

# World of Xantus

A Pulp Sci-fi Roleplaying Game

Core Rule Book  
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## Introduction

In **World of Xantus** (WoX), players take on the roles of the descendants of humans captured by aliens and transported, for unknown reasons, to another planet. However, soon after depositing the humans on this new world, the aliens promptly and mysteriously died, leaving behind their huge Ship, its nearly incomprehensible technology, and 1000 scared-out-of-their-wits people. The planet, called by the aliens “Xantus” (human pronunciation and spelling, and one of the few things the aliens communicated to their abductees), is large, hot, and covered in deep, thick jungles filled with very hostile plants and animals. Many of the humans died not long after the Abductors, due to starvation, alien diseases, and conflict, but about 300 survived and managed to master to some degree the aliens’ technology.

Now it is the Year 204 After Abduction, and the humans on Xantus number about 5,000. They all live in a partially underground structure called the Den, built from part of Ship, which is still controlled by a sapient but usually uncommunicative computer, also called Ship. The player characters must use good old human ingenuity, the products of back-engineered alien technology, and special abilities called “Flukes,” which have evolved in response to the alien microbes and extreme evolutionary pressures suffered by the generations since capture, to explore Xantus, defend the inhabitants of Den, and try to divine the nature of the Abductors and why they brought humans to Xantus.

WoX is obviously a roleplaying game (rpg), and it is assumed that anyone reading this is doing so because they know what a rpg is and want to play one. But a brief recap for those new to the hobby: roleplaying is a form of interactive storytelling, or improvisational theatre, or both, which is governed by rules and uses pen, paper and dice, but really takes place in the players’ imagination. There are two classes of player: the Game Master (GM) and the Players. The GM plays the universe and everything and person in it except for the Player Characters (PCs), who are played by the Players. The GM sets the scene, describes what PCs see, controls beasts and other humans, and adjudicates the rules. The Players describe what their characters do and roll the dice that determine whether or not they succeed if there is any chance of failing. Players create the PCs, which involves determining everything about them, from their appearance to their personalities to their abilities and skills. During the game they take on the personas of these characters, *roleplaying* their actions and reactions, telling the GM and other players what their character does. Together GM and Players create Xantus and all that happens there.

### A Note on Dice

WoX uses only one type of die, a ten-sided one, available at hobby stores or online, but in two different ways: rolled individually once, twice or more times (1d10, 2d10, xd10), or together as percentile dice (d100), with one die designated as the tens place and the other as the ones, yielding a result between 01 and 00 (100).

## Chapter One. The World of Xantus, and How Humans Came to be There

The Past: A.D 2010

### The Abduction

Every year hundreds of people all over the world disappear without a trace, without contact, without a body, without a ransom demand. These missing persons are eventually forgotten by everyone but their loved ones and their disappearances never explained. A small subset of ufologists has always believed that at least some of these disappearances are due to alien abduction, but they are laughed or ignored by most people and called crackpots. However, in August of 2010, the crackpots were right.

One thousand human beings, from every corner of the globe and speaking dozens of languages, woke up, not remembering having fallen asleep, to find themselves in a cavernous room with smooth, featureless milky white walls and a soft light that seemed to have no distinct source. The humans were scared, confused and angry, and many fights and miscommunications occurred, until it was discovered that enough of them could speak enough English to calm things down. How long they were in the white room before something happened they did not know, as it was impossible to tell time and all of their watches and phones were dead. They found at several places in the room waist-high fountains of drinking water, and a green, tasteless paste that they could eat. Oddly, no one had to go to the bathroom. Many slept for long periods of time, as there was nothing better to do.

And then suddenly one day (?) the wall on one end of the room became in its entirety a giant video screen, projecting the images of several tall, bizarre creatures, who looked down on and seemed to regard the humans pensively. The beings resembled a cross between a monkey and a spider, with long, thin arms and legs with a single joint in the middle, round, pudgy bodies, roughly humanoid necks and heads with large black eyes, horizontal, pointed ears and black beak-like mouths. They were covered in short, fine brown or gray fur. The beings looked at the humans, who were either running away or shouting at them, and spoke in a loud, high-pitched wail. Soon, their speech filled the room in badly reproduced English:

*“Remain calm. You are being taken to Xantus.”*

No one of course had any idea what “Xantus” was, or why they were being taken there, and many demanded or pleaded to be taken home. The aliens however explained no further and the screen vanished, replaced by smooth milky white wall. Groans of frustration, howls of terror, spells of fainting and fresh violence erupted among the humans, but nobody could do anything about their situation, as nothing could affect the walls and the humans had nothing except what they were wearing and what happened to be in their pockets when abducted. They were of every race, both sexes and all ages, no one knew anyone else, and eventually things returned to a resigned calm.

After another indeterminate period, the aliens appeared again on the screen, said

*“You have arrived on Xantus. Remain calm.”*

and promptly vanished again. No one had ever had any sense of motion, and this announcement was met mostly by despair or indifference.

### Events on Xantus

For another time period, nothing new happened. The paste and the water were plentiful, and the humans slept a lot. Then suddenly a large noise like a bang sounded on the end of the room where the screen had appeared, and the wall began to open, or dissolve, creating a tall, dark opening, with nothing but dimly lit space to be seen beyond. Confused and lethargic, the humans did nothing but stare or ignore the opening for awhile, before the braver and more energetic humans made their way to the opening and into the cold, dim space beyond (the room had always been warm). Others followed them, finding more empty space for a while, and then several tunnels or hallways, all unpopulated and empty, that lead to several rooms full of odd shapes or objects that the humans could not use or affect. Eventually the most advanced party followed a narrow, high-ceilinged tunnel that curved upwards into a vast, wide room. In the room, slouched into tall, high-backed metal chairs, where the aliens, who came to be called the Abductors, all of them stone dead and cold. No reason for their deaths was apparent, and the humans soon left and continued exploring the long tunnels and rooms of the structure they were in, finding very little they could recognize and no exits.

Not long after this, and importantly, as the water and paste had ceased to replenish, a voice indentifying itself as “Ship,” apparently referring to both the structure, which was in fact a starship, and the Ship’s governing artificial intelligence, spoke. The humans had no idea where Ship the computer was located, and Ship did not answer many questions, saying only that the Ship would be opened and the humans allowed onto Xantus, which was an alien planet. Ship would not explain more, such as why they had been brought here, what had happened to the Abductors, and what the hell they were supposed to do now. Soon no more questions could be asked because the Ship, which was later revealed to be a mile long and 300 feet tall dark gray ovoid, split suddenly and violently in two across the middle, causing several people to fall to their deaths in the thick, colorful undergrowth below, dying from the fall and/or being eaten by horrific alien animals. The rest of the humans slowly made their way down to the surface, walking down ramps which extended from the Ship. The air that rushed in was very hot, dense and smelled horrible, but could be breathed. The sky now over head was a vivid blue, and a yellow sun was very large in the sky.

