

# Once Men Players' Kit



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# **“Once Men” Players’ Kit**

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## **Introduction**

This players’ kit is for the future setting adventure “Once Men.” This kit provides the players with pre-generated characters, background material, equipment information and deck plans. The keeper will need a copy of “Once Men” to play. This adventure is part of *Once Men*, which is available at [www.chaosium.com](http://www.chaosium.com)

## **The Third Era**

The following provides some general background for the third era. The third era begins approximately 500 years in the future. Whereas the first era was defined by humanity leaving earth and the second era was.

## **The Time**

At the dawn of the third era, humanity has established itself on approximately one hundred worlds (“the One Hundred Worlds of Man”). While there are still problems and a few minor wars, humanity has largely settled into a time of peace, prosperity and success.

As so often happens, this success has bred complacency and corruption. The Colonial Governmental Authority is an overweight bureaucracy that does more to impede progress than further it. While some local forces in the Colonial Military Authority remain excellent, the overall quality of the armed forces has declined. Corporations now regard military contracts as a given right and the quality of armaments has declined severely. The Colonial Exploration Authority has been subverted by corporate lobbyists and now sets its policies based on corporate needs, rather than on the general good of humanity.

Despite the rot accumulating in the halls of bureaucracy, most of the colony worlds remain healthy. However, political and social scientists warn that the rot will spread if it is not checked. As usual, some doomsayers predict that a terrible crisis is just around the corner.

## Characters

The following are pre-generated characters for the adventure.

### **Dr. Kate Krishnan 29, Researcher**

STR: 12      CON: 12      SIZ: 12      INT: 18      POW: 16      DEX: 13

APP: 13      EDU: 20      SAN: 90      HP: 13      DB: +0

Skills: Biology 81%, Chemistry 81%, Computer Use 71%, Drive 30%, First Aid 60%, Law 25%, Library Use 85%, Medicine 86%, Latin 11%, Pharmacy 71%, Pilot Hopper 41%, Physics 21%, Xeno-Biology 36%

Weapons: Pistol 30%, Fist 50% 1D3+DB, Kick 25% 1D6+DB, Grapple 25%

Description: Kate has brown hair and brown eyes. She is brilliant and spent her youth reading and study, although she did go through a brief period of irresponsible wildness. Luckily for her, her brother was always there to protect her and get her out of trouble. After that phase, she became a model of responsibility and breezed through graduate school. Her one main vice is action stories and she often dreams of being the brave scientist that saves the world and gets the girl (or guy). Because of her intelligence and education, she approaches the world in a rational manner and now thinks before acting. Her brother taught her how to shoot a pistol, so she has a general familiarity with firearms.

### **Captain Alberto Krishnan 33, Soldier**

STR: 15      CON: 16      SIZ: 15      INT: 14      POW: 14      DEX: 15

APP: 13      EDU: 15      SAN: 70      HP: 16      DB: +1D4

Skills: Accounting 40%, Bargain 35%, Credit Rating 25%, Drive APC 40%, Hide 40%, Law 25%, Listen 45%, Martial Arts 21%, Navigate 40%, Persuade 55%, Psychology 35%, Pilot Hopper 31%, Sneak 40%

Weapons: Pistol 40%, Rifle 45%, SMG 35%, Grenade Launcher 35%, Gunnery 25%, Fist 60% 1D3+DB, Kick 35% 1D6+DB, Grapple 25%

Description: Alberto has black hair and hazel eyes. When he was younger, he was jealous of his sister's brilliance. However, when she went through her wild phase, he stepped naturally into the role of the protective big brother. Although he has the intelligence to have pursued an academic career, he decided to go into the military. In part this was because his sister would always outshine him in intellectual matters. In part, it was because his parents always regarded the military as a waste of resources and something "left over from a barbaric and brutal past we have outgrown." His main reason, however, was his natural tendency to want to protect others. Alberto is well liked and respected by his soldiers. Unlike some officers, Alberto interacts with his soldiers in person and spends time in the field with them. Other officers often command from the bunker.

