some vehicles have a metal hull protecting the vehicle itself and its occupants.

Ramming a Vehicle: You can also use a vehicle to ram another vehicle – but only if your vehicle has an equal or higher Resilience rating than the target vehicle. You carry out the attack in the same way as you ram a person (above).

If you hit, first roll for the armor of the target vehicle. Any remaining damage is inflicted against every occupant in it. The target vehicle itself also suffers this damage, but multiplied by the Resilience of the attacking vehicle.

Hovercrafts are equipped with powerful turbines that keep them aloft. These vehicles can thus move freely in the air. If a hovercraft's Gear Bonus is lowered to zero it crashes, which can cause serious injury to passengers (see Falling, above).

THE ROT

Everyone knows what the Rot is, yet as a resident of Elysium I, the Rot is something you rarely have to face directly. The Rot is what killed the outside world, and once it is gone humanity will be able to rise to the surface world.


Here and there, the Rot has managed to worm its way into the enclave. This is particularly true in the Catacombs (page 100), where large parts are said to be contaminated.

The effects of the Rot are unpredictable. One victim might suffer pain and vomiting, another gets the shakes with fever and chills, and a third could suffer terrible nightmares and hallucinations.


ROT LEVEL

The worst thing about the Rot is that it permeates your body and will accumulate over time. When you are subjected to the Rot, you suffer a Rot Point.

Mark it down in the checkboxes on your character sheet. Contaminated areas have a Rot Level, from 1 to 3. The Rot Level determines how often you suffer Rot Points.




1	Weak Rot. You suffer one Rot Point every day.
2	Strong Rot. You suffer one Rot Point every hour.
3	Hotspot. You suffer one Rot Point every minute. You will die quickly here.



ROT ATTACK

You can also accumulate Rot Points from certain events such as consuming contaminated food or coming into contact with contaminated creatures.


EFFECTS OF THE ROT

Every time you suffer a Rot Point, you must immediately roll a number of Base Dice equal to your total amount of Rot Points. For every  you roll, you suffer one point of damage (trauma to Strength).

DECONTAMINATION

Once you have left the contaminated area, you remove one Rot Point every day. If you wash your body in clean water, half of your Rot Points are immediately eliminated (round up).

PERMANENT ROT POINTS

When you are contaminated by the Rot, there is a risk that it will stay in your body forever. Every time you are about to lose one Rot Point, roll one Base Die. If you roll a , the Rot Point stays, and becomes permanent. Mark this on your character sheet. Permanent Rot Points stay with you for the rest of your life, no matter how hard you scrub yourself.

During decontamination, only non-permanent Rot Points will disappear – permanent Rot Points are not counted for this purpose.





LIFE IN ELYSIUM

When the world fell apart, the structures of society broke down. Nations, authorities and companies one by one collapsed as panic spread across the globe. In the end, only the most basic human structure remained – the family.

While the world burned, four powerful dynasties formed an alliance, a covenant to survive the fall of humanity. Their goal was as drastic as it was simple: create huge underground cities, enclaves where, alongside their offspring, they would wait for a new tomorrow. They named their aspiring society Elysium, after the meadows of eternal spring in ancient Greek mythology. In remote lands they dug into the bedrock and constructed their new homes. Each of these enclaves was to be self-sufficient, to allow the great families to survive the long atomic winters that followed.

The rich industrialist and landowning Warburg family provided the lands and tools for the project. The media and entertainment empire of the Morningstar family celebrated amidst the chaos of the Red Plague and made life tolerable. The private armies and security forces of the Fortescue family effectively silenced critics and protected the remote construction sites from prying eyes. The Kilgore dynasty, owning a global research conglomerate with unique patents in genetics and biotechnology, became the fourth member of the covenant.

Other powerful entities drew up plans similar to those of Elysium and formed their own alliances with similar goals. These alliances became known as the Titan Powers. Elysium was the first of them. Two of these Titan Powers took the names of Mimir and Noatun, monikers plucked from Norse mythology. The former fled into the cold darkness of space while the latter sought refuge at the bottom of the ocean.

THE SEED OF HUMANITY

Each of the Titan Powers built what they thought of as an ark for humanity – a seed for a new civilization and the path to a life in the new world after the fall. Elysium was inspired by the dynasties that formed the world hundreds of years earlier. The ambitions and traditional values of Victorian times became models for Elysium to follow, along with the design and culture of the era. This was blended with a form of society in which the family, not the individual, was of foremost importance. To highlight this message, the enclaves of Elysium were modeled after an architectural style mimicking that of the late 19th century. In this way too, the founders of Elysium wanted to show their disapproval of the wars and disasters that had followed that time, that “golden age,” as they believed it to be.

The first enclave was named Elysium I. Construction of more enclaves quickly followed. In

order to support and serve the families veritable armies of workers and staff were needed. Tens of thousands of carefully selected people employed by the houses were given the chance to accompany them into self-imposed exile. When the rest of the people of Earth finally realized that human civilization was doomed, the gates of the enclaves had been closed and sealed, their inhabitants safely underground.

While the outside world burned, work within the enclave continued at a hectic pace. Elysium's scientists searched for a way to re-populate the world and restore the civilization laid to ruins above their heads. Over the decades that followed, they made amazing discoveries. They created technologies superior to anything the surface world had ever seen. The researchers found materials stronger than carbon fiber and diamond. The manufacture of independent and intelligent machines and advances in medicine were now realities that surface dwellers had only dreamed of. Within what became known as the disciplines of xenogenetics and biomechatronics, the researchers attained mastery over life itself.

JUDICATORS

The first generation who populated Elysium soon realized they would never experience the new tomorrow they were trying to create. They understood that it would take many decades, maybe centuries, before the Earth's surface could be colonized again. Elysium's founders were forced to accept that their destiny was to live the rest of their lives underground and that their progeny would be the ones to carry out their ultimate goal. A small number of selected, so-called Eminences were placed in cryosleep, regularly awakened for year-long shifts, with the mission to ensure that the ruling Houses did not deviate from the founding values of Elysium.

New generations grew up underground, having never seen the sky above. A deceptive calm engulfed them as silent frustrations festered within. Despite its splendor, the enclaves were inescapable prisons. Anger and distrust grew among the residents and against the other Titan Powers. Strife between the four ruling families tore at the fabric of

their society. Already strong family ties grew even stronger, but at the same rate, confidence in society in general decreased.

Suspensions and uncertainty inevitably lit a spark of action. Members of the Morningstar and Fortescue dynasties clashed with bloody results. The enclave reeled in shock as hundreds died and the conflict seemed to escalate. Luckily, at that time enough people were able to regain their senses. Representatives of the four leading families met, and from this meeting the Council of Elysium was born.

The four families concluded that full insight into what was happening in the enclave was necessary and agreed to set up a force with the authority to intervene against anyone who tried to overthrow the established order. The officers of this force were called judicators, and they became the law of the enclave. In order to secure a balance between the Houses, it was decided that each unit of four officers would include one representative from each of the ruling Houses.

THE ENCLAVE WARS

The new order restored some calm, but under the surface resentment lingered. Perhaps as an outlet, envy and mistrust of the other Titan Powers increased. Nowhere was this more evident than in Elysium I. The enclave was built with outdated technology compared to its successors. Its people were said to enjoy a special status within Elysium as a symbol of the human spirit and the will to survive. But the enclave was in many ways a relic - cramped, dark, and worn by age. Plans were made to connect Elysium's many enclaves, plans that might have become reality had the Enclave Wars not broken out.

The causes that led the enclaves to declare war against each other were as narrow-minded and petty as humanity's previous attempt to annihilate itself on the surface world. Arrogant leaders promised their followers more than they could deliver, fragile egos misread the intentions of others, while some eyed what others had with jealousy or lust. Fateful words in closed chambers turned to action, this time without wiser wills prevailing.

ENCLAVE SOCIETY AND HIERARCHY

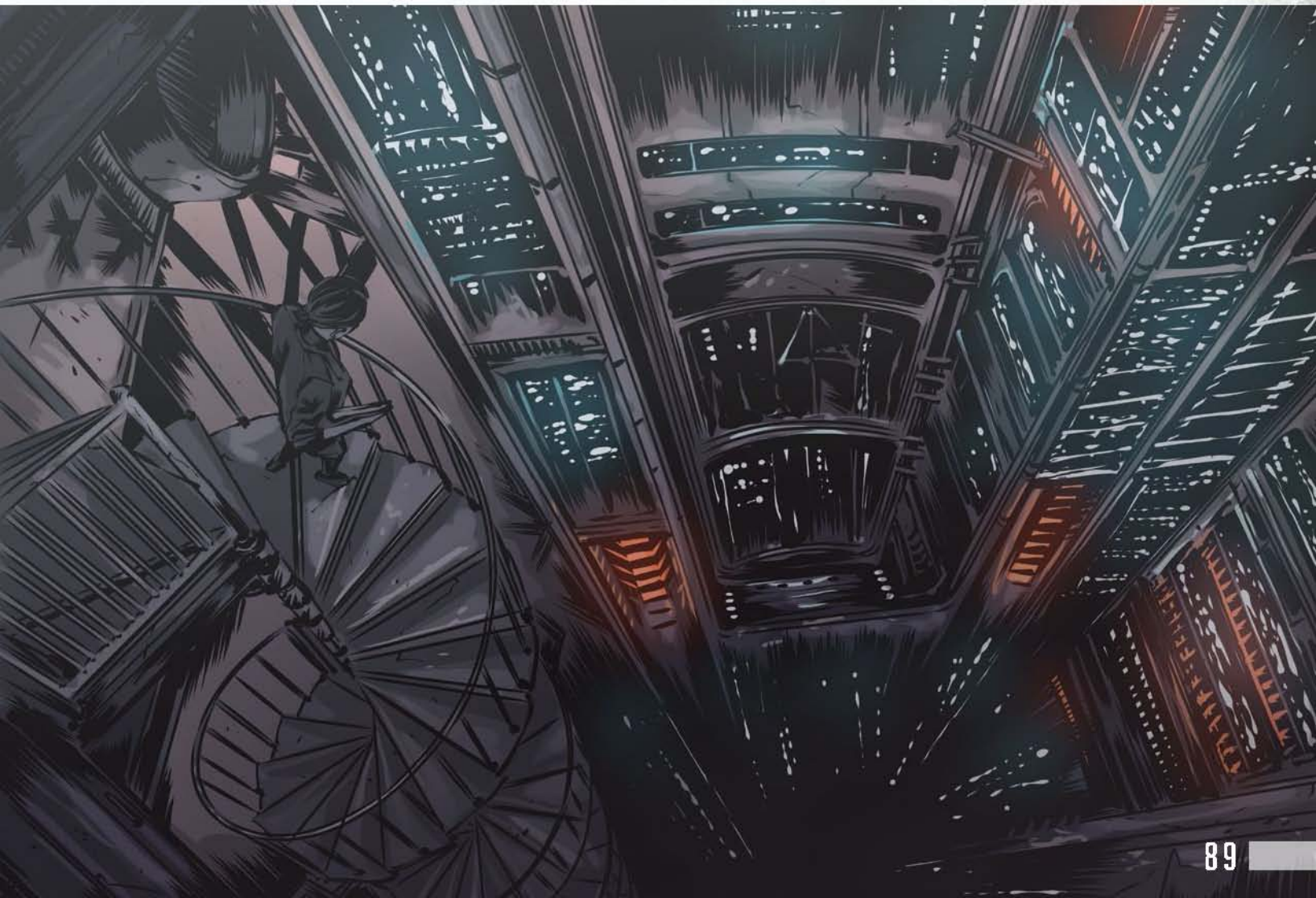
Elysium I is governed by the Council, which consists of the heads of each ruling House - Warburg, Fortescue, Morningstar and Kilgore. Each House oversees one aspect of the enclave in accordance with the specialty that they once brought with them into the alliance that became Elysium. There are other families of importance in the enclave, some even have significant influence, but nowhere close to the power or influential of the ruling Houses. All other families are connected in one way or another to one of the four main dynasties. Loyalties often shift, changing the balance of power in the enclave.

The vast majority of the enclave's population work in some way for the various leading families. A few people have been licensed to run their own businesses, but these are also part of the enclave's strict hierarchy.

Your ID card shows who you are and where you belong. Individuals can climb the social ladder, but the family you are born into will always be the most important factor when it comes to the status you enjoy. The social mobility of the lesser families is extremely limited. It is very rare for any of the lower dynasties to move up or down on the social ladder. Exceptional individuals are often held back by their families and those who violate rules and laws are disgraced and reprimanded, if they are allowed to keep their lives at all.

THE RULING HOUSES

Each of the four ruling Houses is in charge of a certain aspect of Elysium I. The Warburg family is responsible for production and energy, the Fortescue family for defense and security, the Morningstar family for culture and communication, and the Kilgore family for technology and science. Of the



approximately 10,000 inhabitants of the enclave, about 2,000 belong to one of the four main dynasties.



WARBURG

Being a Warburg means possessing a will to build and create. Your family ensures that food is available on tables, that materials are available when repairs are to be carried out, that new goods are manufactured and that the energy the enclave needs is produced. Without these things, Elysium grinds to a halt and its inhabitants would starve. On your shoulders rests the unimaginable burden and challenge that is meeting the essential needs of the enclave. Resources are already scarce while needs and requirements only grow.

Gertrud Warburg is responsible for everything produced in the enclave, from food to gadgets of

all sizes. Supporting her is her cousin Bertha, who is in charge of the maintenance of the enclave, and Manfred Warburg, responsible for power plants and energy supply. Among those of the Warburg family who have significant responsibilities are Ursula, Alvina, Herbert, Ernest and Otto.

House Color: Blue



FORTESCUE

The Fortescue family is Elysium's first and last line of defense against any enemy. Loyalty, pride and justice are words to live by for a Fortescue. Everyone trusts you to make the difficult decisions that are sometimes needed to combat any form of threat to the enclave. As a Fortescue, there are always challenges to face and your vigilance



GERTRUD WARBURG



VALERIA FORTESCUE

is constant. If it's not rebellion and dissent that threaten Elysium's delicate balance, it is the incursion of threats and dangers from the devastated outside world. Even when others refuse or can't assist you in protecting the enclave, you do not hesitate to tackle the threat yourself, armed with whatever is available.

The head of the Fortescue family, who also serves as the head of the Central Data Agency (CDA) is Valeria Fortescue. Almost as influential is General Margot Fortescue, commander of the Deep Watch, the main military force of the enclave. Other important people within the family are Alexis, Damien, Killian and Nadine.

House Color: Gray



MORNINGSTAR

For a Morningstar, life is a blend of enjoyment and leisure, refinement and creativity. Within Elysium, you are the providers of pleasure, culture, history and art. Celebrations and entertainment, decadence and tradition – everything is mixed in a whirl of impressions that is your everyday life. However, it's not a life without worries, even if you never appear to be under stress. Behind all the gloss and pomp hides a growing amount of dirty play and hard choices. For intertwined with dancing, drinks and performances, are politics, intrigue, debts, services and silent agreements. A Morningstar is an artist and a host, as well as a crucial force among the rulers of Elysium's underground world.

