

# **Aldun Core Rulebook**

## **The world of Aldun-**

Thousands of years ago, an ancient alien race inhabited a single planet in a vast solar system. This species used this planet as a testing grounds for countless research projects and experiments. They built massive advanced cities, bred new species, as well as raised some that were indigenous to the planet. These people would go on to be known as the founders. The founders conducted research on the planet for countless years, something happened causing all of the founders to disappear. In an instant all of the founders vanished leaving behind a planet full of advanced technology and ancient wisdom.

The creatures of the planet, being artificially created have many strange aspects to them. The biggest of which being that their blood runs with a unique resource called Kine. This blood works for powering countless things on the planet. Some of the oracles left behind are descendants of experimentation done by the founders, giving them the ability to directly manipulate the kine. As of yet no one else has been able to accomplish this.

The founders have been missing for thousands of years, leaving behind a planet filled to the brim with countless treasures to be found. This has caused many to come to the planet in search of riches untold. Through the years, a massive civilization has accumulated on the planet, spanning between multiple different government's on a massive unexplored world. The planet holds countless dangers however. Most of the indigenous species are very hostile, and extremely powerful. This has caused all of the cities around the planet to construct massive walls around their cities, or find some other means of defense. The Eastern nomads survive by travelling on large moving cities across the Eastern sands. The nearest habitable planet is five years away, making travel between very rare. Every five years people make the long tedious journey to Aldun, for countless reasons. In the current age 3 major factions live on the planet with other minor factions also inhabiting it. The Northern Empire which is mainly inhabited by the Indala, Bakari, and the Krell. The southern alliance, a melting pot of cultures and species. And the Eastern nomads, a heavily religious people who Revere the founders as good. Mixed among these are lesser factions such as the Oracles and the iron Justicars. On a planet ten times the size of Earth, with thousands of years worth of technology and riches to be found, what brings you to Aldun? What type of legend will you write?

---

## **How the game works-**

In Aldun, there is no class system. Instead, you get to completely customize your character and your play style. Instead of leveling the game uses a ranking system. You may freely use the experience that you earn in the game to increase your attributes and skills

and learn new abilities and feats. It runs off of a basic d20 system, which means that most actions

require you to roll a d20, which you then add the subsequent skill to that roll. The GM decides the difficulty of the task and tells you if the action succeeds or fails.

---

### **Character Creation-**

The goal of Aldun in the character creation process is to allow the player to make the kind of character that the player wants. Afterall, it is YOUR adventure. So make the kind of character that you want to make. Here is a rundown of how to do this:

1. Decide what species you want to play as. Each species has different skills and attributes characteristic to them. Once decided, record the species bonuses on the character sheet.

Example: I decided that I am going to play an aroid character for this campaign, named Helix-949. Androids begin with +2 strength, +2 constitution, +3 technology, +2 mechanics, and a base speed of 20. I record this on my character sheet.

2. Each new character starts with 5 points that they can allocate to the 6 main attributes. ( Strength, wisdom, intelligence, charisma, dexterity and constitution) Once these pont have been allocated, Increase the point values for the respective skills that you have. In most cases, the skill points will be half of what the attributes point value is.

Example: I decided that Helix-949 (Helix) is going to focus on strength and intelligence. I put 2 points into strength, 2 into intelligence and 1 into wisdom. His new scores in his attributes are +4 strength, +1 wisdom, +2 intelligence, 0 in charisma and dexterity and +2 constitution. Helix's skills in strength, (melee, athletics, and grappling) will be half of the point value in strength. (ie, +2 melee, +2 athletics, +2 grappling.)

Now let's look at Helix's intelligence. The attribute score has +2 from the points we just put into it. Starting off though, his species starts with +3 to the technology skill and +2 to mechanics. This will affect what his score is in these particular skills. (ie, +4 technology, +3 mechanics, +1 history, +1 investigation, +1 alchemy.) Notice that Helix's technology and mechanics are actually higher than his intelligence.

3. Roll 1d4 for every two points in intelligence. The result of the roll will be the amount of additional points that you can put into any of the skills. These points cannot be used to increase your score in attributes, however.

Example: Because Helix has two points in intelligence, but only one point in wisdom, I rolled 1d4. The result was 4. I decided to put two points into persuasion, and two into survival.