Finding nothing around the Ship but deep jungle and hostile predators, the humans retreated back into Ship, using up the last of the water and paste. Starvation, disease and violence soon set in, and some people pleaded with Ship for help. Ship, seemingly fully aware and intelligent but having its own concerns, eventually relented and provided the humans with tools and materials from parts of its structure to build shelters, hunt and defend themselves.

### Ship and the Den:

In the short term, however, things got much worse. Food hunted or gathered from the jungle was unpalatable, scarce, and probably poisonous, and many were killed by it or over it. Many that were not came down with horrific alien diseases and died painfully. Only the tough and the lucky survived, numbering about 300 before the Chaos (as the period came to be called) stopped and humans were able to build well-defended shelters, find food they could stomach and that would not kill them, resistances were built up to aliens diseases, and peace and order were established among the humans. Ship remained largely mute, and no further Abductors or any else were seen. Slowly, over the years and then the decades, living in the harsh, hot environment of Xantus, humans built from the structure of the Ship a large, four-story mostly underground shelter called the Den, which came in time to include within its artificially lit interior dwellings, farms, common areas, chapels, schools, workshops, armories, offices, stores, and parks. The humans reproduced and their numbers grew, but still remained low, as life was still difficult, impoverished, and sometimes brutal and short under the burning sun of Xantus.

### **The Present: 204 AA**

#### Humans of Xantus:

Years on Xantus are similar in length but a bit longer than years on Earth, though the days are about half as long. 204 Xantasian years have passed since the Abduction, and the humans, now calling themselves in their Xantese language the *Humansi*, number about 5,000, still occupying the Den, which is connected to the remaining structure of Ship, which is about a third of a mile long and still under the control of the very much alive and still uncommunicative and usually unhelpful Ship. Humans have evolved, now being larger, stronger and hardier than the humans of 21st century Earth, which people now know only from school or stories (as they know of the Abductors and the Abduction). The Humansi are ruled by an elected Chief, who is assisted by a council of four Sub-chiefs, one per Level of Den.

Most of the people of Den are engaged in farming or trades, raising domesticated Xantasian plants or making things out of materials provided by Ship or tinkering with the many pieces of still obscure Abductor technology found with the Ship. Many young men and woman of the Humansi, however, especially those blessed/cursed with Flukes, become hunters, explorers, gathers and defenders. Flukes are another product of the forced and dramatic evolution of Homo Sapiens under the increased radiation and strange viruses and bacteria of Xantus. Over the years some rare children have been born with fantastic, previously thought to be mythical abilities, which make them scary to other people but very effective hunters, explorers and fighters. Such persons are usually subtly pushed into occupations that take them outside of the Den, although the Den definitely benefits from their abilities. These abilities include moving things with the mind, very rapid movement, tough skin, communicating with animals, and several other powerful traits. Young people with Flukes are the Den's first and last line of defense, as Ship is unlikely to bother on a

reliable basis, only occasionally providing the Humansi with information or materials, as suits its own unknowable purposes.

#### Alien technology:

Some pieces of Abductor are well understood and commonly used by the Humansi. The chief one of these is the Den itself, a hardened and completely sealable fortress that has stood for centuries against the elements and horrible beasts of Xantus, made from the body of the starship that brought humans to this world. It has its own air and water supplies (from wells drilled deep into the planet) environmental and waste disposal controls, central power supply (a reactor of unknown workings) and power distribution systems, elevators, external weapon systems, and internal communication systems. It also contains farms which grow under artificial lighting and all of the facilities mentioned above. Three floors of Den are below ground, extending about 200 feet down, and one floor is above ground. This may sound nice, but life is still hard, as raw materials like metals are scarce, the Xantasian plants do not grow very well, and hunting is a very prone to high and low periods. Famines still occasionally occur, as well as outbreaks of disease, crime and violence. The worst aspect of life is that humans are absolutely confined to the Den: outside is still the vast, thick and extremely hostile jungle, and all attempts to tame it or build new settlements have failed disastrously. The Den is often a crowded and unpleasant place, but only the toughest and bravest last for long outside of it.

Most fighting and hunting on Xantus is done with bladed weapons, bows and crossbows, both as a result of cultural tradition and the scarcity and expense of guns built from Abductor technology. The guns, called Bolters, fire blasts of high-energy ionized gas, and exist in pistol and rifle form, and their cost usually restricts them to proven hunters and explorers. Humansi bladed and bowed weapons, however, are very effective, made as they are out of a very hard, very sharp metal called "silvum," of course provided by Ship, and the martial arts for their use are highly developed and culturally prestigious. Other notable items include communicators called coms, anti-grav flyers, a healing paste, and a tough cloth called "Xan cotton" (Humansi wear very little, hot as the planet is).

Oh, and one more thing: 204 AA is an important year because Ship, in its unexpected and enigmatic way, has announced that there exist, somewhere in the jungles of Xantus, caches of Abductor technology, Abductor bases, and other Ships. No one knows what the technology is, whether the bases are occupied or ruins, or if the Ships have life forms and if so, whether they are human or alien. But the young explorers of the Den desperately want to find out. And that, dear player, is where you come in.

## Chapter Two. I Need a Hero: Creating a Character

Creating a character in World of Xantus has six steps: 1) Developing a Character Concept, Personality and Background, 2) Generating Natural Attributes, 3) Calculating Derived Attributes, 4) Choosing Skills, 5) Choosing a Fluke, and 6) Choosing Equipment.

### Develop Character Concept, Background and Personality

Roleplaying is the most fun when characters become, as much as possible, real people, and are played as such, with strengths and weakness, quirks, virtues, flaws, unique personalities and life stories that set them in the context of their place and time. So the first step is to figure what kind of person your character is, what their role in their society is, and their biography. Player characters in WoX are assumed to be young men and women with the physical and mental strength, skills and flukes to survive on Xantus outside of the Den, because for anyone else leaving its safety is a quick suicide. Other than that, they can be any type of person you want to play: extroverted, introverted, friendly, rude, generous, selfish, foolhardy, cautious, etc, and specialize in any of the most needed roles: fighter, explorer, hunter, Abductor technology specialist, etc. They can also possess any known Fluke, uncanny powers that can really even the odds against the savage beasts of Xantus. Your PC could be a strong, silent warrior, skilled with *crusuk* blades and possessing an abnormally tough skin that can shrug off the teeth of a ripper. Or your character could be a gregarious, laugh-a-minute expert on the geography and fauna of Xantus with a perfect memory. Decide, and also give your character a name and physical appearance.