**Lieutenant Yoko Donovan 23, Soldier**

STR: 12      CON: 12      SIZ: 13      INT: 13      POW: 13      DEX: 12

APP: 13      EDU: 14      SAN: 65      HP: 13      DB: +1D4

Skills: Accounting 45%, Bargain 35%, Credit Rating 20%, Drive APC 40%, Hide 40%, Law 25%, Listen 40%, Martial Arts 21%, Navigate 40%, Persuade 55%, Psychology 35%, Pilot Hopper 31%, Sneak 40%

Weapons: Pistol 40%, Rifle 55%, SMG 35%, Grenade Launcher 25%, Gunnery 15%, Fist 60% 1D3+DB, Kick 35% 1D6+DB, Grapple 25%

Weapons: Yoko is a tall woman with a carefully repressed temper. She has blonde hair and brown eyes. She went into the military while she was in college and has stayed in to earn money for graduate school. She plans on getting an MBA and going into business. She is an excellent officer and keeps things well organized. She thinks the world of Alberto and regards him as the big brother she never had.

**Sergeant Dwight Toben-Albertson 31, Soldier**

STR: 15      CON: 14      SIZ: 16      INT: 12      POW: 11      DEX: 12

APP: 11      EDU: 13      SAN: 55      HP: 13      DB: +1D4

Skills: Dodge 44%, Drive APC 40%, Fast Talk 25%, First Aid 50%, Hide 40%, Listen 55%, Mechanical Repair 50%, Persuade 35%, Sneak 40%,

Weapons: Pistol 30%, Rifle 75%, Grenade Launcher 50%, Gunnery 75%, Fist 50% 1D3+DB, Kick 25% 1D6+DB, Grapple 25%

Description: Dwight is a large, amiable man who has black hair and blue eyes. He is career military. Unlike most of the soldiers, he has seen actual action. He served with a CMA force during a minor police action. As he says, however, no action is minor if people with guns are trying to kill you. Dwight is an expert with his rifle and heavy weapons.

**Desiree Cheever 29, Reporter**

STR: 11      CON: 11      SIZ: 11      INT: 14      POW: 15      DEX: 15

APP: 17      EDU: 14      SAN: 75      HP: 13      DB: +1D4

Skills: Computer Use 61%, Fast Talk 75%, History 50%, Library Use 55%, Persuade 85%, Photography 40%, Pilot Hopper 41%, Psychology 55%, Spot Hidden 45%, Ride 25%

Weapons: Fist 50% 1D3+DB, Kick 25% 1D6+DB, Grapple 25%

Description: Desiree is a beautiful woman (thanks, in part, to cosmetic modification). She currently has brown hair and brown eyes. Behind her beautiful exterior is a sharp mind and great ambition. She has a knack for putting together seemingly unrelated facts and digging up dirt that others would prefer to hide. She roomed with Kate in college and they were involved in some fairly wild adventures at school. Both of them recovered from their youthful phase, however.

**Amy Rice 29, Detective**

STR: 12      CON: 13      SIZ: 12      INT: 14      POW: 13      DEX: 13

APP: 13      EDU: 14      SAN: 65      HP: 13      DB: +1D4

Skills: Bargain 55%, Computer Use 31%, Fast Talk 75%, Law 55%, Library Use 75%, Listen 55%, Persuade 55%, Pilot Hopper 30%, Sneak 20%, Spot Hidden 55%

Weapons: Pistol 40%, Fist 50% 1D3+DB, Kick 25% 1D6+DB, Grapple 25%

Description: Amy has red hair and green eyes. She has been a detective for a while and worked off world for a few years. She is a dedicate officer and believes in the spirit of the law rather than mindlessly enforcing the rules. As a citizen, she likes the low crime rate on Reblios. However, her time in the exchange program gave her a small thirst for the challenge of a “decadent society.” While she talks about leaving from time to time, she is not really serious about it. She prefers to avoid using force and is reasonably good at talking people out of doing stupid things.