Constantine Morningstar sits on the Council, and has been the family's leader for decades. His formal role as Supreme Historian makes him responsible for the archives of the enclave. In reality, everyone knows that he mostly cares about what appears on the stages and screens of the enclave theaters and cinemas. It is whispered that no performance can be shown without Constantine's approval.

Other Morningstars with prominent roles include Sofia, Alessio, Valentino, Minerva, Marco, and the twins Serena and Bianca.

House Color: Green



CONSTANTINE MORNINGSTAR



KILGORE

A Kilgore is a thinker, a researcher, or scientist seeking answers and new questions. It was a Kilgore who created the first xenogenetic creatures and gave humanity several of the new and wonderful building materials that made the enclaves possible.

It was also Kilgore scientists who took the decisive steps to combine man and machine. The first reconstructed human was created in a Kilgore laboratory. As a Kilgore, there is always another question to find the answer to. There is power in knowledge, and for every new discovery you make, your influence grows.

The current leader of the House is Antonia Kilgore. She controls both the Council of Sciences and the Academy, and has a finger in almost all crucial research projects. Many believe that her son Aston, the Chief Scientist of the enclave, will one day inherit



ANTONIA KILGORE

her role. Other Kilgores of significance are Marsden, Ashley, Castor, Leslie, Osmond, and Lindsay.

House Color: Red

OTHER FAMILIES OF NOTE

In addition to the four ruling Houses of the enclave, there are other families that wield considerable influence in Elysium I. They are the heirs of people who stood by the founding rulers. Before the fall of civilization, some of them were as influential as the great families, but as the dust settled their significance waned.

Around 3,000 of the enclave's 10,000 inhabitants belong to these minor families. None of them have forgotten their origins and long for nothing more than to ascend and reclaim their lost glory. The power of the four Houses is so heavily cemented that something extraordinary would be required for this to occur.

THE LESSER FAMILIES

The lesser families of Elysium I are Acton, Arundell, Battenburg, Bentick, Calvert, De Vere, Fairfax, Montague, Loftus, Poullette, and Somerset.

COMMON FIRST NAMES AMONGST THE NOBILITY

Afton, Agrona, Aida, Aiken, Aislinn, Alden, Aldrich, Allard, Allston, Alvina, Ariana, Arleigh, Arlo, Ashley, Audrey, Avon, Bailey, Ballard, Bancroft, Beldon, Beverly, Blaine, Blossom, Blythe, Brea, Brenda, Brewster, Brinley, Buckley, Burne, Cade, Calhoun, Calvert, Cameron, Carleton, Carlyle, Carvell, Chilton, Claiborne, Clifford, Colbert, Colter, Corliss, Creighton, Dale, Dayton, Demelza, Digby, Donald, Douglas, Doyle, Duncan, Dustin, Eartha, Edda, Edgar, Edith, Edmund, Edward, Edwin, Egerton, Eldon, Eldridge, Elmer, Emerson, Esmond, Ethel, Farley, Farrah, Fern, Fiona, Gilford, Godiva, Golda, Gordon, Hadley, Haley, Halsey, Harlan, Harmony, Hayden, Haywood, Hazel, Hedwig, Hendrick, Henley, Herbert, Hertha, Hollace, Holly, Hope, Horton, Humphrey, Idina, Isolda, Ivy, Jocelyn, Kenley, Kenton, Kimberley, Kyla, Layton, Leigh, Leslie, Lindsay, Locke, Luella, Lyndon, Maida, Manley, Marsden, Millard, Milton, Misty, Nara, Nelson, Nyle, Ogden, Osmond, Oswin, Payton, Penley, Preston, Radella, Ransford, Ransley, Reginald, Remington, Ridley

OVERVIEW OF ELYSIUM I

Elysium I is far more than a simple shelter. Close to a mile from top to bottom, and almost half as wide at its widest point, it resembles an ancient skyscraper buried under the earth. Its vaulted ceiling is a dome reaching high above the Winter Garden, the only truly spacious area in the enclave.



The further down you get into the enclave the narrower the inverted tower becomes. People, homes, hydroponic farms, factories and everything else are given less space, and the ceilings are lower. Down here, repairs are low priority, and the lower you go, the worse it gets, a testament to decades of neglect.

SECTIONS, SECTORS, AND LEVELS

Elysium I is a single enclave, but its three distinct sections represent three different sections of society. The top of the enclave is called the Crown. It got its name for two reasons – because it is the top of the tower-like underground facility, and because most buildings here have ceilings of copper that once glistened like golden crowns. The middle section of Elysium I is the Core, the largest part of

the enclave. At the bottom is the Deep. The Core and the Deep are divided into seven and five different sectors, respectively. The Crown has only one sector.

THE SHAFT

The Shaft runs down through the center of Elysium, connecting all levels. The Shaft is roughly square in shape and about 70 yards wide. It opens into the Winter Garden in the Crown and ends at the bottom of the Deep. In each corner of the Shaft, there is an elevator restricted to authorized personnel only. There are also metal spiral staircases which see a lot of traffic. Workers, messengers, and couriers can be seen running up and down almost 24 hours a day.

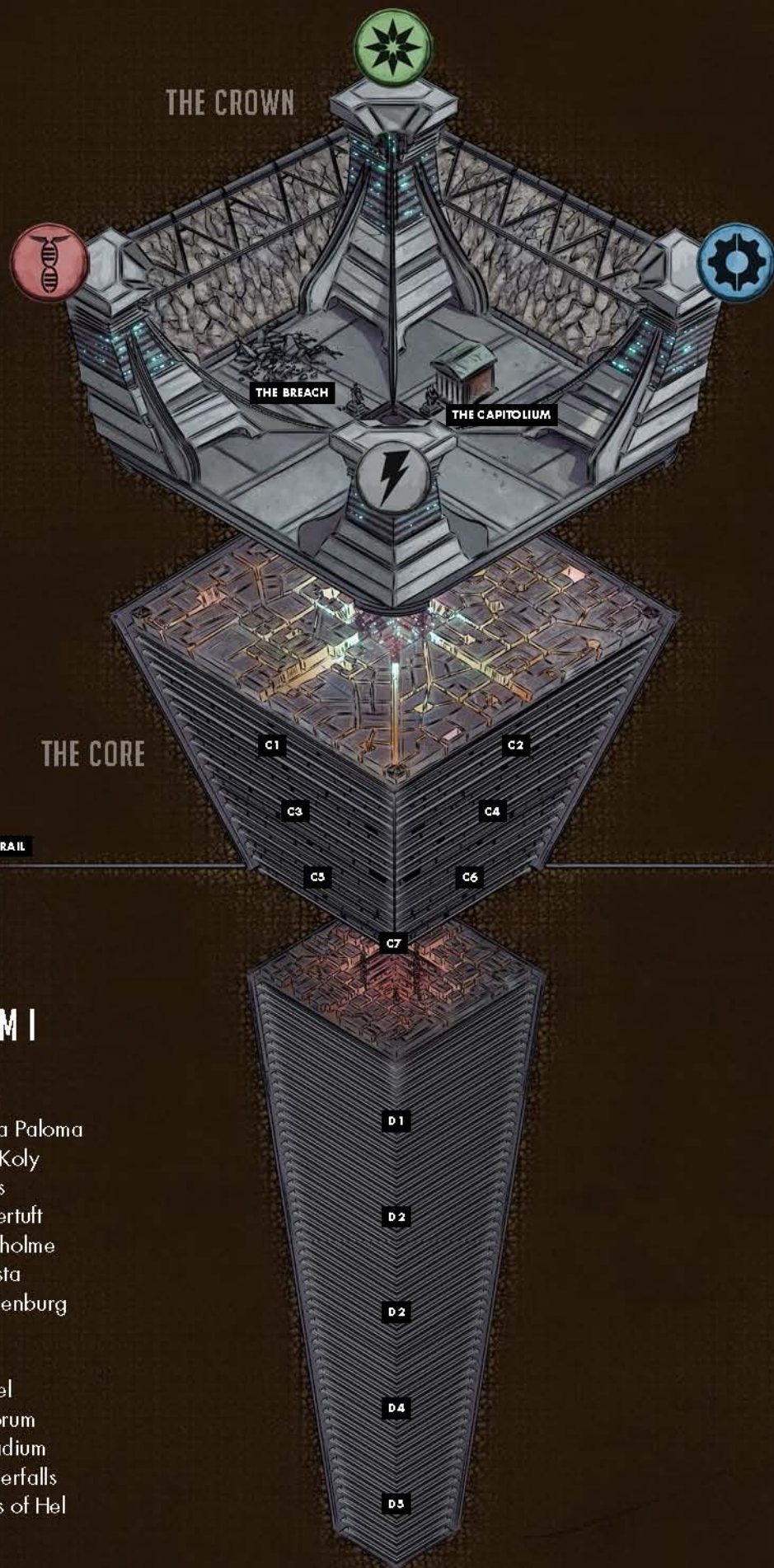
THE CROWN

The uppermost part of Elysium I belongs to you and to the rest of the enclave elite. It is here that each of the four ruling Houses has its palace. Each such complex is a massive structure of glass and stone with sloping, ornamented facades. Each palace occupies a corner of the section and runs up to the ceiling. Every palace is about 75 yards wide at the base and forty floors high. On the outside of each palace, glass elevators travel up and down the sloping walls.

The Crown is covered by a dome that extends from each of the corner palaces. Its highest point is 250 yards above the “floor” of the Crown, creating a sense of space that cannot be found anywhere else in the enclave. The walls lean outwards, 400 yards

MEMORIAL DAY

On the annual celebration of Memorial Day, Elysium’s fallen soldiers are honored. According to tradition, the Council of Elysium always convenes to discuss and decide on issues pertaining to the future of the enclave. Also on Memorial Day, leaders of the Houses host large crowds in the Winter Garden. A select number of workers and others coming from the lower sections are permitted into the Crown to attend the ceremony.



THE CROWN

THE BREACH

THE CAPITOLIUM

THE CORE

MONORAIL

MONORAIL

ELYSIUM I

THE CORE

- C1. Nova Paloma
- C2. Old Koly
- C3. Pirius
- C4. Tindertuft
- C5. Northolme
- C6. Calista
- C7. Hindenburg

THE DEEP

- D1. Mosel
- D2. Laborum
- D3. Arcadium
- D4. Cinderfalls
- D5. Cogs of Hel

THE DEEP

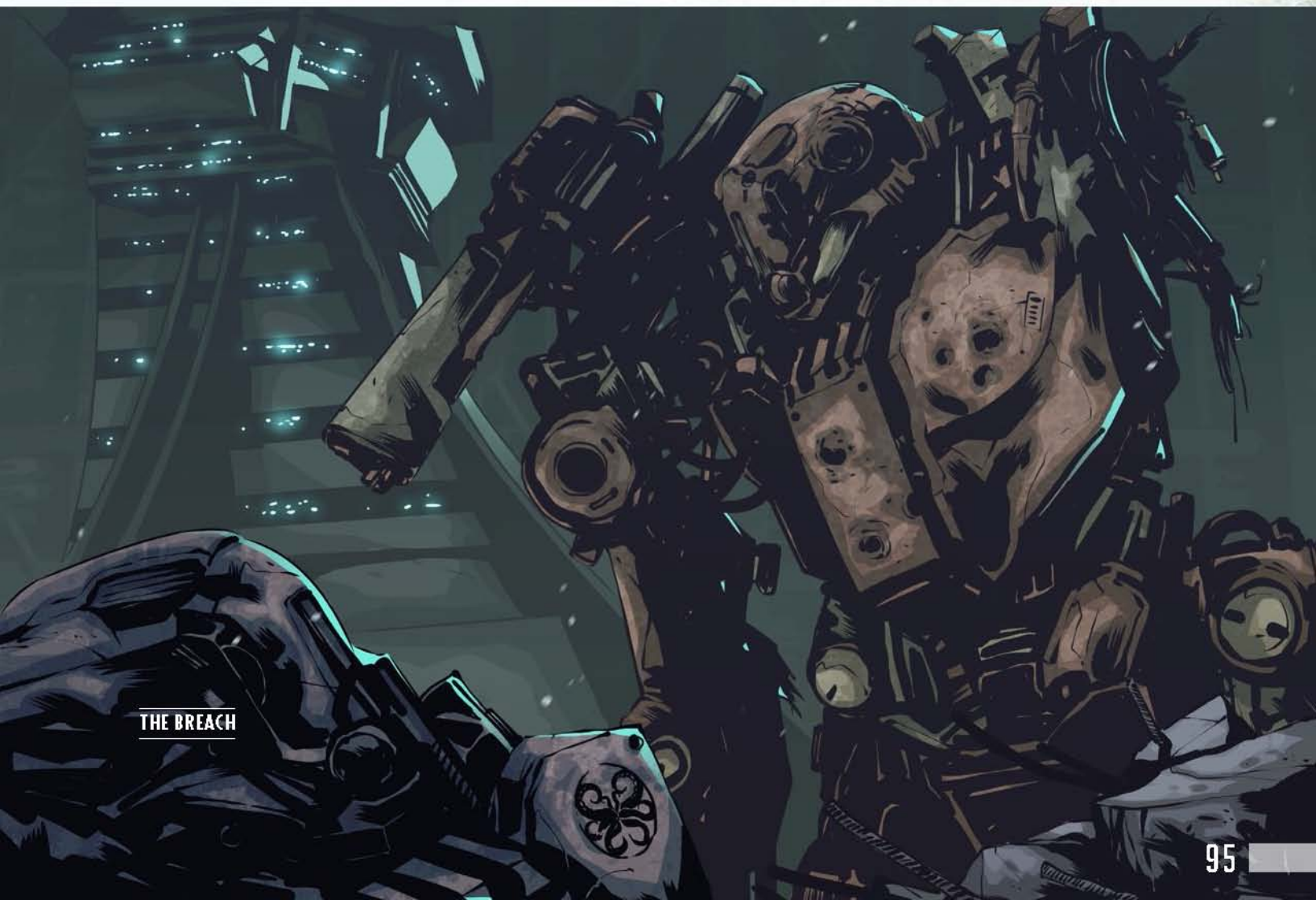
wide at the bottom, widening to almost 500 yards at the base of the dome that covers the Crown.

Only members of the ruling Houses (Security Class III and above) normally have access to the Crown. The exception to this is during Memorial Day (see the boxed text on page 93).

The Winter Garden: Between the vast palaces of the Crown lies the Winter Garden – a large park where fallen soldiers are honored. This was the site of the last stand of the Enclave Wars, and where Elysium won its most bloody victory. The park area in front of each palace belongs to, and is maintained by, its respective House. The Winter Garden is adorned with war memorials throughout the field. The Winter Garden is currently unkempt, its once-trimmed plants looking withered and sick. In the center of the park is the opening to the Shaft – a square abyss. The stairs and elevators that are located here can take you all the way down to the Deep.