Take some time right now to sketch down on paper some details about your character's role, personality and background, as much or as little as you like, but the more you write down the easier the next sections will be.

### Generate Natural Attributes

Now that you have a person in mind, you need to flesh out their body, mind and abilities. Characters in WoX are described most fundamentally by their **Natural Attributes**, or their born and/or trained abilities of the body and mind. These are crucially important, as they determine how your character does everything else. Think back to your character concept as you read these descriptions and ask yourself which of these is most important for your character to develop.

**Fitness:** Physical strength, agility and reflexes. How well you can lift, hit and move.

**Stamina:** Physical endurance, durability and resistance. How tough you are.

**Wit:** Mental speed, brightness, and ability to learn. How much raw brainpower you have.

**Will:** Psychological and spiritual strength. How strong your mind and spirit are.

**Senses:** The five senses, and intuition. How aware you are.



Personality: Charisma, persuasion, likeability. How easy you are to like and believe.

These Natural Attributes (NAs) are rated on a scale of 2-99, representing levels of development (nature plus nurture), with (on average)

2 being the ability of a new born infant ; 10 being a small child; 20 being an older child; 30 being a teenager; 40 being a young adult; 50 being an average adult; 80 being superior; 99 being peak human

To generate initial scores for your character's NA, start all values at 50 and use 60 points to raise these scores to levels which represent the character you have imagined. If you are a fighter, raise your Fitness. If you are a thinker, raise your Wit. Values may be lowered by up to 10 points, and those points used for other attributes, but no attribute can be raised above 90 or lowered below 40 (at character creation). After this is done, you have the skeleton of your PC. Record these scores and the ones that follow on your character sheet (see back of book).

#### Calculate Derived Attributes:

Derived Attributes (DA) are abilities gained as a result of natural attributes, extensions or abstractions of them that show what you can do with your NA. There are three DAs, calculated as per below.

**Wound Resistance:** How much injury or other damage a character can sustain before passing out. Equal to Stamina +  $1/2$  Will, rounded up. This number is reduced when you take damage, and if it reaches 0 you are unconscious and may die if you do not receive medical attention immediately.

**Speed:** You can move, at a sprint,  $1/3$  Fitness per round, in feet (rounded down). A turn represents four seconds in the game world. If you have a Fitness of 50, or average, you can move 16 feet in four seconds.

**Natural Defense:** When someone swings or shoots at you, you will defend yourself, even if it is only an flinching dodge or throwing your hands up and shrieking. To represent this, calculate your Natural Defense by the following table:

Fitness at or below 55	-0
Fitness 56-65	-5
Fitness 66-79	-10
Fitness 80-90	-20
Fitness above 90	-25

Even if you have no skill at fighting, you will try to avoid being hit by attacks you can see coming, instinctively. The more fit you are, the more likely you are to get your hands up or dodge in time to avoid being hit. The score above is subtracted from your opponent's ability to hit you (see Combat). Certain skills, or going on the defensive in your combat turn, can improve your ND.

## Choose Skills

Skills are learned and/or trained knowledge and abilities. All skills are tied to a specific Natural Attribute which they enhance, and their level starts at the level of your appropriate NA (most skills modify Fitness or Wit, but the other NAs are just as important to your character's survival). At character creation, you may choose a number of skills equal to your 1/8 Wit, rounded down (if your Wit is 50, you can choose 6 skills). Which skills you choose is determined by your character concept: if your character is a warrior above all else, choose several Fitness skills. Next, distribute 50 points to raise them, but no skill can be lowered or be raised above 90. To use a skill in the game you will have to roll less than or equal to your skill score after it has been modified by the situation you are in, but more on that in Chapter Three, on Actions.

For now, consider your character concept, and choose and train (raise) your skills.

### **Fitness Skills**

*Climbing*: the ability to climb up, around and over anything.

*Running*: the ability to run long distances without tiring and maneuver while running.

*Swimming*: the ability to swim, resist currents, hold one's breath, etc.

*Acrobatics*: the ability to jump, flip, roll and land on your feet. Improves your ND by -5.

*Hando*: Xantus-developed open-handed martial art, for striking, kicking, holding, throwing. Improves your ND by -10.

*Cruska*: Xantus-developed bladed weapons fighting, for all sizes of blade, includes spears.

*Thrown/Bow Marksmanship*: using bows, grenades, spears, servicing bows and crossbows.

*Handgun Marksmanship*: hitting your target with a pistol, servicing a pistol.

*Rifle Marksmanship*: hitting your target with a rifle, servicing a rifle.

### **Wit Skills**

*Botany*: knowledge of Xantus plants of all types: needs, uses, dangers, etc.

*Zoology*: knowledge of Xantus animals of all types: needs, habits, dangers, etc.

*Physics*: knowledge of mass, motion, force, gravity, particles, etc.

*Abductor Technology*: knowledge of the various kinds of alien tech and its probable workings.

Chemistry: knowledge of chemical substances and their reactions and uses.

Mechanical Systems: how to maintain and fix any kind of device or system

Flyer Piloting: how to operate flyers.

Construction: how to build and tear down structures.

Medicine: how to diagnose and treat injury and disease.

Sociology: understanding of how groups work, and how they can be manipulated.

Politics: political philosophy, campaigning and *realpolitik*

History: the history of the Humansi since the Abduction, and what is known of the Abductors.

Literature: the stories, poetry and drama of the Humansi.

Music: the music of the Humansi, and how to sing or play an instrument.

### **Senses Skills**

Hunting: how to track animals without being noticed by them.

Thievery: how to break into places and lift things without being noticed.

Stealth: how to move around inhabited places without being noticed.

### **Personality Skills**

Persuade: how to use argument and emotional appeal to get your way.

Intimidate: how to use threats and your physical presence to get your way.

Seduce: how to use your sex appeal to get your way.

### Choose Flukes

Flukes are special powers and talents developed by humans as a response to the extreme dangers of Xantus. You may choose any of the Flukes listed below, but you may not have more than one. Every Fluke has two aspects, its Technique, or your control over the effect, and its Power, or the strength of the effect. You get 100 points to divide between Technique and Power, and these scores are checked like NAs and Skills when trying to do something with them, depending on whether the effect is more about control or raw power. Each description gives rough guidelines on how each ability works, but the exact effects

should be discussed with your GM, and then checked. There are no exact rules about how fast you can move or how much you can lift, to aid roleplaying and reduce rule-boundedness, but each power is bounded by its levels of power and control. The following nine Flukes have manifested among the Humans:

### **MindMove**

Telekinesis, the ability to move things with your mind by focus and concentration, usually aided by hand and body motions (there may be a penalty if you cannot do these). Generally speaking, telekinesis works with weights up to double your normal strength and objects up to your Wit score in feet away, but significantly successful checks on your Power score can push these amounts to a degree at the GM's discretion. Several specific applications of telekinesis are known, beyond simple lifting and moving. You may choose one of these at character creation and learn others later.

