

## Nova

**Setting:** Dystopian future. The current system separates people by birth between the so called "Nobility", "Executors" and "Plebs". The "nobility" is the leading political party that lives in wealth, while the "plebs" are the workers. "Executors" are spies, police and soldiers who capture anyone who denies the system. Your players are an underground movement rebelling against the current system in the city "Nova", operating from a tunnel-system below the area where the "plebs" live. The citizens of Nova are aggressive towards the players and will report them in case they get suspicious.

**Starting scenario:** Your group starts in front of a hologram-table, discussing, as the leader of the underground-movement called **Oneiros** (male, big, muscular, bald, wears cloak and exoskeleton) enters the room. He informs the group that their team Gamma had been captured when they tried to steal resources. The group's task is to retrieve these resources, since supplies are getting sparse. There is the possibility that the group's identify is compromised, in case the team Gamma was captured alive. Therefore, no one should be trusted. There is either the possibility to go the same way to the base where the resources are, as team Gamma through the tunnel-system, or to gain access to the roofs of the city and sneak your way into the base from above.

**Roof-option starting point:** When the group exits the tunnels, they notice two **drones** in the area. They can either destroy them (fight) or run to the next building. In case they run, the drones will start getting aware of them and therefore order some backup (more drones in case of fight, use D6 to determine how many). If they destroy them, a citizen notices the group and approaches. This citizen can be convinced (rather easily) or killed. Again, killing him will result in more drones swarming around. The game master can take it from there based on the player's reactions; there are just two things that need to happen: they need to enter a house and access the room eventually, and they need to meet the Non-Player-Character Winston who helps them at first, but betrays them when they reach the base. Possible scenarios would be: hiding from drones and executors, hacking doors, acrobatic free-running across roofs, convincing guards, stealing equipment and so on.

**Tunnel-option starting point:** When the group takes the route through the tunnels, they will get chased by **soldiers** and trapped. To prevent certain death, they have either to fight the soldiers or to find a way out of the trap. If they fight the soldiers and succeed, they will earn a map of the tunnel-system, if they go for the way out, the soldiers will lose sight of them and therefore they will encounter less enemies. The things they need: they need to get through the tunnel-system without getting killed and they have to meet the Non-Player-Character Alyx from team Gamma, who is badly injured (and who will slow them down) but helps them into the base and doesn't betray them (in case they decide to help her). Possible scenarios would be: finding clues where to go, hacking doors, setting up traps against enemies, preventing traps from enemies to trigger, finding the correct path through the maze and so on.

**Possible enemies:**

Citizens	Drones	Soldiers	Agents
Strengthmod: -2	Strengthmod: 0	Strengthmod: +1	Strengthmod: +2
Intelligencemod: 0	Intelligencemod: +2	Intelligencemod: 0	Intelligencemod: +1
Dexteritymod: -1	Dexteritymod: +2	Dexteritymod: 0	Dexteritymod: +1
Defense-value: 6	Defense-value: 8	Defense-value: 9	Defense-value: 11
Health Points: 5	Health-Points: 8	Health-Points: 10	Health-Points: 16
They will not attack a heavily armed group unless they are threatened; however, they will report to authorities if they notice suspicious behavior.	Cannot be convinced or intimidated (because they're robots). Usually come in pairs.	Usually come in groups. Can boost their defense-value to 11 if they wear shields, which makes them less agile. They will give up fighting if they see that they don't stand a chance.	"Elite"-class that is more or less equal to the players. Appear very seldom.