**Logan Jones 27, Detective**

STR: 13      CON: 14      SIZ: 13      INT: 12      POW: 12      DEX: 10

APP: 11      EDU: 14      SAN: 60      HP: 13      DB: +1D4

Bargain 55%, Computer Use 31%, Fast Talk 55%, Law 55%, Library Use 75%, Listen 55%, Persuade 35%, Pilot Hopper 30%, Sneak 20%, Spot Hidden 55%

Weapons: Pistol 60%, Fist 50% 1D3+DB, Kick 25% 1D6+DB, Grapple 25%

Description: Logan has brown hair and brown eyes. He comes from a long line of police officers that goes all the way back to earth. Not surprisingly, he takes being a detective very seriously. His family has a long tradition of being good cops and he sticks with that tradition so as to avoid bringing any shame to his family. Logan spends a fair amount of time on the pistol range and is more inclined to shoot people than his partner.

## Equipment

### Personal Equipment

#### **Emergency Medical Kit**

An emergency medical kit is the size of a thick paperback novel. It was designed for use by soldiers on the battlefield. As such, it is designed to be simple and effective. Naturally, it is mainly designed to treat trauma injuries and toxin exposure. The kit contains diagnostic and treatment equipment as well as a medical computer. Use of the medical kit confers a +15% bonus to First Aid or Medical skill and increases the amount of hit points healed with each use by 1D6.

#### **Com**

A com, which clips to the user's ear, is a combination of a personal computer and communication system. In addition to providing a speaker and a microphone, a com can also protect images in front of the user's eyes-thus creating an interactive monitor of adjustable size. The com can also generate a virtual keyboard. Naturally, a com is equipped with a camera system, thus allowing two way video communications.

A com, like ancient mobile phones, can tap into commercial networks. They also are equipped with radio systems (100 kilometer range) for direct communication. Military versions are equipped with more channels as well as military grade encryption.

### Weapons & Armor

#### **Self Configuring Ammunition**

SCA ammunition was designed to conform to the military convention governing the sort of bullets that can shot into human troops. SCA ammunition configures itself to pierce armor (cut the armor value of the target in half) and then reconfigures itself to inflict serious, but not horrific, wounds. The police have no such restriction and their bullets re-configure to inflict maximum damage (+4 points of damage, this does not increase weapon recoil). All military weapons on Reblis fie SCA.

#### **Overarmor Defensive Wear**

Overarmor manufactures normal looking clothing that provides armor protection for the wearer. The clothing reacts dynamically to

attacks ranging from knives to energy weapons. The clothing is also self cleaning. Standard defensive wear provide 8 armor points.

#### **Oberman Armor Combat Vest**

This armor reacts dynamically to threats and is self-repairing. It is lighter and vastly more effective than its predecessors. It provides 20 points of armor protection to the torso of the wearer.

#### **Oberman Combat Armor**

This armor set provides full body protection while permitting the wearer full mobility. Like the combat vest, it reacts dynamically to threats and is self repairing. It incorporates a temperature control system to keep the wearer comfortable in hot and cold climates. The helmet is equipped with a military computer, vision enhancement, air filtration and a 2 hour air supply. The air supply can be augmented by an external tank. Most importantly, the armor provides 30 points of protection. The armor surface changes to match the environment and configures itself for optimal camouflage. This provides the wearer with a +20% on her Hide skill.

#### **Smart Targeting System VII**

A smart targeting system consists of a sensor array that is attached to and configured to match a specific firearm. The sensor array gathers a wide range of data such as wind, atmosphere density, gravity and range to the designated target. It then feeds the data to an optical readout (typically integrated into a helmet, goggles or glasses). Rather than flooding the user with data, the system provides only essential information and a clear indicator of where a fired shot (or shots) will go. A STS provides the user with a +30 bonus on attack rolls using the firearm in question.

#### **Tactical Dynamics GSMG-5**

Starting Skill: 15%

Damage Done: 2D10Base Range: 90 yards

Attacks Per Round: 2 or burst

Ammunition: 30 HPs resistance: 12

Malfunction: 00

The GSMG-5 is a rapid fire gauss submachinegun. As such, it uses electromagnets rather than chemical energy to propel its bullets at incredible velocities. The CSMG-5 incorporates stabilization and recoil control systems. This reduces the weapon's penalty in

low/zero gravity to -10% (-5% when braced). This weapon is popular with Special Forces teams and police SWAT teams.

