

EXTINCTION



a roleplaying game by nathan j. hill

EXTINCTION

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Created for the Mech A RPG Contest

Special thanks to Ryan Rank, Richard Tillman, Rpg.Net, the Forge, Michelle Lyons, and those who inspire me to write and design....

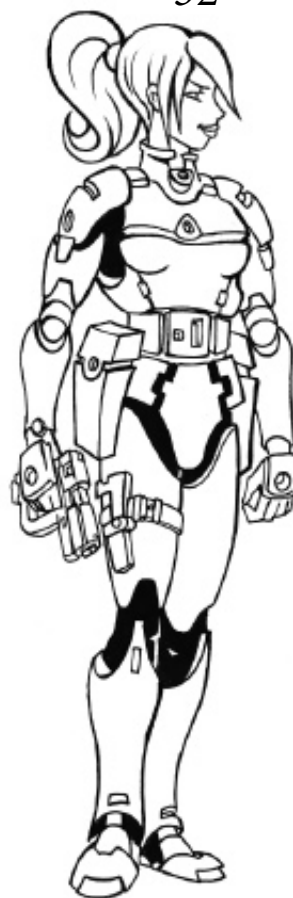
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INTRODUCTION

Welcome to Extinction.

Extinction is a roleplaying game about the last days of humanity. In the far future, mankind's surge into the stars comes to a frightening halt at the hands of the Azulls. This insectoid alien race wields advanced technology and unwavering goals to exterminate the human race. On Earth, the invasion comes, but clinging to their shattered lives, people survive. Now, Guardians, brave Mech pilots, carry on the fight against the Azulls, preserving a tomorrow as mankind huddles in dark caves and shattered ruin.

You will play a Guardian, a warrior of great skill and honor. Your Mech is your potent machine of war, bristling with weapons and ability to match the Azulls' terrible technology. Will you uphold your values and save your people? Can you forge alliances and discover the means to destroy the Azulls? Will mankind live to see a new age?

PLAYERS

You will play the courageous Guardians, defending Strongholds and preserving the remaining dignity of your people. Though you are few in number, your Mech will be your instrument of destruction, as you strike at the Azulls from the deep wilderness and ruin of your planet. Your hero will also provide the gumption for the story by creating a code of honor to live by, a loyalty to die for, and a quest to seek.

Begin by reading Chapter One, which contains all the background story. Then, you can build your hero and Mech in Chapter Two and Three. When you are finished, Chapter Four and Five contains the remaining game rules.

GMS

You will provide the backdrop and overarching story for the game, although your players will do some of the work for you. Your job will be to take those elements of the heroes, their quests, goals, and values, and mix them together. The Azulls will also be under your command, the vile alien race that dares exterminate mankind.

You will need to absorb the whole game but pay special attention to Chapter Four and Chapter Five.

DICE

Other than your imagination and the character sheet included in this book, you will need up to 8 ten-

sided dice for each player (although you can share). Each player needs 3 ten-sided dice of his own to mark his Mech's Allotment. Place these three dice in front of you. In Chapter Three, you'll learn what to do with them.

BASIC ACTIONS

The basic game system for Extinction is fast and easy. When your hero attempts some dangerous or cunning action, you roll 2D10 and add in the appropriate attribute and skill. When rolling the dice, remember that a roll of zero ("0") counts as a zero, not a ten.

If your total beats a target number or opponent's total, your action is victorious. Otherwise, your hero failed. Your Outcome, the difference between your total and opponent's total, determines how much damage is delivered and other fun stuff.

From time to time, you will gain bonus dice to roll as well.

You'll learn the game system in depth in Chapter Four.

Example:

John's hero, Anthony, is leaping off of an old truck as it barrels down an overgrown path. He picks up 2 dice and rolls them, getting a 7 (0 + 7). Adding in his Agility attribute and Athletics skill, he gets a total of 13 (7 + 4 + 2). Since the Target Number was 12, Anthony drops into some bushes and rolls to his feet. Nice move.

RESOURCES

You can find out more about Extinction and download free stuff at:

<http://www.mysticages.com/>





CHAPTER ONE.

THE HUMAN PREDICAMENT

A family huddles around a flickering candle beneath the ruinous shell of a fast food restaurant. There is a distant, deep boom, and the building rattles. Clouds of dust and dirt fall from the groaning ceiling.

The girl, no more than 8, clutches her ragged teddy bear and shuts her eyes tight. The mother pulls the girl close, whispering words drowned out by the dulled sounds of war. The father grips his worn laser rifle, listening intently for advancing enemies.

Only the boy seems unfazed, balanced on a rickety stool, face buried in the pages of a tattered old book. Candle light teases the fading golden lettering adorning the fragile tome.

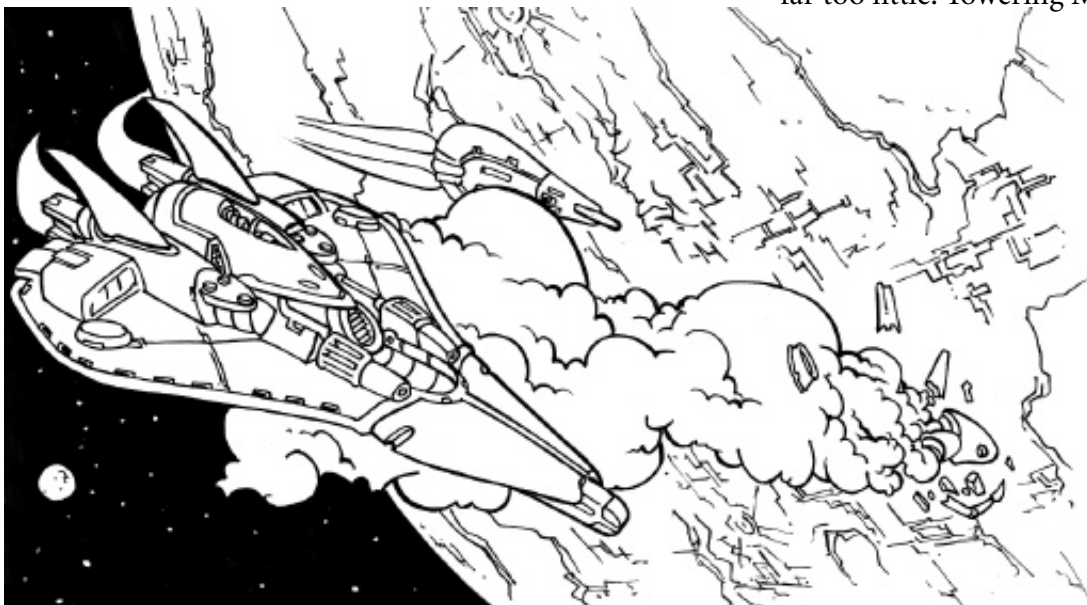
Le Morte d'Arthur

Mankind flourished into the early 31st century despite short-sightedness, irrational fears, and petty conflicts. Space technology slowly shifted humans into the realm of impossibilities. Interstellar routes shuttled explorers, adventurers, and trade across the ever-widening galaxy. Colonies sprouted on isolated worlds, asteroids, and space stations. The edges of science were shattered, as brave scientists and daring leaders trekked into the unknown. The universe became mankind's playground.

The insect-like Azulls were the first alien entity encountered by human explorers during this intergalactic expansion. In those initial meetings, images beamed back the startling discoveries -- we are not alone. The Azulls appeared patient and curious of their new interstellar neighbors. Three years of slow communication and study followed. Each group of beings sent their best scientists to learn and share technology, history, and ambitions. However, the Azulls were hiding their true intent.

The caution and curiosity of the Azulls proved a ruse. When their thirst for knowledge was sufficiently sated, the Azulls proceeded to engage and coldly destroy the human diplomatic and scientific fleet sent to study them. There were no survivors. The message was clear -- mankind was the enemy.

In the following years, the Azulls launched wave after wave of combat vessels toward mankind's colonies, stations, and worlds. When each assault ship would arrive, the skies would blacken, and the ground would thunder. The Azulls were unrelenting in their invasion. Humanity found itself losing a desperate war.



BACK HOME

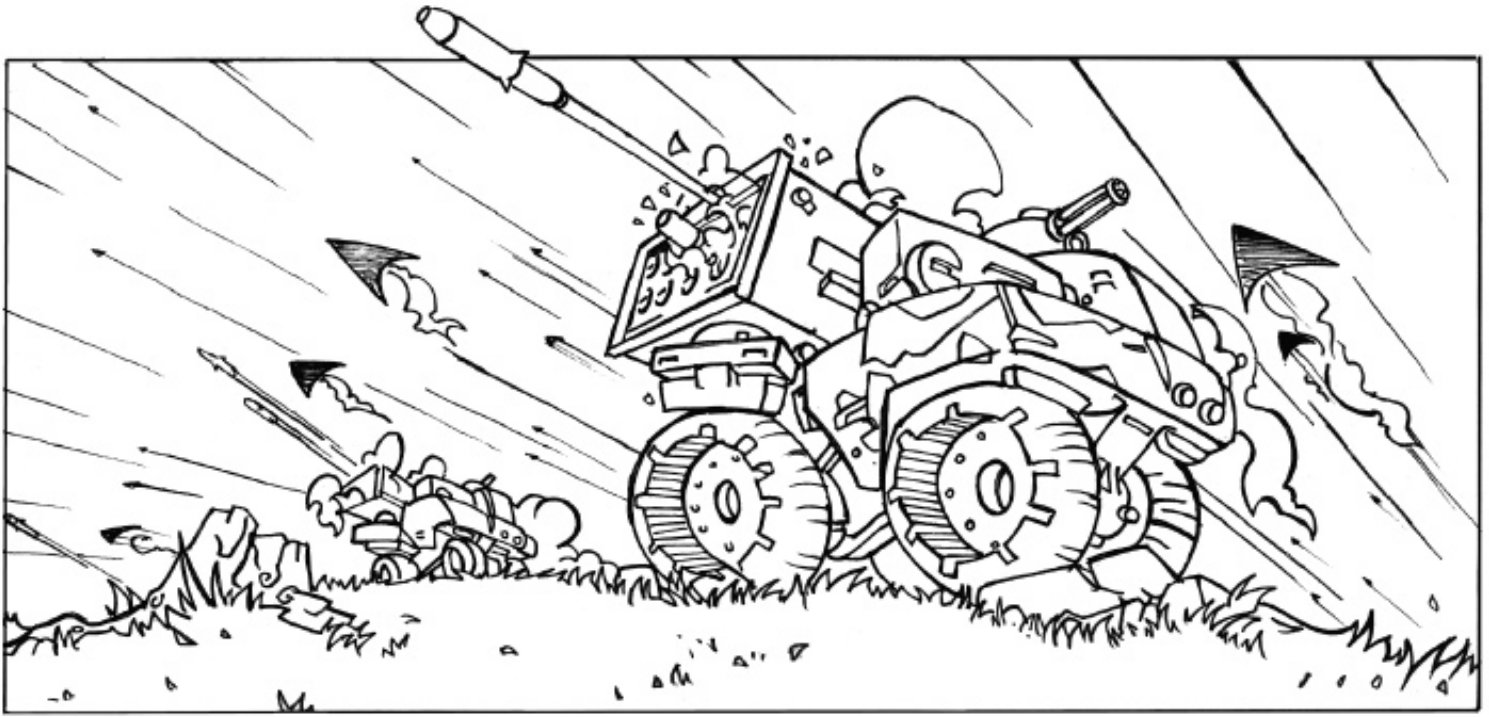
Earth, though the primal home of mankind, had long since been transformed into a rehabilitated wilderness for tourists, thrill-seekers, and contingents of researchers. Years of pollution and progress had stripped the homeworld of any lasting benefits to science or life, so Earth became an intergalactic reserve. As the wilderness returned slowly to its former glory, the population, concentrated in the massive cities, soared to over 700 million citizens. The economy grew quickly, centered around tourism and research.