The Breach: At one location in the Winter Garden, below the point in the dome where the robot armies of hostile Titan Powers broke through and entered the enclave, the rubble still remains. The huge and rusty wrecks of battle robots were left here, as an eternal reminder of the desperate battle fought, and the sacrifices made to save Elysium I from destruction. This place is known to the public as the Breach.

The Capitolium: Near the Shaft, one of very few free-standing buildings in the enclave can be found: the Capitolium. It's a decaying multi-story mansion in rust-brown bricks that still carries scars inflicted by bullets and beam weapons during ancient battles. The copper roof is worn and on the columns along the front are engraved the names of all fallen soldiers. It is in the Capitolium that the Council gathers to make decisions for the enclave. The Capitolium also contains the headquarters of the



THE BREACH



HYDROPONIC PLANTATION

judicators. This is where you go to make reports and get new orders. Read more about your HQ on page 107.

THE CORE

Unlike the Crown, the Core is not an open space. Instead, it is divided into 20 main levels, each about 10 yards high. The huge Shaft runs straight through the section and continues further into the Deep, all the way down to the bottom of the enclave.

In each corner of the Core, there is a large freight elevator that slowly moves goods and work teams to all levels, from the Crown all the way down to the Deep. The trip from top to bottom takes several minutes and the noise inside the lifts is deafening.

The uppermost levels of the Core are about 400 yards wide, while those nearer the bottom narrow to about 250 yards. Each level consists of several sections, which in turn are divided into blocks. Multi-story buildings run from floor to ceiling. Between

them are the streets and alleys that demarcate the blocks. Some of the buildings house homes, shops, and taverns. Others contain work facilities such as factories, workshops, farms, and offices.

The Core has seven sectors:

- ▣ Nova Paloma
- ▣ Old Koly
- ▣ Northolme
- ▣ Pirius
- ▣ Tindertuft
- ▣ Calista
- ▣ Hindenburg

Nova Paloma: Two things make Nova Paloma different from other sectors. The first is the amount of light, emitted by neon signs and ornamental facades, and the other is the sense of space and freedom. The area has a high ceiling, with only the

THE ACADEMY

The enclave's only institute of higher learning is called the Academy. Its 20 floors in the Core run through three levels, surrounded by footbridges and small, decayed parks. The sculpted ceramic facade and huge nano-glass windows of the Academy contrast sharply with the dark and often dirty composite tile walls around the compound. The library in the Academy once contained much knowledge collected by ancient human civilizations, but decay and internal strife have unfortunately led to the loss of large parts of the collection.

Winter Garden giving a greater sense of space. The shops and bars here always have licenses for their goods and proudly display them in windows and on shelves. You can find everything from savory foods and pure spirits to precious luxury products and costly fun in Nova Paloma. There are also plenty of street stalls and wagon cafes where you can get a simple meal or a mug of beer.

Old Koly: In this sector many students, academics, artists and actors have their homes. There are enclave theaters, a few smaller cabaret scenes, as well as a handful of galleries and studios. A few places proudly display signs that state they have been open since the enclave was first populated. The artists and students, as well as the nearby Academy, all contribute to making Old Koly the cultural center of Elysium.

Pirius and Tindertuft: A few decades ago, structural deficiencies were detected in parts of one of the large residential districts. The damaged sections were torn down and what was left untouched soon became known as Old Koly. The new parts formed the sectors of Pirius and Tindertuft, an architectural chaos of alleys, archways and columns in ceramic and plate glass. The ornate parks and plantations found here are airier than in other sectors and sometimes seem to be as much decoration as they

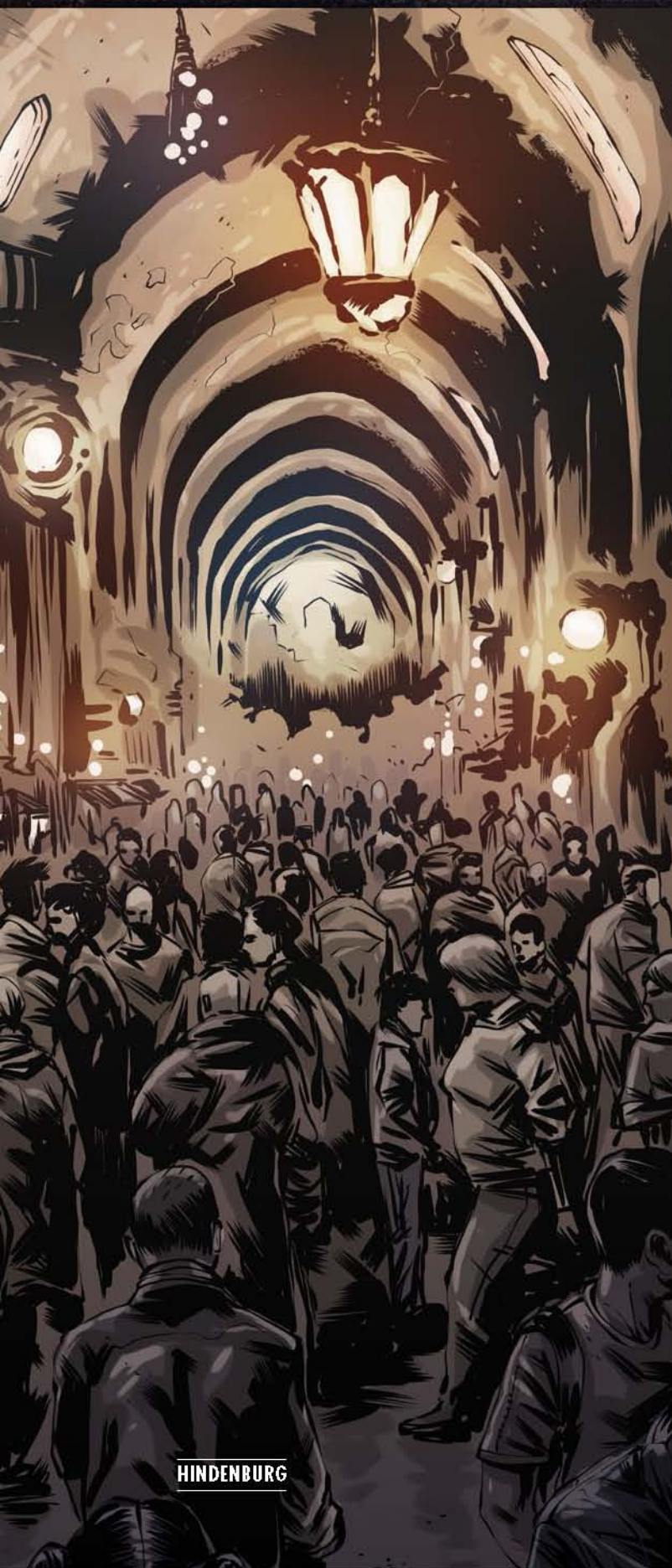
are practical. No enclave workers have their homes in these sectors. All families with influence, apart from the ruling Houses, have their palaces in Pirius or Tindertuft.

Northolme and Calista: Most of the licensed food in Elysium I is produced in Northolme and Calista. Aside some living quarters and service facilities, these sectors are dominated by large hydroponic plantations with carefully controlled water and lighting systems. In addition, there are vast ponds with fish farms, huge vats for growing synthetic meat, and dark, mile-long tubes used to grow mushrooms.

Hindenburg: The residential sector called Hindenburg is as old as Old Koly. The age of the sector is immediately apparent, as signs of heavy wear and tear are all around.

THE BAZAAR

Under the narrow and dark arches of the Core that make up the Bazaar there are lots of small shops, workshops, and shacks. Here you'll find simple as well as expensive crafts, foods, and drinks. The bazaar has become a popular gathering place, even for those who cannot afford the offered goods. The crowds and the atmosphere make it a popular haunt for many enclave dwellers. On the outskirts of the Bazaar lies the Exchange – a large hall where everyone can exchange goods with each other, whether licensed or not. The requirement is that the trade takes place on site and under the oversight of the Exchange Notary Office. Anyone who wants to shop must first register their name and goods. When the business is concluded, both parties must declare what was traded and with whom. It is not much of a secret that the Council encourages the trade in the Exchange – it makes it very easy to track and update records of both assets and people in the enclave.



HINDENBURG

THE CLINIC

The only hospital in the Enclave is called the Clinic, and it is also located in the Core. Officially, all inhabitants are entitled to free healthcare. However, in practice, members of the Houses are given a completely different level of care than those of lower status.

THE DATA WORKS

The area where the Data Works is located is under heavy and constant surveillance. Guards, cameras, and alarms secure the place. The monitors they watch are secret to all but the Council and their most trusted confidantes. The data collected by the different departments is crucial for Elysium I to exist. Everything is controlled from one of the most unassuming buildings in the area - the headquarters of the Central Data Agency. While many sectors are almost quiet at night, the activity in the Data Works never ceases. The staff work around the clock feeding data on everything that occurs in the enclave into massive but very old computer servers.

THE DEEP

The bottom section of the enclave consists of 57 levels. The height of the ceiling varies between the levels but is usually about ten yards. At the top of the Deep, the levels are approximately 250 yards wide, but narrow down to about 150 yards at the bottom. Because the enclave is so narrow here, you are never far from the Shaft. On some floors there is not much more than freight lanes and walkways. Those spaces are littered with sheds and dwellings crowded up against the walls, as if they were afraid of the darkness and the depths.

There is only one passenger elevator that reaches all the way down to the bowels of the enclave and it runs along the Shaft. The larger lifts available may only be used to transport goods, unless otherwise authorized by a judicator or the Council.

The Deep is where energy is produced and goods are manufactured for the entire enclave. Aside from the plantations in the Core, it is in the

INDUSTRY IN THE ENCLAVE

Today, the factories in the enclave are mostly only capable of repairing what is broken, not creating new goods. Elysium I simply lacks the resources. Equipment, buildings, and vehicles are patched up time and time again, made to last almost infinitely, but in spite of this, the number of things that need replacing grows each year. The focus of all large-scale manufacturing is towards this effort. Goods for decoration and pleasure are created only by licensed craftsmen.

Deep where the majority of the workers toil. Factories, power plants and mines occupy large parts of the sections. Tucked in between them are cramped and miserable housing quarters where the workers and their families have their homes.

A number of smaller plantations are also located here. The artistic sensibilities common to the Crown and the Core are absent in the Deep – here there is only concrete and steel, function over form being the rule.

There are five sectors in the Deep:

- ▣ Mosel
- ▣ Laborum
- ▣ Arcadium
- ▣ Cinderfalls
- ▣ Cogs of Hel

Mosel and Laborum: The oldest residential areas of Elysium I are found in the Mosel and Laborum sectors. Here, the majority of the reconstructed workers live alongside others while toiling away at the harshest and least wanted jobs in the enclave. The streets are dirty and crowded. It is well-known that some inhabitants grow vegetables and breed animals without permits in the narrow alleyways and courtyards here.

In Mosel, there is a path commonly known as the Stench. It runs along the dam that the Canal (see the boxed text) opens into. However, after its

journey through the enclave, the water is sometimes closer to that of the Sewer, and the smell of the pond is what gives the promenade its nickname. Along the Stench, several smaller power plants and factories that utilize the easy access to water can be found.

Arcadium is the oldest factory sector by far. When more modern facilities were built in Cinderfalls, parts of Arcadium were converted into walkways and parks filled with plants to generate oxygen. The homes in Arcadium are therefore sought after. There is a strong contrast between the relatively airy Arcadium and the floors below, in the sector Cogs of Hel.

Cinderfalls: The industrial sector of Cinderfalls was built after Arcadium, but it is still over a hundred years old. The decay and wear are evident on its facades, ceilings, and corridors – everything is covered in soot and dirt. The air is toxic, and the stench of chemicals and waste follows you wherever you go. The small number of homes and farms found here are as gloomy as the factory buildings.

Cogs of Hel: In the factory sector of Cogs of Hel, at the very bottom of Elysium I, the Reconstruction Works can be found. It's just as drab and somber as the rest of the area, not very different from the miserable and tormented creatures that stumble out of its halls.

THE CANTINA

The Cantina is the place where workers and others with limited funds gather to eat. It is a column-filled hall with a vaulted ceiling, with hundreds of tables filling the space. You eat with your ilk – engineers with engineers, farmers with farmers and so on. At the far end of the hall there is a large table without chairs. Here, reconstructed convicts and other individuals without work can eat whatever their very few credits can afford to buy.

TYPICAL WORKER FIRST NAMES

Abner, Ada, Aggie, Aldus, Aram, Baltus, Barb, Berton, Bessie, Birdie, Burch, Callie, Celia, Clane, Cleon, Daisy, Derris, Dolly, Dottie, Ebbon, Elma, Elos, Enid, Festus, Flossie, Garnet, Ginny, Grizzie, Haskel, Hattie, Heran, Ivey, Jobe, Josey, Lent, Lindy, Lissie, Lulu, Lyman, Lynk, Mallie, Molly, Morrie, Mott, Nettie, Odell, Ona, Peachie, Pell, Pimm, Quitman, Rena, Roxie, Sadoc, Suvia, Taron, Trixie, Willon, Winnie

TYPICAL WORKER LAST NAMES

Abram, Alton, Badger, Barlow, Barton, Benson, Bing, Brady, Budd, Coombs, Dudley, Hale, Harlan, Holton, Merton, Morley, Norton, Ogden, Reed, Skelton, Tenley, Tickle, Tinley, Vance, Weld

THE CANAL

The Canal is a waterway that runs throughout the enclave and provides its different floors with clean and fresh water. In a few places in the Core, the Canal flows in the open, but otherwise it is well protected by thick walls. Its counterpart is the Sewer, a fully sealed system where all sewage is collected and transferred to the extensive wastewater treatment plant in the Deep.

THE CATACOMBS

In addition to the mines that are drilled down into the bedrock beneath the Deep, there is a part of Elysium I that is not part of the central structure: the Catacombs. Once, it served as a spaceport and terminal for transportation to other Elysium enclaves and bunkers. It was also the headquarters of the military forces of the enclave.

Near the end of the Enclave Wars, geotorpedoes hit the facility and destroyed it. All but a few tunnels to the area collapsed. By now, all that





COGS OF HEL

remains therein has been stripped clean of anything valuable.

The Catacombs serve today as the enclave's maximum-security prison. Criminals not sentenced to death or reconstruction end up here. Among the inmates of the Catacombs, referred to as the Exiles, survival of the fittest is the rule of law. Neither you nor any other judicator needs to care what happens to a convict after they are sent to the Catacombs. The criminals and enemies of the enclave who end up here grow their own food and get by as best they can. If sent to the Catacombs, you will never return.

A heavily guarded tunnel opening out of Hindenburg connects the Catacombs with the main enclave. Those living in the vicinity of the tunnel avoid it, as if only daring to look down the tunnel leading to the prison would result in being tossed in among the criminals there.

IS THE ENCLAVE DOOMED?

Computer simulations clearly show that the population of Elysium I is very vulnerable. This is taught to every child in school. Failure of individual systems can have a ripple effect that may very well lead to the whole enclave falling into chaos. When the Elysium enclaves were built, their leaders were aware that even without war or direct sabotage, it would be difficult for the isolated settlements to survive. Every person living in Elysium I knows that survival depends on doing your job with complete accuracy, no matter what function you serve. A single mistake by a single person could spell doom for the entire enclave.