4. Each character starts with a base HP of 14. If you have put any points into the constitution attribute, roll 1d10 for each point. Add the result of the roll/s with your score in constitution. Add the sum of these to your current hp. This is now your new HP.

Example: Helix has +2 constitution. I roll 2d10 resulting in a 7, and 9. I add these up (  $2+7+9=18$  ) and add this to my base hp. (  $14+18=32$  )

5. Each character starts with two abilities or feats that they can choose to know. For every two points in either wisdom or intelligence, you gain one additional ability or feat. For a more in depth explanation of abilities and feats, see the abilities and feats section.
6. Each character starts with base defenses of 10. ( 10 toughness, 10 reflex, 10 mental ) For every point in either constitution, wisdom or dexterity, increase these defenses.

Example: Helix has +2 constitution, +1 wisdom and 0 dexterity. His new defenses are 12 toughness, 11 mental, and 10 reflex. ( constitution + 10+ toughness, wisdom + 10= mental, dexterity + 10= reflex.)

7. Count up all the ranks you have in each attribute and skill. Depending on how many points you have in an attribute or skill, affects what your rank is for that attribute or skill. (ie, rank 1 is 1-4 points, rank 2 is 5-8 points, and rank 3 is 9-12 points, etc.) Once all ranks have been counted, record it in the top right corner in the box labeled "total rank."

Example: So Helix has +2 constitution, +4 strength, +2 melee, +2 athletics, +2 grappling, +1 wisdom, +2 persuasion, +2 intelligence, +4 technology, +3 mechanics, +1 history, +1 investigation, and +1 alchemy. None of the other skills or attributes, have points in them. Since none of the scores have five or more points in them, they would all be considered rank 1. So I count up the total skills and attributes that have points in them. The total is 13, so I recorded that on my character sheet.

- For every increment of five in your rank, (ie, 5, 10, 15, etc.) you gain 1 point that you can increase one of your defenses by. Record the new score in the desired defense.

Example: Since Helix is rank 13, I gain two defense points. I decided to put both into his toughness. His toughness then increased from 12 to 14.


- Roll 1d4 for every two points in either wisdom, intelligence or charisma. Multiply the result by 25 for the total amount currency your character starts with. In Aldun, currency is known as dosh, and is used for the initial purchase of your gear, weapons and throughout the game.
- Finalize any personal details for your character, such as height, build, age etc. Purchase any gear or weapons desired, and record this on your character sheet. Remember that this comes out of the dosh you just rolled for! Double Check that everything is to your liking and let your gm know what your current rank is at the start of the campaign. Congratulations, you are ready for the life of an adventurer!



**Alduns Edge**

(Name) \_\_\_\_\_ (Age) \_\_\_\_\_

(Alignment) \_\_\_\_\_ (build) \_\_\_\_\_

(Race) \_\_\_\_\_ (homelown) \_\_\_\_\_

Portrait: 



Total Rank:  Exp: 

Str		Dex		Con		Int		Wis		Cha	
Base	Mod	Base	Mod	Base	Mod	Base	Mod	Base	Mod	Base	Mod
1	1	1	1	1	1	1	1	1	1	1	1

Speed \_\_\_\_\_

Con		Reflex		Toughness	
Base	Mod	Base	Mod	Base	Mod
1	1	1	1	1	1

Abilities: \_\_\_\_\_ Feats: \_\_\_\_\_ Boons: \_\_\_\_\_

Current HP:  Max HP: 

Defenses: \_\_\_\_\_

Toughness (con): \_\_\_\_\_ Reflex (dex): \_\_\_\_\_ Mental (wis): \_\_\_\_\_

Gear: \_\_\_\_\_

Liquors: \_\_\_\_\_ Dosh: \_\_\_\_\_ Inventory: \_\_\_\_\_

**Alduns Edge**

Male (gender)

Helix-949 (Name)

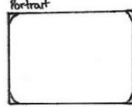
Human (Age)



Lawful Good (Alignment)

6 slender (build)

Android (Race)

Oasis (homelown)

Portrait: 



Total Rank:  Exp: 

Str		Dex		Con		Int		Wis		Cha	
Base	Mod	Base	Mod	Base	Mod	Base	Mod	Base	Mod	Base	Mod
4	2	1	1	2	2	2	4	3	1	1	1

Speed 20

Con		Reflex		Toughness	
Base	Mod	Base	Mod	Base	Mod
2	32	14	10	11	1

Abilities: Block Feats: Honorific Combat Boons: \_\_\_\_\_

Current HP:  Max HP: 

Defenses: \_\_\_\_\_

Toughness (con): \_\_\_\_\_ Reflex (dex): \_\_\_\_\_ Mental (wis): \_\_\_\_\_

Gear: \_\_\_\_\_

Liquors: Scythe Dosh: 75 Inventory: \_\_\_\_\_

Image: On the left is an example of a blank character sheet for Aldun. On the right is a character sheet based off of Helix-949 after character creation.