THE RISING STORM

Layers of colonies and space stations prevented Earth from any initial assault. The Azulls focused their massive assaults on those outer worlds and military centers. Earth was not isolated, and the citizens of man's primordial home watched in horror as the formidable weapons of mankind were brushed aside by the vile Azulls. Refugees and wounded soldiers arrived in battered spaceships. Though some young men and women volunteered to defend mankind, the war was being lost. Earth's economy was crippled. The remaining leaders were burdened with the problems of a world without an ability to feed or sustain itself. Life became bleak for those in the tourist paradise of Earth.

When seven of mankind's powerful battlecruisers appeared in the skies, the citizens did not spare a moment on hopeful celebration. The captains of these vessels relayed their terrible information -- the Azulls would soon arrive to destroy Earth. Weary soldiers, ferried from the hovering ships overhead, took up their lines of defense without pause. The remaining technology of mankind was dispersed, though it seemed far too little. Towering Mechs, batteries of cannons, and rows of gleaming tanks would not turn aside the unrelenting Azulls.

The people of Earth quivered in silence in their darkened, damp bunkers, a long distance from their tourist paradise. Three of the seven battle cruisers remained in orbit to pound enemies with their fiery cannons. The defenders of Earth slept restlessly. In the morning, the sun did not rise.



NO DAWN

When the Azulls arrived, they spiraled through space in flurries of whirling vessels. The Azulls' cruisers blotted out the sky, spitting out blasts of searing plasma. In a handful of hours, man's defending battle cruisers were obliterated by the overwhelming Azull firepower. The invasion followed, and Azull vessels blitzed through the atmosphere in to the primordial home of mankind.

As the Azulls invaded, mankind's destiny seemed bleak. Jungles were lit afire. Cities were flattened from sparkling explosions. Man's defenses were crushed. With no other choice, surviving humans fled into hiding holes. Courageous soldiers continued the fight, blasting the Azulls from the shadows of wrecked cities and scorched wilderness. Deep in the hearts of mankind, the people found a strength to survive -- they would not die so easily this time.

One year stretched into ten. The invasion of the Azulls became an occupation. Hope began to stir in mankind's hearts. The people grow stronger, and the Azulls claw desperately at their fading victory.

THE ONGOING STRUGGLE

Ninety years has passed since the initial invasion. Mankind adapted, building their cities below ground, deep in treacherous wilderness, and shrouded in the ruins of civilization. In these pockets of civilization, humans trade in meager markets, raise families, and continue their fight against the Azulls. Salvaging from the wreckage of their former life, they keep their weapons honed, striking at their foes upon every

opportunity. Though their lives are burdened, the people are flourishing.

Earth remains lush despite the ongoing war. The jungles grew back quickly and teem with fruits and wildlife. The ruins of civilization reward thrillseekers and explorers in search of tools, weapons, and technology. These treasures are used to preserve the people and strike at the Azulls.

With almost two generations passed, the people of Earth refer to the past as the Age of Blue. Children are recited stories of this fabled time. Young men and women rise up with brave hearts and honorable passions to carry on the struggle. Mankind will not fade away beneath the crushing yoke of the Azulls.

THE CIVILIZATION

Mankind is gathered in Strongholds, scattered pockets of civilization throughout the planet. No one is certain how many Strongholds exist, but in the central region of Earth (once known as the Americas), there are over 300 of these pockets of life. Each Stronghold claims anywhere between 50-600 able-bodied citizens. All citizens are trained in basic weaponry and defense, since threatening times require the entire community to protect itself.

Leaders are democratically elected and serve for several years before retiring. Among their jobs, they form alliances with other Strongholds, organize trading parties, and oversee the defense of the community.

In the midst of this, citizens carry out a variety of job. Some courageous souls venture out on regular

patrols to forage for goods, food, and weapons or observe Azull activity. Other citizens serve as doctors, mediators, traders, teachers, trainers, mechanics, and police. A ready militia always stands in alert, prepared to engage Azull soldiers and vessels in brutal “hit-and-run” tactics. In essence, each Stronghold evolved into a self-contained chunk of civilization, able to survive and flourish despite the ongoing war and harsh reality of life.

As each citizen is quite capable of participating in the defense of the Stronghold from an early age, the cultural permeation of war duties among the people brings a calculated efficiency to their life. Losing loved ones is expected, even among the youngest. Risks are only worth taking in the continued fight against the evil Azulls. However, the people’s mythology rises out of this daily, frightening reality, calling them to look to the future for a better age, an age of peace.

THE TOOLS OF MAN’S SALVATION

Mankind has adapted in the shadow of extermination. From the smoked out shells of ruined skyscrapers and the shattered fragments of vehicles, skilled men and women scrape together pieces which can be used again. These laborers build effective defenses and weapons to blast their foes. Radar and monitoring equipment are cobbled together from disparate sources. Rifles, pistols, and explosives are preserved, repaired, and modified. Life-enhancing medical, cooking, and entertainment appliances are carefully maintained, often converted to some wartime use. Vehicles, Mechs, and military equipment are handled with delicate care and transported safely to the nearest Stronghold. Among the ruins of Earth’s once glorious cities, junk gives mankind the ability to survive.

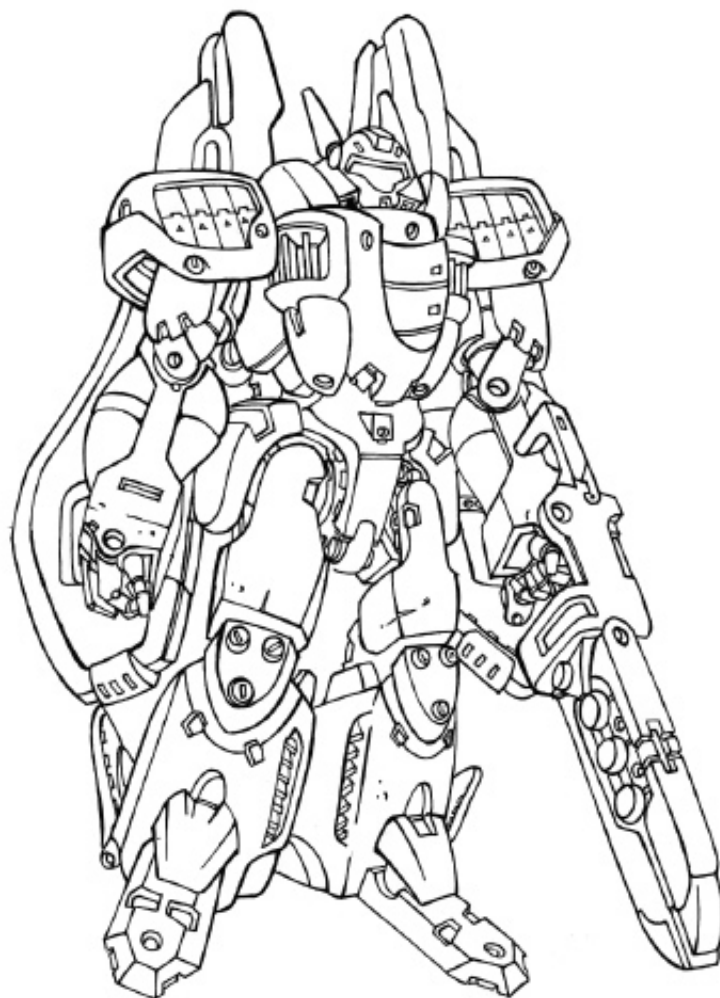
MAN’S GREATEST WEAPON

Mechs are powerful, flexible vehicles intended to enhance the skills, arsenal, and capabilities of the average soldier. While man initially borrowed the idea from the Azulls, the waning days of the war saw the Mech transform into the principle workhorse of the intergalactic army. However, the addition of this deadly war machine was too late to be of sizable impact. Thousands of Mechs were ferried to Earth before the Azull invasion, but they were too scattered to turn the tide. With a skilled operator, these war machines can stand up against any Azull vehicle, blasting laser cannons, heat-seeking missiles, and devastating bombs

against enemies.

Among each Stronghold, young boys and girls are often singled out due to their natural talent for piloting Mechs. The Wanderers, a mysterious group of Mech masters, take these hopefuls to hidden camps and proving grounds. Intense training follows -- every student is expected to become a capable pilot and exceptional human being. Once their training is finished, these Guardians return to defend and lead their Strongholds against the Azulls.

Since Guardians and their Mechs are the frontline defense against the Azulls, Strongholds revere these heroes. The community finds ways to honor and gird their efforts, since their livelihood and survival are intertwined with their Guardians. At any given time, most Strongholds have 2-6 Guardians, although it is not uncommon for many pilots to seek their destiny out beyond these pockets of civilization. Other less reputable Guardians even sell out their services to the highest bidder, a detestable practice that is growing acceptable among wealthy Strongholds.





scout



gunner



soldier



runt



juggernaut

MAN'S GREATEST FOE

The Azulls are an insectoid creature from an unknown galaxy. They possess terrifying, brutal technology. Their mastery of interstellar travel easily bests mankind's limited understandings, an edge which led to devastating victories early in the war. Outside their carefully crafted war machines, the Azulls are a fragile race with a frame similar to that of "praying mantises". A human child can easily best an Azull in hand-to-hand combat, although the aliens rarely are found without some sort of protective suit or exo-skeleton to enhance and strengthen their physical ability.

THE WEAKNESS OF THE AZULLS

The Azulls have technology designed for brutal, overwhelming victory, not for the rigors of occupation and guerrilla warfare. Their conquest of Earth has been a difficult, ongoing battle. However, the Azulls, for reasons unknown to humans, continue their extermination attempt on man.

The Azull's most potent weakness have been their unadaptability. In space, the Azulls are masters of their domain. On Earth, the foul aliens seem incapable of dealing with Earth's diverse climates. Exposure to the elements of rain, sun, snow, and heat hammer and warp their technology. In return, their weapons perform poorly and require constant refitting. Man has discovered this through trial and error and force the Azulls to battle them in the unforgiving wilderness and elements of their homeworld. When bogged down, the aliens make easier targets.

THE TOOLS OF THE AZULLS

Despite their struggling occupation, the Azulls master a number of deadly vehicles. **Scouts** are the Azull's sleek vehicles, patrolling the wilderness and ruins of Earth. Formidable but weakly armored, Scouts will call in reinforcements within minutes if not destroyed. These machines are not bound to the land and often

patrol from great heights over the wilderness, listening for errants bit of communication and signs of human life.

Soldiers are the Azull's core troop, a stripped down Mech with serious firepower and flexibility. Squads of Soldiers are beyond the offensive capabilities of most Strongholds, but two or three Guardians can handle them easily with some caution. **Gunners** are the Soldier's backups, slower Mechs with long range weapons. Usually used in defense, some Gunners now advance with frontline troops and carpet an area with devastating bombs and mines. **Runts** are the expendable troops, often swarming areas and engaging enemies in close range.

Finally, **Juggernauts** are the Azull's full fledged Mech, the initial design mankind copied from. These capable machines are deadly, loaded with powerful energy weapons and defense systems. A handful of Guardians might be matched toe to toe with an equal number of Juggernauts, although Azull pilots tend to not operate with the same creativity and passion of humans. This alone may be man's greatest edge in the ongoing war.

