WORLD PLAYBOOK BETA-0.0.5

This World Playbook is for the world of Avarice. The Avarice World Playbook contains: Species, Augmentation Groups, Weapons, Consumable Categories, Creature Types, Optional World-Specific Rules you can choose to play by, and a summary of the world of Avarice. This playbook is condensed to only contain what is necessary to play on Avarice, so you don't have to go searching through the lore for what you need. If you are interested, the Lore of Avarice is collected on our website.

SPECIES

LOWCA

About:

Until the beginning of the Third Era, most Lowca lived peacefully, working for the non-profit organization, Avarice Food Corp, with the mission to provide the entire world with food. However, everything was turned upside down for them when a Lowca woman named Evara Layne created the Formulator (a piece of tech that can create almost anything from particles in the air).

Evara Layne and her followers hid her new technology instead of sharing it. They used it to build a floating city in the sky: Ambrosia. Initially, Ambrosia was full of Lowca looking down on the world. As the years have gone by, Ambrosia has become more diverse due to the way they handle citizenship, and the Lowca have dispersed to every part of the world. Due to their nature to be in, well, nature, Lowca do tend to gather in areas of great natural beauty.

Appearance:

Lowca are tall, slender beings, with sharp features all around. Their skin is smooth, almost appearing to be petrified wood. Do not let the appearance fool you, however, as they are still very nimble and agile.

Lowca stand on average 6 – 7 feet tall. Their faces and features are elegant and flowy, causing Lowca to seem as if they have always been closer to nature than other creatures you may encounter.

Starting Ability:

You may use a major and minor action to focus. For your next attack after focusing, a 3-6 is considered to be a success instead of 4-6. This ability does not stack.

Stats:

FORTITUDE: 3   *AGILITY: 4*   *PERSONA: 3*   *APTITUDE: 2*

FREEMAKER

About:

Freemakers are about as human as you can get. From the beginning, they started and grew the future CorpoNation of Congo, and still run it to this day. While they are greatly motivated by success, Freemakers also do everything in their power to try to advance themselves and the world.

Speaking of the humanity of the Freemakers; they were called Humans up until the third era, when their efforts in the Great Kuman War led to the liberation of the Sedie from the control of the Kuma. Most would agree that the Freemakers didn't do as much good during the war as they think they did, but nobody would actually say that out loud, would they?

Appearance:

Being the most humanoid of all the species, the Freemakers look just about how you would imagine a human to look, and average about 5 – 6 feet tall. One glaring difference is that with Freemakers, there seems to be a significant lack of realism. There isn't much wide variance in the way they look, and their features almost seem as if they were polished and touched up by somebody, to look better than regular humans. However, as that is the natural look of the Freemakers, it seems to just be a genetics thing.

Starting Ability:

Once per day, you may reroll a dice roll after seeing its result. You may choose to keep either of the two rolls.

Stats:

FORTITUDE: 3   *AGILITY: 3*   *PERSONA: 3*   *APTITUDE: 3*

NARAK

About:

Narak are looked on from the other species of Avarice as very exotic. Due to this, most Narak are quick to become entertainers, politicians, at the very least the life of the party. In fact, Ubiwerks, the world's largest (and now only) entertainment company, is run almost exclusively by Narak. Ubiwerks even host the world's annual Ubiwerks brawl-fest, which, yes, is about what you would imagine it to be from its name.

Appearance:

Narak, despite their humanoid bodies and faces (they average 5 – 6 feet tall, just like the Freemakers), have feathers covering most of their bodies. Their feathers can range in color and style, and can often be quite elegant, or ruffled. In the past, the plumage of a Narak meant something, now, well, it's just a way to show off.

Though they have feathers across their body and on their head, Narak do not have beaks, and have a more human-like face structure, albeit more angled and bird like. They also have opposable thumbs and overall, just look like mystical works of art to other species.

Starting Ability:

You can imitate any voice or sound that you have listened to for more than a minute.

Stats:

FORTITUDE: 2   *AGILITY: 3*   *PERSONA: 4*   *APTITUDE: 3*

SOURIT

About:

Sourit are very intelligent and quick on their feet. They ran the world's largest weapons manufacturing company, Styx Technologies for the first two Eras, and were only shutdown when world-wide peace was enforced. They were forced at that time to disband their company, with different parts being bought up by the other rising CorpoNations.

There is a high density of Sourit in the south-central area of Avarice, where they originally lived before their company was shut down. Most families do not need to work, as they are rich beyond their wildest dreams, however there has been a recent movement among the Sourit causing families to push out children so they can make a life for themselves and try make a difference in the world (meaning: make their own money).

Appearance:

Sourit are a small (3 – 4 feet tall on average) hairy species. They have large, rabbit-like ears (that they are all very proud of), snubbed faces and noses, and large, bushy tails. The colorings and patterns of a Sourit range drastically, and the only coloring consistent coloring that every single Sourit has in common is a white coloring on their face around their nose and above their eyes.

Sourit can use their hands to do just about anything, as their hands are just that, hands, and not paws. They all have a mouth of sharp teeth ready to snap at anybody who demeans them, and despite their small stature, can jump up to just about anywhere that a larger species would be able to.

Starting Ability:

Enemies gain −1 advantage when targeting you with an attack.

Stats:

FORTITUDE: 2   *AGILITY: 4*   *PERSONA: 2*   *APTITUDE: 4*

SEDIE

About:

As a whole, the Sedie population are some of the nicest creatures living on Avarice. Despite a long history of being taken advantage of and semi-enslaved by the Kuma, they retained their good nature and quick thinking. During the third era, the Sedie turned their personal world-wide tunnel system into a world-wide underground transportation system, that is still more widely used by the public than flying, despite the prevalence of flying vehicles.

This tunnel system is run by Flux, Inc, which initially was run mainly by Sedie, but their good nature has led them to be very accepting, and their positions are filled with people of all species now. Walking into a Flux Inc. City, you're almost guaranteed to receive a warm welcome and meet a lot of kind people.

Appearance:

Sedie, preferring to live primarily underground, are on the shorter side (4 – 5 feet tall on average). They are also very stout, and have shorter than proportional necks. They have small, round ears on the sides of their heads, and typically don't have much hair on them, although a good head of hair is usually seen on their heads.

Their hands are large, flat, and spade-like. Their feet are much the same, although a little less like spades, and their heads are slightly wider than they are tall. Naturally, their eyesight is quite bad on the surface, but with the technology they have developed their eyesight now matches those of other species. All said and done, upon seeing a Sedie, it is easily noticeable that they are made for digging tunnels and living under the ground.

Starting Ability:

Once per rest, you may choose to make an All or Nothing Stat test. All or Nothing Stat Tests allow you to remove all advantage variables from your Stat Test and only roll one die. If the result is a 4 or above, then this is considered to be a critical success. If the result is a 3 or below, then this is considered to be a critical failure.

Example: You are rolling an Aptitude Stat Test and have a Stat Score of 7. You roll a 5 on the All or Nothing Stat Test. Therefore, you rolled a critical success. You have 7 successes & gain 2 experience points in your Aptitude Stat.

Stats:

FORTITUDE: 3   AGILITY: 2   PERSONA: 3   APTITUDE: 4

KUMA

About:

Underneath the tough skin of the Kuma is an even tougher layer of self-sufficiency and independence. Kuma have always been about doing their own thing, and making their own way in the world. In this fourth era, the age of the CorpoNations, this history shows, as the Imperial Kuman Corp, run by the Kuma, is the only CorpoNations that lets it citizens run their own businesses. Sure, the businesses are all subsidiaries of the I.K.C., but it is leaps above what the other CorpoNations are doing.

Kuma make very savvy businessmen and women, and are very skilled problem-solvers, which makes them fill the roles of many different needs of the world, from engineers to contractors to window washers. That isn't to say that all the other species don't fill those roles – they do. The Kuma just fill those roles better.

Appearance:

Kuma are the largest of the known sentient species on Avarice, being on average 7 – 8 feet tall, and full of brawn and muscle. They are very well built, physically, and typically have hair covering most of their bodies, except their face, hands, and feet.

Their faces resemble human faces, but have a much stronger brow and more defined chins, and their noses are flatter and do not end very far off their face. In addition, their torsos are longer and wider than an average human's torso would be. They were obvious born and evolved in torrent environments, as they have thick fur and any skin that shows is hard and leathery.

Starting Ability:

Once per rest, after becoming Nearly Dead, do not gain a point of mortality, and immediately make your revival roll. If you succeed, then you are revived. If in combat, you get back up at the beginning of your next turn. If out of combat you get up immediately. If you're revival roll is unsuccessful, then you gain one point in mortality and must be revived at the end of combat as normal.

Note: If you are dealt enough damage to cause Instant Death, then you cannot use this ability, and you are Totally Dead.

Stats:

FORTITUDE: 4   *AGILITY: 2*   *PERSONA: 4*   *APTITUDE: 2*

AUGMENTATIONS

Below are the five augmentation groups, with their Augmentations and the associated cost. When you are downloading an augmentation, you must spend the listed number of upgrade points to purchase it. You may download augmentations from any group and level at any time as long as you have the upgrade points to do so.

Remember: it takes 6 in-game hours for an augmentation to fully activate.

THE MOVER (EXPLORER/WIND)

"Dash Pass" – 1 Point: After being hit with an attack, you may run as a free action.

"Light on the Feet" – 2 Points: When making an attack, you may also move at half speed as a free action.

"Sneaky Sneaky" – 3 Points: Gain +1 advantage to stealth tests.

"Unwearyingly Optimistic" – 4 Points: You no longer gain Injury or Disturbed from critical failures.

"Adrenaline Rush" – 5 Points: After being hit with an attack, gain +5 Dodge value until the start of your next turn.

THE TANK (TANK/ROCK)

"Gimme it" – 1 Point: For every successful attack you make against an opponent, gain 1 Health Point.

"Rattle the Cage" – 2 Points: Make a Contested Fortitude vs Aptitude Test against every non-friendly creature within a 5-space radius. Any creatures that fail this test must use their next turn to attack you instead of performing any other actions.

"What do you mean I'm bleeding?" – 3 Points: You no longer suffer negative effects from low-health conditions.

"How Dare You" – 4 Points: If you gain a Low-Health condition, you may interrupt the turn order and gain an additional turn. After your turn, the turn order resumes as normal. This can be used twice per combat, once when becoming bloodied and once when becoming mauled.

"Right Back Atcha" – 5 Points: Once per round, after being hit with an attack, you may interrupt the combat turn order to make an attack as a free action.

THE CHARMER (FACE/LIGHT)

"Thespian of War" – 1 Point: When in combat, gain +1 Advantage to Persona rolls (not including attack rolls made with these stats)

"Stage Magic" – 2 Points: Using a minor action, you may cause an object that can fit in your hand to disappear. This item cannot be seen by other players and remains undetectable on your person until you use another minor action to reveal it, it leaves your person, or you die. You can only use this augmentation on one item at once.

"Enlightened Discernment" – 3 Points: When making an Insight Stat test, gain +2 advantage.

"Take Advantage" – 4 Points: Creatures making a Persona or Aptitude contested test against you gain –1 advantage to their roll.

"Speech and Debate" – 5 Points: Make a contested Persona vs Persona test against a single creature within 2 spaces. If that creature fails this test, they must use their next turn to attack a target of your choice.

THE FIGHTER (DPS/FIRE)

"Switch it Up" – 1 Point: If you use both your major and minor action to attack, you may replace your weapon's associated stat with another associated stat of your choice for this attack roll.

"Target Acquired" – 2 Points: For each consecutive successful attack you make against the same opponent, gain +1 die to your attack roll, up to +3 dice. If you go a turn without dealing damage to that character, this number returns to 0.

"The Ends Justify the Means" – 3 Points: Use both your major and minor actions to make an attack. Your target receives full damage, but all characters adjacent to your target receive half damage from your attack.

"Roid Rage" – 4 Points: You gain an additional major action each turn. This action must be used to attack, and cannot be combined with any other actions for other abilities or augmentations.

"Did I Win?" – 5 Points: After killing an enemy, you gain +1 die to attack rolls for the rest of combat.

THE HELPER (SUPPORT/WATER)

"Selfish Altruism" – 1 Point: When you assist another character and that target gains an experience point, you may also gain an experience point in the same Stat.

"That Looks Fun" – 2 Points: Once per round, you may use a free action to attack an enemy at the same time as an adjacent ally.

"Medical Mediator" – 3 Points: As a free action, when you or an adjacent character takes damage, you may evenly distribute that damage between all adjacent, willing, and friendly characters instead.

"Share the Love" – 4 Points: When healing yourself, you may heal an adjacent character for the same amount.

"Get Well Soon" – 5 Points: In combat, you may use both your minor and major action to attempt to revive a character on the spot. You must be in the same space as them. You are the only person who can add advantage to their roll. If the character is revived, they enter the turn order and cannot take damage until after their next turn.

WEAPONS

*Note: Weapon ranges are labeled as follows: **Close** (0 – 1 spaces), **Short** (2 – 4 spaces), **Long** (4 – 6 spaces), and **Far** (6 – 10 spaces).*

FORTITUDE

SHIELD: *Melee Fortitude | Close Range*

"Deflect": Once per round, you may deflect a damage source as a free action, causing it to deal half damage to you.

SHOTGUN: *Ranged Fortitude | Short Range*

"Stun Rounds": Targets hit with shotgun get –1 advantage to attack on their next turn.

HAMMER: *Melee Fortitude | Close Range*

"Smash it with a hammer": Once per turn, you may use an action and a minor action to deal a single attack dealing double damage.

JAVELIN: *Ranged Fortitude | Long Range*

"Got'em": If you successfully hit your opponent at least once, you may choose not to deal damage with your Javelin, and instead cause your target to gain 1 point in Injured.

After throwing this weapon, using a free action, you can cause this weapon to harmlessly de-formulate and have a new copy formulate in your hand.

AGILITY

SMG: *Ranged Agility | Long Range*

"Spray and Pray": You may make 2 attacks on up to two targets using your major action and a single attack roll. That roll is made with –1 die.

KNIFE: *Melee Agility | Close Range*

"Throwing…": You can throw this object. When being thrown, it gains +3 Max range and still uses Agility as the associated stat, becoming a ranged weapon. Using a free action, you can cause this weapon to harmlessly de-formulate and have a new copy formulate in your hand.

PISTOL: *Ranged Agility | Short Range*

"First Strike": When combat is initiated you may make a single attack before everyone rolls for initiative. If two combatants have pistols, the attacks are made at the exact same time.

MACHETE: *Melee Agility | Close Range*

"It's Sharp": If you made an attack against an opponent last turn, gain +1 die to attacking that same opponent.

PERSONA

BLOW DARTS: *Ranged Persona | Short Range*

"Phoot": Once per opponent, if you successfully hit said opponent at least once with your Blow Darts, you may choose not to deal damage. Instead, that opponent takes gains Agony (due to poison) equal to your weapons level. In addition, you may use your blow darts to remove points in Agony (with the antidote) instead of dealing damage.

ASSASSIN'S BLADE: *Melee Persona | Close Range*

"SURPRISE!" Double damage to both Surprise & Sneak attacks.

BOLAS: *Ranged Persona | Short Range*

"Give it Back": You can choose to not deal damage with your Bolas. If so, for every successful hit you make against your opponent, the opponent's Slowed value is increased by one, until you throw your Bolas again, at which point that same number of Slowed is removed from your opponent.

After throwing this weapon, using a free action, you can cause this weapon to harmlessly de-formulate and have a new copy formulate in your hand.

NUN-CHUCKS: *Melee Persona | Close Range*

"Now You See Me": For every successful hit you make against an opponent, your dodge value increases by one until the start of your next turn, or you make another attack with your nun-chucks, whichever comes first.

APTITUDE

SNIPER RIFLE: *Ranged Aptitude | Far Range*

"Headshot": On critical successes, deal double damage.

RAPIER: *Melee Aptitude | Close Range*

"Quick Strikes": On critical strikes, you may gain an additional attack this turn. This ability can only be used once per round.

BOW: *Ranged Aptitude | Long Range*

"Watch my Back": To reload the bow with another arrow after attacking, it takes 1 Minor Action, however, you gain +2 Advantage whenever attacking with the bow.

BO STAFF: *Melee Aptitude | Close Range*

"Wrathful Reaction": Once per round, after being targeted with an attack from another creature within range, you can make a retaliatory attack on that creature immediately after.

CONSUMABLE CATEGORIES

The following are the categories of consumables that are currently available on Avarice.

HEALERS

Healers heal your health upon consumption. When calculating total health gained, multiply your Fortitude stat score by the consumables level.

Example: You have 3 in Fortitude. You consume a level 2 healer. You are healed by 6 health.

RATIONS

Rations remove Injured points upon consumption. You can remove a number of points in Injured equal to the Rations level.

Example: You have 4 Injured. You consume a level 2 ration. You now have 2 Injured.

STIMULANTS

Stimulants remove Disturbed points upon consumption. You can remove a number of points in Disturbed equal to the Stimulants level.

Example: You have 2 Disturbed. You consume a level 2 stimulant. You now have 0 Disturbed.

ENHANCERS

Enhancers increase an associated stat's temporary modifier score by a number equal to the Enhancers level for the length of time specified. If no length of time is specified, then the Enhancers effect is removed when you rest.

POISONS & ANTIDOTES

Poisons increase your Agony condition by the level of the poison. A poison can be administering in any number of ways. Conversely, antidotes decrease any Agony condition points caused by poison, by the antidotes level.

Example: You have 1 Agony. You are shot by a dart that administers a level 2 poison. You now have 3 Agony. You take a level 4 antidote. You now have 1 Agony, as the antidote only removed Agony caused by poison.

SHIELDS

Shields can block a certain number of damage equal to the Shields level. Each level equals one use, and each use blocks 1 point of damage. If a Shield runs out of uses, it is destroyed, however, you can recharge a Shield during rest if it is not destroyed. You can use a Shield by taking one Minor Action on your turn to power it on, and you can deactivate a Shield by taking one Minor Action on your turn to power it down.

Example: A level 7 shield has 7 uses, and each use blocks one damage. If your Shield is powered on, and you are hit for 6 damage, your Shield now has 1 use left and you take 0 damage. If you power down your Shield before you are hit again and put it away, you can recharge it upon your next rest. If, however, before you can power it down you are hit for 2 more damage, your Shield now has 0 uses left and is destroyed, and you take 1 damage. You are not able to get your Shield back.

CREATURE TYPES

This section is for CC's (and curious players) to help guide the creature creation process, and learn what kind of creatures you might be up against as you explore the world. Below is the list of creature types there are discovered on Avarice.

Any given creature can have multiple creature types that build off each other (such as a Monkey with the types: Pack and Aggressor).

BOSS

Creatures with the Boss type defy all rules. They are often extremely difficult to fight and kill. Some are large, and some are small, but all are difficult. It is impossible to safely predict a pattern among Max Hp, damage output, and its other stats. It is just something that has to be figured out as you play.

Boss creatures will most often have special attacks that will give them the upper hand in battles. But before you despair, know that these special attacks also come with a benefit to you, as they nearly always open up an exposed side of the Boss that will boost your advantage when you make an attack in that spot, or it may cause a negative effect on the Boss for the next turn.

Some examples of possible special attacks are:

- **Spin Attack**: The Boss creature makes a spin attack, dealing damage to all characters within range of its weapon. When you attack the Boss from behind this turn, you gain +1 advantage.
- **Charge Attack**: The Boss creature charges the battlefield, dealing damage to all characters that it crashes through as it charges. It cannot move from the space it is in next turn.
- **Final Blow**: The Boss loads or charges up its attack somehow, and deals 2x, 3x, 4x or more damage than it previously did before. All side except its front now give +2 advantage when attacked on this turn.

Note: Your CC will be the one who creates and plays these Bosses and special attacks, usually from scratch. There are, however, some examples of Boss creatures provided in the Avarice Lore.

Note: If your CC uses custom special attacks, they will tell you which area of the Boss creature gives advantage, or what negative effect happens to them because of it.

PACK

Pack creatures feel safest when around other creatures of their kind. When threatened or attacking, they will try to call more of their friends to join the fight around them. Pack creatures can have various stats and abilities, but one ability remains consistent among them all: **Cry for Help**.

> **Cry for Help**: Each turn, this creature may use a minor action to **Cry for Help**. When a Pack creature cries for help, they roll 1 D6. If the roll is a success (4-6), then another creature of their type enters combat.

Note: Depending on the creature you are fighting, entering the battlefield can happen in different ways. For example, bursting from the bushes and making a surprise attack, or just simply coming from the bushes and entering the turn order patiently.

CHARGER

Creatures with the Charger type have a regular speed assigned to them, but also have an aptly named ability available to them: **Charge**. This ability has to potential to allow them to move at ridiculous speeds.

> **Charge**: Each turn this creature may use a minor and major action to **Charge**. When this creature charges, they make an Agility stat test. After counting the successes, they move a number of spaces equal to the face value of all of their successes added together. If they charge through a character, then their Charge roll is treated as an Agility attack.

Example: A creature charges at you. The creature rolls Agility, and gets 2 successes (a 4 and a 6). That creature can now charge 10 spaces. You are in the creature path, so when the creature hits you, it makes an attack on you with 2 successes. You have one Dodge Value, and take 1 hit (damage per hit is dependent on the creature's level).

SHIFTER

Creatures of the Shifter type have the ability to move their consciousness into already existing beings or objects around them. Shifters will be one of two types – Object Shifters or Being Shifters. Object Shifters can only Shift into non-living objects. Being Shifters can only shift into living beings (from plants, insects, mammals, fish, etc.). All Shifters can live forever, if not killed via harm or loss of material to shift into.

> **Being Shifters**: Shifting into another being is only possible if the Sentience Level of the being is less than that of the Shifter. This means that a Shifter with a sentience of 4 could only shift to another creature with a sentience of 3 or lower. If a Shifter even attempts to shift to a creature with a sentience equal to or higher than its own, it dies. If a Shifter loses the being that it was in, and there are no other beings to move into, it also dies.

Object Shifters: Object Shifters often can only shift into Objects of similar materials or substance, and are still limited to what is already around them. For example, a Metal Shifter can only shift to various kinds of metal, as long as they can find some nearby. Sometimes this shifting is also limited to certain elements, such as electricity, water, or fire. When an Object Shifter shifts into an object, it can mold the object to any shape it wants, and perform actions as it pleases. The ability to do this takes years upon years for them to master.

Shifter creatures have their own stats, health, hunger levels, and strength no matter which object or being they are living in at the time. This means that if a shifter only has five health left, and shifts into a tree, that 'Tree' has full health, but the Shifter still only has five health left.

The objects/beings that the Shifter's take over have no knowledge of it happening, but can receive harmful side effects. For example, when you attack a Shifter, you deal damage to both the Shifter and the being/object that it is currently in. If the damage is enough to kill the object/being, but not the Shifter, then the shifter can simply move to a new object/being, if available.

Overall, Shifters tend to be extremely caring and friendly, but are absolutely vicious when provoked, or you are perceived as harming the objects or beings that they need to shift into. This is another large reason that Object Shifters are so rare – most are eradicated for safety, and the desire to use the material that the Object Shifter was.

DEFENDER

Defenders only care about one thing: protecting what they love. Whether that is a pile of trash and cotton that they call a nest, a horde of gold, or their children, defenders will viciously attack anything that is a threat to what they treasure. When the threat is gone, they won't waste any time chasing it down. They will just hang back and make sure that everything is okay.

AGGRESSOR

Creatures with the Aggressor type will ALWAYS attack when they see what they think is an opponent, no matter what. Aggressor creatures can be trained to ignore certain creatures, but it is an extremely difficult process. The safest bet when it comes to Aggressors is trying to sneak past them without them noticing, because otherwise you have no other options but to run or fight.

One trick that will almost always work with Aggressors, is playing dead. If you drop to the ground and remain still, Aggressors will assume that you are dead and move on. Due to their nature, attacking you was likely not out of hunger, but the possibility remains that it might try to eat you, but we did say 'almost always'. In addition, Aggressors with a really high sentience might also be able to reason that you are not dead if they see you breathing.

COMPETITOR

Creatures with the Competitor type stick together like family, but also have a very clear pecking order, and will fight to the death to defend that. If you come in to try to disrupt or enter that pecking order, there will be hell to pay. The creatures will start attacking, you and each other, to re-establish the hierarchy among them. After all, who would take the chance to get closer to the top?

It is said that taking out what seems to be the leader, or issuing a challenge in the way that the creatures communicate is a good way to disrupt the order of things.

OPTIONAL WORLD-SPECIFIC RULES

SURONIS IN WORLD LORE

In the lore of Avarice, the SURONIS is technology that was developed by the CorpoNation of Ambrosia. This means that the SURONIS has extra capabilities that CC's can choose to add to their campaigns, if desired. The following list outlines abilities that your CC might add to your already existing SURONIS.

Communication Device: Due to the advance nature of Avarice, your CC may decide to allow your SURONIS to be used as a communication device – this includes text, talk, and radio, connected wirelessly to your ear. When using your SURONIS as a communication device, it functions similar to how a smart-phone would.

Note: Unless you had service, your communication abilities on your SURONIS would be limited to only any other SURONIS within a close range of you, similar to a Bluetooth connection. This local connection is still vulnerable to jamming or other malicious activities that might happen.

Internet Connection: In addition to communication capabilities, your CC may allow you to access the Internet on your SURONIS. This allows you to search details of things you may encounter, such as what a certain creature is, how much something is worth, or a fact that you may want to know. If a search is particularly hard, your CC may ask you to make an Investigation check to see how well you can search the internet to find the answer you are looking for.

Note: You must have service in order to search the Internet, so you might not have access to it in certain remote areas, or if a jammer or other device was preventing you from connecting.

Video and Photo Capabilities: On top of everything, since your SURONIS acts as a phone, you may have video and photo capabilities that allow you to take photos, film video, live-stream, or any other number of capabilities that videos and pictures offer you.

Outdated SURONIS: The current SURONIS version is v9. There were 8 other versions before this one, and a few of those versions are still out there for public use. With that in mind, your CC may choose to have you start with a lower-versioned SURONIS, especially if they are choosing to base the campaign in a year that is not part of the current era on the timeline.

> **VERSION 2:** Version 2 of the SURONIS is a briefcase that you must have equipped as a weapon in order to use. Meaning, you must always have it equipped and if you lose your briefcase, you lose all of your belongings.

> **VERSION 8:** Version 8 of the SURONIS only has the ability to store up to 9 copies of the same item, because it still used a physical screen, and there was not enough space on the screen to allow for double digits.

WORLD SUMMARY

The following is a general summary of Avarice, to give you an idea of what kind of world it is. If you are looking for more in-depth and detailed information on Avarice, then you can check out our website at https://www.aberrations-rpg.com/worlds/avarice. *There is still a lot of lore to write, but everything that we have available is on our website for your reading pleasure, and the rest will be coming as soon as we can get it out.*

Avarice was almost a utopia. There was a moment, after a period of seemingly endless war, where it appeared that everyone might be able to come to a consensus and unify under one flag. The invention of the Formulator, a molecular 3D printer with the ability to create virtually anything out of the molecules in the air, could have eliminated poverty, famine, war, and sickness overnight. Instead, Ambrosia Apparatus Incorporated bought the patent and privatized Formulators for their own personal use, now only leasing them out to others for insanely high prices or using them for grandiose acts of charity (which are truly just thinly-veiled marketing stunts.)

The tragedy of the Formulator is not unique. Throughout the years, Avarice has been on the cusp of creating a paradise for its inhabitants countless times, only to have these humanitarian efforts destroyed by the goals and ambitions of the wealthy. Corpo-Nations have replaced traditional countries and created a society of haves and have nots. Cleverly-written tax laws, unfettered nepotism, unbalanced wages, and a lack of labor laws have created a disjointed reality. This reality mimics the social structure of feudal age Europe, with a powerful but small upper class overseeing a large lower class that struggles just to get by. Thousands die during battles over who cheated in a tennis match as the richest of the rich (called the Chief Officers) typically regard lower-class life with gross apathy.

Law enforcement is controlled by the Chief Officers of various cities, resulting in little-to-no official police presence outside of the cities themselves. Instead, nomads and raiders roam the lands, pillaging whatever they can and returning their bounties to the warlords who they've pledged their lives to. Whether it be in the cities, or outside their walls, people's lives are ever determined by the whims of vanity or the boredom of those in power.