---

## Attributes and skills

When creating your character, you must choose how you want to spend your points. You do this by spending your points on attributes and skills. An attribute is your main ability score which will affect all of the subsequent skills that are related to it by half of your attribute score. Skills are much more specific skills that are used in many different situations. There are 6 main attributes, and 21 different skills. They are listed below.

### **Intelligence (Int)- Attribute**

Technology (**tech**), Mechanics (**Mech**), History (**Hist**), Investigation (**Inv**), Alchemy (**Alch**)

### **Wisdom (Wis)- Attribute**

Animal handling (**Ani**), Mystics (**Myst**), Perception (**Perc**), Medicine (**Med**), Survival (**Surv**)

### **Strength (Str)- Attribute**

Athletics (**Ath**), Grappling (**Grap**), melee (**mel**)

### **Dexterity (Dex)- Attribute**

Acrobatics (**Acro**), Aim (**Aim**), Stealth (**Stea**), Thievery (**Thiev**)

### **Charisma (Char)- Attribute**

Persuasion (**Pers**), Deception (**Dec**), Intimidation (**Inti**), Performance (**Perf**)

### **Constitution (Con)- Attribute**

Constitution does not have any skills or abilities attached to it, but it is still a very important attribute to put your points into.

---

## Feats and Abilities-

Feats are passive skills that grant you bonuses. Abilities are active actions that you may use a certain amount a day ranging from 1-3. Feats are learned in the same ways as abilities and are divided between race and attributes. You may have as many feats and abilities active as your total ranking score.

---

## The ranking system

Attributes, skills, and abilities all have a rank assigned to them from 1-3. Increasing any scores rank grants a boon depending on the skill and associated attribute. Gear and abilities also have rank requirements to use them. It requires XP to add stat points and learn new abilities. Once your stats or abilities reach the next rank it also takes more XP to advance them further. This is Listed below. It requires less experience to increase the stat values of skills over attributes.

#### Attributes/skills

**Rank 1**=1-4    - 75xp/40xp

**Rank 2**=5-8    -150xp/80xp

**Rank 3**=9-12   -225xp/160xp

#### Abilities and feats

**Rank 1**= 150xp

**Rank 2**= 300xp

**Rank 3**= 450xp

---

### Death and severity

Once you reach 0 Hp you go down. This does not mean that you are dead though, yet. Once you go down, you must roll a certain number of dice to decide how many turns you have to receive assistance from an ally or stabilize. Baseline restoration is a dc10 but can be higher or lower depending on the severity of the injury. On the players turn while they are downed, they may make a constitution roll to increase their death timer. It runs a risk however. On a 1-10 the timer decreases by -1, on a 11-19 it increases by +1, on a natural 20 they player stabilizes and regains 1hp. The severity of the wound decides how many d6 the pc rolls as well as the aftermath of the injury. (Listed below)

**Severity 1**= +3d6      Penalty =-1d4

**Severity 2**= +2d6      Penalty=-1d6

**Severity 3**= +1d6      Penalty=-1d10

Your severity penalty lasts until you receive advance medical attention or get a full night's rest. The severity of the wound in the end is decided by the GM, but there should be full agreement from all of the party members on the severity of the wound.

---

## **Status affecting ailments**

In nearly all roleplaying games, there are things that will affect your character's ability to do things. Aldun is no exception. Here are some of the status affecting ailments you may encounter during gameplay. The GM may decide to use these throughout his campaign as he sees fit. Some abilities may also inflict some of these ailments.

---

## **Long and Short Rest**

Long and short rest are how your characters recover health and abilities. A long rest restores all of your HP up to your max as well as all of your daily abilities. A short rest only restores health but takes half the time.

**Long rest requires 8 hours**

**Short rest requires 4 hours**

When recovering hit points for a short rest, roll 1d10+1 additional d10 for every 2 points in your constitution. Then add your constitution bonus.

