

Description:

The advent of genetic engineering and AI plunged humanity into a new dark age: not an age of limited technology, but instead of limited understanding, where secrets are hoarded, humans are left behind, and synthetic gods bury knowledge for their own inscrutable ends. Many gave up on the idea that humans *should* understand the world around them. You did not.

You are a Seeker, a disciple of truth, digging into the past in order to understand the future.

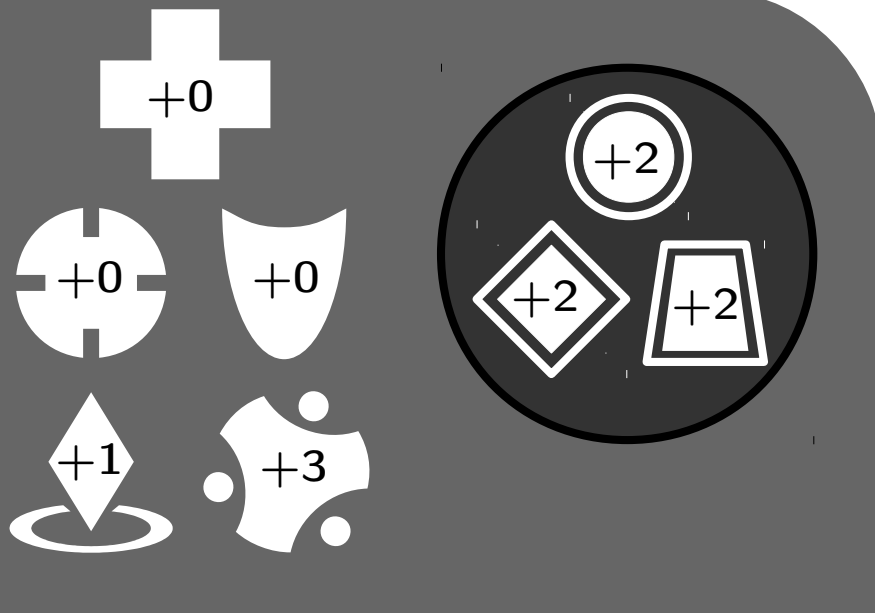
Strategy:

You are the team scientist. When dealing with mild threats, given a few hours prep you can provide a variety of passive bonuses across the entire team. Larger threats are more of an obstacle... but given time, access to data, and resources, there is **nothing** you can not break or overcome.

Seeker combines well with knowledge based classes, especially Engineer, Tinker and Ranger, but has little direct power to influence combat or social situations.

Starting Bonuses:

- ☐ +3 research, +3 perception, +3 in one knowledge of your choice.
- ☐ +2 survival, +2 craft, +2 persuade.
- ☐ **Expertise in 4 specialties** See details on following page.
- ☐ **Equipment:** A weathered lab diary, a tiny pick axe, and a microscope.
- ☐ **Equipment:** A trinket from Earth.



Character details:

Your Research notes are (circle up to three):

Meticulous	Artistic	Insightful	Disorganized
Paranoid	Untidy	Elegant	Quantitative
Philosophical	Poetical	Precise	_____

What is your role? Are you a scientist, journalist, conspiracy theorist, or disciple of a secret order of librarians? What do you **do** with information once you have collected it? Post it to your blog or submit it to the academy? Sell it for profit or gift it to your community?

What Earth trinket do you carry? How did you acquire it? What does it mean to you?

Who was your mentor? Did you have one? How did you meet them, what did they teach you, and how do you relate to them now? _____

What do you do to wind down? What do you do when you **don't** want to think? _____

Name one mystery that irks at you - what is something you have encountered or witnessed but can not understand?

As a seeker, you cultivate expertise in a number of **specialties** (listed on this page). Specialties are divided into seven **domains**. Whenever you have expertise in a given specialties, check off the corresponding box on this page.

You gain +3 on knowledge and research checks where you have one relevant expertise. If you have two or more relevant expertise ticked off gain +6 instead. For example, if you were trying to track a tiger through a jungle, if you had jungle expertise, you would gain +3. If you also feline expertise you would gain +6.

You start the game with expertise in 4 specialties (at most 2 per domain). Tick off the corresponding checkboxes. You will tick off more boxes as you level up based on your feats (see following page for details).

Biology: *Defeat/befriend*

You have expertise dealing with the following clades of animal.

- | | |
|-----------------------------------|--|
| <input type="checkbox"/> Feline | <input type="checkbox"/> Ungulates |
| <input type="checkbox"/> Canine | (Goats/buffalo/deer) |
| <input type="checkbox"/> Serpents | <input type="checkbox"/> Marsupials (weird mammals) |
| <input type="checkbox"/> Insects | <input type="checkbox"/> Dinosaurs & Lizards |
| <input type="checkbox"/> Birds | <input type="checkbox"/> Aquatic (fish, squid, etc.) |
| <input type="checkbox"/> Plants | <input type="checkbox"/> Abominations |
| <input type="checkbox"/> Fungi | <input type="checkbox"/> _____ |
| | <input type="checkbox"/> _____ |

Geography: *Explore a landmark*

You have extensive knowledge of the ecology, geology and weather of the following biomes.

- | | |
|---|--|
| <input type="checkbox"/> Forest | <input type="checkbox"/> Desert |
| <input type="checkbox"/> Jungle | <input type="checkbox"/> Savanna/grassland |
| <input type="checkbox"/> Swamp/estuary | <input type="checkbox"/> Tundra |
| <input type="checkbox"/> Ocean(Coastal) | <input type="checkbox"/> Ice/Glacier |
| <input type="checkbox"/> Ocean(Deeps) | <input type="checkbox"/> Mountain |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Caves |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |

Technology: *mend/sabotage*

Plenty of people know how to use the technologies we've built. Some even know how to fix them. You are one of the few who know how they *work*.

- | | |
|---|--------------------------------------|
| <input type="checkbox"/> Nuclear Reactors | <input type="checkbox"/> Warp drives |
| <input type="checkbox"/> Wings & Aerofoils | <input type="checkbox"/> Forcefields |
| <input type="checkbox"/> Quantum computers | <input type="checkbox"/> Rocketry |
| <input type="checkbox"/> Energy Weapons | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Gravity generators | <input type="checkbox"/> _____ |

Materials science: *Collect 5*

You are well read on the creation, analysis and properties of the following materials.

- | | |
|--------------------------------------|--|
| <input type="checkbox"/> Metals | <input type="checkbox"/> Rocks and crystals |
| <input type="checkbox"/> Wood | <input type="checkbox"/> Bullets and explosives |
| <input type="checkbox"/> Plastic | <input type="checkbox"/> Pharmaceuticals |
| <input type="checkbox"/> Fabrics | <input type="checkbox"/> Carbon fibre, nanomaterials |
| <input type="checkbox"/> Gas | <input type="checkbox"/> Bone, shell, exoskeletons |
| <input type="checkbox"/> Toxins | <input type="checkbox"/> Greases, fuels and oils |
| <input type="checkbox"/> Electronics | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |

Note: knowledge of explosives does not make you a gunman, knowledge of electronics lets you examine circuits, but does not make you a programmer

Astronomy: *Witness an event*

You are an expert in stellar mechanics, and planetary motion.

- ☐ Meteorology(Atmospheres, climate, storms)
- ☐ Seismology(earthquakes, volcanoes, geothermals)
- ☐ Cometology (Asteroids, moons, planetoids)
- ☐ Heliology (the sun, solar flares, space weather)
- ☐ Stationology (Space stations and very large ships)
- ☐ Orbital mechanics (What path do planets follow)
- ☐ Interstellar (Deep space, the void between stars)
- ☐ Cosmology (Origin and evolution of the universe.)
- ☐ Quantum-relativity (warp drives, hyperspace.)
- ☐ _____
- ☐ _____

Systems analysis: *Collaborate*

You understand the economics, logistics and infrastructure underpinning the entire solarsystem. (Used to analyse large scale social and mechanical system)

- ☐ Mining (Resource extraction, metals trade)
- ☐ Interplanetary shipping.
- ☐ Interplanetary Communications infrastructure.
- ☐ Food economics (production, transport, politics.)
- ☐ Terraforming (Current efforts)
- ☐ Station life support (Heat, water, O₂, etc.)
- ☐ Epidemiology (Spread of infectious diseases)
- ☐ Ecology (Balance of ecosystems)
- ☐ Megaprojects (Space Elevators, dyson swarms, generation ships, Caplan thruster, etc.)
- ☐ _____
- ☐ _____

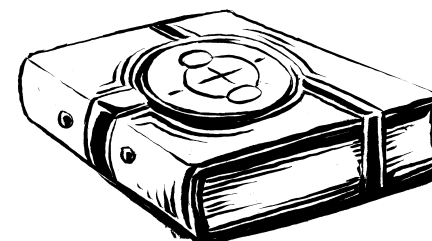
Archeology: *Obtain relic*

You know about the history of the system, and can analyze evidence in order to understand that which was buried.

- ☐ Primeval (The system in its pre-human state)
- ☐ Radix (Terra, Sol, the source system.)
- ☐ Apoikia (voyage from Sol, early Terraforming,)
- ☐ Hematic (Geneticists, and their bloodlines)
- ☐ Deos (Avatars, djinn, and their affairs)
- ☐ _____
- ☐ _____

Miscellaneous:

- | | |
|--------------------------------|--------------------------------|
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |



Safety Protocol

At the start of each day name a particular risk or threat (e.g. Radiation leaks, Landslide, bird attack). For the rest of the day, your team gains +2 on saving throws vs that threat, and +1 on physical skill checks required to overcome or avoid it. If you have relevant expertise, grant +4 saves, and +2 physical skills instead. When you unlock this feat gain expertise in one Geography or Astronomy specialty.

Skepticism

Gain +3 on all perception and people reading checks made to notice if something is nonsensical or out of place - if an animal is not native to a particular environment, if your employer appears to be leaving out critical details, etc. From time to time your GM may inform you when something is happening that is **not normal**, according to your expertise. When you unlock this feat gain expertise in two specialties from the domain you have fewest checks in.

Comparative Analysis

Whenever faced with a situation where multiple knowledge checks might apply (E.G. "roll either Knowledge people or history"), you may roll for both, taking the better of the two rolls. When you unlock this feat gain expertise in two specialties from different domains.

Ethology

Gain a +3 bonus on all social rolls vs Animals and Chimera. If you have relevant biology expertise, your entire team gains gain an additional +3 to social checks, +3 initiative and +1 critical hit and crit defense range. When you unlock this feat gain expertise (check off the box) in one biology specialty.

Political Science

You may roll people reading checks against nations, corporations, etc., based on their large scale actions. Relevant expertise will provide a bonus on this check. When you unlock this feat gain expertise in one Systems analysis specialty.

Applied Science

Your expertise bonus now applies to perception, persuade, piloting, survival and craft. When you unlock this feat gain expertise in one technology specialty (check off one box).

Trial and Error

Whenever you fail at a physical or practical skill check, grant a +2 bonus to any team mates who attempt it after you. When you unlock this feat gain expertise in one Materials science specialty.

Trail of Evidence

During an investigation, each piece of evidence gives a +2 perception, people reading and research bonus to find further evidence. If you have three or more pieces of evidence, gain a +6 persuade bonus to convince people of your case, (over and above the direct bonus from the evidence itself). When you unlock this feat gain expertise (check off the box) in one archeology specialty.

Fieldwork

Requires: one Seeker feat.

Throughout your campaign you may complete various field experiments. Each experiment will grant a skill rank, and expertise in one specialty. Each specialty can only be checked off once.

Geography: Explore an interesting natural land mark to gain expertise associated with the corresponding biome (For example, a coral reef for costal biome, or a mountain peak for ice/glaciard). Gain +1 research or survival.

Technology: Either mend or sabotage a device of the chosen specialty. This will require a mid sized eng. challenge, where *you personally* must roll at least four of the eng. checks and/or resulting skill challenges. Gain +1 research or engineering.

Astronomy: Be in the right time and place to witness and collect data from some major astronomic event (For example, the destruction of a space station, a hurricane, a major solar flare , etc.). For particularly unusually places (interstellar space, the upper atmosphere of a gas giant) visiting at *any* time is sufficient. Gain +1 research or knowledge of places.

Archeology: Obtain a relic from the era you wish to study. (For example, to study Apokia, visit a lost generation ships and collect their star compass). Gain +1 research or history

Systems Analysis: Collaborate with an expert in the given field. (e.g. help an expert on interplanetary food systems avert a famine). Gain +1 research or knowledge of people

Biology: Either befriend or defeat a chimera of the given classification. +1 research or biotech.

Materials science: Collect 5 interesting samples of the given material from different locations. (So for example, a volcanic rock, a meteorite rock, a piece of sandstone, an Amethyst and a bag of moon dust). You may only have one collection running at any given time. Grants +1 research or craft. Current collection: _____ , ____/5

If in doubt about a particular experiment (for example, you don't know if a given landmark is "interesting" enough for geography), ask your GM, and they will tell you freely what does or does not count for your field research.

Horizon Seekers

Requires: 4 Geography expertise

Whenever travelling through a biome you have geography expertise in Rangers in your party gain +3 Initiative, Pangolins in your party gain +3 on saving throws, and Hearthoak seeds in your party gain +3 Gardening.

Non-Euclidian Cartography

Requires: 5 Astronomy expertise

Pilots in your party gain +5 on skill checks made to fly through hyperspace, transit warp gates, navigate gravitational anomalies, etc. Spider drones gain +4 craft, stealth and squirm, and +1 charge. Staccatos gain +4 aerobatics and research, and +1 charge.

Rosetta Stone

Requires: 5 Archeology expertise

You decipher a long forgotten language from Earth (for example, English). You, and any other Seeker in your party can now read ancient tomes, inscription, and data files.

If there is a Liaison, your GM will grant you a long buried secret related to one of the great powers currently in the system.

If there is an Infiltrator on your team you also gain a **map** of some ancient archive, tomb or terraforming engine (discuss with GM).

Transhumanism

Requires: expertise in 5 biology and 5 materials science specialties

Each biotech user in your team may (once per day), prepare any Biotic ability they have access to at the cost of three beats (rather than the usual prep time).

Deep understanding of Nanomaterials grants +1 charge to all nanotech users in your party.

Disruptive Technology

Requires: 6 Technology expertise

Each evening, any tinker in your team may reassemble a piece of scrap into something new (discard and draw a scrap card).

Whenever an engineer in your team applies the "upgrade" feat to an item or ship system, they may apply two upgrades instead.

Each evening, each Calibrist on your team may select one of their modal feats. For the next day, they may select two modes from that feat.

Applied Terraforming

Requires: expertise in 5 Geography

AND 5 astronomy specialties

You have figured out the means to either cause or forestall a major natural disaster capable of bringing a city to its knees. (volcanic eruption, storm of the century, tsunami, locust swarm, discuss with your GM).

It will take roughly one episodes worth of effort (and significant funds) to set your preparations in place. From then on you may roll a d20 each day to determine how good the natural conditions are for your plan. (17-18 is workable conditions, 19 is good conditions, 20 is perfect). Preparations lay dormant until activated.

Sufficiently Advanced Tech

Requires: expertise in 5 Technology

AND 5 in some other relevant domain.

You understand the scientific principles underlying a particular piece of brinktech (A dormant monolith, experimental warp drive, aurora flame or planet killing lazer).

You are able to activate, control, repair or modify the device as if it were a regular piece of tech without the usual Brinktech difficulties.

You are also keenly aware of how to sabotage or counteract the device, what the device *could* do and the risks and potential fallout when pushing the device to its limits. Potentially you even know how to construct such a device yourself.

Analyze sample

Requires: 4 materials science specialties

Each night, you may analyze up to one sample you have collected during the day (a volcanic rock, weather station data, ballistic analysis from an allies shoulder). Roll a research check: 5-10 will grant basic information (what type of rock is this, is it native to this region?), 10-25 will allow you to ask the GM a number of detailed questions, 25 or higher and you will be able to pull absurdly detailed information from the sample.

If you have expertise on the sample material, you automatically gain maximum success.

Psychohistorian

Requires: Expertise in 4 Archeology

AND 4 Systems Analysis specialties.

Your understanding of the past grants knowledge of the future. Upon taking this feat, the GM will inform you of some upcoming historical event (a declaration of war, breakdown of terraforming, technological breakthrough, etc.) Preventing this event will be **very** difficult (due to societal momentum), but actions taken by your team leading up to and during the event will determine its final outcome.

Truth to Power

Requires: two expertise in every domain

If you publish a story detailing the wrongdoings of a powerful individual or entity, this story will spread to every corner of the system and can not be buried.

Given sufficient evidence your story will cripple your target legally, diplomatically and politically. Neutral parties will turn against them, their allies will cut ties where possible.

Because this feat relies on your reputation, you must publish under your own name. You always know the power of a story before publication. Your target takes -7 on social checks made to deny, defend or distract from their actions.