Spread throughout Earth, Azull bases are the centers of the repair and intelligence gathering for the continued occupation. These hives of activity are jealously guarded. Transports from alien vessels in orbit bring in fresh supplies and refitted equipment every week. Although the reasons are unknown, most Azull bases are close to some natural water source.

PIECING TOGETHER THE CLUES

Though many mysteries remain about the Azulls and the destiny of mankind, some wise individuals have attempted to piece together some answers to the troubling questions of the occupation of Earth.

WHY DO THE AZULLS WANT TO ELIMINATE MANKIND?

There are three common theories.

The first theory bases itself on a number of intercepted transmissions which appear to reveal the existence of a shared Azull religion. Some human philosophers claim that the messages indicate a belief among Azulls that they are the chief architects and results of "Creation". Their deity, called "Azu", is the prime being in the galaxy and grants favor alone to them. The humans, for a time, rivaled that status and therefore had to be exterminated. Until the humans are gone, the Azulls must continue to validate their belief.

The second theory proposes that the Azulls are in fact a creation of some other being or species. From what little humans know, the Azulls have no substantial culture. They exist only to kill and hunt. Their bodies conform to the insect-like vessels they pilot, and their language is crude and derivative. Surprisingly, the Azulls even coopted a handful of human words in the brief scientific stage of their encounters. Many surmise that this indicates that the Azulls are product of another being and are not intended to think or rationalize outside of their own limited reality. However, this theory raises further questions, whether or not the Azulls destroyed their own creators or whether those creators still lurk somewhere in the depths of space.

The third theory is the layman's theory. The Azulls are simply cockroaches, spreading uncontrollably wherever there is life. They cannot be reasoned with. They are unstoppable. They are vile, heartless monsters. The vestiges of intelligence they have are twisted and incomplete. They do not have morales -- they are madness in physical form.

WHO ARE THE WANDERERS?

While the true identity of this circle of Mech masters remains shrouded in secrecy, most humans believe they are the direct students and descendants of the original seven captains in charge of Earth's defenses. Shortly after the invasion began, these leaders disappeared, blending in with the populace to wait out the storm. The Wanderers now traverse the wilds of Earth to find the gifted youngsters who would carry humanity's future.

The Wanderers are transparent about their motives in some areas. Their intent is to keep every Stronghold well-equipped with a number of Guardians for defense and battle. Wanderers also require that

Strongholds never pay for the services of a Guardian, although it does happen. If a community rejects a pilot or treats one with disrespect, the Wanderers may ignore or bypass the Stronghold on their annual routes.

From time to time, some Wanderers hand over important missions and data to select Strongholds. Rumors circulate that this is the slow process of reorganizing mankind. When the time is right, the Wanderers will lead mankind in a crushing defeat of the Azulls.

WHAT OF THE FOUR MISSING BATTLE CRUISERS?

When the Azulls arrived in the skies over Earth, three battle cruisers waited as an initial line of defense. The fate of the remaining four battle cruisers is unknown. A handful of expeditions have been undertaken by daring heroes in search of these valuable vessels, but these quests have been met with disaster or frustration. Some leaders believe that two of the battle cruisers were hidden somewhere on Earth, possibly deep in the ocean. Others believe that the battle cruisers were spirited away to other galaxies or buried on other planets in the solar system. Gaining access and using the capabilities of a battle cruisers might be an eventual strategy to ending the Azull occupation.

WHAT ABOUT SMALLER SPACE VESSELS?

Working spacecraft are rare on Earth but not impossible to find. One Stronghold is rumored to know the location of a preserved bay of fighter craft, loaded with an array of deadly weapons. Civilian transports and merchant craft are also abound near Earth's major starports, though these areas are heavily patrolled by Azull forces. Some Mechs may contain prototype technology which allows them to transform into spaceworthy vessels. Unfortunately, a human vessel, even flying at low altitudes, would be easily detected by Azull radar, making it an extremely dangerous undertaking.

WILL MANKIND SURVIVE?

Well, now, that all depends on you, doesn't it?

CHAPTER TWO.

CHARACTER CREATION

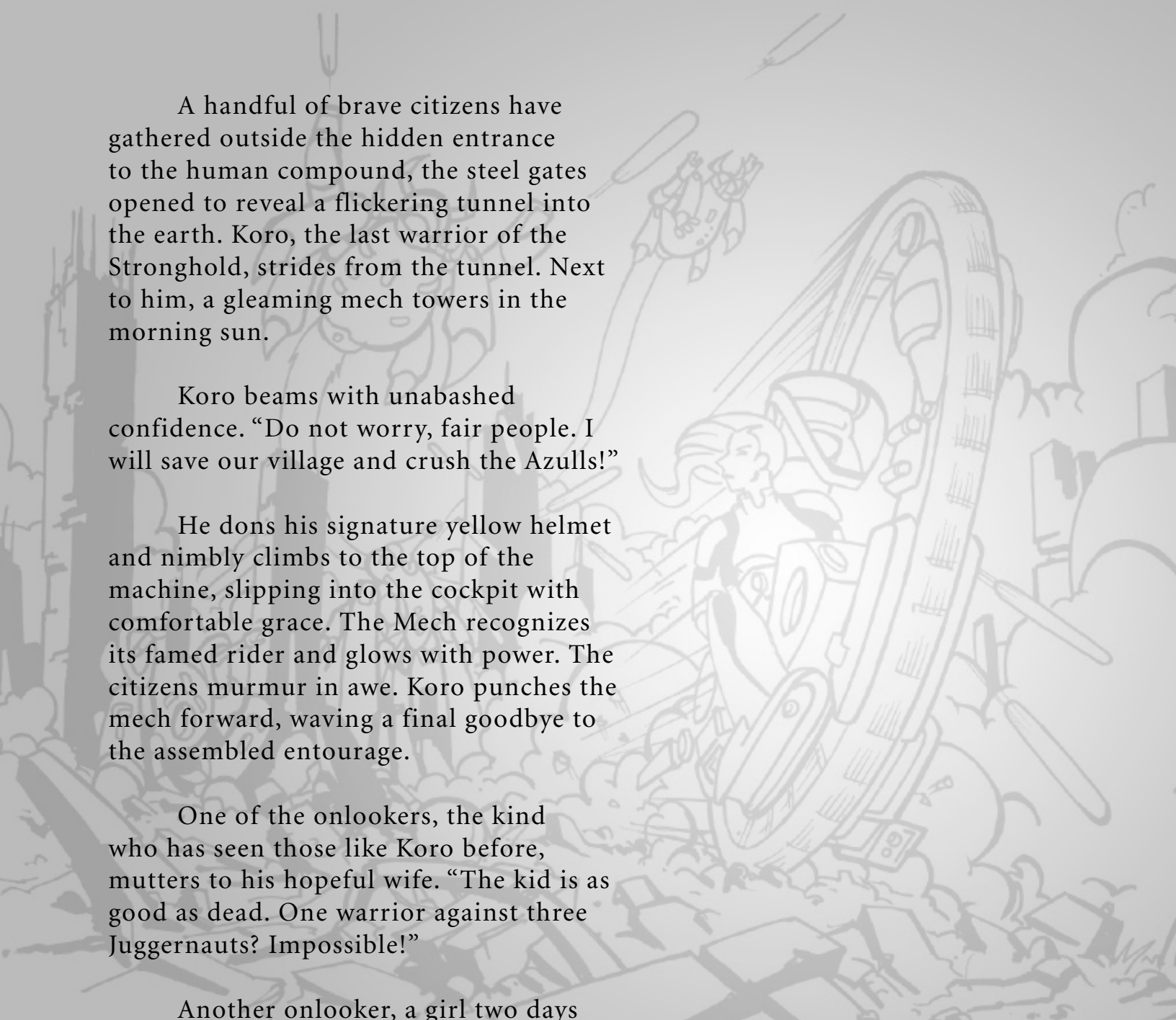
A handful of brave citizens have gathered outside the hidden entrance to the human compound, the steel gates opened to reveal a flickering tunnel into the earth. Koro, the last warrior of the Stronghold, strides from the tunnel. Next to him, a gleaming mech towers in the morning sun.

Koro beams with unabashed confidence. “Do not worry, fair people. I will save our village and crush the Azulls!”

He dons his signature yellow helmet and nimbly climbs to the top of the machine, slipping into the cockpit with comfortable grace. The Mech recognizes its famed rider and glows with power. The citizens murmur in awe. Koro punches the mech forward, waving a final goodbye to the assembled entourage.

One of the onlookers, the kind who has seen those like Koro before, mutters to his hopeful wife. “The kid is as good as dead. One warrior against three Juggernauts? Impossible!”

Another onlooker, a girl two days past her 14th birthday, hears those words, but in her heart, she believes that Koro – valiant Koro – will save the Stronghold.



In *Extinction*, you play a Guardian, a heroic Mech pilot in defense of the last vestiges of human life. Your job and destiny is to protect mankind and defeat the Azulls, the terrible insectoid aliens who have all but won this great Last War. You will take the battle into sprawling alien bases, dense wilderness, and ruined cities. You will battle for freedom, for your people, and for the future.

In the next few steps, you will design your courageous hero. Your number one rule is to create a character that is fun to play. If you are designing your hero with a group, talk to your fellow players throughout the process. Let your imagination flow.

1. Stoke the Imagination

Your first step is to devise a mental image or sketch of your hero. Feel free to use movies, comic books, novels, anime, tv, and stories as inspiration. A Guardian is a young, ambitious human with great energy and passion to save mankind from the clutches of the Azulls. What are your hero's passions? What are your hero's dreams? What are your hero's flaws? The ideas you form here will guide you throughout the rest of the hero creation process.

Example:

Christina is designing her first Guardian. She comes up with a concept for Oroko, a green Guardian who is eager to do her part to battle the Azulls. Oroko was raised in an isolated Stronghold and always has had a knack for tinkering with mechanical equipment. She strives to be honest and good-hearted in all she does but becomes easily infuriated with people who don't appreciate the work of the Guardians or take advantage of the less fortunate. Often, she gets too connected with ordinary citizens and fellow Guardians and is willing to risk everything to save them from harm.

2. Attributes

Every character in *Extinction* has five core attributes, basic benchmarks to separate the gifted from the mundane.

Prowess is your hero's strength and muscular ability. With a high Prowess, your

hero will be able to punch wretched aliens with extra power, lift sheets of scrap metal, and kick open broken cockpits. Prowess starts out at 1 for all characters.

Agility is your hero's quickness and hand-eye coordination. With a high Agility, your hero will be able to dodge laser blasts from enemies, control his Mech with amazing precision, and sneak into Azull bases. Agility starts out at 1 for all characters.

Endurance is your hero's grit and toughness. With a high Endurance, your hero will be able to run for great distances to escape enemies, hold his breath for several minutes when his Mech is submerged beneath the river, and keep fighting even after taking a blast in the chest. Endurance starts out at 1 for all characters.

IQ is your hero's intelligence and education. With a high IQ, your hero will be able to operate sophisticated



computers with ease, decipher Azull communications, and coordinate complicated attacks with multiple squads. IQ starts out at 1 for all characters.

Charm is your hero's charisma and leadership. With a high Charm, your hero can convince a Stronghold to work with her, dazzle other Guardians with exciting stories of your feats, and fast-talk through sticky situations with suspicious individuals. Charm starts out at 1 for all characters.