---

## **Defense**

Deciding if you or an enemy receives an attack can be decided by your defense ratings. These are broken into 3 groups, reflex, toughness, and mental. Each defense is connected to an attribute and increases when you increase that attributes score.

**Reflex=Dex**

**Toughness=Con**

**Mental=Wis**

Every player starts with 10 to each of these ratings. Your corresponding modifiers, and any bonuses are added to each of these defenses.

### **Reflex-**

Your reflex is your ability to dodge enemy attacks. A target must beat your reflex defense to land an attack.

### **Toughness-**

A character's toughness reflects their ability to resist abnormal status effects, as well as resist damage. For an abnormal status to affect a target it must beat the targets toughness.

If an attack beats a targets reflex, but does not pass their toughness, the attack only deals half damage.

### **Mental-**

Mental represents a character's ability to resist mind control, naturally perceive things, and maintain focus. Mental is the defense used when resisting things such as fear, confusion, and mental exhaustion.

---

### **Boons**

Every time you rank up a skill or attribute you acquire a boon. These are free passive bonuses. There are no boons for rank 1.

---

### **Health and constitution boons**

Player health is decided by your constitution. For every 1 point in the constitution, you gain 1d10 of Hp+ your new con modifier. Each rank also grants a health and toughness bonus.

**Rank 2:** +1d10+1d6 max Hp +1 toughness

**Rank 3:** +2d10+1d6 max Hp +2 toughness + poison immunity

---

### **Deciding difficulty**

Every rank that a PC gains is tracked by their total rank score. The GM should keep track of their players total rank, for it affects the difficulty of tasks and enemies. These difficulties will be established later.

---

### **Actions**

On your turn, you may take 1 action, 1 bonus action, and 1 movement. You may also use your turn as a dash action which will double your movement, but use your normal action. Some abilities require a full action to use, while others only use your bonus action.



---

## Armor and weapon penalties

Both armor and weapons range from light to heavy. While using medium and heavy armor and weapons grants certain perks, it also brings with it drawbacks.

**Light armor** +1 toughness - 60 dosh - no penalty - Req: Str 1, con 1

**Medium armor** +2 toughness - 130 dosh, -1 reflex - Req str 2 con 1

**Heavy armor** +3 toughness - 250 dosh, -2 reflex - Req: Str 2, con 1

Weapon penalties, bonuses, and requirements depend on the weapon in question.

---

## Races

There are countless different races that inhabit Aldun. These are some of the playable races for now.

### The Indala-

A race of tall orc like humanoids that view honor as the most important thing in life. The Indala are generally around 8 feet tall, with scaly skin and tusks. They are known for being strong and hard workers with a strong sense of community, and family.

The Indala are 8 foot tall, around 200-300 pounds and generally just a massive people. They have scaly skin that ranges in colors, and tusk on the side of their faces. The longer their tusks, the more respect people hold for them. Because of their large size most people think they are stupid, but that is not the case. They are actually quite intelligent. While it's not their best quality they can definitely think for themselves. Many Indala take up careers as soldiers, miners, Craftsmen, and fishers. Some Indala choose to take jobs in politics or as leaders, but they are not as common choices as some of the other species such as the Bakari or humans

The Indala starts the game with an additional 1d10 of max Hp, +2 Str, and +2 con, +3 intimidation. Base speed of 20.

### The Shree-

These small humanoid creatures come from unknown origins. They are around 3 feet tall on average, and very furry. Because of their small stature, most people look down on the Shree as a lesser species. The shree are of average intelligence usually but very nimble

creatures. Unfortunately many Shree use their size to become master thieves and pickpockets, just adding to the stigma of their people.

Shree begins the game with a +2 intelligence +2 dex, and a +3 stealth, and thievery. Base speed of 30.

### **The Oracles-**

A people abandoned by their creators, left to their own devices on a planet filled with ancient technology. Thousands of years ago, the founders experimented on the oracles, giving them the ability to interact with kine, the lifeblood of Aldun. Thousands of years later, and the Oracles still inhabit Aldun. Some still view the founders as gods and wait for their return, while others simply want to lead a normal life. Oracles are tall lanky humanoids with pure white skin..