THE OUTSIDE WORLD

Beyond the enclave there is only death and destruction. Earth's surface was turned into a devastated wasteland many generations ago. The only creatures that can survive out there are the abominations created during the Enclave Wars - creatures capable of coping with the infections, poisons, and radioactive fallout that kills everything else. No human can survive outside the enclave for longer than it takes for the seal of a hazmat suits to fail, or for an oxygen tank to run empty.

Once a year, the Exploration Institute, a department of the Academy, sends a probe to measure the levels of hazardous material in the soil and any other changes of interest. The results are always the same, always depressing - the Earth remains just as toxic as ever. According to the more optimistic forecasts, the world will one day be populated by humans again, but it is a day that will be many generations in the future.

THE STRUCTURE OF ELYSIUM

The enclave's society has been developing for generations. The power of the ruling Houses, the focus on the family as the key pillar of society, scarce resources, and total isolation are factors that have been decisive in establishing order, rules, traditions, and the habits that shape Elysium I.

HIERARCHY

The society in the enclave rests primarily on the sense of devotion to family and secondly on the role each inhabitant fills. Each family provides their members with a status that rarely changes. One can win or lose influence, but an individual can never reach a status beyond that which is held within their own family. The only exception is those who break away and become lawless in one way or another in the eyes of the enclave.

The fact that four mighty dynasties created the Elysium Titan Power, and still hold sway over the enclave, is the reason for this heavy focus on the role of family. For you, as a member of one of the four ruling Houses, this means that you are born to the status and rights only afforded to the wealthy

LONGING FOR THE SURFACE

It does not happen often, but every now and then some individual develops the urge to escape the enclave, driven by the belief that survival is possible in the outside world. According to these fantasies, there are places free of radiation and sickness, places where intrepid individuals can make new lives for themselves. The longing for a different life on the surface is easy to understand but also extremely dangerous. Strict laws require immediate action against all such dangerous dreams. For milder cases therapy is often enough, but some individuals engage in subversive activities and must be handled swiftly and forcefully. Some are reconstructed, but most are sentenced to death.

and powerful. You have unbelievable privileges, the same as those fortunate enough to have been born under any of the other three Houses.

Everything in society revolves around the concepts of family and bloodlines. They are the social foundation on which the enclave was founded. Of course, your family also requires service from you, and it is unwise to ignore your family's responsibilities for long. Everyone carefully keeps track of their family ties as well as everyone else's. Even the most wretched servant in the Deep knows their ancestry in detail, just like you do. Not belonging to a family is to stand outside society. Most of the Exiles in the Catacombs have been ostracized by their families. Among the worst things you can imagine is to fall from grace and end up in the same situation, without a family.

In other words, your lineage controls what rights you have and also what your duties are. The family educates and protects you, but it also demands responsibility and duty. You must always care for and obey your family. It is the family after all, that has final word on the life choices that will impact you the most, be it career, love, or anything else. If you commit a serious mistake, your entire

CRIME & FAMILY

When someone commits a crime in the enclave, the family is responsible. Most often, the perpetrator is punished personally for the crime, but a family can choose other means to atone for the misdeed. Someone must pay for the crime, but it is not always the person who committed it. For a powerful family, the laws of Elysium are not absolute, but rather a framework for negotiations. When you mete out punishment as a judicator, make sure you consider what your family stands to gain, not only the nature of the crime itself. Perpetrators belonging to a family without influence are dealt with quickly and harshly – the actual perpetrator almost always the one who is punished, and their family will often suffer for the crime as well.

family will suffer for it. The only way for your family to exonerate itself from your misdeeds is to shun you forever.

The work task assigned to each resident of the enclave is another important part of society. This is true for all inhabitants of Elysium I. Everyone is needed and depended upon for the enclave to survive. Workers make sure the factories keep running, technicians are responsible for maintenance, information management and research knowledge, physicians take care of the medical needs, and so on. The size and hierarchy of the work teams vary, but they are all important and are controlled, directly or indirectly, by the Council.

There is often a strong link between family and the work task assigned to you. For example, as a child of a technician and a teacher, you are expected or even required to take one of those two jobs. It does happen that children are assigned to a different service than their parents, but it is not common. Personal qualities and talents weigh in, but the individual's family and its status always weigh heavier. For example, a child from a working family in the Deep can hardly expect a job in a particularly high position, no matter how talented the person

is. For you and others of noble birth, the opposite applies – a high position is given, no matter how useless or inexperienced you are.

SECURITY CLASS

Residents of Elysium I are divided into security classes that determine which areas in the enclave they have access to. Only class III and above have access to the Crown. Security classes are identified using Roman numerals, from I to VII. Each resident is assigned an ID card indicating their security class, and it is mandated for everyone to always carry it. The ID card is also used for electronic payments.

SECURITY CLASS	SOCIAL CATEGORY
I	Proles
II	Security Guards
III	Civilian House Members
IV	Judicators
V	Military
VI	High Command
VII	Heads of the Houses

LAWS AND REGULATIONS

The resources of Elysium are limited and must therefore be used as efficiently as possible. For the sake of the enclave, sacrifices must be made, including some of the inhabitants' own liberties. This has necessitated a system of harsh and absolute laws. Originally the laws were created to secure the resources of the enclave and give the next generations a chance to survive. Nowadays they are the tool to secure the power and influence of the ruling Houses. Many laws are open to different interpretations, affording judicators the opportunity to use their own discretion.

LICENSES AND PERMITS

In Elysium I everything is controlled. Life in the enclave is only possible if resources are managed carefully and nothing is wasted. Shielded from the

world and left without the ability to easily gather more resources, the residents have no other choice.

A limited amount of raw materials comes from mines that are dug deep below the enclave. Likewise, crops are grown in the hydroponic farms, but in very limited quantities. Recycling, repairing, and hard resource control are what make life possible. To maintain that balance, everything must be registered and regularly accounted for, a responsibility that rests with the Central Data Agency, or CDA. Its responsible manager, currently Valeria Fortescue, reports directly to the Council. Her reports can have major consequences for life in the enclave.

Getting a license varies in difficulty. The approval process for making a small garden at your home or selling some handmade craft is relatively easy. A license that allows something more than a small-scale operation is significantly harder to obtain. If a person is not assigned to a

task considered essential for the enclave, it is possible to obtain a license to operate a small business, as long as what is sold is carefully controlled and monitored. Innovative ideas or desirable products are rarely licensed. Instead, the creator or creators will be employed at an appropriate production or research facility.

Business licenses can be inherited. A background check is supposed to be performed by the CDA, however, they will not dig too deep if the licensee has a clean criminal record. There are shops and other establishments that families have owed for generations, often a great source of pride.

The right to procreate is one of the most sought after and difficult licenses to obtain. The enclave's resources and space are monitored to calculate sustainability. The wait can be very long, and is sometimes in vain. Most, however, are eventually granted permission. The average amount of children authorized per household is two, more in larger partnership units. Although everyone knows the risks of having illegal children, some do it anyway. The penalty for an unlicensed birth is reconstruction, and all licenses currently held are immediately withdrawn. The child is taken from those who birthed it and given to a new partnership unit.

FAMILY STRUCTURE

The core of the family are the bloodlines. There is more to it however, than mere genetic heritage. Children registered as kin in a household do not need to share blood with all parents. Larger partnership units often combine their genetic heritage in different ways, an opportunity that comes with the license to acquire children. This makes the family a broad concept in Elysium.

Who you will register partnership with is important, and often determined by consultations with your entire family, and that of your partner. Couples of two are still the most common, but partner collectives of up to a dozen individuals exist. Adoption also occurs, which in some cases may be the only way for a newborn to move up in society.

For you and any of those belonging to a ruling House, a license to have children is a given, but your choice of partner is strictly controlled. A lot is riding on the children born into the families after all.

MILITARY AND LAW ENFORCEMENT

Once, Elysium had a huge army of both machines and humans. Only a small fraction of that force remains today. Called the Deep Watch, it consists of about 200 well-trained soldiers under the command of General Margot Fortescue. The four ruling Houses have always been protected by their private forces, called the Honor Guards. You and other judicators are the judicial system of the enclave, along with the support provided by the Tribunal in the form of advice. Finally, there are various units of security guards who serve at important facilities or have the task of enforcing public order and calling for judicators if necessary.

JUDICATORS

You and the other judicators are responsible for ensuring that the laws of Elysium are maintained.

You are the first and last line of defense in the fight against criminals, traitors, and spies. If a security guard spots a crime, it is you who they call for. It rests on your shoulders not only to arrest those who violate the law but also to judge – and when necessary – punish them. It is your duty to sift through allegations and lies to find the truth and enforce the law.

The laws of Elysium are numerous and often contradictory, and you will face hard moral choices in your work. However, you are not without support. For help, you have the Tribunal, four old and highly experienced judicators who, after many years of experience, received the title of Judge. These Judges possess a wealth of knowledge acquired over their long years of service in Elysium I, but remember, like everyone else, their first loyalty rests with their family.

JUDICATORS AND THE TRIBUNAL

As a judicator of Elysium, it is your primary task to protect the enclave and to enforce its laws. You seek to both prevent and resolve crimes, but you can also impose punishment. The most common crimes, such as illegal gambling or trade, disobedience or theft, are to be dealt with on the spot. For more serious crimes, you have the support of the Tribunal. This is a panel of four judges who deliberate and propose appropriate punishments. The Tribunal never passes judgment itself – it only offers suggestions based on precedence, leaving it up to you and your patrol to deliver the final sentence.



THE DEEP WATCH

The enclave's military force is named the Deep Watch, the only regiment left from Elysium's once powerful army. General Margot Fortescue is the commander of the approximately 200 soldiers of the Watch. Slowly, as years pass and resources dwindle, some are concerned that the enclave will soon not be able to maintain a military force at all.

In addition to the command of the Deep Watch, General Fortescue has the right to commandeer large parts of the enclave's population in case of war. According to the ancient defense plans, the population is divided into local defense units with different tasks. Earlier generations practiced drills at least once a year for such an event, but it's been years since an exercise alert was issued and today the organization mostly exists on paper only.

SECURITY GUARDS

Simple security jobs in the enclave are handled by the numerous units of local guards. There is no single organization for these, instead every unit has its own local command and uniforms. The authority granted to the security guards is limited. Their task is to report incidents, issue warnings, and to provide a presence of security for the residents. Armed with a comm radio and a stun baton, the security guards are sufficiently equipped to handle most troublemakers. When the

EVERYONE IS A CRIMINAL

The many and sometimes arbitrary laws and regulations of Elysium mean that a judicator can almost always find something that an individual is doing wrong. Illegal plantations, unauthorized items, and unlicensed trade are all commonplace infractions. If you want to nudge someone into doing what you want, just look for leverage. Should you not find something, you can always make it up – your word weighs heavier than that of the common citizen. How to wield this power is up to you and your conscience.

WEAPONS

Elysium has very strict weapon laws. For all but military personnel, judicators and members of the Honor Guard, carrying weapons is forbidden. Security guards are allowed to carry stun batons and stun guns only. Even improvised weapons are strictly forbidden. Severe punishment awaits anyone caught violating this law, with penalties that range from immediate execution to a one-way ticket to the Catacombs. However, the exact definition of "weapon" is somewhat open to interpretation (and abuse, if you are that kind of judicator).

situation demands it, judicators are never more than a radio call away.

The security guards are obligated to follow orders given to them by judicators, even if they contradict orders from their own superiors, a fact that sometimes leads to frictions between the two groups.

In total, there are approximately 200 security guards in Elysium I. They generally wear simple uniforms with name tags and a comm radio.

THE HONOR GUARD

The four ruling Houses of Elysium are protected by a force known as the Honor Guard. Formally, they belong to a single organization, but they have no higher authority to report to, and everyone knows that there are actually four separate Honor Guards, one for each of the ruling Houses. The Honor Guards are very disciplined and drill regularly, but their equipment fits better in a parade than on the battlefield. They wear colorful uniforms with gaudy emblems, and they are armed with a saber and a gyrojet gun. Saber fencing is the Honor Guard's forte, and they are immensely proud of their skills with the weapon and the fact that they are the only ones in the enclave with the right to bear them. The practical use of the sabers is debatable, but they do look quite stylish.

THE JUDICATOR HEADQUARTERS

The headquarters of the judicators is located in the Capitolium building, in the Winter Garden. The judicators are divided into patrols, generally with four people each. In total there are 24 patrols, divided into two shifts. When one shift is active, the other is on-call. Each shift is led by a Chief Inspector, currently Astride Fortescue and Castor Kilgore. The Chief Inspectors are in turn subordinate to the Supreme Commander of the Judicators, Superintendent Minerva Morningstar, who reports directly to the Council.

The active patrols gather for a roll call and briefing before each shift. There, the Chief Inspector goes over any current incidents in the enclave and decides which of the patrols to send to handle them. A shift is typically twelve hours long but may be longer if the situation on the scene demands it. After five shifts you receive two days of rest, then a new shift begins. Normally, you alternate between day shifts and night shifts, but the distinction between the two has lost much of its meaning after decades underground.

In addition to the judicators themselves, the headquarters houses some assistants to the commanders, three communications officers, and a procurator who manages the archives of all legal matters you handle. The latter has the help of the ancient protocol robot TXS-012, nicknamed Texas Twelve. In addition, there is an old couple who manage various janitorial tasks such as washing and repairing your uniforms, cleaning, and cooking.

HQ PERSONNEL

- ▣ **Chief Inspectors:** Astride Fortescue and Castor Kilgore
- ▣ **Superintendent:** Minerva Morningstar
- ▣ **Assistants:** Eldon Montague and Audrey Battenburg
- ▣ **Communication Officers:** Godiva De Vere, Carleton Somerset, and Reginald Arundell
- ▣ **Procurator:** Luella Acton
- ▣ **Procurator's Assistant:** Unit TXS-012
- ▣ **Janitors:** Ada and Aldus Budd

Assembly Hall. A barren, run-down hall with benches made of artificial dark wood. This is where the judicators have their briefings before each shift. There is sitting space for about 100 people. At the front of the hall there is a stage, where the Chief Inspector stands. On the wall behind there is a large data screen, where maps of selected parts of the enclave are displayed as needed.

Communication Central. Wide screens cover one wall, next to a worn wooden table stained by decades of coffee mugs. The screens show maps of the enclave indicating the positions of judicators in the field, and where incidents have been reported. There is text flow with status reports. At least one person is sitting here at all times.