You now have 15 points to distribute between the five stats above. Obviously, the higher the attribute, the greater raw talent your hero has in that area.

Example:

Christina decides that Oroko definitely has a high IQ and Agility. She puts 5 points into IQ then 4 points into Agility. She spreads the remaining points among the rest of her attributes evenly. Oroko's attributes are Prowess 3, Agility 5, Endurance 3, IQ 6, and Charm 3.

3. Derived Attributes

Guts are the amount of damage your hero can take before checking out from the land of the living. Your Guts are your Endurance + Prowess x 2. You'll find out more about Guts in Chapter Four.

Luck is your hero's ability to escape danger miraculously or succeed when everything is against him. Your Luck is your IQ + Charm x 2. You'll find out more about Luck in Chapter Four.

Example:

Oroko's Guts are 12 (6 x 2). Oroko's Luck is 18 (9 x 2).

4. Skills

Skills are the areas of knowledge, training, and competency your Guardian picked up during his formative years of study under the Wanderers. Though every warrior specializes in unique areas, most Guardians share a core set of skills, useful for the job of defending mankind (Athletics, Diplomacy, Dodge Guns, Pilot, Repair, and Scavenge). However, your Guardian may have chosen differently.

First, select two specialized skills. These skills are areas of study or knowledge that your Guardian worked diligently on, above and beyond other students. Your Guardian will be a master of these skills. Each specialized skill is rated at a 10. You can only choose two.

Second, select four expert skills. These skills represent areas of study your Guardian mastered to an "expert" level, above most humans. Each expert skill is

rated at a 6. You can only choose four.

Third, select six basic skills. These skills represent areas of study or training that your Guardian has adequately mastered, considered an average amount of knowledge for many intelligent humans. Each basic skill is rated at a 4. You can only choose six.

Finally, select two common skills. These skills represent a minimum of training or understanding in those areas. Usually, common skills were gained before the Guardian left under care of the Wanderers. Each common skill is rated at a 2. You can only choose two.

Skills are listed on the next page.

Example:

Christina decides to set Oroko's two main skills as Juryrig and Pilot (Mech). The four expert skills are set as Guns (Mech), Diplomacy, Computer Use, and Repair. The six basic skills for Oroko are Scavenge, Guns (Light), Info (Stronghold Lore), Dodge, Pilot (Vehicle), and First Aid. Her two common skills are Athletics and Observation.

5. Your Code

A Guardian's code is what separates these noble heroes from common soldiers and humans. Guardians are trained to uphold honor and dignity in the face of evil, far beyond simply piloting a Mech or destroying an Azull vessel. Each code is different, defining what she values the most. A Guardian who fails to live up to her code falls into disgrace, shunned by most Strongholds and other freedom fighters.

Your hero's code begins as 1-3 statements of values, people, ideas, or things worth fighting for. What does your hero strive for? What maxims do your hero live by? What will your hero die to protect? What does your hero treasure in life?

If you are designing your Guardian with a group, you and the rest of the players might consider sharing one particular statement, a core ideology to rally around when the going gets tough.

When your Guardian stands up for one of these principles, you gain an extra die to roll when attempting actions. When your hero lives out her code, she is full of purpose and direction. When your Guardian fails to live up to these codes, friends and allies begin to mistrust and lose confidence in the hero. Furthermore, the code loses its value.

The GM will use your Guardian's code as a guide for stories and pivotal moments through the game. Your hero will be put to the test, often having to make difficult decisions about which values to honor over others.

SKILLS

Athletics

Climbing, swimming, running, jumping, and throwing all fall under this skill, measuring your hero's general ability at most physical activity. Guardians are often trained to be physically fit individuals, so most warriors have some degree of competency in this skill.

Computer Use

Though computers are rare, many Guardians are trained to be proficient at accessing and using the equipment. Computers are used in a variety of capacities -- surveillance and security for Strongholds, military planning by attack squads, and Mech design and maintenance. Hidden archives of digital information can only be accessed through a computer system. This broad skill covers a Guardian's ability to use, maintain, and hack such technological marvels. Many Guardians have competency in this skill.

Demolitions

Fighting Azulls with pistols and rifles isn't always the best option. Demolitions measures a Guardian's ability to set off powerful explosives and rig together timed detonations. This skill is often used to make ambushes and defenses more potent, especially against Gunners and slow moving Azull vehicles. Other courageous warriors sneak into enemy bases and detonate explosives around vital equipment. Many Guardians have some competency in this skill.

Diplomacy

Dealing with the movers and shakers of humanity's tattered civilization is a necessary evil as a Guardian. Along with combat training, Guardians are expected to master some level of knowledge in basic etiquette and diplomacy. The skill often is useful when negotiating with Stronghold leaders or working to establish partnerships between distant communities. Most Guardians have some competency in this skill.

Dodge

Escaping from injury is a useful ability to have. Dodge represents the Guardian's ability to be slippery and defense-minded in the midst of chaotic firefights. Most Guardians have some competency in this skill.

First Aid

When the dust clears, a Guardian with the First Aid skill can save wounded comrades on the brink of death

or stabilize bystanders caught in the crossfire. First Aid is a limited set of knowledge, mostly passed down from battlefield techniques. Most Guardians have competency in this skill.

Guns (Heavy)

Heavy weaponry, though rare on Earth, is vital in the ongoing guerilla war against the Azulls. This skill covers the operation of rocket launchers, heavy artillery, and mounted laser rifles, including those on most vehicles. A Guardian with a high Guns (Heavy) skill can use the weapons to amazing effect on Juggernauts and Soldiers. Many Guardians have some competency in this skill.

Guns (Light)

Pistols and rifles fall under the use of this skill. Though not as high-powered as most other weapons, a well-handled laser gun can still be a potent defense tool against advancing Azulls. Most Guardians don't go anywhere without at least one personal weapon on their person, and most citizens keep one and know how to use it in a pinch. Most Guardians have some competency in this skill.

Guns (Mech)

Mechs come equipped with delicate, finely tuned weapon systems that can devastate opponents. Mastering these weapons of war is an entirely different focus for most Pilots, requiring many hours on top of those dedicated to piloting a mech. With a high degree of competency, a Guardian can shred most enemies, using the weapons to their best effect. All Guardians have some competency in this skill.

Info (Human History)

Guardians tend to be well-rounded in physical and academic pursuits. With the Info (Human History) skill, a Guardian knows pieces of mankind's long climb to power and subsequent fall. The skill encompasses some military, social, and politic knowledge as well. The knowledge comes in useful when exploring the ruins of civilization and identifying the objects contained therein. Many Guardians have some competency in this area.

Info (Azull Technology)

Though very rare, some Guardians specialize in learning Azull technology. This knowledge can be used to plan strategic assaults and utilize holes in the Azull's

defenses. Some Guardians also desire to gain this knowledge to assist in repairing and stealing Azull weaponry. Few Guardians have competency in this skill.

Info (Stronghold Lore)

This Info skill covers a wide knowledge of the location, leaderships, protectors, and strategies of various Strongholds scattered across Earth. Much of this information may be pieced together from rumors and outdated reports, but it can be valuable when Guardians are stuck in the wilderness miles from their Stronghold. Many Guardians have some competency in this skill.

Juryrig

Some Guardians are notorious for their ability to fix impossibly broken machines with dubious repairs. This useful skill measures the ability of a Guardian to use strange peices of equipment, wiring, and alien technology to keep a Mech from falling apart. Out in the field, this skill can be vital for a broken down Mech or damaged vehicle. Many Guardians have competency in this skill.

Martial Arts

A hero with a high Martial Arts skill tends to be deadly and efficient in hand-to-hand combat. Whether the particular style is wrestling, kickboxing, boxing, kung fu, or old-fashioned brawling, this skill is useful for Guardians who plan on engaging enemies in close combat situations. This skills also covers fighting with hand-to-hand weapons. Many Guardians have some competency in this skill.

Observation

A Guardian with good senses has a high Observation skill. Observation covers a hero's ability to notice out of the ordinary things and detect hidden enemies or entrances. Most Guardians have some competency in this skill.

Persuasion

A Guardian who can make a good argument will often convince wary Strongholds to join him on causes and strategies which may strike at the core of Azull domination. This skill is useful when bartering or persuading another human to aid the ongoing cause. Most Guardians have some competency in this skill.

Pilot (Mech)

Piloting Mechs requires years of intense training and practice. This is an absolutely necessary skill for Guardians. Traversing the treacherous wilderness of Earth and outmaneuvering Azull mechs is a day to day event in the life of a Guardian. Lack of skill in this area has cost many "amateur" pilots their lives. All Guardians have some competency in this skill.

Pilot (Vehicle)

Many Guardians pick up the ability to drive a variety of vehicles -- zipping attack cycles, massive tanks, or military trucks. This skill is useful when Guardians are asked to pick up supplies from another Stronghold or scavenging site. (Also, this can be useful if the Guardian's Mech is out of commission for a while.) Many Guardians have competency in this skill.

Repair

Mechs and vehicles get banged up in the midst of battle, so a Guardian with this skill can often patch things up without the need of relying on a mechanic back in the nearest Stronghold. This skill also applies to any other mechanical equipment, even a computer, as long as the user has enough appropriate parts to make an attempt to fix the broken machine. Many Guardians have competency in this skill.

Scavenge

Out in the ruined cities and remote jungles, treasure troves of forgotten junk and damaged equipment wait for a brave soul to plunder them. Using the scavenge skill, a hero can attempt to find working parts or equipment to repair his vehicles or weapons. This skill also covers the hero's ability to search an area for clues and information. In other words, a Guardian with a high scavenge skill notices and finds things amidst the wreckage of human civilization. A Guardian can also use this skill to steal parts from enemy vehicles and broken Mechs. Many Guardians have competency in this skill.

Stealth

A Guardian who prefers to make a subtle entrance will favor this skill. Stealth covers hiding, basic subterfuge, and sneaking. Useful for entering Azull bases and camps, the skill can also be used to eavesdrop on conversations and "borrow" vital information from greedy leaders. Many Guardians have competency in this skill.

Example:

Christina brainstorms for a while for Oroko's code. She comes up with the following three statements:

"Never harm those I care about."

"Ever resilient in the face of evil."

"To remain hopeful even when all hope fades."

7. Your Loyalty

A Guardian would not exist if it were not for her brave friends and guides. Each Guardian has a group, person, or Stronghold to which she is loyal. At times, your hero may be performing deeds for various factions and individuals, but when push comes to shove, she will hold up one above all others. This favored group could be a close friend, a treasured teacher, a tight knit team of Guardians, a political group, or a religious order.

When your Guardian is performing actions in defense or service to these favored souls, she gains a bonus die to roll.

Again, the GM will use the Guardian's loyalty as an aid and curse to the hero. Will the Guardian chose

her loyalty over code? Will the Guardian let innocents in harm's way if those she cares the most need her? If she ignores or breaks her loyalty, she loses any benefits until she can rebuild her commitment.

Example:

Christina chooses Oroko's loyalty. She decides that Oroko favors a group of friends who call themselves the "Ebony Cats". This turns out would be a great group of Guardians.

8. Your Quest

Heroes aren't exactly heroes without a grand, noble quest. Your Guardian has some sweeping destiny, desire, or plan to fulfill while fighting the Azulls. The goal might be to find his parents, discover a lost secret, soar through space, or prove his bravery in the face of evil. Whatever the quest, it should be the character's driving force throughout the game.

When your Guardian is performing actions related to his quest, you gain a single bonus die to roll.