A tall ancient person with pure white skin. They usually range from about 7-8 feet and never seem to put on much mass. They usually wear long cloaks and hoods, and many of them possess assorted bird masks. In terms of features, they have a normal amount of arms and legs, but they do possess 4 eyes. They do not grow hair it would seem.

Oracles begin with +2 intelligence +2 wis, and +2 mystics. Base speed of 25.

### **Humans**

The cockroaches of the galaxy. Humans have a tendency to explore, and expand at rapid rates. They send colony ships everywhere hoping to expand their dominion. These average people are a dime a dozen on Aldun.

Humans begin with +1 charisma +1 wisdom or intelligence +1dex, +1 str, +2 perception, +2 tech, +2 stealth. Base speed of 25.

### **The Bakari**

These Humanoid bird people believe in freedom and exploration. Most Bakari love to travel and explore new places. They are usually carefree and outgoing, love to meet new people.

the Bakari come from a very barren and warm planet. Their skin has adapted to that climate and they now possess very hard rough skin, as well as a layer of feathers that protects them from heat and cold. They have pointed beaks and feathers on their heads in varying colors. Some of them have beaks but not all of them, that depends on what clan you are from. The color of your feathers also represents your clan, and social status. The color of the royal feathers is gold, white, and purple. The one thing that is not bird like about the Bakari, is that they do not have wings that they can use to fly



The Bakari begin with +1 intelligence +2 dex, +1 wisdom, +3 perception, +2 Athletics, +2 acrobatics. Base speed of 35.

### **Androids**

Sentient droids that were either created by one of the intergalactic foundations, or were made by the founders on Aldun. There is a large stigma that androids are beings without feelings or emotions, and that they only exist to complete singular tasks. This has created many rifts in communities, and may one day lead to an android revolution.

Androids begin with +2str, +2 con, +3 tech, +2 mechanics. Base speed of 20.



---

## Weapons

### Light weapons

**Pistols-** 60 dosh (Requires Dex 1)  
1d4 of damage+dex (clip size 6-12 depending on gun)

**Daggers-** 20 dosh  
1d4 of damage+dex or str

**Ring Blade-** 50 dosh (Requires Dex 1)  
1d6 of damage+str

**SMG-** 120 dosh (Requires Dex 1)  
1d4 of damage+dex. Can make 2 attacks with 1d8 penalty. (Clip size 10-20)

**Taser baton-** 50 dosh  
1d4+int of damage. 3 times a day you may attempt to stun. Roll must beat targets toughness.

---

### Medium Weapons

**Standard issue bolt action rifle-** 100 dosh(Requires Dex 2)  
1d6+ dex (clip size 6-10)

**Vibroblade-**80 dosh(Requires strength 1)  
2d6+str

**Boom stick-** 130 dosh  
2d8+ dex, short range

**Gauntlets-** 90 dosh(Requires strength 1)  
1d4+ str, can make 2 attacks

**Scythe-** 75 dosh(Requires strength 1, Dex 1)  
1d8+ str, can cause bleeding if your roll beats targets toughness.

---

## Heavy Weapons

**Heavy repeater-** 200 dosh (Requires Strength 4, Dex 3)

1d4 damage+dex +1 attack

**Perk-Spin up:** Every attack made in succession deals in additional 1d4 of damage. There is no cap to this spin up. Succession is broken if your toughness is exceeded in damage.

**War hammer-** 150 dosh (Requires strength 5)

1d10 damage+ str, can stun target if attack beats targets toughness. (3 times per day)

**Sword staff-** 145 dosh (Requires strength 3, Dex 2)

3d6 damage+str

**Battle axe-** 175 dosh(Requires strength 4)

1d12+1d4 of damage +str

**Sniper rifle-** 245 dosh (Requires Dex 3, Str 1)

3d8+ dex, long range (Uses movement and action to fire, ineffective at close range)

---

## Forging and Upgrading

It is very possible in the world of Aldun to forge your own equipment, as well as upgrade pre existing equipment. If you have the proper components, this can be accomplished using your Intelligence, mechanics, technology, survival, or wisdom.

It is also possible to fuse ancient founder technology, or kine with pre existing weapons and armor. This is experimental however and may result in multiple explosions.

---

## Hometowns

Aldun is a large planet and it's pretty easy to get lonely sometimes. That's why it's important to remember your roots. You can choose a location from the list below, or create your own town or village as the place you come from.