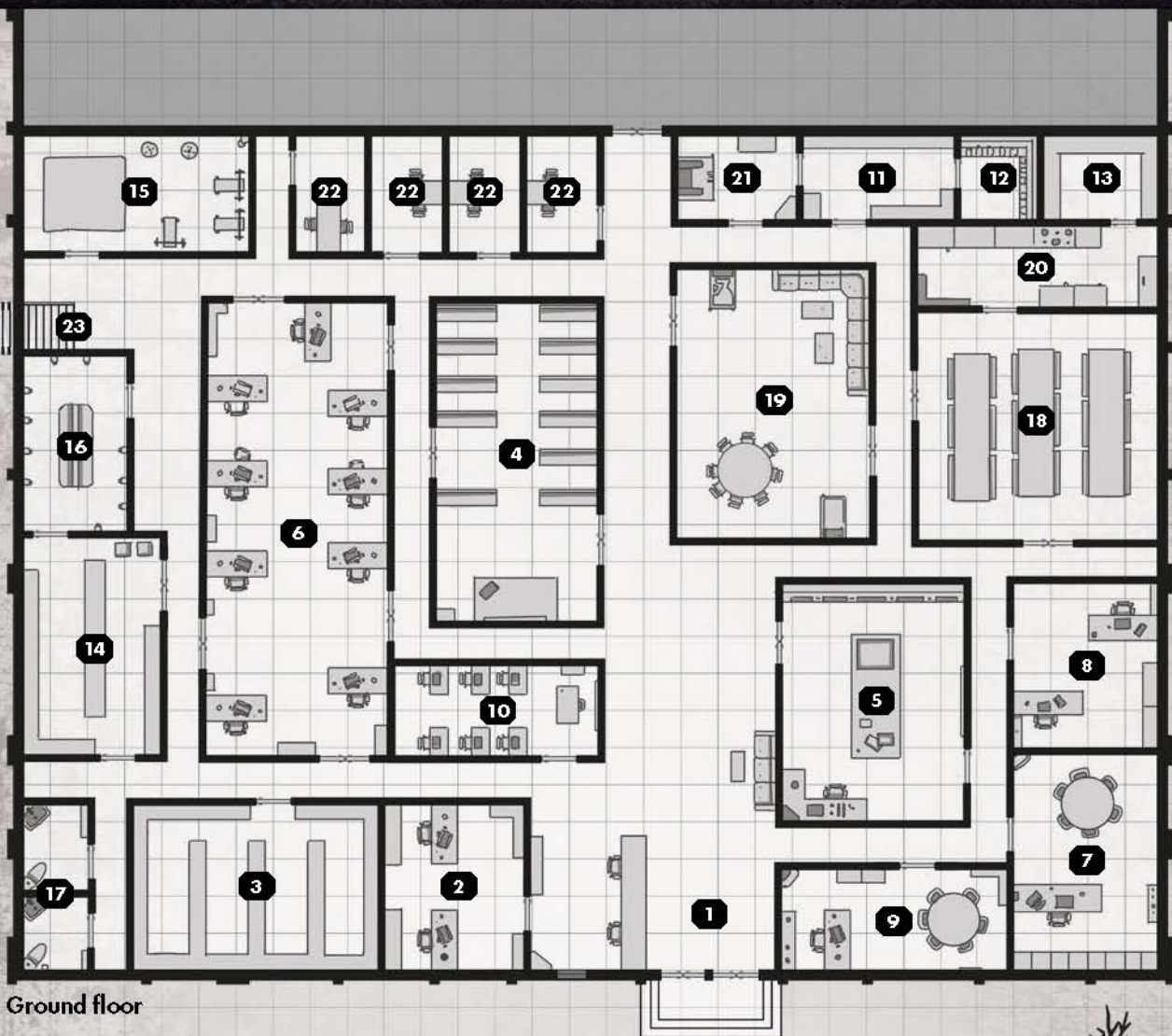
Workspaces. A large hall with small desks of artificial wood. Each is equipped with keyboards and shelves for data plates. Portraits of Council members hang on the walls.

The Superintendent's Office. A comparatively spacious room with a worn desk, metal storage cabinets, and pictures on the walls.

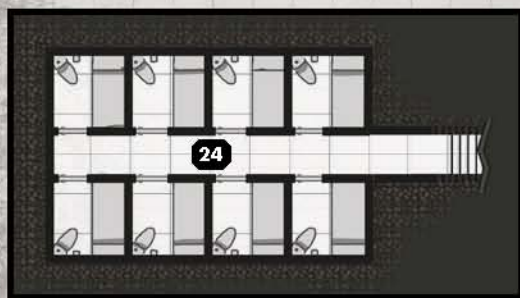
Warehouse. Naked light bulbs hang from the ceiling and illuminate a room filled with shelves and packing boxes. Everything from weapons and armor to uniforms can be found here, virtually all bearing signs of wear and use. The desk is usually littered with thick folders.

Locker Room. Two rows of tall, narrow lockers made of artificial dark wood are located along the walls in this room. Copper name tags on each cabinet indicate who its contents belong to. There are also baskets for labeled uniforms, towels or dirty laundry to be thrown in. A shelf next to the shower door always has clean towels. Even personal weapons can be stored in the lockers.

Training Hall. The ingrained sweat from generations of physical exercise permeates this space. Heavy and worn sandbags hang from the ceiling. There are slabs and weights available, as well as a mat used for practicing hand to hand combat.



Ground floor



Basement

1 x 1 meter

THE JUDICATOR HEADQUARTERS

- | | |
|--------------------------------|--------------------------|
| 1. Reception | 13. Food Storage |
| 2. Administration | 14. Locker Room |
| 3. Archives | 15. Training Hall |
| 4. Assembly Hall | 16. Showers |
| 5. Communication Central | 17. Toilets |
| 6. Workspaces | 18. Cantina |
| 7. The Superintendent's Office | 19. Lounge |
| 8. Chief Inspectors' Office | 20. Kitchen |
| 9. Procurator's Office | 21. Laundry Room |
| 10. Classroom | 22. Interrogation Room |
| 11. Warehouse | 23. Stairs to Cell Block |
| 12. Armory | 24. Cell Block |

Cantina. Three long tables with benches are in the middle of the room. The walls consist of dark wood panels. Brass lamps are mounted on the walls and lamps with yellowish glass hang from the ceiling.

Lounge. One of the most frequented rooms in the headquarters. Run-down sofas, a couple of hologram pinball machines, and a small table with chairs can be found here.

Kitchen. Almost everything here is made of polished steel or solid artificial wood. The kitchen is spotlessly cleaned every night, no matter how messy it gets during the busy hours.

Laundry Room. A damp and warm room where a massive washing machine runs almost 24 hours a day. Two large drying stations are located along one wall. A workbench stands along another wall. Large fans are mounted on the ceiling above the drying stand.

Interrogation Room. A bare room with a solid metal table welded to the floor, with a chair on each side. A pair of handcuffs can be locked to the table.

Cell Block. Reinforced cells with thick metal doors. The doors have a sliding slit. A metallic folding bunk, a pair of blankets and a hole in the floor for a toilet is all that can be found in each room.

LIFE IN THE ENCLAVE

Life in Elysium consists largely of hard labor in the name of duty. For most, there are at least a couple of hours of leisure time each day, and most weeks have one or two days of rest.

LIVING QUARTERS

When an enclave dweller turns 15 years of age, either further studies in the Academy or a first work task will be assigned. Simple accommodations are provided, either a bunk in a dormitory or sometimes even a small apartment. Registered families are generally provided with an extra room for the children. An individual who rises in the ranks can, over time, expect the opportunity to move to larger



and more comfortable accommodations. However, most people stay in the neighborhood where the rest of their family lives.

A private apartment is typically about 50 square feet in size, rarely over 100 square feet. At best, there is room for a bed, a closet, a chair, and small table. Most apartments have a simple computer terminal used to receive radio and text messages – most often decrees from the ruling Houses, but also some carefully controlled forms of entertainment.

THE DATA NETWORK

Most of the data transmitted via the enclave computer system is text-based. Image and video material are very limited. Reports are written, sent digitally, in some cases read, and then archived. Almost all information in the enclave is digitally stored. Books and paper are very rare and expensive.

The founders of the enclave believed that storage capacity would be almost infinite. But damage caused during the Enclave Wars, combined with the enormous amounts of data gathered throughout the decades, have turned storing data into a huge challenge.

All data is now preserved at the Central Data Archives at the Data Works (see page 98), but not everything has fared throughout the years. Much data has been corrupted or degraded, and as a result of the limited storage capacity, a large amount of data has been compressed as much as possible. For example, a video file might first be compressed into a series of image files, then later into a single image file, and then into a text file.

COMMUNICATION

Most communication throughout the enclave is done via text messages and voice calls, using the network of cables connecting most levels. A robot-controlled switchboard monitors all communication, flags any suspicious traffic and reports it to the judicators.

There is also a network of radio transmitters and receivers, but only the Deep Watch, the judicators and security guards are allowed to transmit radio messages. For civilians, radio transmitters are strictly prohibited.

MEDIA

Most homes in Elysium are fitted with a simple receiver for radio and text messages. There is only one radio channel on air, the rest of the bandwidth is just white noise. In case of an enclave-wide emergency these devices can be remotely activated to broadcast emergency messages, but it has been so long since it needed to be used that no one around today is certain of how it works. A few hours of music and a limited number of entertainment shows are aired every week.

In numerous plazas around the enclave, and in some of the homes of the elite, terminals that also receive video can be found. The video shows are broadcast directly from a decaying old television studio in Old Koly. Every evening, there is a short video news bulletin, and every Saturday at seven, the three-hour entertainment show *Voice of Dawn* is broadcast. The host, Valentino Morningstar, always draws large crowds to the streets during these shows, but he is not popular among the workers of the enclave. The *Voice of Dawn* is a mix of community information, propaganda, and entertainment.

In many sectors there are also cinema theaters that show movies for a few credits. Most cinemas show documentaries about the enclave's glorious history, although sometimes feature films are shown – a few newly recorded, but mostly classics from the Old Age. The cinemas are subject to strict censorship and cannot display any films that might have a negative impact on the moral values of the citizens or be considered subversive. However, some underground salons do take the risk of showing unauthorized movies.

VEHICLES AND TRANSPORTATION

Civilian vehicles in working order are rare in Elysium I, with the exception of simple kick bikes. A few sectors of the Core also have old, wired streetcars in working order. In some of the industrial sectors of the Deep, freight trains and cargo lifts are used for heavy transports.

The most advanced vehicles are restricted for use only by the military and law enforcement. As a judicator on patrol, you will often use the distinctive four-seat patrol hovercraft or a two-seat hoverbike, equipped with sirens and flashing lights.

DEALING WITH MONEY

As long as you live in the enclave and work as a judicator, you do not have to worry about keeping track of your salary and your daily expenses. Assume your salary is enough for your living expenses – if you want to buy something in addition to this, you need to access credits in another way, for example through contacts.

For transporting commons goods, elevators and sheer muscle power are used. Loads are drawn on wagons or carried, on foot or on kick bikes. Bicycle taxis are also used, but riding one is a privilege for the elite, or those who have plenty of credits to spare.

The Deep Guard has other vehicles, such as heavily armored hovercraft of different sizes. Armored troop transports with advanced weapons systems are rumored to be available for expeditions outside the enclave. As far as you know, these vehicles haven't been used for decades now.

CREDITS

The enclave still uses its ancient currency, the Elysium Credit. A credit is divided into 100 cents. Residents are given accommodation and equipment required for their service – everything else must be purchased with credits. For proles, pay is just enough for bare necessities, while the members of the ruling Houses can live well – some even in abundance. Salary is usually paid weekly, see the table on page 112. Payment is usually done electronically via the ID card that specifies your security class, and which you are required to always carry with you. On page 119, there is a price list for common goods and services available in the enclave.

Cash: Because many resources in the enclave are hard to come by and thus restricted, a black market has emerged in Elysium I. Electronic transactions are not used by these shady businesses, as they can be tracked. Instead, traders in the Bazaar (see page 97) have started to use an improvised hard currency – small pieces of metal with the Elysium eagle icon embossed on them. The Houses tried to combat this illegitimate currency but have since given up, and the trade of these coins is now tolerated.





Even as a judicator, sometimes it may be useful to spend some cash to pay informers without leaving an electronic trail.

SALARIES IN ELYSIUM I

CITIZEN	WEEKLY SALARY
Worker	1 credit
Foreman	2 credits
Security Guard	3 credits
Judicator	5 credits

FOOD, DRINKS, AND DRUGS

For most people in the enclave, food and drink are a necessity, not a joy. Most workers, and others with little credit, eat their meals in the Cantina (see page 99). This limits the diet to whatever is being served there, which is mostly mushroom-based products and root vegetables supplemented with crushed cakes of insect meat. Farm laborers in the plantations of Northholme and Calista are luckier, as they get to eat what they produce and thus have a diet more akin to what the elites eat.

Higher status means more credits, along with access to the restricted eateries at most factories, offices, and facilities. The food is not always much better than what is served in the Cantina, but it is more varied and real fish or seafood sometimes

ENCLAVE FOOD

The range of food available in the enclave is adapted to the limited supplies. Fish and shellfish are farmed, as are insects, but the main source of protein is artificially grown meat. This meat mass is sponge-like in taste and texture, more of a necessity than a tasty meal. Vegetables – specifically root vegetables – are genetically modified to grow faster and be more nutritious, but they are not always tasty. Fruits are harder to grow and are thus an expensive luxury. There are no real slaughter animals. Should you come across a real piece of meat, it has either been kept in a cryo freezer for centuries or it comes from someone who has slaughtered one of the dogs in the enclave without a license.

appears on the plate along with vegetables or even fruit. For you and others in the elite, there are exclusive dining rooms few others even know about. A kitchen can be found in each House palace as well as in the Capitolium. You eat better than most in the enclave and do so at no cost.

Those with a lower status can only afford variations to their diet in the form of synthetic coffee, tea, or fermented drinks purchased at simple diners in the Core and the Deep. You and others with plenty of credits can visit a number of decent restaurants in the Core, but they can rarely match the meals served in the four palaces. The best chefs and ingredients go almost exclusively to the four Houses.

Alcohol is heavily regulated in the enclave, hence always sought after on the black market. Calming or soothing drugs, which are usually smoked, are more tolerated. Working under the influence of any stimulant is strictly prohibited, but this law is hard to enforce among workers with the hardest and dirtiest jobs in the enclave. Stimulants that increase wakefulness and focus are sometimes used by researchers or work teams with extremely long and demanding assignments but are otherwise prohibited.

RECYCLING

Everything in the enclave must be recycled. The resources are limited and everything from feces and urine to broken appliances and machinery are collected, sorted, and reused in some way. Even the inhabitants themselves are part of this cycle. Over the years in sectors like Calista and Northolme it has become commonplace for farm workers who die to be buried there, becoming part of the mill, which gives residents so much of their food.

Two main facilities handle recycling on a large scale: the Recycle Works and the Night Hall smelter, the latter staffed by convicts sentenced to hard labor. However, many of the resources used by enclave dwellers come from items recycled at home.

Everyone knows the benefit of reusing anything possible. Children and the elderly perform the tasks of sorting, storing, and fixing everything that can be used again, as well as making sure that as much as possible gets into the family compost. If the latter is not used for a small plantation, it can be sold for some profit in Calista or Northolme. Groups of toddlers and elderly rummaging for scrap or compost are common, even though doing so is not strictly legal. Everyone must do their part in Elysium, no matter how small or tired they are.

WASHING, CARE AND TOILETING

If you live in the Crown or the Core, your home may have its own bathroom. Most, however, share toilets and showers with a limited number of people. In the Deep, an entire floor or a whole building can share a single bathroom. The reason is partly to conserve space, but mainly due to the scarcity of water. Showers in the enclave drip rather than spray water, and toilets are emptied using vacuum pressure.

For the elite, a proper shower or even a private bath are available if you can afford it. Strictly controlled bathhouses offer luxurious baths at expensive prices. It can also be a privilege that comes with a very high position within the hierarchy.

For the ordinary enclave dweller, there are other establishments that may be visited. Finding a place to get a haircut, delousing, or health check is easy in the residential areas of the Deep and the Core. If you are looking for something more congenial than impersonal and fast treatment, you can visit

one of the few licensed barbers or clinics available, but of course, such services cost more.

Laundry is handled in a similar manner. Workers submit their dirty overalls once a week to the laundry facilities and receive a washed and mended one in return. Everyone is responsible for keeping their private garments clean as best they can. For managers, administrators, and others with higher status, there are laundry facilities available, but the individual is responsible for the care of their own garment. For you and others within the elite there are servants who handle such tasks. As a judicator, a clean and pressed uniform always awaits you in your quarters at the start of a shift.

SHOPS

There are quite a few shops in the enclave. Workers rarely have many credits to spend and getting a business license for anything other than selling food and drink in the Deep is difficult. Workers generally go to the Exchange and the Bazaar, where they can find a range of goods and gadgets if they have something to offer in return.

For those with more credits, there is a limited but varied range of shops and craftsmen available. Fine clothes, jewelry, utensils, art, home appliances, tools and anything else you want can be found in the trade districts of Nova Paloma. In the residential districts, there are less sophisticated stores that offer an assortment of general goods.

RUMORS OF MEAT

Stories and rumors of meat are common in the enclave. It is said that gangs in the Deep or Exiles in the Catacombs are hunting mutant beasts coming in from the Outside, or that they have turned to cannibalism. There are even rumors of hidden breeding halls in the palaces of the Houses, and secret laboratories where hundreds of different species are kept in cages. It is alleged that these are meant to be used to repopulate the surface one day, but are also used as a source of luxury food for the highest ranks of the Houses.

There is no large-scale production of items for private consumption in Elysium I. Anything you buy is crafted in small workshops, usually by hand. These items are often beautiful, take a long time to create, and cost a lot of credits. Few enclave residents can buy anything beyond the simplest of items. Instead, many treasure ancient family heirlooms from the Old Age.

Illegal trade is common, especially among workers in the Deep. Some see the black market as a necessity that gives people what they want, but if unchecked for too long it can lead to a waste of precious resources. Much of the illegal trade is controlled by various criminal gangs who exploit weakness for profit. Stopping those who engage in black-market trade on a larger scale is difficult, not least because the trail sometimes leads back to high-ranking people in Elysium I, even to members of the Houses.

ILLEGAL PLANTATIONS

To determine which residents of the enclave should be allowed to grow their own crops or vegetables is a difficult assessment for the rulers of the enclave, and often you as a judicator will have to make the call. A few plants for spices or decoration are generally allowed, as are small patches used to grow mushrooms or insects. Anything beyond that increases the risk of unwanted attention.

For many, credits are not the main incentive, it is simply a matter of growing plants for personal use. Despite the risk and the challenge, some entrepreneurs do take the chance to expand their crop patches. The laws are unclear and many judicators choose to look the other way when an otherwise good citizen is just trying to secure an extra meal.

SPORTS IN THE ENCLAVE

Because many in the enclave have sedentary jobs, practicing sports is encouraged. Sporting events are good for keeping the inhabitants busy. The only arena in the enclave is called the Palace of Light, and it is located in Tindertuft. It can seat a thousand individuals but is rarely filled to its limit. Instead, residents view their favorite sports in smaller venues scattered throughout the enclave.

Most of the popular sports in the enclave were inspired by sports from before the Apocalypse.

CRIMINAL GANGS

Criminal gangs like the Sooty Hand and the Cravats have been around for years in Elysium I. Rumors say that some are based in the Catacombs. Open conflict between the gangs and the law is uncommon – the gangs know that direct confrontation with judicators will not end well – but it does occur from time to time. Squabbles between the gangs for control over different sectors of the Deep, or over the control of the trade of drugs and alcohol, are more common.

Betting is widespread and all but impossible to snuff out. Below are the most common sports:

Saber Fencing is popular among the Houses and other influential families. The most famous fencer today is the masterful Beatrix Morningstar, who spellbinds the audience with her dance-like moves. Biomechatronic implants are strictly forbidden in this sport. Tournaments are arranged every Sunday in the Palace of Light, with the results broadcast by the Voice of Dawn.

Dawn Race: A yearly running contest that starts on level 50 in Arcadium and ends on level 2 in Nova Paloma. The race is as much about tactics as it is about endurance, because the contenders need to use the transport lifts designated for the runners. In recent years, the event has become popular among the workers as the miner Marton Reed has won three consecutive races.

Velodrome Racing: This is a sport for the wide masses. Both high and low born meet in the Palace of Light at the end of each month to enjoy the races. These occasions are one of the rare instances that the stadium is fully packed, with opportunists selling fake tickets for the finals.

Sling Ball is a widespread sport in the Deep. It is played between two teams on a small rectangular plane with H-shaped goals. Each player is equipped

with a long club. You score by either shooting the ball under the bar (three points) or over the bar (one point). This sport can get very violent and players often use the clubs to beat each other up.

Chain Lift: This is another popular sport among the proles. Played in or around factories, workers compete to lift the heaviest objects with the help of a chain and pulley.

Body Bombing: In this violent, no holds barred form of martial arts, biomechatronic implants are often used. The “sport” itself is not licensed by the Council and competitions are organized in secret locations around the Deep. The latest Body Bombing star is the wanted gang member Veronica Volt.

RELIGION

The Council does not allow another group in the enclave to threaten its authority. This includes religious communities. The only existing religion with many believers is the Temple, and its devoted followers are not seen as a threat to power. Some more radical cults have emerged in recent years, but they have all been very small.

THE TEMPLE

The world’s history is filled with wars triggered by faith in higher powers. When the people of Elysium fled from the surface, they left the old ways of worship behind. But religion did not die. During the many generations that followed, wrought with hardship and more war, remnants of different religions of old mingled together and became one: the Temple. It stands for unity and a belief that all people share a higher power which binds them together, and one day will deliver them to the surface again.

The Temple never demands any tribute, prayer, or sacrifice. Perhaps this contributes to its popularity. It only brings people together, offering a kind of meditative unity. After many decades, the temple has grown into a strong institution, but without any formal power. Its existence is tolerated by the Council, who sees the Temple as a way to keep the enclave workers under control.

The Temple is led by an Eminence. There are a total of ten Eminences, but only one is awake at any given time – the other nine are kept in deep cryosleep. The ten Eminences were chosen by the original founders of Elysium to ensure that enclave residents would not deviate from Elysium's original values over the many years in the depths.

Eminences change shifts once a year, generally around the time of Memorial Day celebrations. Then, a new Eminence is woken from his/her cryo bed and the current one goes back to sleep, to wake up again nine years later. All Eminences were born before the Apocalypse and bring with them the knowledge of what happened, to ensure that something like that never happens again. The current Eminence is named Creon.

Initially, the Eminences were formal advisors to the Council, but over time the focus of their work shifted to providing guidance to the enclave's inhabitants and leading the emerging Temple. This was a development welcomed by the Houses, who did not want the Eminences to meddle in their affairs.

The task of the Temple is to unify the people of Elysium, especially the workers, under the dream of a common future and to remind them of the horrors of the past. This is done in many ways, most often through informal gatherings in small chapels situated all around the enclave – at least one on each level. To help them carry out their work, the Eminences have around one hundred volunteer novices – they come from all strata of society in the enclave, but most often from the ranks of the workers.

Believers rarely stand out. Some bear the Temple's Sun and Moon symbols on their clothes, others carry a meditation mat to their workplace or have a small part of the home dedicated to calm contemplation. Around many gates and arches in the residential districts, there are small alcoves where simple gifts or food for the Temple can be left.



OTHER RELIGIONS AND CULTS

In comparison to the Temple, all other religious groups in the enclave are small and without influence. A dozen or so cults exist, but with very few adherents.

During the latest decade, it has become somewhat of a trend and status symbol for those with higher station in the enclave to be a member of an esoteric sect or quasi-scientific cult. Most are harmless, simply an excuse to meet, dress up, and participate in rites that are said to be secret. However, you have heard the whispered rumors of macabre rites including human sacrifice and cannibalism, but no concrete evidence has ever been presented.

There are also the fringe lunatics you always have to watch out for. For example, the fools who

speak of spirits in the machines and of robots being equal to humans, or even worse, the lunatics claiming that it is possible to live on the surface and that the Houses keep the enclave in ignorance about this fact.

TECHNOLOGY AND SCIENCE

For many years, Elysium focused most of its time and resources into the discipline known as xenogenetics, the research that gave rise to different mutant creatures. You have heard of remote genlabs, research stations where remarkable progress was made, before the Enclave Wars brought it all to an end.

The progress made by Elysium in the manufacture of robots was limited and the artificial intelligences they created never reached the level that those of the Noatun Titan Power did. Instead, the success of xenogenetics led Elysium to further advances in biomechatronics, the science of linking living tissue with machines.

XENOGENETICS

Almost all research regarding xenogenetics occurred in enclaves other than Elysium I, particularly in Elysium IV. The laboratories in Elysium I once used for researching xenogenetics are today used almost exclusively for the study of biomechatronics.

The usefulness of xenogenetics is significant but it is a double-edged sword. The dangers are great and therefore there are strict bans on any alterations that can be inherited by, or affect, human offspring. As a result of this, very limited progress has been made during the latest generations.

Strange pests occasionally appear in the Deep that seem to be either xenogenetically modified or completely unknown to science. Those who live there claim that these are creatures from the surface world that managed to burrow into the

ILLEGAL CLINICS

You are aware of the existence of xenogenetic clinics, focusing mostly on cosmetic changes. Such sites sometimes function as a cover for unauthorized facilities that dabble in unsanctioned experiments.

enclave. For you and the Council, however, such problems seem to solve themselves – the residents do their utmost to kill the critters.

BIOMECHATRONICS

Biomechatronic implants come in many forms. They can be subtle and sleek, or they can be big, ugly, and cumbersome. For Elysium's elite, unseen implants are the only option. To bear no outward sign of alteration is a sign of belonging to the upper echelons of society.

For Elysium's workers, some jobs may require one or several implants. The more expensive the service is, the better and less visible the implant will be. Many simple implants are relatively common and cheap. In some circles, they have even become a symbol of subtle rebellion against the old hierarchies of the enclave.

BIOMECHATRONIC IMPLANTS

How biomechatronic implants work is explained in Chapter 9.



The most intrusive biomechatronic implants are called reconstructions. Those who bear them have undergone very radical alteration to their bodies. To be reconstructed is to be sentenced to a life of suffering.

People are reconstructed for a variety of reasons, most often as a punishment for some crime. Reconstructive implants are generally bulky and ugly, with little consideration given to what the patient will look like. Many reconstructed suffer not only physical pain, but also mental trauma after having their bodies so radically changed.

ROBOTS

The robots found in Elysium I are comparable to many simpler models that the other Titan Powers created. The enclave's scientists failed to create more advanced variants of thinking machines, such as the Noatun Titan Power's artificial intelligences, powerful entities known as constructs (see *Mutant: Mechatron*).

However, Elysium's researchers of biomechatronics have created experimental entities that can compare to constructs in terms of intelligence and processing capacity. Such an entity is called a cyber and is a fusion of a human and a robot brain.

There are not many robots in Elysium I today. A few military units that are still in working order are kept in storage, in case Elysium I should ever need to go to war again. The Clinic and the Academy each have a number of medical units and lab robots, some farming robots work in Calista and Northolme, and the Central Data Network employs a number of protocol models. In addition, there are industrial robots in the enclave factories, most in very poor condition.

DEVELOPMENT LEVELS

Elysium I is a society in decline, despite the proud words of the ruling Houses. To measure the state of the enclave, four Development Levels are used, just like in the Ark of *Mutant: Year Zero*. Unlike in the Ark, the Development Levels in Elysium I start high, but then decrease during the game.

The Development Levels used in *Mutant: Elysium* are Production, Security, Science and Culture. All Development Levels start the game at 80. The

levels drop during play as a result of the Incidents that occur in the enclave – read more in Chapter 10. The efforts of you and the other judicators can slow down the decline, but you cannot stop it.

Fill in the Development Levels on the enclave sheet, found in the back of this book, and available for download at the Free League website.



PRODUCTION

The Development Levels in Production affect prices for goods and services in the enclave.

60+	Production shuffles along and provides most of the enclave inhabitants with what they need. Prices are unaffected (see page 119).
40–59	Some items are becoming harder to find. Prices in the enclave rise to twice as high as normal. Power outages are becoming more common. The black market grows, with increasing crime as a result.
20–39	The shelves are empty and there is a shortage of most items in the enclave. Residents begin to hoard food. Looting occurs in the Deep. Power outages are getting longer. Prices in the enclave are three times as high as normal.
0–20	There is a desperate lack of food and other basic necessities. Looting now breaks out even in the Core. Power is permanently cut to several sectors in the Deep. Prices are four times as high as normal, if the goods are available at all.

SECURITY

The level of Security development affects the ability of the judicators to resolve Incidents in the enclave. Read more in Chapter 10.

60+	Crime and other incidents are common, but security guards and judicators manage to maintain law and order overall.
40–59	Robberies, thefts, and protests are becoming more common. Street gangs in the Deep act openly and take over some blocks. Groups of vigilantes form among the workers.
20–39	Unrest spreads to the Core, where the gangs increasingly gain a foothold. Civilians avoid walking alone in the alleys, and all shops have guards at the door.
0–20	Looting and riots break out in the Core. Security guards and even judicators are openly attacked on the streets. The Deep is largely lawless, with gangs controlling the different sectors.

SCIENCE

The level of development in Science affects which artifacts can be manufactured by enclave factories. When the Science Development Level drops below the Technology level of an artifact, it can no longer be manufactured and is therefore no longer generally available for purchase in the enclave.

60+	Despite the lack of resources, the scholars of the Academy continue unwaveringly in their work to prepare humanity to return to the surface world.
40–59	Several research programs are shut down due to lack of resources and competence among the scholars. Parts of the Academy are now empty.
20–39	Only the most critical research projects carry on, but with less resources and staff.
0–20	The Academy is largely empty. Apart from a few exceptions, all research has been abandoned and the remaining skilled scientists try to save what little they can of the knowledge they have accumulated.

CULTURE

The level of development in Culture has no concrete effect in terms of game mechanics, but it can still have a big impact on life in the enclave.