The GM will use the quest to draw together the overall story and flow of the game. Will your Guardian



strive for his quest even when it puts others in danger? Will your Guardian leave others behind to pursue his passion? Your Guardian's quest might change in the middle of the game, but if your hero forgets or ignores his quest, he loses any benefit related to it.

Example:

Oroko's quest will be complex. She desires to see her people's homeworld of Daikata, a distant colony where her family lived before being relocated to Earth after the Azulls attacked mankind. She feels that if she does this, she will regain something she feels is missing from her.

9. Your Stronghold

Your Guardian has a single Stronghold she is assigned to. If you are creating characters as a group, it's usually easiest to come up with a Stronghold together. As a Guardian, you are sworn to protect and defend your Stronghold with your life.

Every Stronghold needs a name and a sketch. The name can be anything you desire, based on the location of the Stronghold or a catchphrase people are using to describe their pocket of civilization. A sketch is a basic description of the Stronghold, used so the GM can flesh out the idea and use it as a backdrop to the ongoing saga.

Next, every Stronghold has a Resources, Info, and Size rating. Resources is the Stronghold's cache of technology, weapons, and parts to equip Guardians and the ongoing war effort. You will add in the Resources rating when making a repair to equipment and Mechs. Info is the Stronghold's ability and storage of knowledge relating to the ongoing conflict between humans and Azulls. You will add in the Info rating when drawing out plans or searching for information in regards to your quest. Size is the amount of citizens the Stronghold has and therefore enhances the ability of the Stronghold to defend itself. You will add in the Size rating when your Guardian enacts daring defenses of the Stronghold against Azull attack.

You have 15 points to divvy between these stats, as a group, or by yourself. Each rating begins as 0.

Once done, make sure the GM has a copy.

Example:

Almost finished, Christina works on her Guardian's Stronghold. She decides it is an isolated fortress converted out of an old drainage system near a set of low mountains. She calls it Wichita, after the name of the mountains. She decides to make it a slightly smaller Stronghold, with a Size of 3, but it has Resources of 7, due to an old military base

nearby. That leaves 5 for Info, since there are many data discs and travelers who make Wichita their home.

10. Background


Your Guardian already has some bits and pieces of a backstory gained throughout the character creation process. Take some time to flesh out more about your hero, his upbringing, family, life, interests, friends, and passions. What are the single most important events in your hero's life? What does your hero hope to do in the future? What does your hero think about humans and their struggle? What does your hero hope for? How does your hero feel about the Azulls?

Example:

Christina puts together the pieces for her character. Oroko was born to her father, Gee, and her mother, Anna, in the Stronghold of Wichita. She was encouraged from an early age to be gentle, loving, and honorable. Sadly, her father died in an Azull attack when she was 8, and her mother has been heartbroken since. As she grew up, she had to take care of herself in many ways and fight back harder if things did not go her way. Oroko sees herself in the downtrodden, because she knows that feeling. When she was selected to go with the Wanderers, her mother cried, but Oroko felt the strings of destiny. During her training under the Mech Master, Thomas, she honed her skills in hopes of returning to her Stronghold and leading them. Her desire is to serve as an example to other young children like her. Follow your dreams, she says. Her dream is to return to her grandparent's homeworld and find some relic of their old life. These stories keep her going, as well as the friendship of her companions.

11. Your Mech

As your final step, you can now proceed to Chapter Four to build your Guardian's unique Azull-stomping machine.



The mechanic looks at the Mech and scratches his head. "I'm guessing it will work."

The pilot frowns, eyeing the towering machine of destruction in front of him. "My best friend used it before he died. It's the last Mech in the Stronghold. And you're guessing?"

The mechanic cocks his head and smiles. "I don't offer guarantees."

"But what I can guarantee," he takes a cigar out of his front shirt pocket. "It'll be one hell of a ride!"

CHAPTER THREE.

MECH CREATION

Mechs are the supreme tool against the Azulls. In the dense jungles, thick forests, sweltering deserts, and desolate ruins of Earth, Guardians rely on their potent war machines to navigate treacherous terrain, smash swarming enemies, and absorb devastating firepower. Though Mechs are still few in number, they alone are human's greatest weapon. Without these glittering machines, humanity's future is bleak.

In this chapter, you will design your unique Mech. Due to the shrinking numbers of these potent weapons, there are no standard types. Mechs portray the personality and deeds of their pilots. Therefore, use your imagination, and design a Mech that fits your hero.

Step One. Concept

Brainstorm an interesting concept, look, or idea for your Mech. All Mechs have different strengths and weaknesses. Lighter Mechs tend to be quicker, packing less weaponry and more energy for defense and maneuvers. Heavier Mechs bristle with devastating weapons but are usually slower and prone to damage. In short, the concept should fit the style and strategy of your hero, whether it is a machine designed for hit-and-run battles or in-your-face warfare.

Example:

With Oroko created, Christina turns her attention to her brave Guardian's Mech. She decides to call the Mech, "Falcon", and intends it to be a quick machine with deadly close range weapons.

Step Two. Your Mech's Attributes

Every Mech has three main attributes with a minimum score of 0 and maximum score of 9. You have 15 Mech Points to spend among the three attributes. Remember, your Guardian's first Mech will not be finely tuned. A goal of your character will be to modify and upgrade your war machine throughout the course of your story. A wise design usually leaves no attribute below 4.

Juice is the amount of energy your Mech produces each turn through its high capacity energy engine. In turn, you'll spread Juice around to bolster weapons, shields, and evasive maneuvers.

Example Juice Levels:

0-1	Civilian Vehicles
2-3	Military Vehicles
4-5	Heavy Mechs
6-7	Assault Mechs
8-9	Light Mechs

A high-Juiced Mech is going to be quick and pack a powerful punch. Most Light Mechs have a high Juice, allowing them to take full advantage of their Boosters when fleeing overwhelming enemies. Every point of Juice translates into 3 points of energy spread over your Mech's Boosters, Punch, and Shields (see step four).

Armor is your Mech's ability to withstand whopping amounts of damage. A Mech with a high Armor attribute is going to have layers of metallic plates and high density fibers to absorb and take punishment from enemy weapons. The more Armor you have, the longer your Mech is going to last in the battlefield. Every point of Armor represents 10 points of damage your Mech can take.

Example Armor Levels:

0-1	Civilian Vehicles
2-3	Military Vehicles
4-5	Light Mechs
6-7	Assault Mechs
8-9	Heavy Mechs

Payload is your Mech's structure for supporting loads of crushing weapons and sleek gadgets. With a high Payload, your Mech can be adorned with all manners of instruments of death and destruction. Assault Mechs tend to be geared for their payloads, delivering blistering attack after attack on cruel Azulls. Every point of Payload represents 1 Megaton of space for weapons and gadgets.

Example Payload Levels:

0-1	Civilian Vehicles
2-3	Military Vehicles
4-5	Light Mechs
6-7	Heavy Mechs
8-9	Assault Mechs

Example:

The Falcon will be a light Mech, intended for hit-and-run style maneuvers. Christina spends 7 points on Juice. The remaining points are divided between Armor and Payload, 4 each.

Step Three. Weapons & Gadgets

Mechs are machines of war, equipped with weapons and gadgets intended to blast enemies into sudden oblivion. This arsenal was fairly standardized in the closing days of the war, so few prototypes exist. Instead, pilots are forced to scavenge from other vehicles when repairs and fixes are necessary.

Each weapon comes with a weight, damage rating, range, and rate of fire rating. Your Mech can hold any number of weapons and gadgets, as long as their total weight does not exceed your Payload. Damage rating helps determine how much pain is inflicted by the weapon. Range is the optimum distance the

attacker needs to target and use the weapon. Rate of Fire is the amount of attacks per turn for the weapon. Weapons marked with an asterick (*) also have limited ammunition.

Along with a weigh rating, gadgets also list the bonus and appropriate action, attribute, or skill it applies to. Special weapons list weight and rate of fire, as well as information on when and how they can be used.

Example:

Oroko's Mech has a Payload of 4, meaning she can take up to 4 Megatons of gadgets and weapons. She decides she will take two Close Range Laser Cannons, mounted on either side of her cockpit. She also decides to pick up both Autoguide and Enhanced Targeting Systems, as the extra bonus will help keep Oroko alive. Finally, she rounds out her Mech with an Interference Array and Laser Cannon, as adding extra defense and a medium-ranged weapon might turn out useful.

WEAPONS:

Long Range:

Missile Pod (Damage: x1, Range: Long,

Rate of Fire: 3, Weight: 3 Megatons)*

This box-like pod delivers 3 missiles per attack, blistering opponents with pinpointed hits. Each missile pod holds up to 12 missiles. Once depleted, Mechs that employ missile pods are forced to close in on their enemies to deliver the final blow.

Sniper Shot (Damage: x2, Range: Long,

Rate of Fire: 1/2, Weight: 1/2 Megaton)*

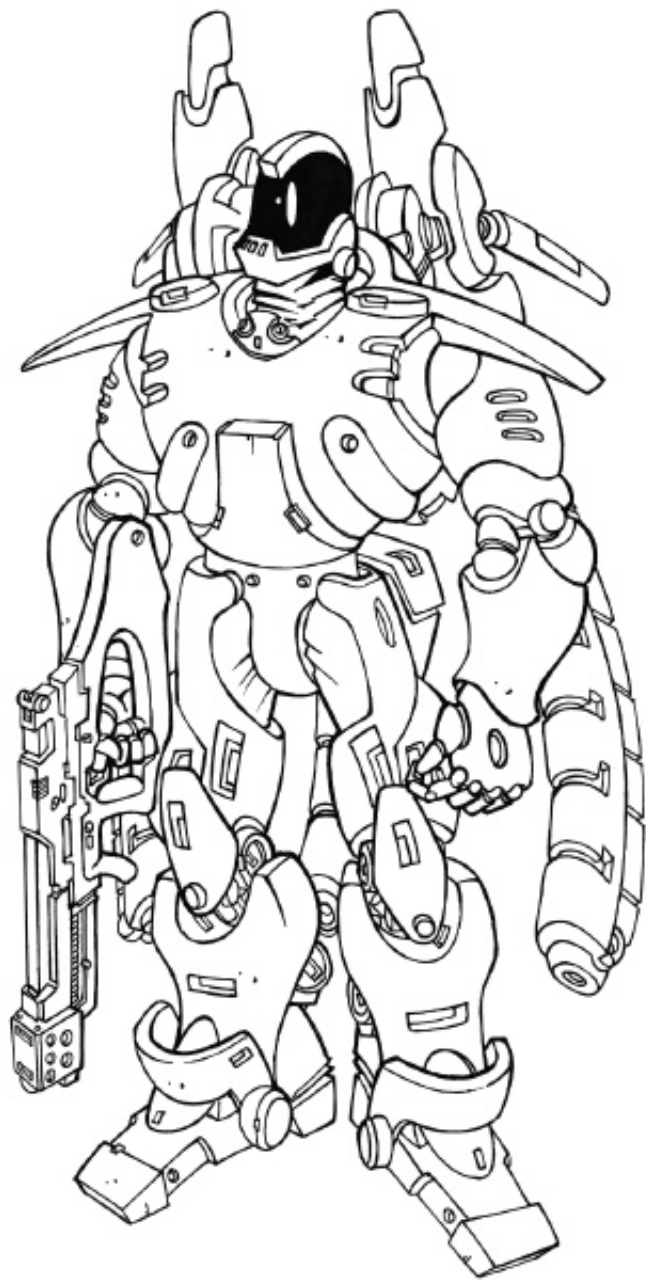
A light, thin mounted cannon, the sniper shot shoots armor piercing projectiles that explode upon impact. The long range and low weight of this weapon make it a favorite among light Mechs. Sniper shots hold 16 rounds before depletion.