**Encewood-** Southern territory

The ravine town of Encewood. Only 2 ways in and out, through the gondolas. Massive gondolas move people, cargo, and even vehicles down to the fishing town. The people in Ence wood live a quiet life amongst the cobblestone streets. Most of the people here are

fishermen and craftsmen. Rumors say that the founder of Encewood was an Oracle wearing a bird mask.

**Bale-** Southern territory

The cultural hub of the southern alliance. A city ahead of its time. The circular city of Bale is guarded by a massive wall standing 150 feet tall. In the center of this Large city is the capital ship, a crashed ship which the founders of Bale used as the cornerstone of their now Blooming city. Bale is home to countless politicians, craftsmen, and soldiers. Because of its size and infrastructure, organized crime has become a big problem in previous years.

**Idota-** Northern territory

This Unique city houses some of the richest cultural experiences you can find on Aldun. Bright neon lights fill the tight streets of this massive northern town. Like Bale, crime runs rampant through the city. Many of the times the northern empire turns a blind eye to the dealings of criminals in Idota because they either hold power in the northern government, or have enough money to keep corrupt officials mouths shut.

**Desh outpost-** Southern territory

A small outpost town on your way to Bale resembling an old western movie set.

**Crag Keep-** Northern territory

A mining town built into the side of one of the largest mountains in the northern empire. Home to thousands of people, this town provides the northern empire with precious minerals that can be refined into kine, and countless other invaluable resources. The people of this town are hard working and stubborn. And also usually drunkards.

**Southern capital-** Southern territory

**Northern empire capital-** Northern territory

**Southern port towns-** Southern territory

**Ding-** Eastern sand walk

**Oasis of the east-** Eastern outpost

The last stop before you have to take a dirge out to one of the sand walks. This small town on the border of the south and the east is where adventures on their way to fame and

fortune stop to stock up on supplies. Many of the people in the oasis make a living by running dirges out to the always moving sand walks. A tough job indeed.

**Luinard-** Eastern sand walk

**Lok-** Easter sand walk

**Hido-** Eastern sand walk

---

### Items

**Multi purpose canister-** 10 dosh

A canister that can be used to house alchemy creations and kine.

**Kine canister-** 25 dosh

A canister filled with assorted raw kine. Holds 10 uses worth of kine.

**Med kit-** 50 dosh

Grants advantage on 5 medicine checks if the med kit applies to the situation. Contains gauze, bandages, antivenom, splints, and other assorted medical supplies.

**Repair kit-** 50 dosh

Grants advantage on 5 mechanics checks when applicable. Contains spare parts, tools, and other assorted resources.

**Rope 50ft-** 5 dosh

50 feet of rope that can be used for an assortment of purposes.

**Assorted ammo-** Price varies but usually runs 1 for 1

Ammo that fits into most standard issue weapons.

**Boost drugs-** 30 dosh

Grants target an additional 1d6 on all melee attacks and advantage on strength checks for 5 minutes.

**Flashlight-** 15 dosh

Used to illuminate a small area in front of you.

**Grenades-** 50 dosh  
3d8 of raw damage.

**Flash Bang-** 30 dosh

Throw a flash bang using your ranged attack modifier. If your attack beats targets toughness they are stunned for one turn.

**Plastic explosives-**240 dosh

A massive explosive device that takes time to set up and attach. (Mech or tech check to successfully plant). On a successful planting deals 10d10 of raw damage.

---

### **Drones and companions**

Loyal companions in the world of Aldun come in many different shapes and sizes. Drones and creatures are two of these forms. All Drones have a base intelligence requirement of 1, and all creature companions have a wisdom requirement of 1. Companions act as an extension of yourself and will act on your initiative. You may have one drone or companion active at a time. Custom companions and drones can be found throughout the game and these are just some examples of standard drones and companions. Drones can be further modified with attachments and upgrades as well.

**MK1 spider drone-** 160 dosh  
1d4 of damage

Reflex:14  
Mental:10  
Toughness:10

Max Hp: 25

**Small creature companion-** Price and acquisition vary  
1d4 of damage

Reflex:12  
Mental:10  
Toughness:10

Max Hp: 25

---

### **Restoring health as an android**

Androids do not recover health in the same ways as Organic beings. Short and long rest do not restore any hit points for them. Once androids take damage they must repair



themselves using scrap or components. As long as they have the materials they may repair themselves. However, repairs can only be done a certain amount of times per day, and it takes time for them to be completed. **You may repair yourself (1 times per day + half of your mechanics skill).** Components and scrap also have different ranks. Each rank adds more hp on a successful heal, but also is harder to use.