### **Tactical Dynamics GAR-3**

Starting Skill: 25%  
Damage Done: 3D8+6 Base Range: 250 yards  
Attacks Per Round: 2 or burst Ammunition: 40  
HPs resistance: 18 Malfunction: 00

The GAR-3 is a rapid fire gauss assault rifle. The weapon is optimized for rapid fire and has an integrated stabilization and recoil control system. This reduces the weapon's penalty in low/zero gravity to -15% (-7% when braced). This weapon is commonly used by colonial ground forces.

### **Tactical Dynamics RGL-9**

Starting Skill: 25% Damage Done: 6D6/4 yards  
Base Range: 30 yards  
Attacks Per Round: 1: Ammunition 4  
HPs resistance: 6 Malfunction: 99

The RGL-9 is a grenade launcher that attaches to the GAR-3. It loads like a shotgun and holds 4 grenades. The standard grenade is an anti-personal round. An anti-armor round is also available. This round does 6D6, has no burst area and halves the armor of the target.

### **Tactical Dynamics GP-5**

Starting Skill: 20% Damage Done: 2D10 Base  
Range: 35 yards Attacks Per Round: 3  
Ammunition: 20 HPs resistance: 10  
Malfunction: 00

The GP-5 is a gauss pistol. While it is commonly used as a military sidearm, it has also found its way into the civilian and police markets. It has integrated stabilization and recoil control. This reduces the weapon's penalty in low/zero gravity to -10% (-5% when braced).

### **Adam Corporation GDP-12**

Starting Skill: 20%  
Damage Done: 2D8/1D4+Stun  
Base Range: 30 yards Attacks Per Round: 3  
Ammunition: 15/10 HPs resistance: 10  
Malfunction: 00

The GDP-12 is a Gauss pistol designed for police personal. The weapon has a double clip system that enables the user to select between lethal and non-lethal bullets. The weapon holds 15 lethal rounds and 10 non-lethal rounds. The lethal ammunition damages the target for 2D8. The non-lethal bullet is somewhat analogous to the 21<sup>st</sup> century taser in that it shocks and overloads the nervous system. When a target is

struck it takes 1D4 and 18 is matched against the targets CON on the Resistance Table. If the target is overcome, it is stunned for 1D4 minutes. If the target is not overcome, the target will be rather annoyed, but still functional.

## Vehicles

### **Hopper**

A Hopper functions very much like a 21<sup>st</sup> century helicopters, except it relies on gravity control systems rather than a rotor lift system. To avoid the obvious problems of people crashing them into things, they are equipped with an onboard computer control system that handles standard piloting tasks (Pilot Hopper skill 50%). Individuals who have been licensed to pilot Hoppers (20% skill or greater) can legally override the computer and fly manually.

Hoppers come in a variety of sizes and styles ranging from single passenger sports models to the future's answer to the 21<sup>st</sup> century mini-van. They are equipped with all condition vision systems and an array of navigation and safety aids. They are also equipped with a soft landing system that functions even in the event of total power loss.

The base skill for piloting a Hopper is 1%.

### **Cochen Armored Personal Carrier**

The Cochen light APC is designed to carry 12 soldiers in full battle gear. It is reasonably well armored (60 points of armor) and is armed with a turret mounted rapid firing gauss gun (Starting Skill: 5% Damage Done: 6D6 Base Range: 1000 yards Attacks Per Round: 1 or burst Ammunition: 1000 rounds Malfunction: 00). The vehicle has a top speed of 200 kilometers per hour.

The APC is a wheeled vehicle, but is capable of handling almost any terrain. Wheeled vehicles are simpler to maintain than gravity vehicles and much cheaper, hence they are still in use. These vehicles are built on Reblions.

### **Badger Tank**

Badger tanks are light battle tanks. They use a ground effect lift system, making them "hover tanks." They can be operated by a crew of two or controlled by an AI. They have good armor (120 points). A Badger is armed with a plasma cannon (Starting Skill: 5% Damage Done: 30D6/6 yards Base Range: 2000 yards Attacks Per Round: 1 Ammunition: 100 rounds Malfunction: 00) and two rapid firing gauss guns (Starting Skill: 5% Damage Done: 6D6 Base

Range: 1000 yards Attacks Per Round: 1 or burst  
Ammunition: 1000 rounds Malfunction: 00).  
They have a top speed of 150 kilometers per  
hour.

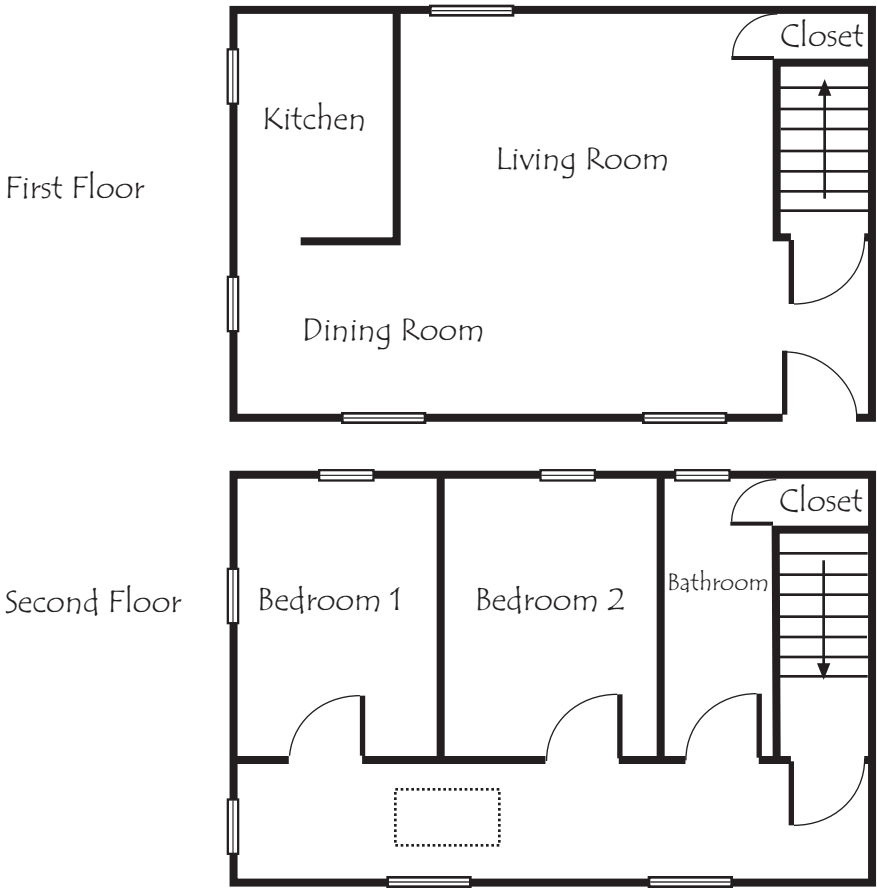
### **Kaluk Gunships**

Kaluk gunships are armored gravity vehicles  
designed for close infantry support. They are

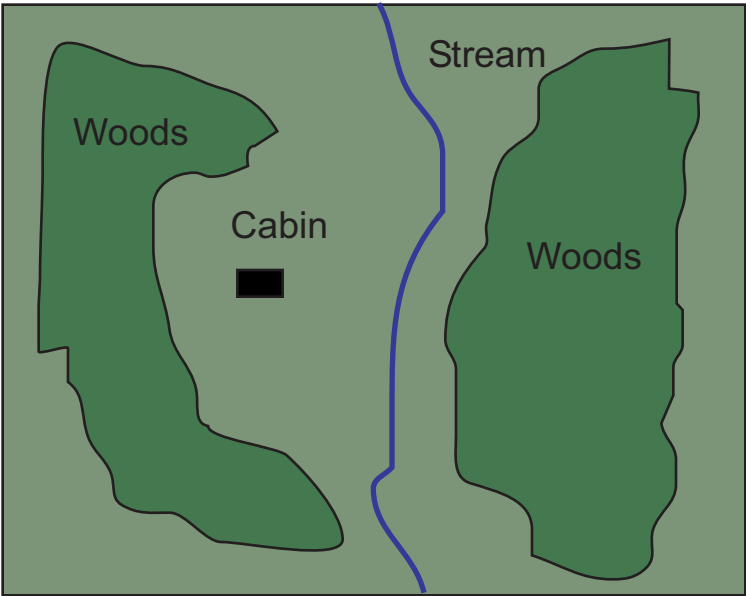
armed with two rapid firing gauss guns (Starting  
Skill: 5% Damage Done: 6D6 Base Range: 1000  
yards Attacks Per Round: 1 or burst  
Ammunition: 1000 rounds Malfunction: 00) and  
carry eight anti-armor missiles (Starting Skill:  
5% Damage Done: 15D6 Base Range: 4000  
yards).

Once Men

Cabin Map

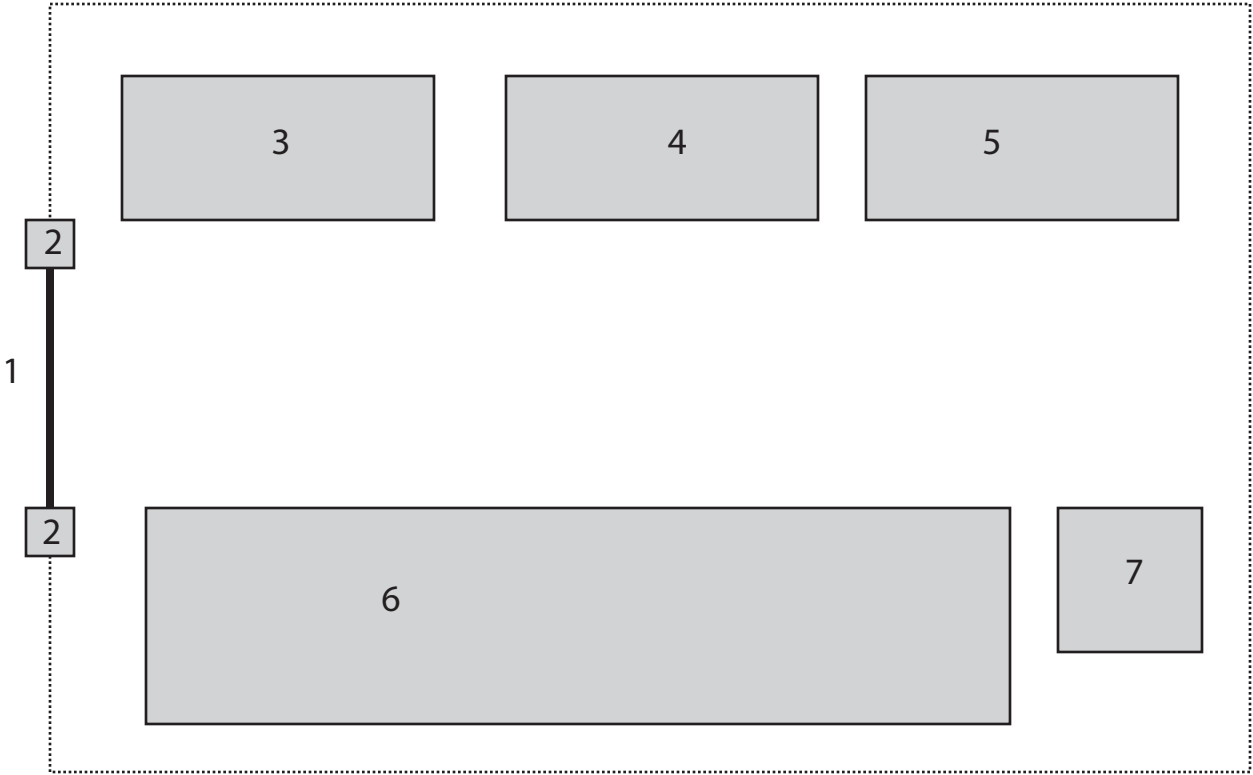


Cabin Area Map



Once Men  
Base Maps

Base Main Map



Command Bunker Interior

□ = 5 Feet