Medium Range:

Bomb Pod (Damage: x3, Range: Medium,

Rate of Fire: 1/3, Weight: 2 Megatons)*

A deadly medium-range weapon, the Bomb Pod is a round tube mounted on the back of the Mech. The weapon whistles in use, launching soaring sphere-shaped explosives that burst in devastating impact upon enemies. However, the weapon's slow reload time and small store of ammunition (4 bombs max) make it less effective for many Mechs.



Laser Cannon (Damage: x1, Range: Medium,

Rate of Fire: 1, Weight: 1/2 Megaton)

A potent energy-based weapon, laser cannons are the standard medium-range weapon among Mechs. Mounted in thick metal tubes, these cannons can swivel in 360 degrees to target enemies. The regular rate of fire make this weapon equally valuable for hitting enemies consistently.

Short Range:

CR Laser Cannon (Damage: x2, Range: Short, Rate of Fire: 1, Weight: 1 Megaton)

Researchers developed the close range laser cannon based off of its brother, modifying the weapon to augment shorter range attacks with extra power. Mech pilots responded by making it the overall favored close range weapon.

Flamethrower (Damage: x2, Range: Short, Rate of Fire: 1/2, Weight: 1 Megatons)*

Borrowed from wilderness clearing equipment, the flamethrower turned out to be a potent short range weapon against hordes of enemies. The weapon and fuel tank is mounted from the back of the Mech. Flames spit out of the flexible tube, usually attached to one of the Mech's appendages. A full tank lasts about 30 rounds.

Plasma Cannon (Damage: x3, Range: Short, Rate of Fire: 1/3, Weight: 2 Megatons)*

The most powerful short range weapon available on Mechs, the plasma cannon is another idea borrowed from the Azulls. Though slow and cumbersome, the weapon does devastating damage in close combat, shooting streams of searing plasma. The ammunition is also rare, though it can be syphoned from downed Azull equipment. A full tank of plasma lasts 10 rounds before running dry.

Shrapnel Gun (Damage: x1, Range: Short, Rate of Fire: 1, Weight: 1/3 Megaton)*

The classic machine gun, long a staple of mankind's potent military, makes its appearance in these mounted, flexible weapons. As a light close range weapon, the shrapnel gun shoots small bursts of scrap metal (nails, bolts, etc.). Three can be mounted in the place of a single close range laser cannon, but the ammunition (enough for about 32 bursts) eventually does run dry.

SPECIAL WEAPONS:

Disabler (Damage: Special, Range: Short, Rate of Fire: 1/2, Weight: 1 Megaton)

A disabler is a protective weapon, useful for Guardians who like to steal and dismantle operating machines without blowing them to pieces. The weapon is actually a modified laser cannon, firing blasts of energy. With a successful attack on a targeted gadget or weapon, the blast short circuits and renders the equipment useless until it can be repaired.

Battering Ram (Damage: x3, Range: Short, Rate of Fire: 1, Weight: 1/2 Megaton)

The battering ram is less of a weapon than a modification. Metal supports and casing are used to fortify and strengthen part of a Mech, so it can be used as an effective collision weapon in close combat. The damage is significant, but the attacker also takes half of

the damage applied to the enemy in the process.

GADGETS:

Interference Array

(+2 Boosters, Weight: 1/2 Megaton)

An Interference Array is a small radar dish that jams enemy targeting systems, making it more difficult for the Mech to be fired upon accurately. The effect is subtle but useful. The bonus applies even if Boosters are set to 9.

Shield Booster

(+2 Shields, Weight: 1/2 Megaton)

Developed originally by asteroid miners, this gadget enhances and boosts shields into overdrive, providing a noticeable extra bump in protection. The bonus applies even if Shields are set to 9.

Overcharger

(+2 Punch, Weight: 1/2 Megaton)

Adding an extra kick to weapons, the Overcharger stores energy and channels it into the weapons system. However, the gadget can only be used once every two turns. The bonus applies even if Punch is set to 9.

Platform

(+2 Payload, -2 Boosters, Weight: 1 Megaton)

Some Guardians tinker with their Mechs in surprising ways, devising schemes to load more weapons and gadgets on them than what seems possible. The Platform is a metal "tray" which adds extra Payload. The downside is that this modification often will make a Mech imbalanced when evading attacks.

Autoguide

(+2 to Pilot (Mech) rolls, Weight: 1/2 Megaton)

A sophisticated computer guidance system, Autoguide is an aid to inexperienced Mech pilots. The system helps Guardians make tight maneuvers in dangerous situations. Unfortunately, one Autoguide can be installed at any time.

Enhanced Targeting

(+2 Guns (Mechs) rolls, Weight: 1/2 Megaton)

Another computer aid, Enhanced Targeting Systems boost a pilot's ability to blast enemies into small pieces. While only one can be installed, the upgraded system is worth its weight.

4. Your Mech's Allocation

Every Mech has three flex attributes. Boosters are your Mech's evasive systems, a connected set of computer algorithms and strategic maneuvers to keep your Mech out of harm's way. Punch is the energy transferred to the weapons systems, enabling extra damage and targeting against enemies. Shields are the active force fields, protecting your Mech by deflecting and absorbing enemy attacks. Each flex attribute is variable, set anywhere from 0 to 9 based on the amount of Juice you allocate to it.

In Extinction, your strategy will be to figure out how to distribute your Juice throughout the game. During battle, you'll have the opportunity to allocate it differently every round, based on the way the battle is going. However, during non-combat, most Guardians have a standard setting for these systems. Usually, the setting is defense-minded, but you can choose however you want.

To set your Mech's Allocation, take three D10s, and place them in front of you. Arrange the dice so that the setting you have chosen for each flex attribute is shown. The total should be equal to or less than your Juice x 3. This will be the default for your hero, used to figure out what happens in case of ambush or unusual events.

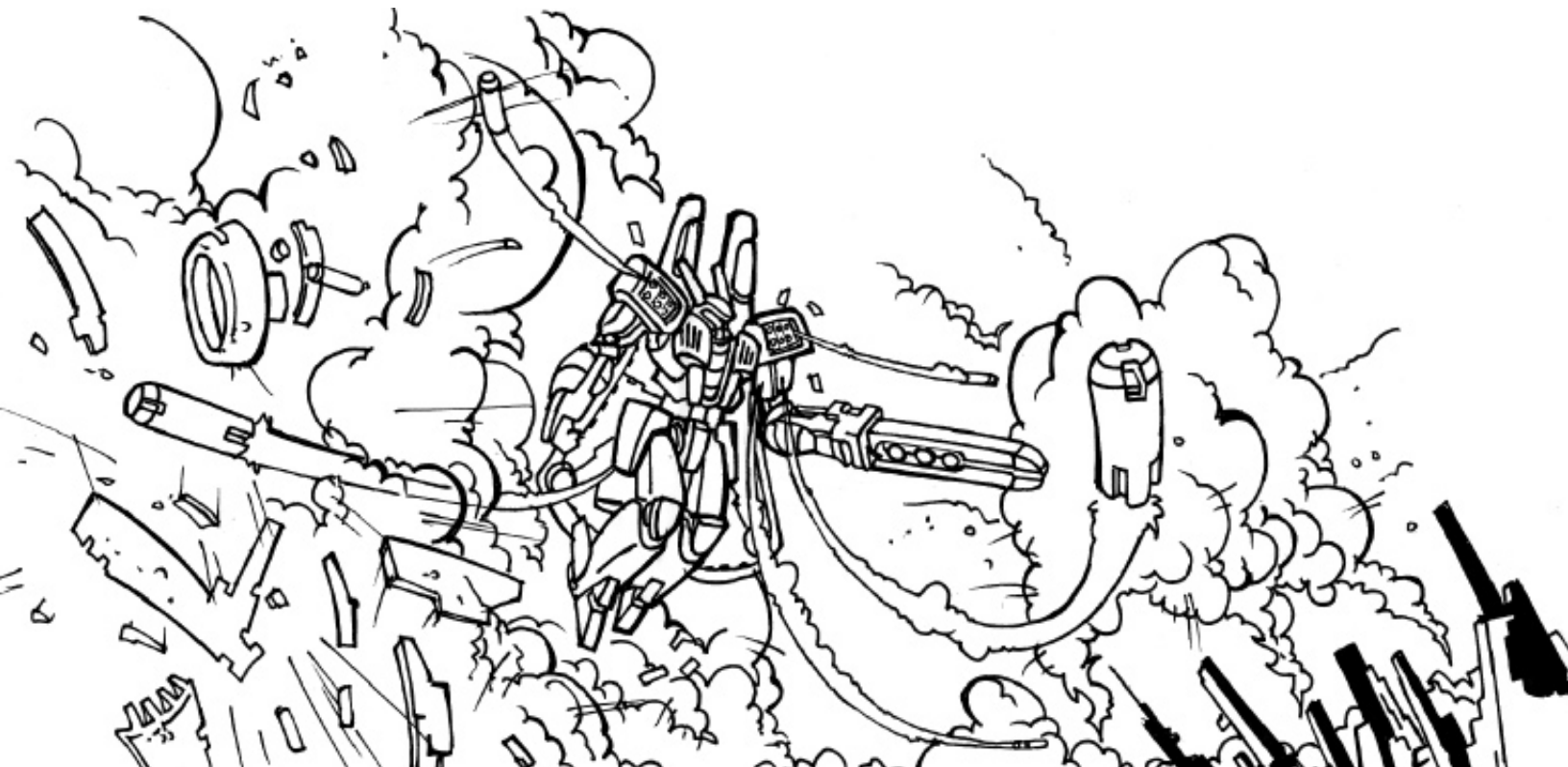
Example:

Since Oroko is by default a bit defensive-minded, her Mech's Allocation will be 9 in Boosters, 9 in Shields, and 3

in Punch (a total of 21 Juice).

6. Finishing Up

If you feel inspired, draw your Mech. Otherwise, fill out your Mech sheet. All Mechs begin with fully loaded ammunition.



CHAPTER FOUR.

GAME RULES

Anthony felt the blast rip into him and heard the crumbling of the concrete overhang. He knew this was it, his final breath, his last fight against the bastard Azulls.

Suddenly, a hand materialized from the thickening rubble, and Anthony could feel someone heaving and gasping. Then, he saw daylight, and the familiar face of Kara hovering over him.

“I told you I wouldn’t let you die like this.” Kara said and pulled him to his feet. “If we die, we die together!”

For a moment, he stared into her flickering blue eyes. Then, he grabbed his pistol and turned to face the approaching Azull Mechs. Today, he would not go alone.

In Extinction, your Guardian will face down overwhelming enemies, relying on her cunning, creativity, and passion to overcome these insurmountable odds.

The rules provide a way to tell whether or not your hero succeeds in these desperate situations. What happens when your hero must guide her Mech through a jungle teeming with Azull patrols? Can your hero find the necessary components from the old computer mainframe? Does your hero have the skill to pick off the wounded Azull warrior with a laser rifle? Can your hero convince the Stronghold to join him in his attack on an isolated Azull base?

Chapter Four is divided into three parts. Basic Actions explains the core dice mechanic, target numbers, and outcome. Combat covers all the nitty gritty of Mechs, shoot outs, and other tense cinematic battles. Awards covers character advancement.

BASIC ACTIONS

When your hero has to attempt some heroic action, you use an action roll to figure out whether or not he succeeds.