**Rank 1=** 1d10+mech

**Rank 2=** 2d10+mech

**Rank 3=** 3d10+mech

---

### **An entry on Oracle culture**

An interesting aspect of Oracle culture is the apparent refusal to use personal names in the Oracle language. My name in my native tongue should be Kajo, yet, that's not my name. My parents favoured the much more Founder sounding Caius, and so that is my name. Perhaps this is another attempt to become like the Founders. It is with mentioning, though, that no Oracle I've ever known could read or speak the Founders' language, but that fact didn't stop them from pretending that they could.

This is just one example of the Oracle tradition of claiming importance where none exists. We are not a natural species. This fact is the only of which we can be certain. Everything else is conjecture. The most widely accepted conjecture is that we were a creation of the Founders. The majority take this as evidence that we are the Chosen Few, that the Founders created us to lead the masses because they saw no one else worthy.

That is what I was taught. That is what I believed. When I was in my nineteenth year, though, I started having questions. At first, I didn't voice my questions. Eventually, they became too much to keep inside. I confided in my ministrabat.

My ministrabat (personal attendant) was a human. She didn't know her past. She was found wandering through the Oasis of the East. Soon after, she was sold to house Valerix. We gave her a home and a name. Despite the fact that she was a lowborn servant, she was one of my closest confidants. In all intents and purposes, we grew up together, and by the time I entered adulthood, she was my closest friend.

She told me my questions were dangerous. I tried to banish them from my mind, but they became all I could think about. I needed answers. I thought I was being stealthy, but soon, the high elder had called me to his chambers. I confessed my questions. I hoped he would provide all the answers I needed. I was wrong. I was branded a heretic and an apostate and thrown into the desert. I mean that literally. I was physically thrown from the city's

ramparts into the sand. I was stripped of my name, disowned by my family, and banished from my home. I might be an Oracle still, but I am no longer one of the Chosen Few.

What were the questions that warranted forceful ejection? Chief among them: "What proof did we have that we were in fact the chosen ones of the Founders?". The answer was made shockingly clear by the actions of my village elders: We have no proof. The ancient writings aren't as ancient as we thought. Maybe we were made for some higher purpose, but in all likelihood, we were an experiment. Nothing more.

It wasn't until my journey into the Grand Library in Bale that I was able to form this belief, though. For a year after my expulsion, I wandered the South wondering if my curiosity had really invoked the ire of the Founders. How exactly can dead gods shape the destiny of individuals? If we were chosen for a greater purpose, why do the elders keep the proof locked away deep in the inner sanctum? Does destiny even exist? Eventually my aimless dejected wandering turned into a search for truth. I had been in Bale for a while before I decided to try the library. I felt drawn to the 'religions' section and it didn't take much perusing to come across the book my elders had held in such high regard. The Book of the Foundation. It enraptured me. I couldn't put it down. I spent the better part of two months with my nose in that book, and I have devoted much of my waking moments since to understanding it.

The book is written in an old form of the Oracle language which feels clunky and odd by today's standards. It tells the story of the Founders discovering Aldun for the first time and declaring it the Holy Land. It tells of their decision to create a people to lead their creation, a race as close to perfection as the Founders themselves were. Then it tells of the first Oracle, Primogentium (or Unuenaskiton. The book calls him by both names), and the command given to him to be a leader and a guide. The book then becomes a book of proverbs. It offers advice and guidelines to live by. The last part of the book is written in first person from the perspective of Actæonem Sapientes (Actæon, the Wise. Born Cassius Actæon ex Cassius Agorix), the last prophet of the first wave. Supposedly, he is the writer of the entire book. At least, that's what my elders taught. It's odd, though. If it was written by one person, why does it change writing styles five times throughout?

The elders presented Actæon as the last authority on the will of the Founders. In the book, there are retellings of conversations he claimed to have had with Founders. The problem with that is that he was born 70 years after the Founders disappeared and the book wasn't supposedly written until he turned 130. I suppose this is where the aspect of faith comes into play. If he was the last great prophet, and if the Founders do exist on a higher plane, then they could've easily communicated with him in some way. But then, what are, or were, the Founders? Are they gods? Were they gods? Were they a species so advanced that they ascended to godhood? Or did they wipe themselves out? I search out the answers to these questions for selfish reasons, I admit, but if the core of our belief system is wrong, then everyone needs to know.

---

## **A History of the North**

On Aldun, you have many different regions, but none that are quite as full of life as the north. The culture and history of the many lifeforms that live here is as rich and ancient as the mountains that contain them. Here is a brief history of this beautifully rugged place.

In the early years of civilization on Aldun, there was a species called the Krell that came to inhabit the region of the north. They came to Aldun after receiving an anonymous transmission inviting them to the planet, providing coordinates as well as images of the beauty of the planet. This appealed to the Krell, and thus they made the trek to Aldun.

When the Krell arrived, they began life on Aldun as farmers and herders in the rolling foothills of the north. They also integrated some sophisticated technology in order to manipulate the tectonic plates sitting under the mountainscapes. This allowed the Krell to control and redirect the flow of magma, thus promoting the development of ore and gems within any of Aldun's mountains. This resulted in the Krell's prosperity and their number dramatically increasing. Within time, cities and towns had been built on or near, and in some cases within, a majority of mountains in the north. It would seem that nothing could impede the Krells societal advancement.

One of the biggest follies of the Krell as a society is their pride. This was made evident on a couple of occasions. Shortly after inhabiting the planet, the Krell encountered the Oracles for the first time. Regarding them as no better than animals, the Krell attempted to oust the Oracles from the north. While they did have a measure of success, this did come at a cost. The Krell were caught unawares when the Oracles manifested that they had the ability to control kine. This resulted in a moderate amount of casualties for the Krell. The Oracle were able to stave off destruction from the hands of the Krell, securing several settlements in the north. Claiming a majority of the northern reaches, the Krell abandoned their efforts to oust the Oracles from the North.

As decades turned into centuries, Indala, Bakari, Shree and Humans came to Aldun to claim a small piece of it's bounty. Of particular interest is the Indala and Bakari who began to settle the Northern reaches. Though not hostile to these ones, the Krell did not view the other species as equals, nor did they allow them the same rights. Indala and Bakari were not allowed to work in the mines, nor were they allowed to learn the ways of Krell smithing. This caused strained relations with both Indala and Bakari against the Krell. Eventually the Indalla and Bakari formed settlements separate from the Krell.

It was only a matter of time until war broke out among these three factions. Though the Krell had an advantage in numbers, they had grown complacent. They did not

anticipate the desperation that drove the other two species. Compounding this was the dissension growing within the Krell on how to interact with these two species. The Oracles in the north also joined forces with the Indala and Bakari, seeing history repeat itself from when the Krell tried to push them out of the north. These factors resulted in a disunified Krell force falling to the Indala and Bakari. In an effort to broker peace, several chieftains and elders among the Krell beseeched their people to offer terms of truce to the other species. A majority of Krell agreed to this, though some were reluctant. A peace treaty was composed shortly afterwards. This peace treaty was then presented to the chieftains and elders among the Indala, Bakari and Oracle, and it was found to be agreeable. All factions signed it and there came to be peace.

The Terms of the peace treaty were this: it allowed both the Indala and the Bakari to settle within Krell cities, and to learn from the Krell the ways of mining and smithing. They were also given the resources necessary to build their own cities. Oracles were also regarded as the paragons of culture and advancement on Aldun, much to the dismay of the Krell. Soon, all species in the north came to prosper. Then came the Spire War.

Little remains recorded about the Spire War. What there is tells us how all species spread across Aldun became embroiled in it. But like a flower that grows in the nitrogen rich soil that just experienced fire, the north proceeded to grow despite this intense experience. A council representing Krell, Indala, Bakari and Oracle was formed to preside over what is now known as the Northern Accord. A military force called the Iron Clad was formed to police its borders and ensure peace for those traveling between cities. Individual cities were granted more authority and it was seen that they had a representative on the council, provided the city continues to act in harmony with the interests of the council.

Centuries have passed since then and the north still seems to be at peace. Though there are a couple cities that have remained exclusive to their perspective species, the majority seem to have become mixed, even having the occasional immigrant from the Southern Alliance. Some of the oldest cities in the north stick dearly to their Krell roots, who are regarded as the best forge masters to this day.

*-A History of the North told by the Krell historian Enri*