**Freeze (Technique check):** Your mind reaches out and holds your opponent in place until they make a Hard Fitness check.

**Hurl (Power check):** Your mind picks up an object or creature and shoots it rapidly at your opponent, doing 2d10 damage, more for larger things after a Hard Technique check.

**Shove (Power check):** Your mind knocks an opponent rapidly backwards up to your Wit in feet, does 1d10 damage, multiple opponents on a Hard Technique roll.

**Squeeze (Technique check):** Your mind reaches out chokes your opponent until they make a Tricky Fitness check, taking 1d10 damage per round choked.

MindMove requires intense concentration. If anything breaks your concentration or keeps you from it, you lose an Attack or Action round or cannot use MindMove.

### **QuickSpeed**

Your character can run, move and think at incredible speeds. Generally speaking, you can make two Attacks every round, and learn how to make even more later. You can also move at triple speed for 20 minutes, and your opponents take an extra -20 on their Attack rolls against you. If used for too long (GM's discretion), may require a Stamina check to avoid Fatigue.

### **ThickSkin**

Your skin is extra tough, without any penalty to how you can move. A successful power check reduces all damage by 10 originally, which can increase with experience. You also reduce the effects of cold, heat, and acids by one level.

### **BeastSpeak**

You can mentally communicate with any animal, learning things from and about them, and, with a successful role on both aspects, give them instructions they will obey, as long as it is within their nature. With practice, multiple animals can be so commanded.

### **MindTalk**

You can read the thoughts of other humans and send your thoughts to them. On a successful role on both aspects, you can plant a suggestion in their minds which they must obey if they fail a Hard Will check. With practice, this can be done to multiple persons.

### **PerfectRecall**

You can recall (receive from the GM) any information you can convince him or her your character would have ever read, seen or heard: obscure facts, how to do anything, passwords, etc. All Wit skill checks are reduced by one level for you, more with practice.

### **QuickHeal**

You heal at triple the normal rate, and with a successful check on both aspects, can restore 10 WR points immediately (only works once a day, but that can be increased).

### **ElectricTouch**

You can at will charge your body with electricity like an eel, which does no damage to you but 2d10 to anything else that touches you or that you touch (melee attack roll, damage can be increased with practice).

### **StrongArm**

You can access superhuman strength at will and do an extra 1d10 damage with a successful unarmed attack. Initially you can only lift up to 3 tons, but this can be increased with experience. All Fitness checks that are specifically of strength are reduced by two levels for you.

### Choose Equipment

If you want to survive outside of the Den, you had better stock up. Roll 1d100 and add 50, that's how many Credits you have to buy equipment. See Chapter Five.

### Improvement

At the end of an adventure, the GM may, at his or her discretion, reward good roleplaying with Experience Points you can use to improve NA, Skills or Flukes. Ask your GM.

### **Chapter Three. Bravery and Bad Luck: Actions and Conditions**

When your character tries to do anything that the GM thinks has a reasonable chance of failure, like shoot a beast, repair a flyer, or get yourself elected Chief, you must make an Action Check. An action check is an attempt to use some ability your character has, be it a NA, skill or Fluke, to cause change in or effect the world. Making an action check has the following steps:

1. Decide exactly which ability (NA, skill, or Fluke aspect) is being tested by your proposed action. If this is not obvious, ask the GM.
2. Ask the GM if any Difficulty Modifiers (see below) apply to the roll due the situation the player is in making it easier or harder (hitting a prone beast v.s. hitting a charging beast in a driving rain). Apply this modifier to your ability (adding or subtracting the number of the modifier).
3. Roll percentile dice. If the number rolled is equal to or lower than your modified ability score, the action is a success. If higher, you fail, in whatever way applicable (missing the beast, damaging the flyer worse, etc.) Tell the GM your result, including the numbers, and he or she will describe to you exactly what happens.
4. Because something can always go wrong, not matter how good you are, you always fail when you roll 01 and 00, and usually badly.

When the action you want to do is covered by a skill, and you don't have that skill, the DM increases by at least one level, at the GM's discretion.

Example of Skill Use and Action Check:

You want to shoot a ripper (see Chapter Six) with your Bolter pistol. You have the Handgun Marksmanship skill at 75, as you are a pretty good shot. The ripper is easily in range, so no modifier there. However, it is crouching in the undergrowth, and the GM says that makes this a Tricky shot. Also, it has an ND of -10. So I have to roll a check on my skill of 75-20, or 55 after modification. You roll the dice... and get 32! The beast take a bolt and you roll damage.

#### Difficulty Modifiers

Which applies is judged by Game Master:

Simple + 20  
 Easy + 10  
 Average + 0  
 Tricky -10  
 Hard -20  
 Difficult -30  
 Nearly Impossible -40

## Conditions and Special Types of Damage

Often in your adventures you will become hot, wet, scared, exhausted, fall off a cliff, etc., and these conditions will affect your chances of success and your chances of living.

### **Burning**

When a character is in constant contact with normal fire or some other hot substance, he/she takes 1d10 of damage per round and cannot do anything but try to stop burning.

### **Falling**

For every ten feet a character falls, he/she takes 1d10 damage.

### **Suffocation/Drowning**

For every round a character cannot get adequate air, he or she must make a Hard Stamina check or lose consciousness and take 3d10 damage per round until air is restored.

### **Fatigue**

Whenever a character has exerted him/herself physically for a long amount of time, in the GM's opinion, he/she must make a Hard Stamina check every ten rounds or take -10 to all actions for every failure until he/she can get adequate rest.

### **Fear**

Whenever the GM decides that the character decides has reason to be scared out of his/her mind, he/she must make a Hard Will check or take -10 to all actions.

### **Harsh Environment**

All environments on Xantus are harsh, but in especially hot, rainy, windy, etc. conditions the character must make a Tricky Stamina check or take a -10 to all actions.

### **Disease**

Diseases generally have a specific kind of effect or damage, but in general someone suffering from an acute case will take 1d10 damage per week until he/she can make 2 Difficult Stamina checks in a row. Medicines and surgery can make these checks become Easy.

### **Acid**

See the rules for burning.

## **Chapter Four. Fight, Never Flight: Combat**

Attacks are essentially a special type of action check: you roll your modified skill to see if you hit your opponent, and if so you roll damage. But so many things can happen in combat that it requires a special procedure, given below.