1. Describe the action

First, describe the action your hero is attempting. The more descriptive you are, the better the chance your hero will succeed.

Example:

Teryk, a Guardian for the Pacific Stronghold, decides to sneak up on a pair of Azull Soldiers who are milling about near a bombed out village. He decides to work his way up a pile of scrap metal, doing his best to quietly maneuver through the rusted mass.

2. Add Attribute + Skill

Figure out which attribute and skill relate to the action your hero is attempting. If you can't decide, ask the GM for help.

Example:

Teryk's related attribute is Agility (3). His related skill is Stealth (6).

3. Add additional modifiers

For many actions, modifiers also can be added in. For example, when using your Mech, you usually gain a

bonus for evasive maneuvers. You can also gain bonuses for being strategic in your actions, excellent planning, or other items and equipment.

Example:

There are no additional modifiers, but the GM slaps down a bare -2 penalty because the pile of scrap is rather loose. Teryk might have loosened it up.

4. Roll the dice

Pick up two ten-sided dice and roll them. Remember to count a "0" as a zero. If your hero's action falls under either her code, loyalty, or quest, you gain a bonus die. Yes, you can gain up to the 3 bonus die if all three characteristics are being utilized in your hero's action.

Example:

Teryk's code, loyalty, and quest do not apply here, so the player rolls two ten-sided dice. The Result is 16 (9 - 2 + 4 + 5).

5. Figure out your Result

Add everything together. This is your Result. If your Result is higher than or equal to your opponent or the target number, the action has succeeded. If it is lower than, you have failed.

Example:

The GM had set the TN at 12, so Teryk succeeds.

6. Calculate the Outcome

With a success, the Outcome determines damage and special effects. It also can gauge how well your hero succeeded in the action. Subtract your opponent's result or the target number from your Result to get your Outcome.

Example:

The Outcome is 4, meaning Teryk succeeded barely. He is able to spot the Azulls, but he didn't put himself in the best position. Teryk decides to hunker down and wait for another opportunity.

Using Target Numbers

Target numbers are used by the GM to set the difficulty for actions. Some actions may be extremely dangerous, and as a result, they will have a higher TN. Some actions may be trivial, and they will have a lower TN. The GM will raise and lower the TN based on the



flow of the story and perceived danger of the action. The base level for actions is 12.

Opposing Actions

Any action that resists another hero or villain's action is called an opposing action. Common opposing actions include dodging, defensive maneuvering, hiding, or grappling. Use the applicable skill and attribute for the action.

Using Outcome

Outcome can be a great way to determine how well your hero succeeded. A small Outcome (1-5) usually indicates a bare success, like your hero just managed to disarm the planted explosive in time. A larger Outcome (6-15) usually indicates a solid success, like your hero just blasted an enemy soldier into smithereens. A grand Outcome (16+) usually indicates that your hero is legendary and just performed an action so successful that it awes those around him.

Outcome is also the amount of damage inflicted on an opponent from an attack action, be it Mech or hand-to-hand.

Using Guts

Your hero's Guts represent his ability to withstand physical trauma before he bites the big one. Once your hero's Guts reach zero or below, your hero has passed out and is on death's door.

Once your hero's Guts reach zero, an immediate first aid action will bring him back from the brink. Consider him stabilized. Further medical treatment, first aid rolls, and old-fashioned rest will return your hero's Guts, usually at a rate of 5 points/day. Exceptional equipment, scavenged from old hospitals, could improve this rate, although such technology is rare.

Using Luck

Luck is your hero's raw ability to escape danger by chance and comes into play in two ways.

First, luck can be used in place of Guts. Instead of taking damage, you can lose an equal number of Luck and describe a strange circumstance or coincidence that kept your hero alive. Did an old piece of tubing drop from the ceiling and deflect the laser blast? Was it a divine miracle, an angel from heaven, or the hand of God that averted the bullet?

The other option is to use Luck to beef up dangerous actions. For every point of Luck used, add a +1 to your action roll. In these instances, your hero seems to hold some innate ability to get by, even when odds are against him.

Luck returns to normal at the start of each game session.

Using Personal Armor

Brave heroes don themselves with layers of protective armor to keep laser blasts from doing too much damage. Every type of Personal Armor has a rating, which is the amount of extra Wound points it adds. Of course, the hero's life points do not change permanently -- they are just temporarily increased while the armor is worn. Once your hero has lost a number of Guts equal to or greater than the armor's rating, the armor is shredded and useless.

Example:

Oroko's hero finds a civilian-grade armor suit. When she dons it, her Guts will increase by 10.

Using Personal Shields

Shields are specially charged energy fields that deflect laser shots, projectiles, and explosions. Each shield has a rating, which is how much damage it

absorbs. The remaining damage is then applied to the hero's Guts. Shields can only run for a few hours at a time before needing to be recharged.

Example:

If Oroko decides to enable her professional-grade personal shield, any damage to her will first be reduced by 6. The remaining damage will go to her Guts.

Using Weapons

Guns, rocket launchers, and swords all modify the damage against a target. For these weapons, their damage rating is usually a base number added to the Outcome of the action. In some cases, they will multiply the Outcome. This final tally is the amount of damage dealt to the target.

COMBAT

The slow victory for mankind will be settled on the battlefield. Will the Guardians be able to maneuver their mighty Mechs with courage and cunning against the numerically superior Azulls? Will the passion and desire for freedom of mankind carry the day?

Basic attack actions in all combat use the appropriate skill and attribute, whether it be melee, guns, or mech. Attacks are always opposed by the defender, unless the defender is unconscious. For action rolls, attacks use the character's Agility + Guns/Melee skill + roll. Defensive actions use the defender's Agility + Boosters/Dodge rating/skill + roll. The Outcome is the amount of damage, usually modified by weapons, that is applied to the defender.

The combat order below goes for all combats, although some steps only apply to Mech combat.

The Flow of Combat

1. Jockey For Position:

Initially, every hero and enemy will take a turn during combat based on their Mech's Booster rating or Guardian's Agility attribute. However, anyone may move up in order by jockeying for position. This requires succeeding in an opposed Piloting action roll or Agility roll versus the Mech, hero, or villain directly above them in the order of combat. A player can keep jockeying for position until he fails, although too much of this slows the combat down.

In game terms, jockeying for position is the constant movement of attackers, trading position to get a better advantage on their target.

Example:

Oroko's Boosters is 9, meaning she is slated to go first in any combat. However, Teryk's Boosters are 7, and he is next in line. He decides to jockey for position and attack before Oroko. They make an opposed action roll. Oroko gets a Result of 16, and Teryk gets a Result of 17. Therefore, Teryk now goes before Oroko.

2. Juice Out (Mech Only)

Each player and the GM set the Juice levels for the mechs & vehicles involved. Using a single D10 for each category (Boosters, Shields, and Punch), the players set their rating, which must equal the total Juice of the mech.

Example:

Oroko resets her Mech's Juice levels, setting her Boosters at 7, Shields at 9, and Punch at 5.

3. Attack Round!

During the attack round, each player will make an attack, one at a time, in the order decided in step one. Weapons used must be eligible. Some weapons require a handful of a turns before ready to fire again, while other weapons can be fired once each turn.

Range is important for all actions. Weapons all have a set range, the optimum distance between a target. If a target is too far or too close for a particular weapon, there is a -5 penalty to the attack for each range. However, a Mech can target and attack multiple opponents at multiple ranges.

Calculate damage after each attack, modifying the Outcome by adding in the Punch and then using the damage rating for the particular weapon.

Once all eligible weapons have been fired, return to Jockeying for Position and repeat.

Example:

Oroko has three weapons on her Mech. In medium-ranged combats, she can attack once per round with her laser cannon. In close-range combats, her close-range laser cannons let her attack twice in each round. If she was engaging multiple opponents at multiple ranges, she can attack 3 times per round.

She decides to blast an enemy who is in medium-range. She rolls, making sure to add in the bonus from her Enhanced Targeting Systems gadget. The result is 25, and the opponent's Result is only 15. She does 15 points of damage, after adding in her Punch.

3. Finishing the Battle

Once all villains or heroes have been beaten or fled, the battle is over. Heroes can then scavenge from the wreckage of their enemies.

Damage to the Mechs and Vehicles

Mechs are not invincible machines. After too many blasts, they will eventually crumble and explode. However, every Mech has an eject seat equipped, allowing a Pilot to escape at any time. Vehicles work the same as Mechs in this regard.

When damage is applied to the Mech, first subtract an amount equal to the Mech's Shields. Next, apply the remaining damage to the Mech's Armor.

When the Armor reaches zero, the Shields continue to work as long as the Mech has Juice to distribute to them. Then, the damage is evenly distributed to Juice and Payload. Obviously, this severely handicaps a Mech. As a Payload drops, a hero must decide which weapons and gadgets are destroyed from the attacks. Mark those off the character sheet. (The weight of your weapons and gadgets must equal your Payload.) When Juice drops, less energy is available to distribute to the various parts of the Mech.

When a Mech's attributes drop to zero, it explodes. A Guardian who has not ejected by that point is most likely dead.

Ambush

Every mech participating in an ambush gets one free attack, before the action goes into the Jockeying Stage. However, in the initial Jockeying Stage, the ambushers can jockey for position, but the ambushed cannot.

Repairing Mechs and Vehicles

Since all machines get battered over time, successful repair and juryrig actions can restore a number of points to vital Mech or vehicle systems. The number restored is equal to the Outcome of the action, modified by the amount of equipment and scrap available. Of course, a Mech cannot be repaired beyond its maximum attributes. Weapons and gadgets cannot be repaired and must be replaced.

Repair actions always work better in a situation with tools and parts on hand. Juryrig actions work better in stark situations where those tools are not readily available. Therefore, a GM should penalize a Repair action in the wilderness without appropriate equipment. A Juryrig action in a Stronghold setting would be considered amateur and temporary and also might be penalized due to its ineffectiveness.

Upgrading/Modifying Mechs and Vehicles

Mechs and vehicles can be upgraded and modified with new parts, weapons, and gadgets. These operations cannot be conducted alone -- they require



teams of skilled mechanics and Mech engineers. A handful of Strongholds have these individuals on hand, so if a Guardian arrives with a bevy of Mech parts, they will usually upgrade the Mech for free.