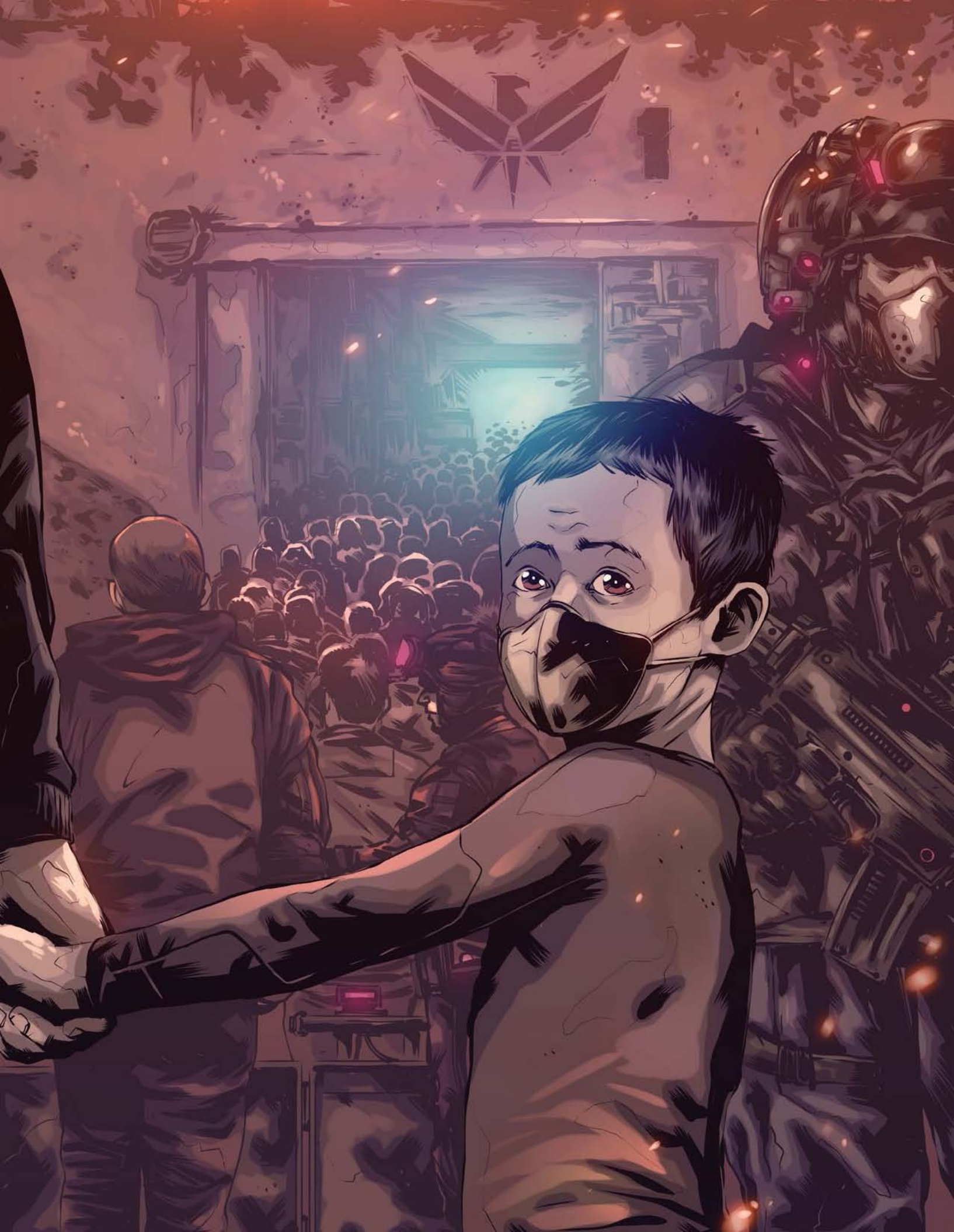
60+	Books are a rarity and the salons are worn down, yet the enclave has a lively cultural life with literature, stage shows and cinemas.
40–59	Some theaters close due to increasing censorship, threats, vandalism, or just lack of resources. An increasing number of cinemas show unauthorized films in defiance, resulting in several of them being banned and closed.
20–39	Conformity increases and the few theaters and cinemas still in operation show almost only propaganda works that celebrate the Houses and Elysium's great history. People begin broadcasting illegal messages of protest over unauthorized radio stations, despite severe punishments.
0–20	Cultural life in the enclave has almost come to an end. Only the Voice of Dawn is still heard, continuously broadcasting a stream of propaganda for the few that continue to listen.

PRICE LIST FOR GOODS AND SERVICES

The list on the next page summarizes the prices in credits for common goods and services available in Elysium I. Prices may be affected by the current Development Level in Production (see above).

COMMON PRODUCTS AND SERVICES IN ELYSIUM I

PRODUCT	PRICE
Emergency ration of food	10 cents
Pack of cigarettes	5 cents
Cup of synthetic coffee	3 cents
Glass of fermented drink	5 cents
Glass of liquor (requires license)	10 cents
Sedating drug, smoked	5 cents
Stimulant, pills	5 cents
Kick bike	1 credit
Hoverbike (requires license)	6 credits
Patrol hovercraft (requires license)	10 credits
E-pack	1 credit
Data panel	1 credit
Comm radio (requires license)	1 credit
Electronic tool kit	1 credit
Flashlight	50 cents
Stun baton	2 credits
SERVICE	PRICE
Letter delivery by runners	2 cents
Package delivery by runner	4 cents
Bicycle taxi ride	5 cents
Carrier	20 cents
Bath house visit	10 cents
Haircut	10 cents
Shave	5 cents
Stylist	20 cents
Theater visit	25 cents
Cinema visit	10 cents
Simple meal in a diner	5 cents
Decent meal in a restaurant	20 cents
Lavish meal in fine restaurant	50 cents
Clothes washing and pressing	20 cents
Delousing	5 cents
Physical check-up	10 cents





INDEX

A

Abbreviations 13
 The Academy 97
 Actions 68
 Actors 174
 A Day to Remember 222
 Adelia Kruger 172
 Advanced Weapons 75
 Age 17
 Aiming 73
 Air Tank 139
 Ambush 69
 Ammunition 73
 Antonia Kilgore 225
 Antonius Block 159
 Appearance 17
 Arcadium 99
 Armor 76
 Artifact Cards 12, 134
 Artifacts 133, 251
 Assassin 60
 Attack on Cryolab Delta 228
 Attributes 18
 Authority 17

B

Backstab 57
 Bargaining Position 70
 Base Dice 11
 The Bazaar 97
 Bearer of Knowledge 56
 Beefy 56
 Beldon 213
 Bellicin 134
 Biomechatronic 56, 57
 Biomechatronics
 19, 117, 138
 The Black Market 114
 The Breach 95
 Broken 77
 Bullet Weapons 73
 Butler 61

C

Calista 97
 The Canal 100
 Cannibals 191
 The Cantina 99
 The Capitolium 95
 Card Deck 12
 Cash 111
 Casimir Montague 161
 Cassandra 161
 The Catacombs 100
 Censorship 168
 Chance of Success 43
 Character Sheet 11
 Cinderfalls 99
 The Clinic 98
 Close Combat 71
 Close Combat Weapons 74
 Club Owner 61
 Cogs of Hel 99
 Combat Armor 76, 134
 Command 51
 Commander 56
 Comm Radio 134
 Communicator 139
 Comprehend 49
 Conditions 80
 Conflict 67
 Constantine Morningstar
 173, 225
 Contact Cards 12
 Contacts 19, 59
 Control 146
 The Core 96
 Coup de Grace 77
 Cover 77
 The Cravats 191, 242
 Credits 111
 Creon 162
 Critical Injuries 78, 79
 The Crown 93
 Crucial Insight 56
 Cults 116

D

D6 11
 D66 11
 D666 11
 Darkness 82
 Data Banks 139
 The Data Works 98
 Deadbeat Child 62
 Dear Uncle 62
 The Deep 98
 Deep Watch Elite Soldiers
 243
 Deep Watch Soldiers
 181, 202, 219
 The Deep Watch 106
 Defender 56
 Defense 72
 Dehydrated 81
 Development Levels 118, 145
 Devourer 231
 Dice 11
 Difficulty 44
 Double Agent 23
 Double Wielder 57
 Dream, Your Big 21
 Drinks 112
 Drugs 112

E

Electronic Tools 135
 Elusive 57
 Elysium I 7, 9
 Elysium IV 7
 The Eminences 143
 Enclave Sheet 11
 The Enclave Wars 88
 Encumbrance 21
 Endure 46
 Energy Armor 76, 135
 Energy Weapons 73
 Enlighten 53
 E-Pack 22, 135
 Ephraim Dunkle 160
 Epidemic 177

Esmeralda Warburg 173, 189
 The Exiled 191
 Experience 25
 Explosions 82

F

Faithful Spouse 62
 Falling 82
 Family 21
 Fast Healer 57
 Favorite Child 62
 Feared Enemy 56
 Feared Father 62
 Fencer 57
 Field Surgeon 57
 Fight 47
 Fleeing 69
 Florian 160
 Food 112
 Force 46
 Fortescue 16, 90
 Frag Grenade 135
 Full-Auto Fire 74

G

Gabriel Morningstar 190
 The Gamemaster 8
 Game Principles 121
 Gang Members 202
 Gangs 115
 Gangster 62
 Gauss Pistol 75, 135
 Gauss Rifle 75, 136
 Gear 21, 44
 Gear Bonus 44
 Gear Dice 11
 Gertrud Warburg 225
 Grandfather's Trove 63
 Grappling 72
 The Gray Eminences 242
 Grease Monkey 57
 Guardians of the Fall 10, 143
 Gunther Glass 173
 Gyrojet Carbine 75, 136
 Gyrojet Pistol 75, 136
 Gyrojet Weapons 73

H

Heal 50
 Heat Vision 139
 Heavy Items 21
 Hector 242
 Hindenburg 97
 Home 22
 Honor Guard 224
 The Honor Guard 106
 Hostage 183
 House 11, 16
 Hoverbike 83, 136
 Hypothermic 81

I

ID Card 20
 Incident Cards 12, 149
 Incidents 10, 122, 167
 Incident Sheet 11
 Influence Points 59
 Initiative 67
 Interface 140
 Intuition 55
 Investigate 51
 Investigator 28

J

Judge 63
 Judge of Character 56
 Judicators 15, 88, 104

K

Kidnapping 187
 Kilgore 16, 91
 Know the Zone 49

L

Laborum 99
 Laser Eye 140
 Laws 103
 Leader from the Front 56
 Leida 190
 The Lesser Families 92
 Licenses 103
 Light Items 21
 Loan Shark 63

M

Machine Arm 140
 Machine at Heart 57
 Machine Fever 138
 Machine Guards 224
 Machine Legs 140
 Maneuvers 68
 Manipulate 50
 Many Faces 55
 Melina 162
 Memorial Day 93
 Mentor 64
 Military 104
 Miners 213
 Misconduct 24
 Modifications 44
 Molly Finkel 162
 Monofilament 140
 Morningstar 16, 91
 Mortimer Loftus 208
 Mosel 99
 Move 48
 Movement 68
 Murder 193
 Mutant Animals 219

N

Name 17
 Non-Typical Damage 80
 Northolme 97
 Nova Paloma 96
 NPC Cards 12
 Nutty Nadia 164

O

Officer 30
 Old Koly 97
 Opposed Rolls 46
 Oswald Battenburg 196
 Oswin 181
 Outposts 251
 Overdrive 140
 Overwatch 74

P

Pain Inhibitors 140
 Paramour 65
 Patrol Hovercraft 83, 136
 Patrol Leader 22
 Patrol, Your 22
 Pettifogger 56
 Pirius 97
 PIX-339, Lab Robot 196
 Player Character 8
 Polygraph 140
 Powerful Mother 65
 Predispositions 42
 Press On 53
 Preston Morningstar 172
 Price List 119
 Procurator 32
 Profession 16
 Projects 252
 Prosecute 51
 Psionics 20
 Public Servant 56
 Pushing Your Roll 42

Q

Quitman Weld 208

R

Ramming 84
 Random Events 123
 Range 68
 Ranged Combat 72
 Ranged Weapons 75
 Ranks 22
 Rapid Fire 57
 Reconnaissance Armor 76, 137
 Recovery 79
 The Red Plague 7, 87, 178
 Reginald 213
 Reinforced Skull 140
 Relationships 20
 Religion 115
 Reloading 73
 Reputable 57
 Reputation 20, 25, 70, 250
 Research Assistants 196

Rich Aunt 65
 Riots 200
 Robot Hunter 57
 Robots 118, 174
 Robot Servant 65
 Rot 85
 The Rotfish 238
 Rot Protection 140
 Rot Resistance 57
 The Ruling Houses 89
 Rupert Acton 163

S

Sabotage 205
 Salaries 112
 Scholar 34
 Scout 48
 The Scrap King 163
 Scrap Weapons 75
 Security Class 20, 103
 Security Guards 106
 Sense Emotion 49
 The Shaft 93
 Shields 76
 Shock Grip 140
 Shoot 48
 Signal from Genlab Alpha 215
 Skill Dice 11
 Skills 18, 41
 The Sleeping Council 145
 Sleepless 81
 Sneak 48
 Sneak Attack 69
 Snitch 65
 Social Conflicts 70
 Soldier 36
 Sonya Carp 164
 The Sooty Hand 241
 Special Incidents 215
 Sports 114
 Stagehands 174
 Starving 80
 Strategic Rounds 149
 Strike 210
 Stun Baton 74, 137
 Stun Gun 75, 137
 Symon Spander 213

T

Talents 19, 55, 249
 Targeting Scope 141
 Technician 38
 Temple Novices 242
 The Temple 115, 144
 Thug 65
 Tindertuft 97
 Tinker 53
 Tiny Items 21
 Toddy Somerset 164
 Tonka 173
 Tool Hand 141
 Trash Gut 141
 Trauma 76
 The Tribunal 105
 True Grit 56
 Turns 67

U

Ultrasonic Carbine 75, 137

V

Valentino Morningstar 165
 Valeria Fortescue 225
 Valeria Warburg 165
 Vehicles 83
 Visitors 174
 Voice Amplifier 141

W

Warburg 16, 90
 Weapon Mount 141
 Weapons 75
 Well Connected 55
 The Winter Garden 95
 Workers 185, 202, 208

X

Xenogenetics 117

Z

The Zone 10, 247

ELYSIUM MUTANT YEAR ZERO

ATTRIBUTES	
Strength	<input type="checkbox"/> Damage <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Agility	<input type="checkbox"/> Fatigue <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wits	<input type="checkbox"/> Confusion <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Empathy	<input type="checkbox"/> Doubt <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

CONDITIONS	
Starving <input type="checkbox"/>	Dehydrated <input type="checkbox"/>
Sleepless <input type="checkbox"/>	Hypothermic <input type="checkbox"/>
Critical Injuries:	

SKILLS	
Endure (Strength)	<input type="checkbox"/>
Force (Strength)	<input type="checkbox"/>
Fight (Strength)	<input type="checkbox"/>
Sneak (Agility)	<input type="checkbox"/>
Move (Agility)	<input type="checkbox"/>
Shoot (Agility)	<input type="checkbox"/>
Scout (Wits)	<input type="checkbox"/>
Comprehend (Wits)	<input type="checkbox"/>
Know the Zone (Wits)	<input type="checkbox"/>
Sense Emotion (Empathy)	<input type="checkbox"/>
Manipulate (Empathy)	<input type="checkbox"/>
Heal (Empathy)	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ROT POINTS
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

EXPERIENCE POINTS
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Name:	Age:	
Profession:	House:	Reputation <input type="checkbox"/>

APPEARANCE
Face:
Body:
Clothing:

GEAR
1
2
3
4
5
6
7
8
9
10
Credits:

TALENTS

CONTACTS

INFLUENCE POINTS
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

ARMOR	Rating

WEAPONS	Bonus	Damage	Range	Special

RELATIONSHIPS	Patrol Leader
PC 1:	<input type="checkbox"/>
PC 2:	<input type="checkbox"/>
PC 3:	<input type="checkbox"/>
PC 4:	<input type="checkbox"/>
I Hate:	
I Need to Protect:	
My Big Dream:	

ELYSIUM

MUTANT

YEAR ZERO

[illegible]

THE PATROL	
Designation:	
Patrol Leader:	
Other:	

MY DEN	
Description:	
Gear Stashed:	
Other:	

[illegible][illegible]

ENCLAVE SHEET

MUTANT

YEAR ZERO

DEVELOPMENT LEVELS

Production

Security

Culture

Science

THE CORE - INFLUENCE

Sector	 Warburg	 Fortescue	 Kilgore	 Morningstar
Nova Paloma				
Old Koly				
Pirius				
Tindertuft				
Northolme				
Calista				
Hindenburg				

THE DEEP - INFLUENCE

Sector	 Warburg	 Fortescue	 Kilgore	 Morningstar
Mosel				
Laborum				
Arcadium				
Cinderfalls				
Cogs of Hel				

TOTAL INFLUENCE

 Warburg	 Fortescue	 Kilgore	 Morningstar

MULTI-MAN

INCIDENT SHEET

YEAR ZERO

[illegible]

OUR BACKERS

HEIRS OF DOOM

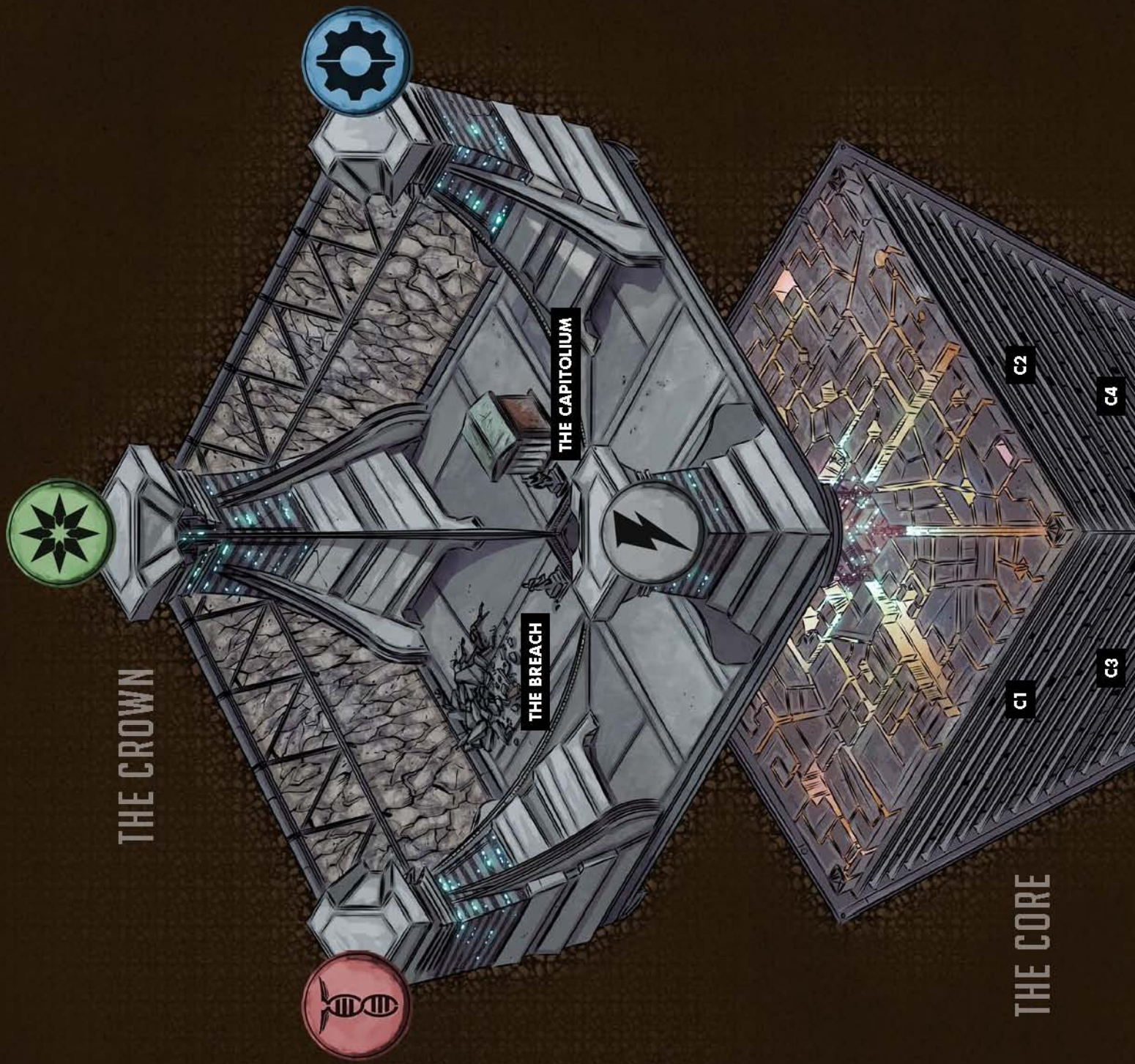
Adam Woogie Woloshuk, Andree Henriksson, Andrew Hurley, Cali, Colin Bolger, Dennis Hardarsson, Ethan "Tex" Sims, J.M. Sunden, Jeff Robinson, Joe McLean, Justin Crowther, Kenneth Krammager, leifdaviking, Mad Jay, Nicolas Lapointe, Rune Stræde Andersen

SUPERINTENDENTS

Alexander Herring Orby, Arttu Rajamäki, Audun Løvlie, Bart Gelens, Ben Gunderson, Ben Sutter, Birk Hauke Wildhirt, Blaine Salzman, Bo Ahlgren, Bozz, Bret Jordan, Bryan Considine, Cameron & Madison Straka, Cato Vandrare, Chris Slowinski, Christopher Gunning, Cody Swatek, Damian Dhar, Daniel Pennink, Daniel Pervan, Dany Lederc, David S. Robinson, Edgardo A. Montes Rosa, Edward "MilesAnP" Miles, Eric "Scales" Campbell, Erik Malm, Filipe Cunha, Geoffrey M. Allen, Glenn Massoeurs, Greg Higgins, Hayden Bailey, Ignatius Montenegro, Jack Holden, Jakob Collins, James Hawkes, James "The Great Old One" Burke, Jason "Atomics" Unck, Jason A. Curiel, Jason Coleman BX, Jean-Michel Trudeau, Jeff L. Thomas, Jens Thorup Rasmussen, Joe Ross, Johan Mihailovici, John Noad, John Robinson, Jonas "ari" Hällström, Jonne "Comissar Claw" Kuokkanen, Joshua Moldenhauer, Julian d'Agostino, Justas Tomkus, Karl Vollan, Kenny Tripoli, Kevin Coleson, KnuT, Kris Kelly, Kristian Brodin, Larry T, Lee Langston, Lee Lomax, Lorenz "Silversteel" Aschaber, Lukas Buergi, Mark Hutton, Mark Solino, Martin Goodson, Martin Legg, Martin Petchey, Matt Pearce, Matthew "Thundermonk" Orwig, Matthew Thomas, Mattias Pettersson, Mattiaz Fredriksson, Mel "Insanity Rocks" Riffe, Michael "Chef Pandakage" Salas, Michael Lawrence, Morgan Weeks, Odyssey Vekshin, Our Hero Andy, Pangur Bán, Papa Nurgle, Paul Huey Hubbard, Pedro(Te), Pieta Delaney, Rene Bariteau, Richard E. Trub, Jr., Robert Calpo, Robert Rauschenberg, Roberto Bellesia, Roman Thöni, Rune Karlsson, Ryan Dukacz, Ryan Seguin, Ryan Wittig, Saty, Scott Bates, Sean Keating (Blast it 52), Sean Wilcox, Sebastian "Vive la Legion" Este, Shaun Jenkins, Shawn P, Shawn Polka, Shervyn, Simone Colombo, Sławomir "Serox" Kopeć, Stuart Rickards, Terry L Pike, The Crowbar Lifestyle, Thorsten Wolk, Timothy D. Martin, Todd Stephens, Trevor P. Marshall, Tsapki Jose Perez, Tuomas Ristimäki, Willem Pypers, William Asico, Zachary Guenther, Zorlun







THE CROWN

THE CAPITOLIUM

THE BREACH

THE CORE

C2

C4

C1

C3

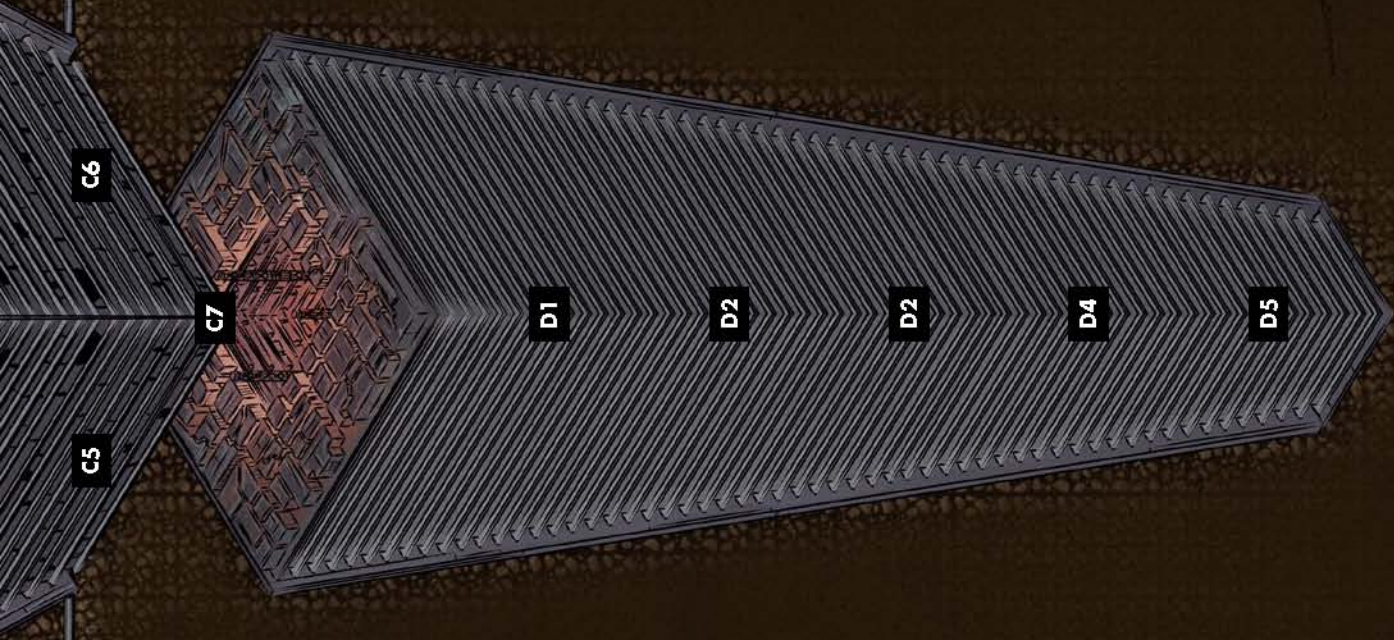
ELYSIUM I

THE CORE

- C1. Nova Paloma
- C2. Old Koly
- C3. Pirijs
- C4. Tindertuft
- C5. Northolme
- C6. Calista
- C7. Hindenburg

THE DEEP

- D1. Mosel
- D2. Laborum
- D3. Arcadium
- D4. Cinderfalls
- D5. Cogs of Hel



THE DEEP

11/03/2257, 0347. Incident report by Commissar Pandora Kilgore, Patrol Leader Alpha-07, Elysium I. Operation in the Deeps, sector Cinderfalls. Suspected sabotage in mining facility Garpenberg-15. Perpetrator identified and punished. Commissar Warburg and Commissar Fortescue performed adequately. Commissar Morningstar displayed suspicious behavior. Further investigation recommended. Unity between the Houses is the bedrock on which Elysium rests. Tradition, Resolution, Courage!

When humanity falls, four powerful industrial and financial dynasties form a covenant called Elysium, after the meadows of eternal Spring from Greek mythology. Deep in the bedrock, they build the enclave named Elysium I, designed to weather the long atomic winter.

Now, generations later, Elysium I is a gilded prison, a lonely outpost in a sea of quiet destruction. Fear and suspicion grow unchecked, and the four Houses fight ever more desperately over the dwindling resources that remain. In response to this rising tide of civil unrest, a force of judicators has been established to preserve law and order in the enclave.

You are one of these judicators. It is your duty to investigate all crimes, but never forget that your loyalty ultimately lies with your family. When humanity sets foot on the surface again, it shall be your House that leads the way into the new dawn.

Mutant: Elysium is the third major expansion to the award-winning *Mutant: Year Zero* roleplaying game. This game tells the origin story of the enclave humans, who see themselves as the last torchbearers of human civilization. The four Houses of Warburg, Fortescue, Morningstar and Kilgore struggle for power within Elysium I, oblivious to a rising power that threatens to end their reign forever. *Mutant: Elysium* can also be played as a stand-alone game. Contents:

- ❑ New rules for creating and playing enclave humans, including their web of contacts with rich and powerful allies. The book includes all the rules you need to play.
- ❑ A detailed description of Elysium I, the mother of all Elysium enclaves, including a beautiful full-color map.
- ❑ The complete campaign *Guardians of the Fall*, including unique game mechanics that give the players themselves control over the four Houses of the enclave.
- ❑ An overview of how the enclave humans can adapt to life in the Zone, and join the mutants, animals and robots of *Mutant: Year Zero*, *Mutant: Genlab Alpha* and *Mutant: Mechatron*.

freeleaguepublishing.com



FREE LEAGUE

CABINET

© 2019 Cabinet Entertainment LLC.
MUTANT and related logos, characters, names, and distinctive likenesses thereof are trademarks of Cabinet Entertainment LLC unless otherwise noted. Used with permission. All rights reserved.



FLFMUT003