When combat begins, determine two things:

- a) If either side has surprise (GM's decision)
- b) Where every combatant is relative to all the others, in direction and feet. It is very helpful to mark this down with Xs and numbers on a sheet of paper on the playing table. Also note any possible obstacles, cover or difficult conditions/terrain on the field of battle.

Next, determine who moves first, called Advantage. Advantage goes to the most alert or those with the fastest reactions, so all combatants roll a 2d10 and add it to either their Fitness score or their Senses score (presumably whichever is higher). The combatant with the highest resulting number can act first, with all others going in order from next highest to lowest. If any combatants tie, they roll again till one wins. This order remains the same until the combat is finished. Surprise grants a +10 to your Advantage roll.

A character whose turn it is to act can choose one of three Combat Actions: an Attack Action, or an attempt to cause damage to his/her opponent (see Attack Action List below), a Defend Action, or an attempt to actively protect his/herself from attack, or an Other Action, or anything else you might want to do during a fight beside Attack and Defense (see list below).

There are several types of Attack, but the basic Attack Action is processed in this way: If a combatant chooses to Attack, she rolls a check on the Attack skill she has chosen, using the appropriate weapon. The check is modified by her opponent's Natural Defense and also modified by the opponent's skill and/or defensive posture, if any (the GM tells the player the modified NDs of NPCs). If the check succeeds, the opponent is hit and takes damage, reduced by his armor or thick hide, if any. Ranged attacks are also modified by distance (see section below). If an attack hits, roll the damage for that weapon. The other combatants can now take their actions, in order.

A Defend Action means that you assume a defensive posture, by blocking or evading (you can win advantage and choose to defend yourself rather than attack, making yourself harder to hit when your opponent attacks). A defensive posture increases your ND by 10 (a -10 becomes a -20).

### Attack Action List

Melee Attack, Unarmed: Using your head, elbows, fists, knees or feet to strike your opponent. Roll an attack using your character's Hando skill or modified Fitness score. Causes 1d10 /2 damage (round up), adding half again if your Fitness is 75 or above.



**Melee Attack, Armed:** Using a knife, spear, crusuk, table leg, etc. to strike your opponent. Roll an attack using your character's Cruska skill or modified fitness, see weapon for damage, adding half again if your Fitness is 75 or above.

**Melee Attack, Throw:** Seizing your opponent and throwing him/her/it up to five feet, and causing  $1d10 / 2$  damage (round up). Roll and attack using Hando. NOTE: Can only be used on bipedal opponents roughly equal in size to one's self.

**Melee Attack, Hold:** Seizing your opponent and placing him/her/it with a painful joint lock. Opponent can take no actions until the succeed on a Hard Fitness check. Roll and attack using Hando. NOTE: Can only be used on bipedal opponents roughly equal in size to one's self.

**Ranged Attack:** Firing a bow or gun, or throwing a spear or grenade at your opponent. Roll an attack using the appropriate weapon skill, modifying for all the usual factors plus range. See weapon for damage.

### Other Action List

**Running:** If you want to turn tail and run from a fight, roll a Fitness check at Hard difficulty. If you fail, your opponent automatically hits you. Cowardice hurts.

**Aiming:** Adds a +5 to your skill for every round spent doing nothing but aiming.

**Loading:** A weapon takes at least one round of doing nothing else. Note: compound bows can be loaded and fired twice a round.

**Other Possibilities:** taunt, beg for mercy, etc. Only for the very brave.

### Range Modifiers

If your target is within listed range, no modifier. If the target is up to double listed range, -15 to skill, if your target is more than double listed range, impossible to hit effectively.

**Wound Effects:** When you get hurt, things get harder. For every 10 points of damage you take, suffer a -5 to your skill.

**Damage, Death and Healing:** When your character takes damage, it is subtracted from his/her WR score (note wound effects above). When that number reaches 0, your PC is unconscious and prone on the ground (your ND is not factored into attacks on you) and can do nothing but make a Difficult Stamina check every 10 rounds. If you fail twice in a row, you are dead. After a battle you survive, if you are given no medical attention but the damage stops, you recover  $1d10$  WR points a week. If you receive basic first aid, you recover  $2d10$  points a week. If you receive full medical attention, you recover  $3d10$  points a weeks. You cannot heal to more than your maximum WR score.

## **Chapter Five. Bring Me My Broadsword: Equipment**

The workshops of the Den make a good many finely crafted items, and they are for sale in the Den's stores. Any one leaving Den will want to buy as many as possible of goods below.

### **Weapons**

#### Balinn

A knife with a five-inch walgis wood handle and a 10-inch silvum blade. Can be thrown at an effective range of ten feet. Damage: 1d10. Cost: 5 Credits

#### Shuva

A short, light-weight spear made entirely of silvum with a long, diamond-shaped head, used in the hand or thrown effectively up to 30 feet. Damage: 1d10 +2. Cost: 10 Credits

#### Crusuk

The signature weapon of the Humansi, this machete-like sword has a wide, three foot long one-sided blade with a pointed tip, made of silvum, with a long walgis handle. Damage: 1d10 +5. Cost: 25 Credits

#### Compound Bow

A bow that uses a levering system, usually of cables and pulleys, to bend the limbs. Damage: 2d10. Rate of fire: 2 shots/round. Range: 90 feet. Cost: 50 Credits, 10 arrows for 10 Credits

#### Crossbow

A bow mounted on a stock that shoots projectiles called bolts. Damage: 3d10. Rate of fire: 1 shot/round. Range: 150 feet. Cost: 80 Credits, 10 bolts for 20 Credits

#### Bolter pistol

A handgun made of plastic and silvum, charged for 8 shots. Damage: 4d10. Rate of fire: 2 shots/round. Range: 300 feet range. Cost: 200 Credits, recharge for 40 Credits

#### Bolter rifle

A rifle made of plastic and silvum, charged for 10 shots. Damage: 5d10. Rate of fire: 1 shot/round. Range: 500 feet range. Cost: 350 Credits, recharge for 60 Credits

### Burn Grenade

Causes a sticky, burning substance to hit its target, for 2d10 damage, keeps burning for 1d10 damage a round till Hard Fitness check to remove it. Range: 10 feet, blast radius 3 feet.  
Cost: 20 Credits

### **Armor**

#### Xan Cotton Armor

A light-weight suit that covers all areas but head, reduces all damage by 10 points.  
Cost: 50 Credits

#### Plate Suit

Like the above, but covered in tough plates, reduces damage by 20 points. Halves Speed. Cost: 100 Credits

### **Tools**

First aid kit: +10 to Medicine skill check. Cost: 12 Credits  
Healing Paste: Green goop, heals 1d10 WR points in 1 hour. Cost: 20 Credits/use  
Mechanical repair tools: +20 to Mechanical Systems skill check. Cost: 40 Credits  
Com: 5 mile range communication. Cost: 20 Credits  
Flashlight: light for 30 feet. Cost: 10 Credits  
Binoculars: +20 to visual Senses checks at long range. Cost: 15 Credits  
Rifle scope: +10 to rifle skill check. Cost: 25 Credits  
Flare Gun and 5 Flares : for signaling, may be used to start fires. Cost: 30 Credits  
Rations: food and water for 1 person for 1 week. Cost: 30 Credits  
Survival Shelter: for two, protects from elements. WR: 60. Cost: 60 Credits  
Clothing: Light shorts and short light shirt for men, short skirt and halter top for women, with underwear and sandals (typical Humansi outfits). Cost: 10 Credits

### **Flyers**

Only 5 exist, and they are *not* for sale. Can be issued by the Den government upon approved mission. Holds up to 8 persons, including pilot, and can be flown with top retracted or closed. Flyers can move at 30 miles per hour and rise up to 300 feet in the air, using a poorly understood anti-grav technology. Must have Flyer Piloting skill to operate. 500 mile range. WR: 50, no weapons.

### **Living**

All characters are assumed to have at least a small apartment in the Den, with clothing, personal effects, books, furniture, household items, com and entertainment equipment, etc. Hunters, explorers and defenders usually work for the government.

## Chapter Six. Nasty, Brutish and Short: Exploring Xantus

Calling Xantus a “jungle planet” is an exaggeration, as some deserts have been sighted on long flyer trips. The rest of the known surface of the planet, however, aside from a very few clearings and some low mountains, is a one dense, largely unexplored jungle, containing dangerous plants and animals and who knows what else. It is now believed that somewhere out there underneath all the vegetation are pieces of Abductor technology, Abductor structures, and other Ships, and possibly other Abducted beings...

### Xantus

**Radius** 6 769.90 miles (1.71 x earth)

**Gravity** 16.21 m/s<sup>2</sup> (1.66 x earth)

**Rotation Period** 20.27 hours

**Axis Tilt** 27.2 %

**Atmosphere** Dense, breathable

**Average Temperature** 95 ° F

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Xantus has three large continents which roughly straddle its equator, getting maximum heat from its large yellow sun, which is slightly closer to Xantus than Sol is to earth. Thus, Xantus is a sweltering place, with a thick atmosphere, dense jungles, and barren deserts. Lakes and rivers are few and far between. Unless otherwise noted, all overland movement on Xantus on foot is at the rate of 2 miles an hour, due to the difficulty of moving through the jungle. The jungle looks pretty much the same in all directions. Xantus teems with life, though none of it possesses a human intelligence. However, some of the larger predators are plenty smart enough to hunt down and kill a human, even a well armed one. Various forms of predatory plant also exist, and are nearly as deadly as the animals.

### Major Predators of Xantus

#### Spike Tree

Despite its name, the spike tree is definitely an animal. Most of its body is a trunk made up of many entwined cords, usually a dark brown, about 30 feet tall. At the top the trunk differentiates into dozens of long, greenish tentacles, usually bunched in a still mass at the top. The ST will spend hours frozen in place, till it senses prey nearby. Then it lashes out with up to ten of the tentacles, which open at the tip to reveal long razor-sharp spikes, which

impale its prey and then drag the dead creature to its mouth, situated in the center of its tentacles. The ST can walk, slowly, on thick branch-like legs.

Fitness 40 Stamina 70 Senses 30 WR 150 ND -0 Attack Skill 60 Damage (spikes) 1d10 spikes, 2d10 per spike Damage Reduction 10

### Mouther

The mouther lies concealed in the undergrowth till it senses prey, and then shoots its long, grayish, flexible body, about half a foot in diameter up and wraps it around its target. It then digs in with hundreds of mouths all over its body. A mouther can move by slithering.

Fitness 50 Stamina 40 Senses 20 WR 50 ND -10 Attack Skill 50 Damage (bites) 3d10 bites, 1d10 per bite Damage Reduction 5, hidden until a Hard Senses check

### Ripper

A ripper is a huge, heavy six-legged beast, six foot tall at the shoulder, which hunts the jungle, dashing towards its prey and ripping them to pieces with the long claws on each foot before devouring each piece with its wide mouth. Rippers may be red to black in color.

Fitness 80 Stamina 80 Senses 80 WR 110 ND -20 Attack Skill 65 Damage (claws) 3d10

### Zep

A zep is a bizarre creature whose body is one huge gas filled bag, ringed with rows of very long tentacles. A zep will float leisurely just below the tree tops, picking up into the air and strangling its prey before dissolving it against its acid-coated body. Zep are usually a sickly light brown in color. A zep moves by expelling foul-smelling gas.

Fitness 40 Stamina 50 Senses 30 WR 60 ND -0 Attack Skill 70 Damage (tentacles) 3d10

### Blade Swarm

A blade swarm is a large cloud of millions of tiny insects with razor sharp bodies, which fly at high speeds over their prey, slicing it to bits, which they then devour. Acts as one organism. Individual blades are silver.

Fitness 60 Stamina 20 Senses 50 WR 40 ND -30 Attack Skill 70 Damage (blades) 3d10

### Death Bell

A death bell is a plant with a wide, tall bell-shaped lower body hidden by brightly colored branches and flowers sprouting from its top. Should a creature fail a Hard Senses check and touch a death bell, it cracks open, releasing a noxious gas, which quickly destroys the creature's nervous system. The death bell then grows over and consumes the body.

Fitness 50 Stamina 50 Senses 10 WR 40 ND -0 Attack Skill 0 (only touch) Damage (gas) 5d10

### Grab Vine

A grab vine grows in net-like pattern across the jungle floor. When a creature fails a Tricky Senses check and steps in a hole of the net it contracts, trapping the creature until it dies or starvation, at which point the grab vine dissolves and absorbs it.

Fitness 30 Stamina 30 Senses 10 WR 50 ND -0 Attack Skill 0 (only touch) Damage trapped, Difficult Fitness check to escape, or destroy vine.

### Bi-Cat

Vaguely resembling a two-legged lion or tiger, the bi-cat's two arms end in wickedly curved spikes. This solitary, human-sized and highly intelligent hunter will stalk its prey for miles, waiting for it to join a larger group of its kind, before savagely attacking, killing and eating them all, moving with blinding speed. Usually darkly colored.

Fitness 70 Stamina 70 Senses 90 WR 100 ND -30 Attack Skill 80 Damage (spikes) 3d10

### Goblins

Basically a long set of snapping jaws with hundreds of fangs attached to short, powerful legs built for jumping, these vicious, foot-tall black beasts hunt in packs of 1d10 goblins.

Fitness 40 Stamina 40 Senses 40 WR 30 ND -10 Attack Skill 40 Damage (bite) 2d10

### Non Predatory Animals and Plants of Xantus

#### Pigcow

Named after its resemblance to both Earth animals (or so the stories say) these slow, gray, thick-hided pony-sized beasts nose their way through the dense undergrowth of the jungle, eating any plants they can find. Palatable to humans as a steak with a strong sauce, a popular meal.

Fitness 20 Stamina 40 Senses 20 WR 30 ND -0 Damage Reduction 10

#### Tree Loper

Looking like a very thin, long-legged pigcow, these agile beasts leap from tree limb to tree limb, nibbling the upper leaves. Fried loper legs are another common meal.

Fitness 60 Stamina 20 Senses 40 WR 15 ND -20

### Beak Bird

More reptilian than avian, these long, thin creatures can fly, spearing the trunks of trees for their sustenance with long, sharp beaks. Will fight when wounded or cornered. Their meat is bitter, and an acquired taste.

Fitness 40 Stamina 20 Senses 40 WR 20ND -20 Damage (beak) 1d10

### Walgis Tree

These very tall (200 feet), thick-trunked trees are one of the most common trees in the jungle, known for their thick bark and large, broad leaves. WR 300

### Triple Tree

These moderately tall, white-barked and gnarled trees always have 3 interconnected branches. Their branches drop clouds of tiny seeds. WR 150

### Black Tree

These short trees are in fact black, and covered in large pieces of bark like shields. They emit a foul, oppressive stench. WR 120

### Sword Grass

These wide, foot-tall green blades grow very thickly together and cover much of the forest floor where sufficient light reaches. Highly flammable.  
WR 5

### Xantasian Fern

Vaguely resembling its Earth counterpart, this plant has many brightly colored flowers and grows into a very bushy four feet plant. These grow every other foot on Xantus.  
WR 20

### Gas Flower

These colorful foot-wide flowers, growing from 5 ft. tall stalks, are known for emitting bursts of sickly sweet gas from their centers, clouds of which hang around them and attract huge swarms of insects. WR 10

### Net Vine

These vines grow about head-height between the trunks of trees and hang roots down to the soil. They are very dense in some areas, making travel very difficult. WR 15

## **Chapter Seven. Pay No Attention to the Man Behind the Curtain: Game Mastering World of Xantus**

You may have noticed that while this book does give you a lot of detail about Xantus, the Humansi, the Den, etc., there is also a lot of detail it does *not* give you, and here you are in the last chapter! For instance, there are no maps of the Den or Xantus, no name of the current Chief and Sub-Chiefs, not much detail about the culture, economics or religion of the people of the Den. Nor will you find any of that in this chapter. Why? Because WoX is a game and a game world fundamentally about the Mysterious, Weird, Fantastic, and Unexplained, and that is duplicated in this book by allowing the GM and Players great leeway in making up all those sorts of details for themselves, to their liking and as needed, hopefully according to the hints provided here. You know, for instance, that the Den seems to be some kind of capitalist democracy, but one with perhaps more than a few socialist leanings. There are chapels, and citizens learn about Earth and the Abductors and the Abduction in schools. You know the Den's general layout and many of the things it contains. You know that all around the Den is a nearly impenetrable jungle full of dangerous beasts and full of mysterious places, things and probably people. You know the world of Xantus is a huge, scary, and violent place.

What you do still need, however, is some guidelines on how to deal with this wide-openness at the beginning of a WoX campaign and during your first adventure, and several ideas for how to keep the story going, i.e., how to surprise, challenge and entertain the Players and yourself and ensure that WoX is about more than wandering around a jungle slaying monsters.

### **Starting a WoX Campaign and Your First Game Session**

The first thing to do, obviously, is to read this book carefully, and more than once (hey, it's short) and decide you would like to run a WoX game. Next, share it with friends who might want to play. Once a group (4-6 people) agrees to do so, make sure they read this book carefully, except of course for this chapter. Then take the following steps:

- 1.) You need to create your Den and Xantus. Using the information contained in this book as a guide, write a description of what your vision of the Den is like, with lists of what is on each floor, any notable places or persons, and a rough map with brief descriptions. Also do a rough sketch of the jungle around the Den, any hills or depressions or particularly tangled places you want to include. Make the world the way you want it.
- 2.) Schedule a session for making characters, introducing them to the other players and detailing their personalities and backgrounds (where do they live inside of the Den, exactly how do they make their wage?) and as a group decide how the PCs know each other and why



they would adventure together. What relationships do they have with each other? How well do they get along? Why?

3.) In the next session, or in the same one if desired, run the following introductory adventure, or an equivalent one of your own design:

### **A Beginning Adventure: The Headstrong Boy and The Ripper**

This short adventure will serve to introduce both yourself and the Players to the Den and the jungle outside it, as well as to the most important rules. It can be resolved in about one gaming session, and ends with an adventure hook.

#### Set-up (Post Character Creation and Introduction)

After a typical long, hard day of work, the PCs are relaxing in a cantina on the lowest level of the Den, (where all the best bars are) drinking some *kulas* wine, when a man runs up to them and stops, out of breath. He eventually asks if the PCs are who they are (he knows their names) and explains that they are needed urgently by the Chief of the Den. He can't explain more, and if the PCs refuse to come with him right now he offers them a large bonus.

If they ask, his name is Gim Bulliver, and he is an assistant to the Chief. If a PC succeeds on a Hard Persuade check, they will be told that it involves the Chief's only son, who is in mortal danger. Bulliver cannot be seduced or intimidated. He then leads them through the Den, explaining that they must take the stairs as the elevators are out of order (a PC can repair one for one level by a Difficult Mechanical Systems check. Then it breaks again). This gives you a chance to give the PCs a tour of the four levels of the Den, the places and people you have designed for it, what there is and where. A character with Perfect Recall will be able after this to instantly know where anything is in the Den. The Players should get the sense of an impoverished, tense place. As the PCs travel through the Den, have at least one of the following things happen:

a) The PC's notice shouting, and see a man with a handful of goods run out of a store, the storekeeper yelling for someone to catch him. A PC can catch the man on a Hard Running check, and tackle him by making a Hard Hando check. Being a determined villain, the man will fight, unless surrounded by 3 or more people, when we will surrender and Den Security will arrive to take him into custody. If reduced to WR 30 he will surrender.

#### **Thug**

Fitness 60 Stamina 50 Will 50 WR 60 ND -10 Hando skill 60 Unarmed (1d10/2 damage)

If PCs assist in the thug's capture, the storekeeper will give store credit (20). If PCs used weapons to subdue the man, they will get a stern warning from Security.

b) Blackout on an full level, due the same ageing systems as have knocked out the elevators. PCs and Gim must navigate their way in very dim emergency light (seeing anything is a Hard Senses check) and avoid having thugs like the above pick their pockets (Difficult Senses check).

c) One of the PCs runs into an old flame, who will invite the PCs to a party, offering booze and smokes. Gim will exhort the PCs to continue with him.

Eventually the man and the PCs will be shown into the finely appointed office of the Chief, above ground and with large, thick windows that show, by the moon's dim light, the jungles of Xantus at night. The Chief is a fit middle-aged man with a bald head and a very worried expression. When left alone with the PCs he will explain very hurriedly that his son Yon, 15 years old, has disobeyed his direct instructions and left the Den, wanting to explore the jungle, despite being too young and not nearly well-trained enough. The Chief will ask the PCs to search the jungle and bring the foolish Yon back before he is eaten by rippers. Time is of the essence. He will offer the PCs 100 Credits each, powerful flashlights (60 ft) and tell them that they can keep the Bolter pistol Yon has stolen from the Den's armory, if they can only bring him back safe and sound.

Should the PCs agree to take the job, they will be told to quickly prepare and be shown through the top level and to the main exit doors, around which stand heavily armed guards. If PCs ask for a flyer, they will be told that Yon is on foot and left about one hour ago, and a flyer is not needed, and time is, again, of the essence. The doors will be opened, and PCs will step out into the sill-hot nighttime jungle, which is thick with floral and animals smells and comes almost up to the door with thick foliage.

### The Search

At this point you need your rough map of the surrounding jungle, prepared above. As PCs set off to search, describe their trekking past the many plants of Xantus (see Chapter Six). PCs who make a Hard Hunting check will know from disturbed bushes that Yon went north. Otherwise PCs will have to search anywhere they can around the Den, finding after some travel clues that Yon's trail heads north (Tricky Hunting Check). Without the flashlights, all vision is a Hard Senses check. Before PCs set out on the right track, have them accosted by one of the following:

Roll 1d10:

1-3: 6 goblins (see chapter six for all beasts)

4-6: a blade swarm

7-9: grab vine

10: a spike tree

PCs do not have to defeat these beasts, but simply survive, escape and continue the hunt.

As PCs continue to search, about one hour and further Tricky Hunting Checks will indicate Yon's trail, but calling out to him gains no response. After another random encounter, PCs will find a destroyed survival shelter, ripped to shreds, and notice an obvious trail of blood on leaves. The PC who finds this must make a Hard Will check to avoid the Fear condition. Following the trail through heavily trampled undergrowth and making a Hard Senses check, PCs will find an injured and unconscious Yon, his Bolter pistol by his side. Stabilizing his condition is a Tricky Medicine check. If PCs cannot stabilize him, roll 1d10 every ten rounds, he dies on any 0. Next to Yon is a dead, bloodied ripper. PCs can carry the teenage boy and start back to the Den, but after one minute of travel, the ripper's mate shows up, and is not in a good mood, attacking the PCs savagely (see Chapter Six). PCs must defend themselves or be ripped to shreds and eaten. The pistol has two shots left.

After PCs kill the ripper, which will fight to the death, PCs, on a Tricky Senses check (each PC), will find near its body, apparently having been dug up by the beast, a small white tablet of some high tech material. An Abductor Technology check will turn this machine on, and it will show some kind of screen. However, they will hear the sounds of approaching beasts, and certainly want to head back to the Den double time. A character with a com can call for and receive rescue by a flyer in ten minutes, otherwise the PCs face one more random encounter (-10 to the PC having to defend the still conscious or dead Yon) before making it back to the Den and having those doors mercifully closed.

### Dénouement

If the PCs fail to find Yon at all, they get a reputation around the Den for being duds.

If PCs bring back Yon dead, they get the Chief's thanks, the flashlights and 50 Credits each.

If PCs bring Yon back alive, they get the Chief's thanks, the flashlights, the pistol and 100 Credits each. The alien tablet turns out to be, upon a Hard Abductor Technology check, an detector device for further alien tech, showing its direction and distance on a small map of the surrounding jungle.

Also, give any Players who distinguished themselves with good roleplaying 1-2 Experience Points.

So What Happens Next?**Inside of the Den**

In the Den anything that can happen that would happen in your average large city. PCs can uncover political intrigue, crime, disasters and mysteries. Ideas:

- \* PCs uncover a scheme by the Chief divert resources to himself and his family and friends, allowing the Den to fall to disrepair.
- \* PCs are enlisted by Security to go undercover and unravel an organized crime ring in Den.
- \* Den environmental and door controls fail, letting the outside in....
- \* PCs must uncover who killed a friend.

**Outside of the Den:**

Outside the Den is the harsh, brutal jungle, inhabited by beasts and alien tech. Ideas:

- \* PCs are enlisted to find and explore a detected alien base, and bring back its tech to assist the Den
- \* Powerful alien robotic life forms brought back by others get out of control inside the Den or hunt PCs outside of it.
- \* A device is found that summons what appears to be an small Abductor space craft.
- \* Another Ship is discovered, and it's inhabited...
- \*The Bi-cats don't just seem to be intelligent, they are, and they want to invade and conquer the Den...
- \*Ship is dying, and needs PCs to take care of its final cargo: an Abductor alive, in stasis.

**Anything you can imagine can happen on Xantus, but it always be dangerous....**

Improvement: When Players impress you with their roleplaying, or are particularly successful in their missions, you can reward them after the adventure with 1-5 Experience Points which they can use to improve their characters. EP can be used to improve skills or NA at this rate:

Skills: 1 EP per 1 skill point (if that skill has been used extensively in the adventure)

NA: 5 EP per 1 NA point.

Fluke: For any one effect enhanced (see Fluke description) pay 10 EP.

## WoX Character Sheet

Name: \_\_\_\_\_

Height: \_\_\_\_\_ Weight: \_\_\_\_\_ Hair: \_\_\_\_\_ Skin: \_\_\_\_\_ Eyes: \_\_\_\_\_

Distinguishing features: \_\_\_\_\_

Fit \_\_\_\_

Sta \_\_\_\_

Wit \_\_\_\_

Wil \_\_\_\_

Sen \_\_\_\_

Per \_\_\_\_

Fluke:

Story:

WR: \_\_\_\_

Speed: \_\_\_\_

ND: \_\_\_\_

### Skills

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### Equipment

Designed and written by Gary Charles Wilkens

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