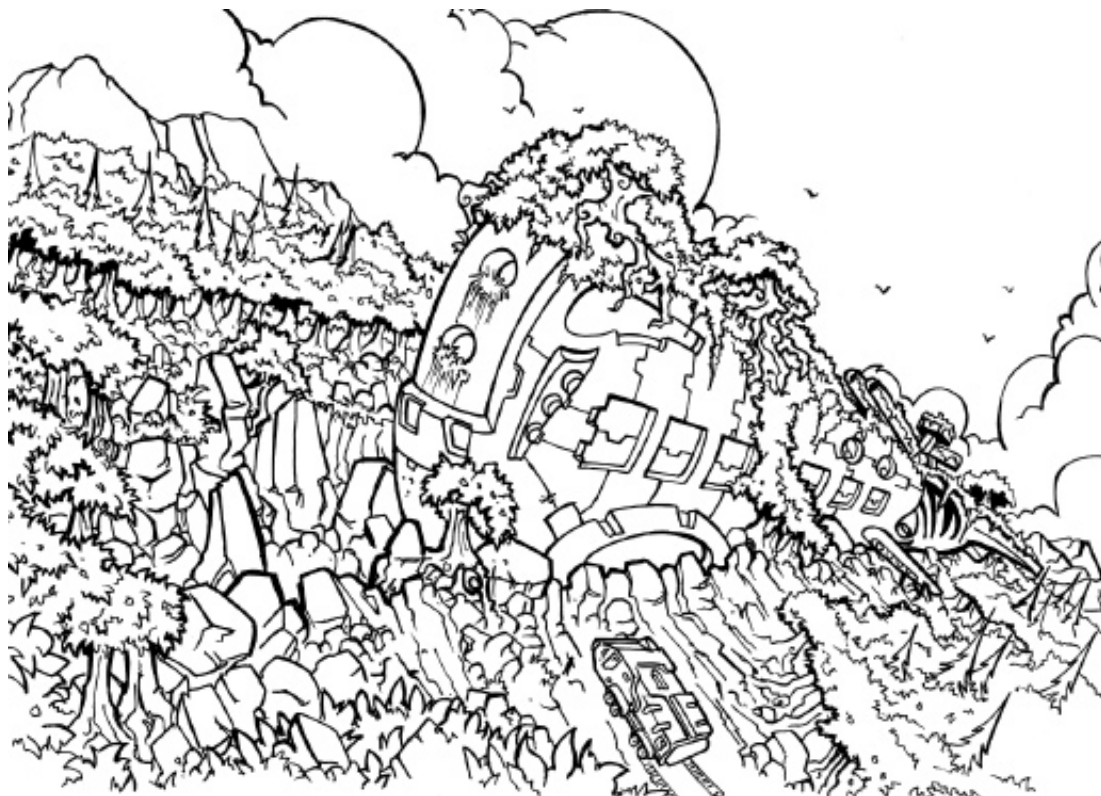
AWARDS

As Guardians rise toward their quests and destiny, they improve over time based on their skill, cunning, and heroism.

Anytime a Guardian has his code, loyalty, or quest come into play, they earn 1 award point at the end of the session. A GM can also feel free to hand out 1-3 award points based on roleplaying and engagement.

Award points can be used to improve a Guardian's attributes and purchase new skills. A new attribute level requires an equal number of award points. New skills must be first purchased at the common level for 2 award points. Basic skills cost 4 points, expert skills cost 6, and specialized skills cost 10. Skills must be learned in steps.

Finally, a hero can also use award points in the midst of play for an immediate boost of 5 Luck.



CHAPTER FIVE.

TECH AND VILLAINS

Deep in the jungle, the heat coils around a truck as it idles outside the jagged metal waypoint. Anna, both hands clutching the steering wheel, eyes the radar screen. Two red blips suddenly appear from the south. She whistles in concern and clicks her headset.

“Ramee, we got company headed this way! Come on, come on, come on!” She sits back down and clicks her seatbelt.

A figure in a black jumpsuit jogs out of the waypoint entrance, cradling a piece of equipment under one hand. She tosses it into the back of the truck and slides into the passenger seat. Cracking a smile, she gives a thumbs up to Anna.

“Miss me?” Ramee laughs.

Technology is the key to survival for mankind. Strongholds that are crafty and resourceful with the junk they find in the ruins surrounding them will last much longer against the Azulls.

Most technology is traded for, so if a Guardian wishes to pick up a new item, he must barter or rely on his Stronghold. To determine if a Stronghold has a particular item, the hero must make a roll + his Stronghold's Resources rating versus the rarity of the item below.

GMs will also find the villains and sample characters listed in this chapter.

Personal Weapons

Laser Pistol

(Rate of Fire: 1, Range: Close,
Damage: +10, Rarity: 12)

A common weapon for soldiers and some civilians, the laser pistol is formidable in close range. It recharges quickly and never runs out.

Laser Rifle

(Rate of Fire: 1, Range: Medium,
Damage: +10, Rarity: 15)

A hunter's weapon, noted for its nice range, the laser rifle is a coveted object on Earth.

Sniper Laser Rifle

(Rate of Fire: 1, Range: Long,
Damage: +15, Rarity: 20)

Only seen among specialists in the military, the sniper laser rifle is a long-range and devastating weapon for heroes with a keen eye.

Missile Launcher

(Rate of Fire: 1/3, Range: Medium,
Damage: x2, Rarity: 30)

A potent weapon, the missile launcher packs quite a punch, ripping into enemies from advantageous points. However, it does take a while to reload.

Pick

(Rate of Fire: 1, Range: Close,
Damage: +4, Rarity: 5)

This weapon serves a dual purpose -- it is often used by scavengers searching for useful junk in the ruins, and it can be used in a fight.

Sword

(Rate of Fire: 1, Range: Close,
Damage: +6, Rarity: 12)

A Guardian favorite, the common sword is a weapon for nobility.

Personal Armor

Civilian Grade Body Armor

(Armor: +10, Rarity: 15)

Professional Grade Body Armor

(Armor: +20, Rarity: 20)

Military Grade Body Armor

(Armor: +30, Rarity: 30)

A typical suit of body armor comes in three grades -- the major difference is that the higher grades are more rare and protect in greater ability from attacks.

Personal Shields

Civilian Grade

(Shields: 3, Rarity: 20)

Professional Grade

(Shields: 6, Rarity: 30)

Military Grade

(Shields: 9, Rarity: 40)

These belt-like shields can be activated and run for 1-3 hours each day before needing to be recharged.

Common Equipment

Common equipment below requires only a rarity of 5.

Backpack
Batteries, Small
Canned Goods
Clothes
Compass
Crude Radio
Flares
Flashlight
First Aid Kit
Lantern
Leather Boots
Rope
Rusted Scrap
Tourist Books
Watch

Uncommon Equipment

The equipment below has a rarity of 12.

Civilian-Grade Toolset
 Frozen Meals
 History Books
 Maps
 Medical Equipment
 Metal Scrap
 Personal Computer
 Power Generator
 Radio
 Science Books
 Seeds

Rare Equipment

The equipment below has a rarity of 20.

Cloaking Device
 Computer Parts
 Interspace Transmission Receiver
 Mech Parts
 Metal Detector
 Military Computer
 Nightvision Goggles
 Professional-Grade Toolset
 Surgical Equipment
 Walkie-Talkie

Vehicles

You can treat vehicles in the same manner as Mechs.

Truck (Juice: 0, Armor: 2, Payload: 1)
 Weapons: Shrapnel Gun (3)

Jeep (Juice: 0, Armor: 2, Payload: 1/3)
 Weapons: Shrapnel Gun

Armored Personnel Carrier
 (Juice: 1, Armor: 3, Payload: 2)
 Weapons: Laser Gun, Shrapnel Gun

Sedan (Juice: 0, Armor: 1, Payload: 0)
 Weapons: none

Cycle (Juice: 4, Armor: 2, Payload: 3)
 Weapons: Close Range Laser Cannon (3)

Villains and Extras

Unarmored Azull
 an Azull alien without any protective suit
 Prowess - 2

Agility - 3
 Endurance - 1
 IQ - 4
 Charm - 1

Guts - 6
 Luck - 10

Pilot (Azull Mech) +6
 Guns (Azull Mech) +6
 Dodge +2
 Scavenge +2
 Stealth +2

Armored Azull

an Azull alien with a powered protective suit

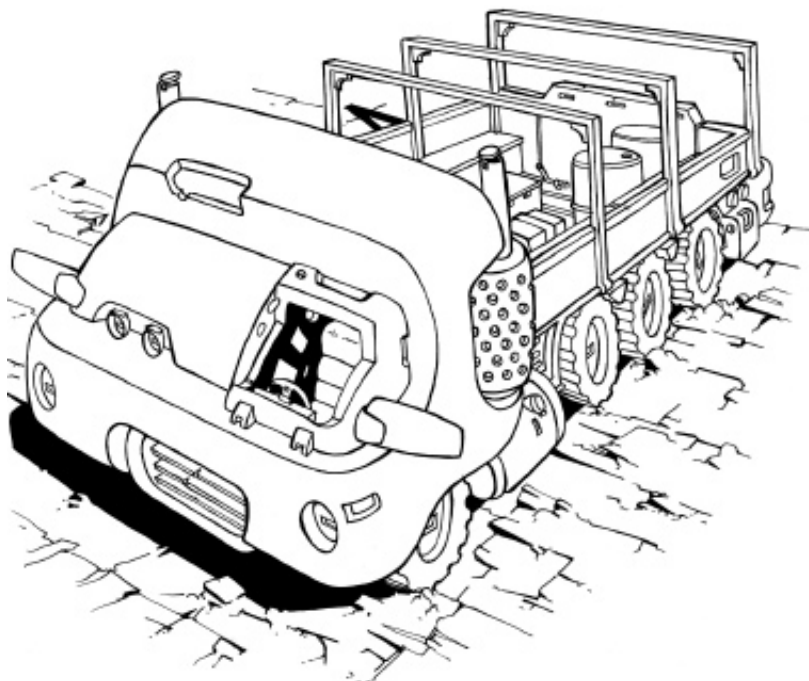
Prowess - 4
 Agility - 4
 Endurance - 2
 IQ - 4
 Charm - 1

Guts - 12
 Luck - 10

Pilot (Azull Mech) +6
 Guns (Azull Mech) +6
 Dodge +2
 Scavenge +2
 Stealth +2

Human Civilian

a typical human citizen



Prowess - 3
Agility - 2
Endurance - 3
IQ - 2
Charm - 2

Guts - 12
Luck - 8

Some Trade/Info +6
Guns (Light) +4
Martial Arts +4
Dodge +2
Scavenge +2

Human Warrior

a typical Stronghold warrior

Prowess - 4
Agility - 3
Endurance - 2
IQ - 2
Charm - 2

Guts - 12
Luck - 8

Some Trade/Info +6
Guns (Light) +6
Martial Arts +4
Dodge +4
Scavenge +2
Stealth +2

Rogue Guardian

a Guardian who might have turned to the enemy

Prowess - 4
Agility - 4
Endurance - 3
IQ - 3
Charm - 3

Guts - 14
Luck - 12

Pilot (Mech) +10
Guns (Mech) +6
Diplomacy +6
Dodge +4
Scavenge +4
Stealth +2
Repair +2

Scout (Juice: 3, Armor: 2, Payload: 1)
Weapons: Laser Cannon

Soldier (Juice: 6, Armor: 4, Payload: 4)
Weapons: Close-Range Laser Cannon (2)
Shrapnel Gun (3)
Laser Cannon

Gunner (Juice: 3, Armor: 4, Payload: 5)
Weapons: Missile Launcher
Bomb Pod

Runt (Juice: 1, Armor: 1, Payload: 2)
Weapons: Shrapnel Gun (6)

Juggernaut (Juice: 7, Armor: 7, Payload: 6)
Weapons: Close Range Laser Cannon (3)
Laser Cannon (2)
Shrapnel Gun (3)

Note: When dealing with enemy Mechs, consider that most Azulls spread their Juice out evenly among the three flex attributes (Boosters, Shields, and Punch). You can also feel free to fiddle with the ratings to tailor specific vile enemies for your heroes to encounter.



EXTINCTION CHARACTER SHEET

Name:

Team Name:

Stronghold:

Prowess:

Skills:

Agility:

Endurance:

IQ:

Charm:

Guts:

Luck:

Code:

Loyalty:

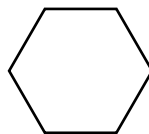
Quest:

Mech Concept:

Juice:

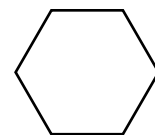
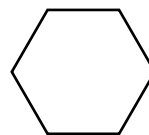
Default Allocation:

Armor:



Boosters

Shields



Punch

Payload:

Weapons:

Gadgets: