

ELDRITCH AUTOMATA QUICKLAUNCH GUIDE

GEHENNA
GAMING

ELDRITCH AUTOMATA

QUICKLAUNCH GUIDE

"The fate of destruction is also the joy of rebirth"

-End of Evangelion

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The arrival of the Architect began a period of upheaval and chaos. We would see cities destroyed and countless lives lost in the ensuing chaos. The world as we knew it was gone from us, replaced by a terrifying new world of devastation and despair. But still, amidst all the terror, hope remained for those who would seek it.

People banded together, forming communities in the ruins of their homes. While the Architect had broken the infrastructure of humanity, it did not break their spirits. We began working tirelessly to rebuild what had been lost, determined to rise from the ashes of the old world. Suddenly, the lines that had divided us didn't matter anymore, and as we rebuilt, we discovered something truly extraordinary: the Automata.

These massive titans of metal were unlike anything ever seen before. They were powered by strange and otherworldly means, and they possessed power and resilience that was unmatched by any other weapon. The people turned to the Automata as their reluctant saviors. The Automata became the focus of a new belief, a new understanding. Some worshipped the Automatas as gods. They were seen as saviors, protectors of the people against the Horrors that now roamed the planet. However there were those that knew that the Automata were just as much of a curse as anything else, that they were just as involved in the Architect's plan as everything else was.

Welcome to the dark and dangerous world of Eldritch Automata, where you are a survivor in a post-apocalyptic world filled with horror, drama, and psychological torment. As a player, you will take on the role of a survivor struggling to make sense of a world that the arrival of the Horrors and Seraphs has forever changed. The world of Eldritch Automata is filled with unspeakable horrors, from the eldritch abominations known as Horrors to the angelic nightmares known as Seraphs. These creatures are a constant threat to your survival, and you will need to use all of your skills and wits to avoid or defeat them. This book contains a condensed version of the core rules, as well as pre-generated characters and the operation The Dark Passenger, ready to play.

PLAYING ELDRITCH AUTOMATA

Being a player in Eldritch Automata means taking on the role of a Pilot, someone who is strong and resilient but also deeply flawed, struggling to keep their sanity intact in the face of unimaginable horror. As a Pilot, you are the first and only line of defense against the Horrors – eldritch abominations that seek to destroy humanity and reshape the world in their image.

Piloting an Automata, you will be at the forefront of the fight against these creatures, using your strength, skill, and ingenuity to overcome them and protect those around you. But being a Pilot is not just about physical strength. It's also about emotional resilience, as you must navigate complex interpersonal relationships and grapple with the psychological toll of facing unspeakable horrors on a daily basis.

As Pilots in Eldritch Automata, you are not just heroes – you are martyrs struggling against the forces of darkness in a world that has been forever changed. Each of you has your own unique backstory, filled with pain, trauma, and loss. But despite all that you have been through, you have chosen to fight for a better tomorrow, to protect those you love, and to preserve humanity in the face of unimaginable horror.

QUICK NOTE ON SAFETY

Eldritch Automata is a world that can be incredibly dark and intense, and in-character trauma plays a big role. As such, it's crucial to use safety tools when playing the game to ensure that everyone involved is comfortable and safe. Safety tools can include things like trigger warnings, lines and veils, and the X-card. These tools help players communicate with each other and establish boundaries around sensitive topics, ensuring that everyone is on the same page and that no one is pushed beyond their limits.

WHAT IS A ROLEPLAYING GAME?

A roleplaying game (RPG) is a type of game where players take on the roles of characters in a fictional setting and interact with one another to tell a story. RPGs typically involve one player serving as the game master while the other players take on the roles of characters in the game world.

Players in an RPG will often make decisions for their characters based on the information presented to them by the game master, using their character's abilities and skills to overcome obstacles and advance the story. The game master will usually provide descriptions of the game world, non-player characters, and events that occur within the story and will adjudicate the outcomes of the players' actions based on the rules of the game.

ROLE OF THE PLAYERS

Each player except one controls a player character (PC). You decide what your PC thinks and feels, what they say and do, but not what happens to them. It is your job as a player to immerse yourself in your PC. They may be an adventurer in a faraway fantasy world, but they are still, at heart, a person with feelings and dreams, just like you. Try to imagine – how would you react if you were in their shoes? What would you do? The player characters are always the protagonists of the story. The game is about you. Your decisions, your adventures.

ROLE OF THE GA

The final player is the Game Architect, the GA (our term for GM). They describe the game world to you, they play the people you meet, and they control the enemies you fight. The game is a conversation between the players and the GA, back and forth, until a critical situation arises where the outcome is uncertain. It's the GA's job to put obstacles in your path and challenge your PCs, forcing them to show what they're really made of. But it's not up to the GA to decide everything that happens in the game, and above all, not how your story is supposed to end. That is decided in the game. That is why you are playing the game – to find out how your story ends.

WHAT IS IN THIS BOOK?

This Quickstart Guide covers the essentials of Eldritch Automata. Everything you need to pick a pre-generated character and delve into *The Dark Passenger* is included, from an explanation of the core mechanics of the system to how to run combat for both pilots and Automata. Use this guide to get a feel for the themes and action horror focus of Eldritch Automata, run *The Dark Passenger* or other scenarios you've designed using the pre-generated characters, and share with your friends!

WHAT ISN'T IN THIS BOOK?

There are several more systems outlined in the Eldritch Automata Core Rulebook that were not included in this Quickstart Guide. We made this choice in order to keep this book streamlined and to make sure players and GAs are able to pick it up and run *The Dark Passenger* with ease. You may see references to these systems in the rest of this book and on the pre-generated character sheets, such as Pilot and Automata Archetypes, Talents, Tags, Horror Toxicosis, Seraph Radiation, and expanded options and rules for the systems that are included in this guide. We hope you enjoy this Quickstart and that it piques your interest for the full core rulebook.





THE BASIC RULES

TOOLS OF THE GAME

Eldritch Automata gives you plenty of room for improvisation and creativity yet also provides a number of tools to help you create your own story.

CHARACTER SHEETS

In Eldritch Automata, the character sheet serves as the vital information upon which the essence of your Pilot is inscribed. The character sheet stands as a testament to your character's journey, encompassing the multitude of Attributes, Skills, and experiences that breathe life into their persona. As you venture deeper into the neverending hell that is the battlefield, your character sheet will evolve, mirroring your hero's growth and triumphs, as well as their hardships and setbacks.

DICE

In Eldritch Automata, regular six-sided dice (called D6) are required to play this game, preferably 10-15 in three different colors.

ATTRIBUTES AND SKILLS

There are twelve core Skills in total in Eldritch Automata, connected to one of the four Attributes.

THE 4 CORE ATTRIBUTES

Strength (STR)

Agility (AGI)

Empathy (EMP)

Wits (WIT)

THE 12 CORE SKILLS

Machinery (STR)
Endure (STR)
Close Combat (STR)
Mobility (AGI)
Pilot (AGI)
Ranged Combat (AGI)
Observation (WIT)
Science (WIT)
Survival (WIT)
Manipulate (EMP)
Command (EMP)
Medical (EMP)

ROLLING THE DICE

Roleplaying is a conversation. The Game Architect describes the scene, you describe how your PC behaves, the GA describes how any NPCs react, you reply, and it goes back and forth. That is how the story is told and progresses. But sooner or later, a decisive situation will arise, a point of no return, a conflict that conversation alone cannot resolve. That's when it's time to break out the dice.

SUCCESS & FAILURE

When you perform an action, you first describe what your player character does or says. Then, you grab a number of six-sided dice equal to your Skill level plus your current score in the connected Attribute. If you have some sort of gear that may be helpful, you will get extra dice from that as well. Then, you roll all the dice at once.

SIXES ARE SUCCESSES

To succeed with your action, you must roll at least one 6. Each 6 is a Success. If you roll more than one Success, you can achieve additional effects specified by each Skill.

ROLLING WITHOUT SKILL

If you don't have the Skill required for the particular action you want to perform, you can roll anyway – simply roll the associated Attribute's Dice Pool alone.

DESCRIBE YOUR ACTIONS

In Eldritch Automata, you create a story together. A dice roll is a dramatic peak. First, you should describe what you are trying to achieve so everyone knows what is at stake. Then, you roll your dice, interpret the result, and describe what happens. Describe what you do, what you say, or what you are thinking. If you push your roll, describe how. Do it yourself, don't wait for the GA – the GA should only stop you if you go beyond the results you have rolled.

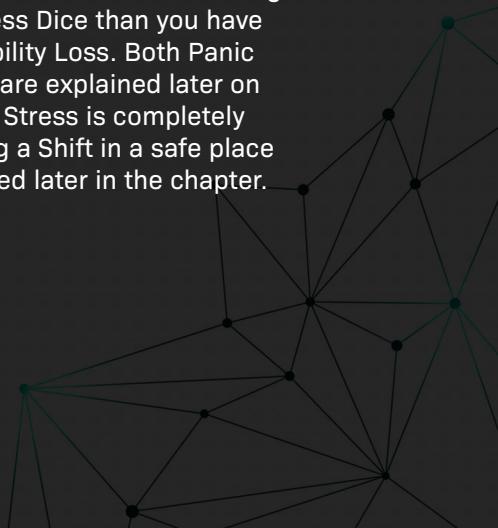
PUSHING A ROLL

You have one last chance if you really want to succeed – you can push the roll. Known as pushing a roll, this grants you the opportunity to seize all the dice that have not yielded a Success and roll them again. Ordinarily, you would push a roll only in the face of failure, but there may be instances where the initial success is insufficient and you crave a more potent impact, such as amplifying the devastation of an attack. Be careful, though; pushing a roll is not without risk. The risks of failing a pushed roll are listed below.

The narrative implications of a pushed roll hinge upon the nature of the action your character undertakes, be it a display of brute force, a feat of intense mental acuity, or an impassioned emotional struggle. Every time you push a roll, you incur Stress.

STRESS

Through pushing, certain effects, and your GA discretion, your character gains Stress. Stress Dice are added to any Skill roll you make, increasing your chances of succeeding with a growing risk. Rolling a 1 on a Stress Die, even on a successful roll, incurs a Panic roll. Rolling more ones on your Stress Dice than you have Successes causes Stability Loss. Both Panic rolls and Stability Loss are explained later on in the Stability section. Stress is completely removed after spending a Shift in a safe place resting. Panic is explored later in the chapter.



PANIC

When you roll a 1 on a Stress Die, you make a Panic roll. A Panic roll consists of rolling 1D6 + your current level of Stress. The resulting sum of the roll decides how badly you Panic, with lower ranges being mild to downright debilitating at higher levels.

ROLLING AS A GROUP

When you face a challenge together with the other PCs, don't roll dice separately. Instead, you choose who among you is best suited to take on this challenge. The others may help if it's relevant to the situation. If the roll fails, it counts as a failure for all of you – you are not allowed to try one time each. This rule does not apply in combat, where each Pilot is free to attack any enemy they like.

HELP FROM OTHERS

Other PCs or NPCs can help you succeed at a Skill roll. This must be declared immediately – before you roll any dice. It must also make sense in the story – the individual helping you must be physically present and have the capacity to support your action. The GA has the final say.

For each person helping you, you get a +1 modifier. No more than three people can help you with a single roll, meaning your maximum modifier from assistance is +3.

OPPOSED ROLLS

Sometimes, rolling a 6 isn't enough to succeed with your Skill roll. In some cases, you have to beat your foe in an opposed roll. You have to roll more Successes than your adversary to win an opposed roll. Every Success your adversary rolls eliminates one of your Successes. However, you (the attacker) can push your roll, and your opponent cannot.

STABILITY & EGO

Eldritch Automata is a game of introspection and hope in the face of despair. This is represented by your two in-game stats – Stability and Ego.

STABILITY

This represents your own mental fortitude against the onslaught of dangerous unraveling the Horrors / Seraphs do to your mind and soul. It is your determination that slowly wanes as the situations pile on tougher and tougher. It is your dwindling hope in the face of despair. As long as you have Stability, you have a reason to keep fighting. This is equal to your Wits.

EGO

This represents your sense of self. It is the realization of you as a person. It is the currency you use when Piloting or being near an Automata. Pilots who operate Automata often report feeling a loss of personal self, instead slowly eroding when touched soul to soul with the Automata they Pilot. This is equal to your Empathy.

BREAKDOWN

Breakdowns occur when your Stress Level escalates and slowly erodes your Stability. When your Stability hits critical levels (0) and finally erodes, you lose your sense of reason and enter your Breakdown. During a Breakdown, you must act according to your Pilot Archetype's Breakdown. Acting against your Breakdown reduces your roll to 1. You also are unable to use strands, as your tenuous grip on reality affects your ability to draw on connections with others. When you regain your Stability, you regain up to half your max score in Stability.

STABILITY LOSS

Stability loss is caused by rolling more ones on Stress dice than Successes and through high Panic rolls. It is possible to lose more than one Stability with a given roll. Stability is restored by one point every Shift of time when you are in a peaceful environment.

EGO LOSS

Your Ego is your sense of self, and as you Pilot and become one with your Automata, it begins to erode and break down. Ego loss is usually drained through the use of talents as well as certain Panic rolls. Dropping your Ego to 0

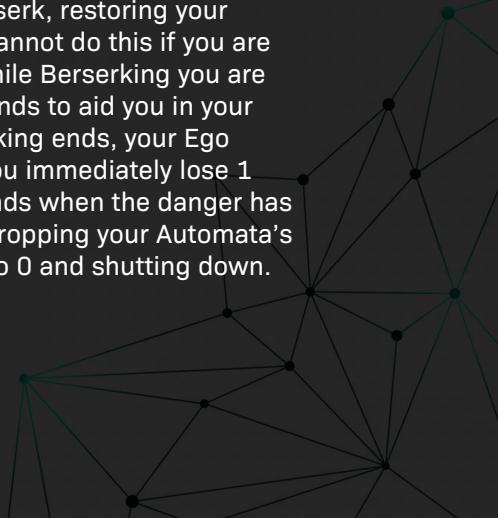
RESULT	PANIC TYPE	EFFECTS
1-6	Stable	You are able to keep it together.
7	Trembling	You start to tremble. Agility is reduced by one for remainder of scene.
8	Anxious	Stability is reduced by one.
9	Sullen	Ego is reduced by one.
10	Shaking	The Stress Level of you and all friendly PCs in Short range of you increases by one.
11	Freeze Up	You tense up in fear. losing your next Slow Action. The Stress Level of you and all friendly PCs in Short range of you increases by one.
12	Scream	You scream, losing your next Slow Action. Your Stress Level is reduced by one, and every friendly character who hears your screams must make a Panic roll.
13	Run Away	You can't do this anymore. You have to run. You must flee from danger until you are in what is deemed a safe place. Do not roll a retreat roll, your Stress Level is decreased by one, and all other friendly PCs make a Panic roll.
14	Hallucinations	You are suffering from powerful hallucinations and are unsure what is real or not. The GA determines the details. Reduce your Stability and Ego by one.
15	Berserk	Your fight or flight response kicks in, and you can't fly. You immediately enter your Berserk state if you're Piloting an Automata. If you are not, you become enraged, attacking the nearest thing to you until you are subdued.
16	Disassociate	Your mind needs to go away for a second, unable to handle reality. You stare off into space, not able to speak or move, not taking any action. Only by someone taking a Slow Action to call out and shake you physically can you return.

results in berserking. Ego is restored by one point every Shift spent outside of your Automata.

BERSERKING

When your Ego totally erodes, you Berserk. Berserking is similar to mental Breakdowns, where you must act according to your Automata's Berserk description. Acting against your Berserk reduces your roll to only a single

die. When your Automata drops to 0 Durability, you may decide to Berserk, restoring your Durability to full. You cannot do this if you are already Berserking. While Berserking you are unable to draw on strands to aid you in your goal. When the Berserking ends, your Ego is set back to 1, and you immediately lose 1 Stability. Berserking ends when the danger has passed, immediately dropping your Automata's Durability back down to 0 and shutting down.



STRANDS

One's relationships are as powerful (and in some cases more so) as the weapons the gigantic mechs wield. This power is defined as Strands – connections that transcend the tangible and delve into the connections that bind us together into a delicate dance with destiny. Each strand represents a tiny moment of collaboration, intensity, understanding, or acceptance. A living testament to the characters around you in your shared fight against the ever-consuming darkness.

They are the currency of connection, reflecting your relationships and connections with others. Strands are not one-sided. They mirror reciprocity inherent in your relationships, able to be tapped into and used by both sides. The more Strands you possess with another character, the stronger the emotional resonance.

The most important feature of Strands is their two-way nature. Pooled and accessible by both sides of the connection, Strands are a resource to be shared and rationed. This quickly becomes a balancing act as Strands are used from both sides, a reflection of how much we give and take from our relationships.

GAINING STRANDS

There are multiple ways to gain Strands through roleplay and other talents. The two most common methods of gaining Strands are being granted one from the GA or from your Pilot Archetype's Strand Talent.

A GA can choose to bestow your character with a Strand as a reward for narrative milestones. These milestones can be marked as pivotal moments in your character's unfolding story, encapsulating a shared experience between two characters (or groups) that bind the character together. The GA can choose to recognize the significance of your relationship with another PC or NPC and bestow a Strand to you both.

Every Pilot Archetype comes with a Strand Talent. Strand Talents, while similar in their activation, all play out differently and become a distinct aspect of how your character forms

relationships. Most, if not all, Strand Talents trigger upon an intimate moment of connection between your character and a PC or NPC. This can be a heartfelt conversation, a moment of vulnerability, or a leap in understanding between two characters. It's important to note that when we talk about relationships, we don't just mean platonic or romantic ones. Rivalry, bitter resentment, and even strong dislikes are all expressed through Strands. All of your character's emotional connections (even their negative ones) are important. When a Strand Talent is triggered, read the Talent and refer to the special conditions or mechanics for forming those Strands.

USING STRANDS

You can use, or Exhaust, a Strand before a roll is made to gain two Strand Dice to improve your chance of success. The only limit on the number of Strands that can be Exhausted for a single action is that they originate from the same connection. Strand Dice provide a unique twist to your chances of success. Unlike regular dice, Strand Dice grant Success on a 1 and a 6. Exhausting your Strands opens up the potential to turn the tables, accomplishing harder-to-impossible tasks or further cementing your chances of success on crucial rolls. However, should the roll still fail, the Strand is still Exhausted. While Strands are a powerful resource, they are not infinite in their capabilities.

Once Exhausted, Strands are unable to be used again until they are Refreshed. The process of Refreshing Strands is done in the downtime between combat in the lull of action. While your connection with a specific person may be tapped or even strained, you can restore that connection much like you do in real life – spend time with the person. Strands are refreshed by spending quality time or having an intense emotional milestone with the other person. Quality time is defined as spending time equal to at least one Shift. This Shift can be spent in roleplay, or you can lightly summarize how you and the other person spend time. Your GA ultimately decides what results of this and whether or not it is enough to refresh the Strand(s). Forming a new Strand immediately Refreshes all Strands you have with that individual, so keep forming those relationships and connections with others!

BREAKING STRANDS

When you decide to use a Strand against the character it's shared with, you are forcibly shattering the bond with them. Your intent to hinder and oppose their actions manifests in Ego-fueled backlash. You can oppose one of two penalties, but each has a cost. First, you can declare that you're Breaking a Strand whenever a PC (or the GA portraying an NPC) declares their action, but before they roll. This is done after the character decides they are rolling, and they cannot negate their own roll or action as a result of you declaring a Break. You can Break a single Strand in order to reduce the target's dice pool by -2 for the roll. This is taken out of the regular dice pool first before Stress Dice are added.

You may also choose to Break all Strands with a character. Doing this is not only a rejection of their actions but of who they are fundamentally. As long as you have three or more Strands and break all of them, you reduce your target's die pool to 1, regardless of how many dice they began with. With a single die (1 in 6 chance to roll a success), failure is almost guaranteed. Breaking a single Strand, while severe, leaves room to improve one's relationship and interact with them again. However, Breaking all Strands is no trivial matter. It is a narrative choice that reverberates through the story, altering the dynamics between characters forever. Characters whose Strands are completely broken are unable to form connections with one another. Their Strands are unable to be reforged, the only exception being through specific Hope Talents.





COMBAT & ENGAGEMENTS



RANGE AND TIME

Intense battles often unfold on a map that represents the location where your characters struggle to survive. The map is divided into zones, which may be a room, a corridor, or a specific area of ground. Zones can vary in size, ranging from just a few steps across to approximately 25 meters. They are typically smaller in confined spaces than in open terrain.

MAPS & AUTOMATA

Due to the size of Automata in retrospect, in a normal battlefield, Automata-focused battles work on a conversion of a simple size. Automata are generally around 80 meters tall and their zones are typically up to about 500 meters. A massive battlefield for ordinary combatants is merely a walk for an Automata. hardships and setbacks.

RANGE & CATEGORIES

The distance between you and your opponents is divided into five Range categories. See the table below.

RANGE	DESCRIPTION
Engaged	Right next to you, in combat.
Short	A few meters (same zone) away.
Medium	Up to 25/500 meters (adjacent zone) away.
Long	Up to 100/2000 meters (four zones) away.
Extreme	Up to 1/20 kilometers away.

PLAYING WITHOUT MAPS

While maps can be beneficial, you always have the option to forgo them and resolve specific conflicts solely through imaginative visualization or the “theater of the mind.” This approach can be particularly effective in close-quarters engagements involving a limited number of combatants, allowing for a more immersive and cinematic experience.

MEASURING TIME

Three separate units of time are typically used in Eldritch Automata, depending on the situation at hand. See the table below. The exact duration of a Round, Stretch, and Shift can vary depending on the situation. It's the GA's job to track time and determine when another Round, Stretch, or Shift has passed. There are typically four Shifts in a day: Morning, Day, Evening, and Night.

RANGE	DURATION	PRIMARY USE
Round	5-10 Seconds	Combat
Stretch	5-10 Minutes	Exploration
Shift	5-10 Hours	Recovery

INITIATIVE AND ACTIONS

When combat begins, the first step is to determine who has the Initiative. Do this before anyone rolls dice for an Action. Everyone rolls 1D6 + Agility, with Initiative then calculated from highest down to lowest. When all the participants in the combat have acted once, the Round is over, and a new Round begins. The round order remains the same throughout the whole conflict – rolling Initiative is only done once, at the start of the first round.

SURPRISE

If you perform an attack that the GA deems surprising, you may roll Initiative twice and choose which one of the two results you want.

CHANGING INITIATIVE

You never roll for a new Initiative spot during a fight, but you can exchange your Initiative spot – and thus your Initiative for that round – with another player character. This can be done at the start of the fight or at the start of the round, but never in the middle of a round. You and the other player character must be able to speak to each other to exchange Initiatives.

TAKING ACTIONS

When it is your time to act in the Round, you can perform one Slow Action and one Fast Action, or two Fast Actions. A Slow Action usually consists of rolling for a Skill. A Fast Action is quicker and doesn't always require rolling dice, though it might. A list of Fast and Slow Actions are listed on the next page.

MOVEMENT

To move during combat, you can spend a Fast Action to run from one zone to a neighboring zone or between Short and Engaged range from an enemy or PC in the same zone you are already in.

Crawling: If you are prone, you can't run. Instead, you must crawl. Crawling works just like running, but it's a Slow Action. That means you can't crawl twice in the same round. In a Cramped zone, crawling is the only movement possible.

Close Combat: If you have an active enemy at Engaged range, you can't just walk away from them. Instead, you must retreat.

FLEEING THE CONFLICT

If you're losing a fight, retreating and returning with backup might be better. If you want to leave the conflict immediately, and you don't have any enemies at Engaged range, you can make a Mobility roll. A successful roll means you manage to get away, and the conflict is over. If the roll fails, you remain in combat with your opponent and cannot get away.

SLOW ACTIONS

ACTION	PREREQUISITE	SKILL
Crawl	You are prone	-
Close Combat Attack	-	Close Combat
Shoot Ranged Weapon	Ranged weapon	Ranged Combat
Reload	Firearm w/ Ammo Tag	-
First Aid	Broken or dying victim	Medical
Persuade	Your opponent can hear you	Manipulate
Enter/Exit Automata/Vehicle	Automata / Vehicle	-
Start Automata/Vehicle	Automata / Vehicle	-

FAST ACTIONS

ACTION	PREREQUISITE	SKILL
Run	No Engaged enemy	Mobility (if Cluttered zone)
Move through a door / hatch	-	-
Get up	You are Prone	-
Draw weapon	-	-
Block attack	Attacked in Close Combat	Close Combat
Grapple attack	You've grappled an opponent	Close Combat
Retreat	Engaged enemy	Mobility
Aim	Ranged weapon	-
Seek cover	Cover in the same zone	-
Grab the wheel	Vehicle	-
Pilot	Automata / Vehicle	Pilot
Use item	Varies	Varies

SNEAK ATTACK

When you stalk someone, and your attack catches them unawares, it's called a Sneak Attack. First, roll an opposed Mobility roll versus your target's Observation. You get a modifier depending on how close you want to go; see the table below. If you want to attack in Close Combat, you usually have to move to within Engaged range of your enemy. If you fail, your opponent spots you at your starting distance – roll Initiative. If you succeed, you get a free action (Slow or Fast, but not both) before you roll Initiative. Your target cannot block a Sneak Attack. Sneak Attacks are always done individually by one attacker against one target.

SNEAK ATTACK MODIFIERS

RANGE	MODIFIER
Engaged	-2
Short	-1
Medium	0
Long	+1
Extreme	+2

CLOSE COMBAT

You use the Close Combat Skill when you attack someone with your bare fists or a melee weapon. Close Combat usually happens at the Engaged range from your target. You can fight unarmed or use a weapon, which may grant bonuses. Drawing a weapon from its sheath or a belt is a Fast Action.

To attack an opponent in Close Combat, you need to be standing on your feet. If you are Prone, you must first take a Fast Action to stand before you can attack. While you are Prone, standing enemies get a +2 modifier on all Close Combat attacks against you.

RESOLUTION

If your Close Combat roll is successful, your attack hits, and you inflict damage to your target's Health / Durability equal to the

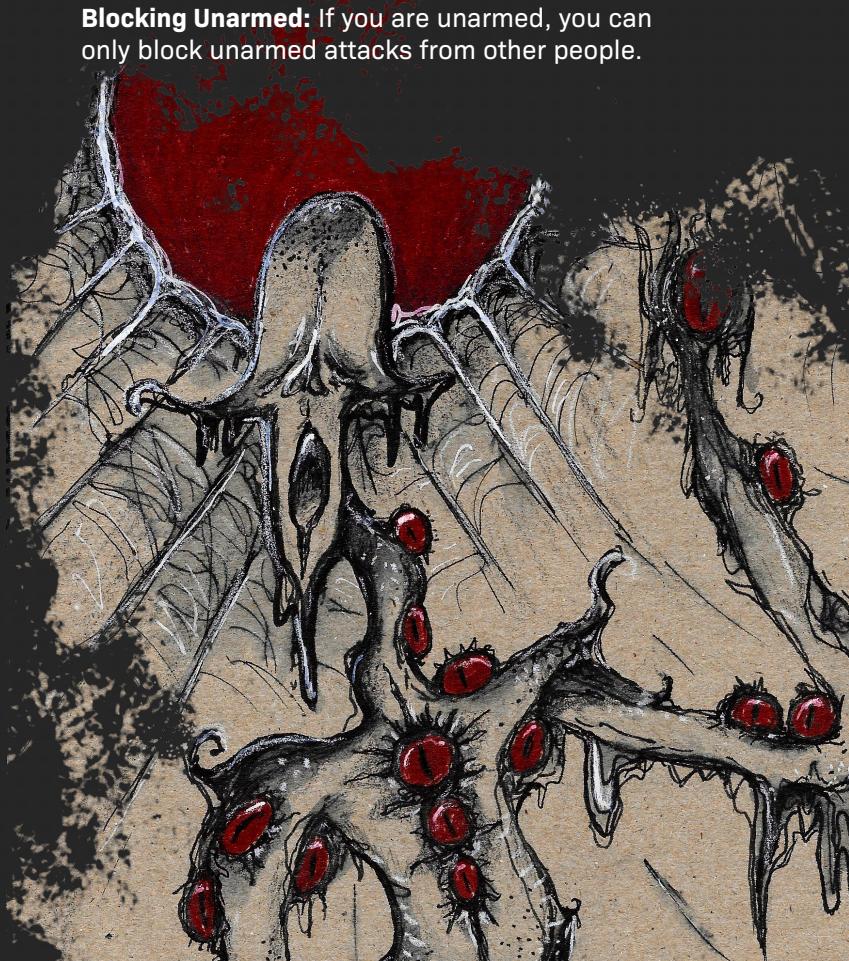
weapon's Damage Rating. You can spend additional Successes on Stunts. Stunts are fully explored in the Eldritch Automata rulebook. If you're using the Quicklaunch only, each stunt grants an additional point of damage, or can be spent on grapple if you have the grapple tag on your weapon.

BLOCKING

If you are attacked in Close Combat, you can choose to Block the attack to avoid being hit. Blocking is a Fast Action. You must declare that you are going to Block before the attacker rolls for their strike, and then you both roll Close Combat. You remove one of the enemy's Successes for each Success you roll. If they are left with no Success, the attack misses.

Reactive Action: Blocking is a reaction that breaks the normal Initiative order in the Round. However, it does count against your two available actions in the Round (one Slow and one Fast). Each time you block, you lose one action later in the Round, and if you have already used both your actions, you can't block. When it's your time to act, it might therefore be wise to save your Fast Action if you fear you might be attacked later in the Round.

Blocking Unarmed: If you are unarmed, you can only block unarmed attacks from other people.



GRAPPLING

If you Grapple your opponent as a result of a tag, both you and your opponent fall to the ground. The opponent drops any weapon they were holding, and cannot move. The only action they can perform is an attempt to break free – which is a Slow Action that succeeds if the opponent wins an opposed Close Combat roll against you. While you are grappling, the only action you can perform (apart from releasing your opponent) is a Grapple Attack. This works as a normal Unarmed Attack (Strength + Close Combat) but is a Fast Action and cannot be Blocked.

DISENGAGE

If you have an active enemy at Engaged range, you must make a Mobility roll to move away to Short range from them. If you fail, you still move, but your enemy gets a free Close Combat attack against you. The free attack doesn't count toward their actions in the Round, and you can't Block it.

RANGED COMBAT

You use your Ranged Combat Skill when you shoot at someone from a distance. You need to be able to see your target. You also need a ranged weapon, even if it's simply something to throw. Drawing a weapon is a Fast Action while firing a weapon is a Slow Action.

Aiming: If you take your time to aim carefully before squeezing the trigger, you get a +2 to your attack roll. Aiming is a Fast Action. If you do anything else except shoot your weapon after you have aimed, or if you are hurt, you lose the effect of the aim, and you need to take another Fast Action to aim again.

Range: The weapons tables indicate the range of each weapon, i.e., the maximum range category at which the weapon can be used. The farther away your target is, the harder it is to hit. At Medium range, you get a -1 modifier, and at Long range, you get -2. At Engaged range, you get -3 because it's hard to draw a bead on an opponent that close. You don't get this penalty if you fire at a defenseless or unwitting enemy – instead, you get a +3 modifier.

Target Size: Firing at a large target, such as a vehicle, gives a +2 modifier to the attack. Firing at a small object, such as a hatch or a hand-held item, gives a -2 modifier.

RANGE	MODIFIER
Aimed shot	+2
Target Grappled	-3
Short range	-
Medium range	-1
Long range	-2
Extreme range	-3
Large target	+2
Small target	-2
Dim light	-1
Darkness	-2

RESOLUTION

If your attack hits, you inflict damage to your target's Health / Durability equal to the weapon's Damage rating. For every extra Success you roll, you add an additional point of damage.

FIREARMS & AMMUNITION

Ammunition for firearms is handled on a lump sum of Reload mechanics. Weapons with the Ammo tag have either 3 Reloads, 1 Reload, or 0 Reloads. Every time you are forced to make a Panic roll or choose to Empty the Clip, your Reload rating is reduced by 1. If you ever are forced to reload and your Reload rating is currently 0, you are considered out of ammunition.

COVER

When enemies are shooting at you, hunkering down behind cover – preferably something

solid – can save your life. Taking cover in the zone you’re in counts as a Fast Action. Objects have a Cover Rating. When an attack is made, you add the cover rating to your Ego Field or Armor (Pilot Only).

PILOT/AUTOMATA	COVER RATING
Furniture / Building	1
Wooden Door / Skyscraper	2
Tree Trunk / Rock Formation	3
Wooden Wall / Steel Structure	4
Stone Wall / Mountains	5

EMPTY THE CLIP

When you need something as dead as dead can be sometimes you have to just keep pumping ammo. When wielding a weapon with the Ammo Tag, this counts as a normal ranged attack, but with a few differences: you get a +2 modifier on the roll, and you are forced to reload your weapon. You also gain a level of Stress.

HEALTH & DAMAGE

DAMAGE

Eldritch Automata is deadly. The rewards for your PC may be great, but the only thing you know for sure is that you will suffer all sorts of damage along the way. Damage is applied on a successful Close Combat or Ranged Combat roll and increased via Stunts. Damage can come in many forms, and the severity of the damage is dependent on the die rating of the Damage:

- **Light Damage** - Deals 3 points of damage.
- **Medium Damage** - Deals 5 points of damage.
- **Heavy Damage** - Deals 7 points of damage.
- **Extreme Damage** - Deals 10 points of damage.

TYPES OF DAMAGE

Health / Durability Damage: This is the most typical type of damage that is inflicted on the Pilot and Automata. This represents bodily and structural harm.

Ego / Stability Damage: Often, Horrors and Seraphs are able to attack the very mental glue that holds the Pilot and Automata together. This type of damage is usually psychic, mental, or supernatural in some way.

Other Attribute Damage: Other attacks from enemies can sometimes target other Attributes. Whether it be slowing you down by reducing Agility, sapping your Strength to fight, confusing you to the point of damaging your Wits, etc.

BROKEN

When your Health, Durability, or Stats score reaches zero, you are Broken. This means that you are put out of action in one way or another. Exactly what it means to be Broken depends on whether or not you’re controlling an Automata.

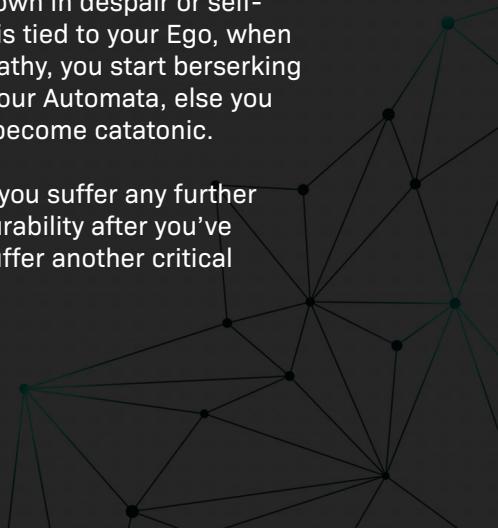
Health: You’re knocked senseless. Roll for a physical critical injury. If you’re not dead, you can only crawl and mumble through the pain. You can’t perform any other actions, and you can’t roll for any Skills.

Strength / Agility: You collapse from exhaustion. You can only crawl and wheeze. You can’t perform any other actions, and you can’t roll for any Skills.

Wits: You’re paralyzed by fear or confusion. As your Wits is tied to your Sanity, when you’re broken via Wits, you suffer your Breakdown.

Empathy: You break down in despair or self-pity. As your Empathy is tied to your Ego, when you’re broken via Empathy, you start berserking if you are controlling your Automata, else you suffer Ego Death and become catatonic.

Additional Damage: If you suffer any further damage to Health / Durability after you’ve already Broken, you suffer another critical injury.



RECOVERY

As long as you're not Broken, you recover one lost Health and one of each Stat per Shift (5-10 hours) of rest, assuming you're not suffering from anything that blocks recovery. A successful Medical roll can assist in accelerating this.

GETTING BACK UP

If you are Broken, the fastest way to recover is for someone else in the same zone to treat you by making a successful Medical roll. You immediately recover a number of points in the Broken Health / Stat equal to the number of Successes rolled. Ego and Stability cannot be treated this way. Further Medical rolls have no effect, and the same person can only try once. If no one helps you within one Stretch, you recover anyway and get one point back in the relevant Health / Attributes score. After you're no longer Broken, you recover the remaining lost Attribute points normally (above). Critical injuries can still affect you after all your Attributes are restored, however.

CRITICAL INJURIES

If you are Broken and you have suffered a Critical Injury, there might be a risk that you will die unless you are treated in time.

COUP DE GRACE

An opponent who has lost all Health / Durability is Broken. If it's an intelligent being (with Wits) that is no longer considered a threat, and you want to give them a coup de grace and kill them outright, you suffer one point of damage to Stability – killing in cold blood is not as easy as you might think. (Note: This does NOT apply to Seraphs and Horrors).

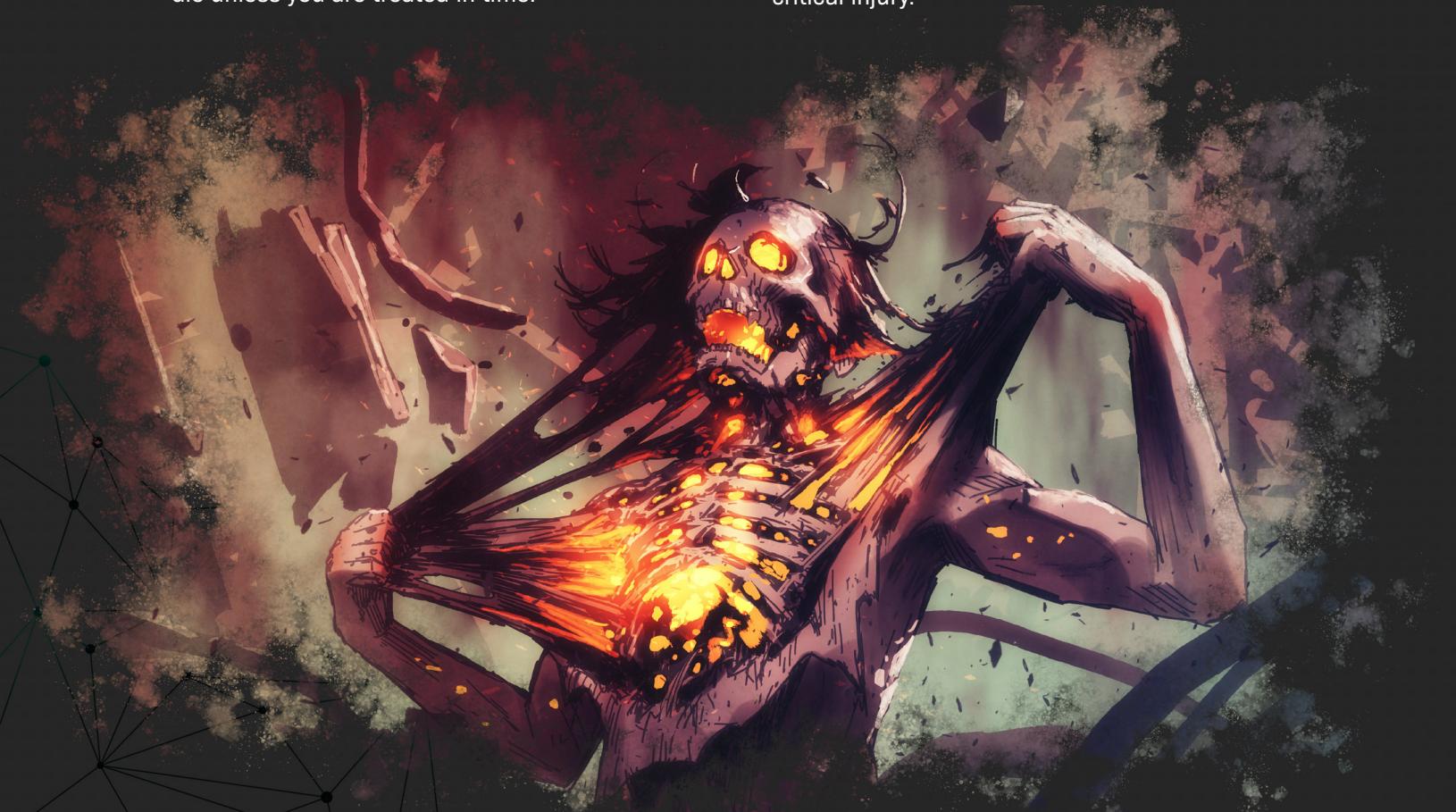
You'll find a table of Critical Injuries at the end of this section. When you suffer a Critical Injury, roll D66 (2D6, one for the tenth place, and one for the ones place). Consult the table to see what type of Critical Injury you have sustained.

HEALING

Each critical injury has a specific effect that you suffer during the healing time indicated – measured in days.

Care: If someone manages to medically aid you during the process of healing a critical injury, the remaining healing time is reduced by half. Any earlier roll to save your life does not count towards this – a new roll is required to reduce the healing time.

Stats: Note that you can recover all your lost stat points but still suffer the effects of a critical injury.



DEATH

If you suffer a critical injury marked as Fatal, you must make a Death roll when the listed time runs out. A successful Medical roll will stabilize you and prevent a Death roll. To make a Death roll, roll for Endure using your full Strength score, modified by the number in the Fatal column. You are not allowed to push the roll. If the Death roll fails, you die. If you succeed, you linger on, but you must make another Death roll when the same amount of time has passed.

Broken: If you are both Broken and have sustained a fatal critical injury (or several), two separate Medical rolls are needed: one to get you back on your feet and another one to save your life. These two rolls can be made in whichever order you prefer.

Instant Death: Note that there are a small number of critical injuries that kill you outright. If you roll either of these, that's it. Time to create a new character.

AUTOMATA COMBAT

Combat in an Automata is similar to combat on foot. You use the same stats and substats to make rolls and have the same amount of actions. Because most Automata are around 80 meters tall, we do simple adjustments of zones and distances found earlier in the chapter. However, there are some substantial changes.

DURABILITY

Your Health is no longer directly affected by damage. Instead, the Durability of your Automata is decided by your Durability rating. When your Durability hits 0, your Automata enters the Broken state. Berserking causes the Automata to regain all their Durability and continue fighting.

BROKEN

Automata treat broken the same way that normal characters do. They are unable to act and they roll on their own special Critical Injuries table listed below. Moreso, it is very possible for the Pilot to have to make a separate Critical Injury roll due to sustaining

a Critical Injury to their Automata. A Pilot may start berserking from the broken state to avoid entering the Automata's broken state. This decision must be made at the moment the Automata becomes broken.

EGO FIELDS

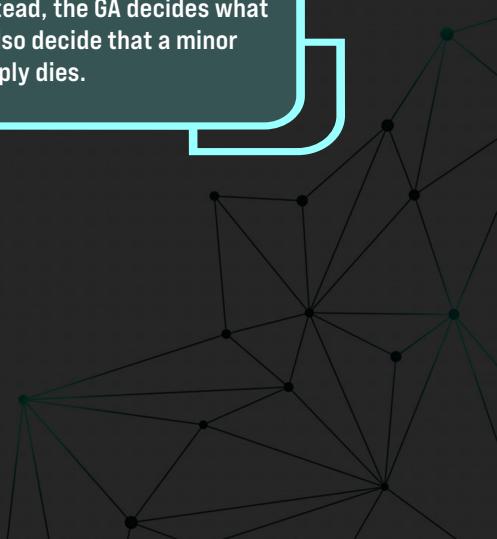
All Automata have an Ego Field, a manifestation of the Pilot and Automata's will. This Ego Field creates an almost insurmountable defense that only Horrors and Seraphs can pierce. Horrors and Seraphs have their own Ego Fields as well, which operate by the same mechanics. An Ego Field must be pierced and depleted before any damage can be done to the Automata. Ego Fields serve as an initial damage threshold that must be surpassed in order to inflict damage. Once damage is calculated, it is applied against the target's Ego Field. The Ego Field rating is subtracted from the initial damage, and any remaining damage is applied to Durability. Whenever damage goes beyond an Ego Field's rating, it's considered Pierced. Whenever an Ego Field is Pierced, make an Ego Field Degradation roll.

Ego Field Degradation: Roll the rating of your Ego Field. For every 1 rolled on the dice, lower your Ego Field by 1. If an Ego Field is completely degraded, normal human weaponry will start to have a noticeable effect on your Automata.

Ego Field Recovery: Your Ego Field refreshes to max after a Shift of rest.

BROKEN NPCs

NPCs can be Broken in the same ways as PCs. An NPC can treat a PC and vice versa. However, dice are usually not rolled when an NPC medically aids another NPC – instead, the GA decides what happens. The GA can also decide that a minor NPC who is Broken simply dies.



CRITICAL INJURIES TABLE

Roll D66 on the table for the type of damage you have suffered.

D66	INJURY	FATAL	TIME	EFFECTS	RECOVERY (DAYS)
11	Winded	No	–	None	–
12	Stunned	No	–	None	–
13	Crippling pain	No	–	None	–
14	Sprained ankle	No	–	Mobility rolls get a -2 modifier and can't run	–
15	Blood in eyes	No	–	Scout and Shoot rolls get a -2 modifier	–
16	Concussion	No	–	Mobility rolls get a -2 modifier	D6
21	Severed ear	No	–	Scout rolls get a -2 modifier	D6
22	Broken toes	No	–	Running becomes a Slow Action.	D6
23	Broken hand	No	–	Can't use the hand.	D6
24	Knocked out teeth	No	–	Manipulate rolls gets a -2 modifier	D6
25	Impaled thigh	No	–	To run becomes a Slow Action	2D6
26	Slashed shoulder	No	–	Can't use the arm	D6
31	Broken nose	No	–	Manipulate and Scout rolls get a -1 modifier	D6
32	Crotch hit	No	–	One point of damage at every Mobility and Fight roll	D6
33	Broken ribs	No	–	Mobility and Scout rolls get a -2 modifier	2D6
34	Gouged eye	No	–	Shoot and Scout rolls get a -2 modifier	2D6
35	Busted kneecap	No	–	Can't run, only crawl	2D6
36	Broken arm	No	–	Can't use the arm	2D6
41	Broken leg	No	–	Can't run, only crawl	2D6
42	Crushed foot	No	–	Can't run, only crawl.	3D6
43	Crushed elbow	No	–	Can't use the arm	3D6
44	Punctured lung	Yes	Day	Endure and Mobility rolls get a -2 modifier	D6
45	Bleeding gut	Yes	Shift	One point of damage at every Mobility and Fight roll	D6
46	Ruptured intestines	Yes	Shift	Infected Wound with Virulence 6	2D6
51	Busted kidney	Yes	Day	Can't run, only crawl, Mobility rolls get a -2 modifier	2D6
52	Severed arm artery	Yes -1	Stretch	Can't use the arm	D6
53	Severed leg artery	Yes -1	Stretch	To run becomes a Slow Action	D6
54	Severed arm	Yes -1	Shift	Can't use the arm	Permanent
55	Severed leg	Yes -1	Shift	Can't run, only crawl	Permanent
56	Cracked spine	No	–	Paralyzed from the neck down.	3D6
61	Ruptured jugular	Yes -1	Round	Endure rolls get a -1 modifier	2D6
62	Ruptured aorta	Yes -2	Round	Endure rolls get a -2 modifier	3D6
63	Disemboweled	Yes	–	Instant death	–
64	Crushed skull	Yes	–	Your story ends here	–
65	Pierced head	Yes	–	You die immediately	–
66	Impaled heart	Yes	–	Your heart beats for the last time	–

AUTOMATA CRITICAL INJURIES TABLE

Roll D66 on the table for the type of damage you have suffered.

D66	INJURY	EFFECTS	REPAIR (SHIFTS)
11	Scratched Paint	None	-
12	Emergency Shutdown	None	-
13	Reset Engaged	None	-
14	Injured Foot Bracket	Mobility rolls get a -2 modifier	-
15	Damaged Visual Receptors	Observation & Ranged Combat rolls get a -2 modifier	-
16	Shorted Out Stabilizers	Mobility gets a -2 modifier	D6
21	Comms Down	Can't communicate with other Pilots	D6
22	Damaged Leg Joints	To run becomes a Slow Action	D6
23	Destroyed Hand	Can't use the hand	D6
24	Broken Targeting Systems	Ranged Combat rolls get a -2 modifier	D6
25	Disconnected Power Supply	Your Automata shuts down	2D6
26	Arm Dislocated	Can't use the arm	D6
31	Blown Thrusters	Can only take a single Slow Action	D6
32	Mechanical Fire	One point of damage at every Mobility & Ranged Combat roll	D6
33	Infected Systems	Gain <i>Horror Toxicosis</i> *	2D6
34	Radiated Systems	Gain <i>Seraph Radiation</i> *	2D6
35	Destroyed Joint Systems	Automata can't move	2D6
36	Broken arm	Can't use the arm	2D6
41	Broken leg	Can't run, only crawl	2D6
42	Crushed foot joint	Can't run, only crawl	3D6
43	Crushed elbow joint	Can't use the arm	3D6
44	Exposed Support Systems	Endure and Mobility rolls get a -2 modifier	D6
45	Impaled Chest	One point of damage at every Mobility & Close Combat roll	D6
46	Shatter Frame	Pilot rolls for Critical Injury	2D6
51	Leg Overload	Can't run, only crawl and Mobility rolls get a -2 modifier	2D6
52	Arm Overload	Can't use the arm.	D6
53	Busted Hydraulics	To run becomes a Slow Action.	D6
54	Severed Arm	Can't use the arm.	Permanent
55	Severed Leg	Can't run, only crawl.	Permanent
56	Synchronization System Destroyed	Automata goes completely still.	3D6
61	Life Support Offline	Stability rolls get a -2 modifier	2D6
62	Major Ego Degradation	Ego rolls get a -2 modifier	3D6
63	Engine Destruction	The main engine and your Automata have been destroyed	-
64	Destroyed Head	Automata is destroyed	-
65	Collapsed Cockpit	Automata is destroyed, and Pilot rolls for Critical Injury.	-
66	Destroyed Cockpit	The Pilot is killed instantly.	-

**Horror Toxicosis* and *Seraph Radiation* rules are not available in the Quickstart Guide for Eldritch Automata. These rules will be available in the full version of the game. For now, please reroll on the table if you get these Critical Injuries.



THE DARK PASSENGER

A BEGINNER OPERATION FOR ELDritch AUTOMATA
DESIGNED AND WRITTEN BY NICHOLAS FRANCIA



HERE
EMOTIONS
BEHOLD
YOU'VE
ENTERED A
HELL
WHERE THE
DEVIL IS
MADE OF
GOLD

- Coheed and Cambria, "Dark Sentencer"

INTRODUCTION

Welcome to *The Dark Passenger*, the first official beginner operation for Eldritch Automata. *The Dark Passenger* mission is meant to introduce the themes of mystery, horror, and betrayal at the heart of Eldritch Automata. *The Dark Passenger* is a bit on the rails, following a linear event-by-event operation, but offers some options to explore. It is meant as a tutorial adventure that can possibly be expanded on or inserted into your existing campaigns.

DESCRIPTION

The Dark Passenger is a haunted house-style scenario that leads to a gigantic Automata battle. The story follows the pilots (or “Riders”) of site A-295, better known as **The Forge**. After a new pilot arrives at The Forge, the base is thrown into chaos after an approaching solar flare blocks out all communication. During this blackout, a Horror infiltrates the base. As the pilots begin their daring operation to the center they will come to realize one of them is not who they seem.

This operation is designed to play within a single 3-4 hour sitting, though faster parties could clear it within two if they are bold enough. There are no maps contained in this adventure and it is intended to be played as “theater of the mind,” but all encounters have notes for transplanting to a battle map. *The Dark Passenger* is a scenario that turns Eldritch Automata into a more militaristic heading. This scenario is not meant to be all-encompassing thematically of everything Eldritch Automata has offer. Not all games take place on military bases, not all games easily define lines between the good and the bad.

PHASES

The Dark Passenger is separated into three phases that split the mission into digestible acts. Labeled **The Setup**, **The Investigation**, and **The Battle**, this mirrors the “monster of the week” media trope to guide the players from phase to phase. Each act is designed to take an hour of gameplay, although those who get caught in the particulars could easily spend more time in the Setup and Investigation

phases of the game. Below are summaries of each act.

THE SETUP

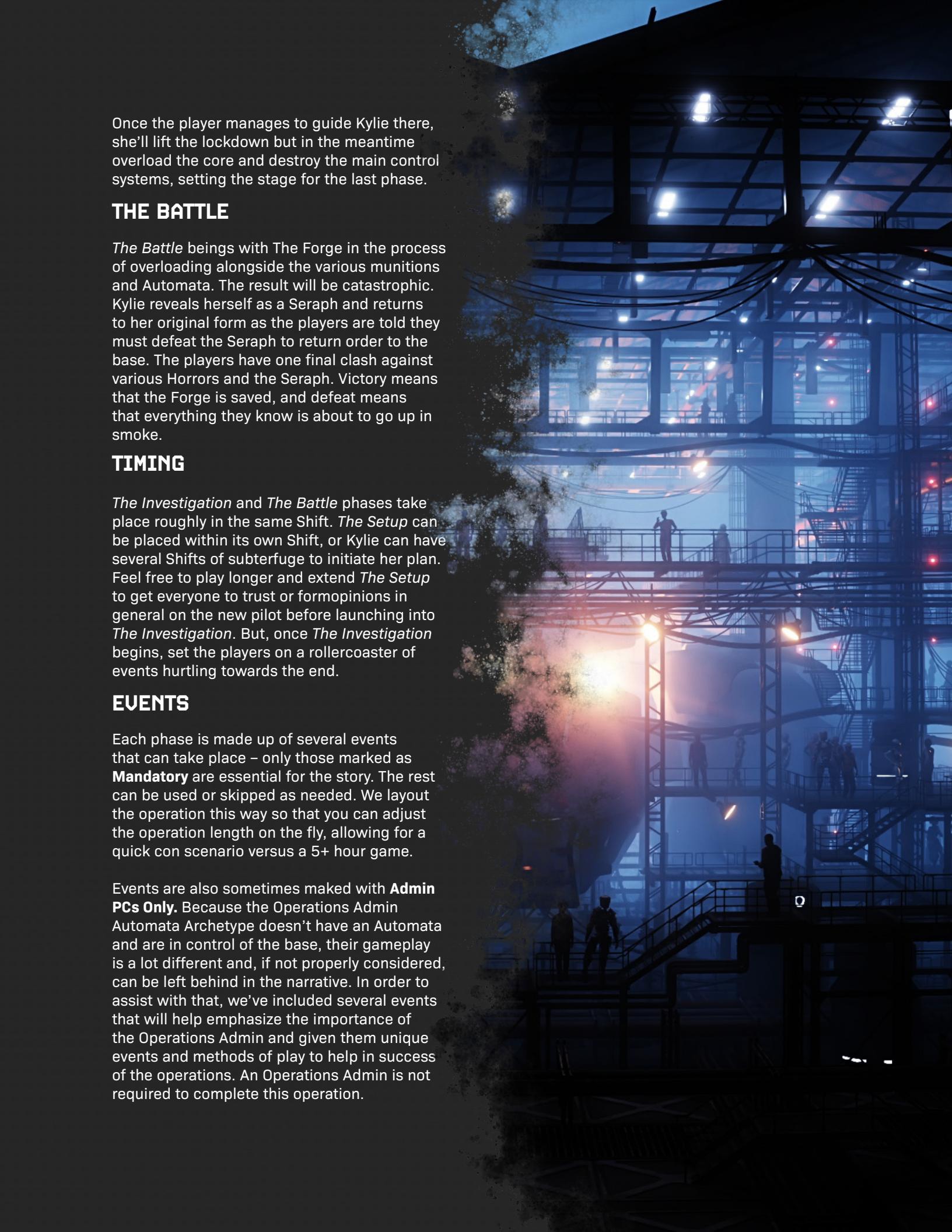
The Setup begins with the arrival of a new pilot – **Kylie Summers** – a 22-year-old pilot arriving from overseas to The Forge. Kylie is energetic, friendly, and seemingly a protege, as she carries with her top scores from other simulations. Her transport to the base can be riddled with issues, forcing the pilots to intervene on their behalf. While Kylie Summers seems like an NPC who’s there to keep the pilots in line, her purpose is anything but. In reality, Kylie is the **Seraph of Traitors: Judariel**, a powerful entity sent here to sabotage The Forge and stop the creation of more Automata. Kylie tries to befriend the group. Her goal is to get to the main reactor core to overload the base and destroy it alongside all the Automata and pilots.

It can be tough to convince others to trust Kylie, as the first mention of a traitor or something going wrong is going to immediately point to the newest member and players will always be hesitant of the GA. A number of events and red herrings have been baked in to throw the scent off Kylie. But there usually is always at least one player who will try and guess the big reveal.

THE INVESTIGATION

The Investigation begins with the approaching solar flare, which knocks out all power within the base and triggers an emergency lockdown. Kylie explains her “true mission” as a special investigator, she tells the group that she has been deployed to the Forge to act as a countermeasure against possible sabotage that had been discovered by her higher ups. Of course, this is a complete lie.

In reality, Kylie has set a Horror loose inside the base using the distraction of her arrival. Kylie will ask the players to guide her to lift the lockdown from the main control bridge. In doing so the players will have to contend with a Horror without aid of their Automata and scaling a ten story elevator shaft down to the reactor core.



Once the player manages to guide Kylie there, she'll lift the lockdown but in the meantime overload the core and destroy the main control systems, setting the stage for the last phase.

THE BATTLE

The Battle begins with The Forge in the process of overloading alongside the various munitions and Automata. The result will be catastrophic. Kylie reveals herself as a Seraph and returns to her original form as the players are told they must defeat the Seraph to return order to the base. The players have one final clash against various Horrors and the Seraph. Victory means that the Forge is saved, and defeat means that everything they know is about to go up in smoke.

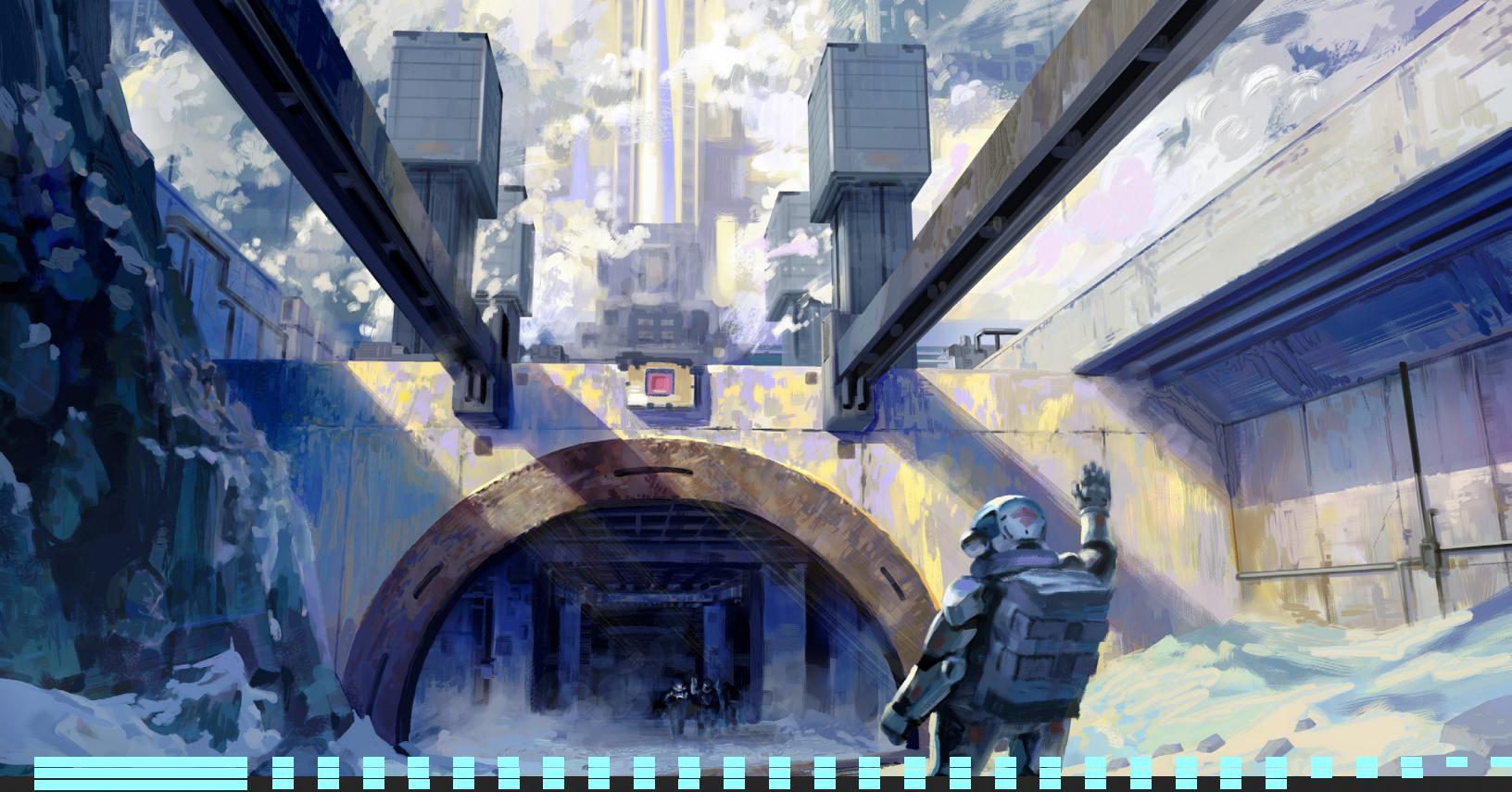
TIMING

The Investigation and *The Battle* phases take place roughly in the same Shift. *The Setup* can be placed within its own Shift, or Kylie can have several Shifts of subterfuge to initiate her plan. Feel free to play longer and extend *The Setup* to get everyone to trust or form opinions in general on the new pilot before launching into *The Investigation*. But, once *The Investigation* begins, set the players on a rollercoaster of events hurtling towards the end.

EVENTS

Each phase is made up of several events that can take place – only those marked as **Mandatory** are essential for the story. The rest can be used or skipped as needed. We layout the operation this way so that you can adjust the operation length on the fly, allowing for a quick con scenario versus a 5+ hour game.

Events are also sometimes marked with **Admin PCs Only**. Because the Operations Admin Automata Archetype doesn't have an Automata and are in control of the base, their gameplay is a lot different and, if not properly considered, can be left behind in the narrative. In order to assist with that, we've included several events that will help emphasize the importance of the Operations Admin and give them unique events and methods of play to help in success of the operations. An Operations Admin is not required to complete this operation.



PHASE I: THE SETUP

UNRULY AWAKENING (MANDATORY)

The players are sleeping in the barracks of the Forge when, all of a sudden, a bright flash lights up the sky. This causes all alarms to go off and wake the pilots up in the middle of the night. The **CHF** (Coalition of Humanity's Forces), radios into the barrack alerting them of the solar flare. The solar flare creates minor chaos and disruption in electronics, mirroring the events that occur later in the operation.

The Operations Admin may get a call about the solar flares, informing them of their disruption and letting the Operations Admin know that lockdown procedures have been prepared in the case of equipment failure.

Whether or not the Operation Admins sleeps in the barracks with the pilots or in their own private space is up to you. Use the awakening to introduce players and push a little small chat between the pilots.

READ THE FOLLOWING: *"As you rest in the barracks of The Forge, surrounded by the remnants of a world scarred by the apocalypse, a deceptive calm settles over the night. The air is thick with the stillness of slumber, and the distant echoes of nocturnal creatures create a lullaby of the forsaken. Suddenly, the tranquility is shattered as an intense brilliance floods the sky. A blinding flash of light illuminates the entire base, seeping through the cracks in the boarded-up windows and casting long, eerie shadows across the room. Alarms blare to life, their deafening wails jolting you awake in the dead of night."*

Blinking against the residual glare, you scramble to your feet, disoriented by the abrupt interruption to your rest. The air is charged with an electric tension, and the distant hum of emergency generators underscores the gravity of the situation. Outside, the world is bathed in an ethereal glow, as if the heavens themselves are ablaze with an otherworldly fire."

THE NEW ARRIVAL (MANDATORY)

This event can come on the tail end of the previous event or the pilots could go back to bed and awake properly preparing for the day. CHF will remind the pilots (or possibly the Operations Admin to pass on the news) that they are receiving a new pilot, and they are expected to be present and looking their best to welcome the new Automata rider. A dossier is available to anyone who might be curious about reading the new pilot's file even though, much like the players' own files, it is heavily redacted.

If players read the dossier they can gain this following relevant information:

- The new pilot's name is Kylie Summers. She originally hails from the Nordic Dominion, and has no only one living family member (her aunt).
- There is a past incident that is on Summers' report that is completely redacted.
- Summers is considered a protégé, with promising analytics and training scores. The scores are higher than all the players.
- Summers specifically requested a transfer to The Forge. This is a smart move because the Forge rarely sees action.
- CHF's top brass secured the deployment of pilot Summers and are pushing so hard for her that she has her own Automata being created for her deployment callsign FIRESTORM.

A SHAKY LANDING

Entering into local airspace is a transport helicopter designated from the Nordic Dominions carrying Summers. It is possible here that three Chariot-class Horrors can emerge in an attempt to stop the new pilot. Someone more versed, and with a successful Science roll, can tell that this is an odd pattern for the Horrors. The Forge rarely sees any Horrors due to their massive fortifications. The truth is that the Seraph is calling the Horrors in an attempt to garner sympathy for its incoming arrival.

If this event happens the pilots will be ordered to sortie in order to defend the transport.

The Automata launch from the base and can descend down the mountain to engage the Horrors in the snow. The three **Fleshrippers** – Chariot-class Horrors – emerge from the tree line or even from the snow itself to pursue the ship. Stats for these monsters can be found in the back of this operation. It is important that while the Fleshrippers will actively pursue the ship they will never actually inflict damage on it. When the ship escapes and enters into the perimeters of the Forge, the Horrors will retreat. This can be explained as the Horrors understanding the power of the Forge's fortifications, but in reality Summers calls them off.

THE NEW GIRL (MANDATORY)

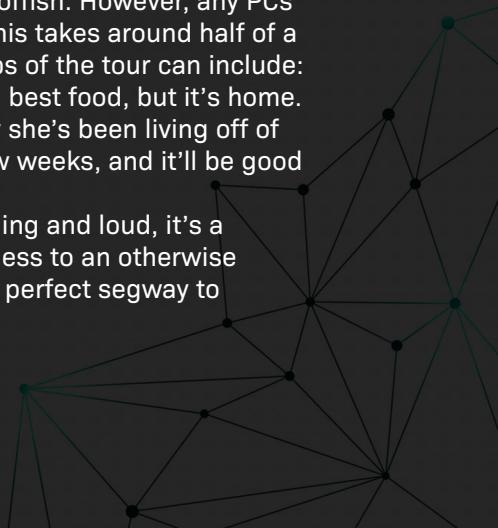
The pilots are told to stand at attention as their new pilot arrives. Stepping out of the transport is a red-haired woman with an overt smile on her face. This is the new pilot, designated callsign "**Ember**." She arrived to undergo additional training under the Pilot and Operations Admin's appointment. She is concise and polite to the staff, requesting that she be allowed to interact with her new fellow pilots, rather than be shown to quarters.

Kylie will drop her strict facade the moment that administrative personnel leave. She will attempt to befriend the pilots, trying to settle into the current ecosystem of the pilots quickly.

TOUR DE FORCE

Kylie asks one of her fellow pilots to show her around and give her a tour of the base, usually whoever has the lowest Empathy score, as they'll be the easiest to manipulate. Play this off as Kylie wanting to go to the one who seems the most standoffish. However, any PCs can attend this tour. This takes around half of a Shift to complete. Stops of the tour can include:

- **Cafeteria:** It's not the best food, but it's home. Kylie can mention how she's been living off of rations for the past few weeks, and it'll be good to get some real food.
- **Loading Docks:** Bustling and loud, it's a welcome shot of business to an otherwise docile land. This is the perfect segway to



“Issues at the Loading Docks” event later on in this phase.

- Barracks: Messy and well-lived in, each pilot has a bunk and personal space. Kylie will claim a bunk, this is also a great place for the pilots to talk without feeling like they’ll be overheard.

- Hangar: Where the Automata are stored is large and echoey, with sounds of heavy machinery and heat from below. This is a great chance to show off everyone’s Automata. Kylie’s Automata is in the process of being built - Unit: Firestorm. Firestorm lies in a near complete state half of it within a molten bath.

SOLAR FLARE DETECTION (ADMIN PC ONLY)

If you have an Operations Admin in the game, they will get a ping from the base telling them to come to Central Command. The player will be informed that a larger solar flare is expected to come any day now and while they don’t anticipate an emergency, expect momentary hiccups during its occurrence. The PC will be told that this could lead to an increase in Horror activity and to ensure that the pilots are prepared and safe first and foremost. The Operations Admin doesn’t need to relay this information to the player, but instead leverages more information to the Operations Admin.

ROMANCE IN THE AIR (PART ONE)

If your players seem interested in learning more about Kylie. Kylie will attempt to connect to the other pilots, even using a bit of charm to come across as a romantic interest. Try not to play too heavy into this trope or it becomes suspicious very quickly. If alone with another pilot or out of earshot of the others, Kylie will remark that the base is “everything she dreamed of” and will tell the pilot about her dream to pilot an Automata ever since she was younger. She’ll tell them this is “the best date she’s been on” before clarifying she was joking.

This could also be used if some of the pilots are a little more distrustful of Kylie, allowing you to tug on a particular character’s heartstrings (and potentially form a Strand). It is imperative to Kylie’s plan that she has as much assistance as possible for what comes next. The event doesn’t have to be romantically inclined despite the name.

A FRIENDLY COMPETITION

A group of staff is gathering as they start betting on who can score the highest in a makeshift shooting range they’ve set up, taking potshots at canned rations. The group is greeted by the sound of a can of baked beans exploding and splattering the wall behind it. An NPC engineer by the name of Toshi is talking loudly about how good of a shot he is and will attempt to goad the pilots. The competition requires a successful Ranged Combat roll with two Successes or more to beat Toshi.

If no pilots answer the challenge, Kylie will step up, landing an impressive shot and beating Toshi. If Kylie and another pilot rise to the challenge, she’ll hold back and lose if the pilot is successful. A successful Observation roll will let a PC see that she held back. If confronted about it Kylie will admit she didn’t want to “show anyone up.”

With a successful manipulation check they might even get Toshi to wager up something important. There is not much to trade at the Forge, but luxury amenity cards serve as a pseudo currency for the workers in the Forge.

ISSUE AT THE LOADING DOCK (MANDATORY)

The group will be called or overhear a call from the loading dock talking about an issue that needs investigating. You can also relay this to the Operation Admin to give out to the pilots.

At the loading dock the players can see that a vehicle has been overturned and part of the ventilation system has been torn apart in the chaos. With a successful Observation roll, they will notice what looks to be slight corrosion on the vehicle and some parts of the ventilation. This might entice the players to enter and investigate the ventilation system. If that happens, it is highly recommended to immediately run the Lockdown event and start Phase 02.

Initial scans of the area reveal that no Horrors have been detected. In reality, Kylie unleashed a particularly stealthy horror into the vents during her arrival - known as a **Lurker**. These Horrors have a nasty habit of being able to phase into solid materials.

LOCKDOWN (MANDATORY)

“Lockdown” is the final event in the first phase, and should only be ran when you want to transition into Phase 02. It also radically changes how the rest of the game goes depending on if they entered the ventilation shafts or they ended the day. If they do not investigate the ventilation system you can run this event at any time but we recommend it toward the evening or even in the middle of the night.

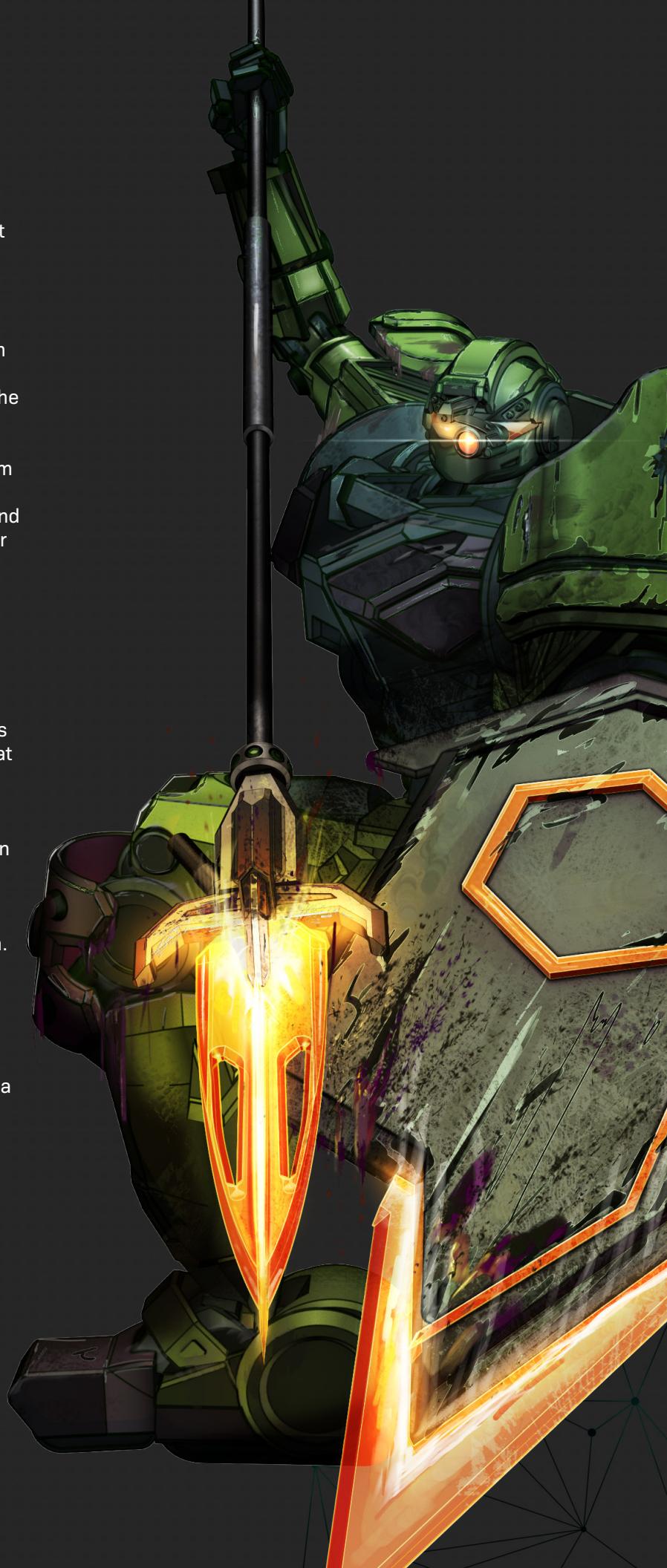
While the solar flare might seem like a random event, in truth, they are caused by Kylie’s Seraphic abilities and there to cause chaos and separate a large majority of forces from major control points in the Forge.

Perhaps there is a welcoming party at the barracks for Kylie, full of cake slices and half-drunk beer. Be sure when your players are comfortable, deliver a one-liner, turn the power out and set the place into lockdown. The players receive word from CHF that this is due to a particularly strong solar flare and that things should momentarily return. But as you can expect, they don’t.

If your players decided to brave the ventilation system, then the lockdown gets initiated and the vents are sealed trapping the players inside. What was once a careful investigation quickly turns into a more dangerous situation.

While you don’t have to, you can use “**Short Circuit**” in the next phase to separate your Operations Admin from the rest of the group.

Note for the GA: All players immediately gain a level of stress at the resolution of this event.





PHASE 2: THE INVESTIGATION



SHORT CIRCUIT (ADMIN PC ONLY)

If you have an Operation Admin, this event can play out in the command center when a huge solar flare causes everything to short-circuit. Machinery breaks, spark fly, and the lights go off backed by the red creepy glow of the emergency lights.

The Operations Admin will be told that CHF didn't expect something of this scale to occur. The base will report to the player that all power has switched to backup generators, and the main reactor core is down due to the solar flare. Emergency measures have kicked in, sealing everyone inside. If the Operations Admin was on the main bridge, they are sealed there but still have access to comms and the security system allowing them to guide the pilots on their journey through the base. Operations Admins will also have the ability to unlock doors, remotely access systems such as elevators, and make navigation a lot easier.

Alternatively, if you want, the Operations Admin can be trapped alongside the other players and play out as normal.

THE PLAN (MANDATORY)

The pilots quickly realize that their PDAs still work. The players can notice that while everything is locked down the air vents still provide limited mobility around the site. The players might naturally make the move to attempt to escape and investigate. However, if no one makes the move to escape Kylie will attempt to loosen one of the grates, demanding help. It might come up naturally or Kylie might bring it up that Horrors may have gotten into the site, pointing to the evidence found back in **"Issues at the Loading Dock."** The next step would be restoring power to the base and lifting the lockdown. A successful Science or Machinery roll would reveal that they can do that through cycling the main reactor core which should reboot the whole base.

EYES & EARS (ADMIN PC ONLY)

The Operations Admin still has access to the cameras and blueprints and with a successful Survival roll, can find the quickest way to the main reactor core for the team to jumpstart it. The most effective route will have them heading to a support elevator shaft that should take them close to the reactor core. A successful Observation roll will also let the Admin notice that something unknown is inside the base. They will only see hints of something moving on the camera feed – an occasional shape that doesn't seem just right. It should be very obvious that it's a Horror, but exactly what type of Horror and what capabilities the Horror has is still yet to be seen.

THE TRUE MISSION

While not listed as mandatory, it's very possible and probable that your players will become suspicious of Kylie and her gung-ho attitude for traversing through the base while a Horror is out. Run this event whenever you feel like the players need more buy in or the pilots themselves need more of a reason to stick to Kylie.

When questioned about her reasoning behind her actions and her willingness to throw herself into danger, Kylie will reveal her “true colors.” Kylie explains that her base in the Nordic Dominions received intelligence that a potential saboteur had invaded The Forge to sabotage their Automata production, the most likely culprit being Extinctionist sympathizers. Under the guise of a new pilot she had been sent to investigate said matters and realized that the cover of the lockdown would be too enticing for a traitor to pass up.

If pressed, she expands, stating that a deal was made between the Dominions and CHF to deal with a potential traitor. She puts her faith in the pilots because none of the pilots would have reason to sabotage their own weapons.

Note for the GA: Relying on Agendas here is key. In other operations, Agendas provide small secrets and waypoints for the players to try and strive for, but here they are designed to create an inherent suspicion when the possibility of a traitor is introduced.

ROMANCE IS IN THE AIR (PART TWO)

If Kylie had the chance to form a friendship or flirt with any of the pilots during Phase 01, she will attempt to get closer to her target during their journey to the reactor core. You can even pair this with “The True Mission” event to have them be the only one she confides in to build more trust. She might even insinuate true romantic interest after this operation concludes. Alas, this is all for naught. Kylie is merely saying the words that she believes they want to hear. Whether or not a Seraph can truly love is not explained in Eldritch Automata, but as beings of higher intelligence and sentience, anything is possible. Perhaps there is a very real connection (if your table seems interested) of establishing a long-standing bond with Kylie.

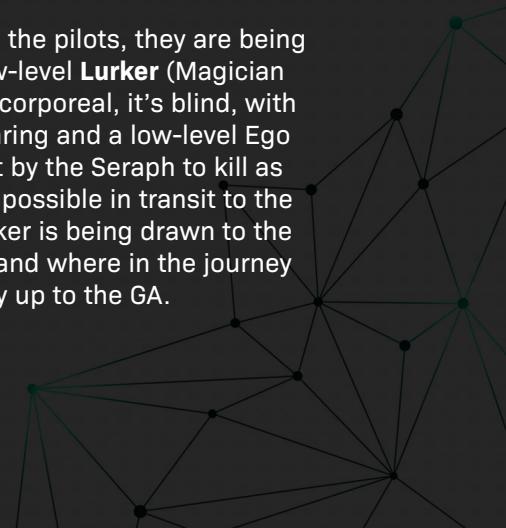
If a pilot has gotten fairly close with Kylie, feel free to establish a Strand between them. It is a powerful and dangerous tool that the Seraph of Traitors will use against the pilots later on. It might also serve as the last red herring to the players convincing that Kylie is a legitimate companion NPC for the group.

HORROR IN THE DUNGEON (MANDATORY)

This event occurs into the traversal of the ventilation shafts. If there is an Operations Admin, they will begin seeing spikes of activity of Horror Toxicosis, indicating a Horror is in the area. If there isn't an Operations Admin, keep the identity and confirmation of the Horror a secret.

What Horror Toxicosis exactly feels like is up to multiple interpretations, we recommend a chilly feeling, and the sinking grip of dread that slowly begins to intensify as the Horror nears. It's atmospheric creeping horror followed by the feeling of being sick.

Known or unknown to the pilots, they are being hunted by a single low-level **Lurker** (Magician Class Horror) While incorporeal, it's blind, with an acute sense of hearing and a low-level Ego Field. It has been sent by the Seraph to kill as many at The Forge as possible in transit to the main reactor. The Lurker is being drawn to the group by Kylie, when and where in the journey it arrives is completely up to the GA.



READ THE FOLLOWING: *"Unbeknownst to you, a silent predator stalks the periphery, drawn to the discordant rhythm of your hushed movements. The air carries a palpable tension, a whisper of imminent danger that your instincts pick up, but your senses struggle to identify."*

A subtle rustling emanates from the darkness, the soft padding of unseen footsteps blending seamlessly with the ambient echoes. The low-level hum of the generators provides an auditory camouflage, masking the approach of the lurking threat. The shadows themselves seem to stir with a life of their own, concealing the presence of the danger that inches closer with each passing moment.

The darkness conceals its form and the first subtle exhale of its breath, an eerie hiss that betrays neither friend nor foe and lingers just beyond your perception. The moment hangs in suspense, and the unseen adversary, driven by a malevolent purpose, is on the verge of revealing itself.

It's a heartbeat away, an unseen menace in the shadows, and as the tension crescendos, the question remains: Will you sense its presence before it senses yours?"

Players can sneak past the Lurker with successful Stealth rolls. While such a weak Horror would be nothing to an Automata, it is incredibly dangerous to unarmored pilots, and its Ego Field allows it to withstand all conventional weaponry. The pilots with their limited weaponry may be able to kill it. Otherwise, it's in their best interest to run. Give the players a chance to run. If they don't, have the Horror start chowing down. The Horror will knock Kylie aside but won't directly go for her.

If the players manage to successfully sneak past the Lurker, fret not, the later event the **"Long Way Down"** will have them come face to face with the Lurker later on.

Stats for the Lurker are found in the back of this operation, including a breakdown on how the Lurker fights and hunts its prey.

Note for the GA: Players immediately gain a level of Stress upon discovery of the Horror.

BEHIND THE MASK

As the players close in on the main reactor, you may elect to run this event. The players will get a ping alerting them to the presence of an incoming Seraph. This will baffle the Operations Admin or NPCs who may be assisting the pilots as Seraphs usually follow large forces of Horrors. The signal for a Seraph is almost like a high humming tone, sounding vaguely like a classical symphony. This signal is not exact and can only tell when a Seraph is nearby and not specifically what its current exact location is.

Note for the GA: If the players receive confirmation of a Seraph, all players immediately gain a level of Stress.

LONG WAY DOWN (MANDATORY)

Either with the help of an Operations Admin or by successful Survival rolls, the group will reach the main shaft that descends to Sub-Level 18 and the main reactor core. An Operations Admin can call the elevator ahead, but that would take time and make a lot of noise, attracting the Lurker if it has not been taken care of yet. If the players do use the elevator, the Lurker will rush them and force them to make a hasty exit. Play up the tension, turning the elevator into a kill box as the Lurker slowly starts to phase through the elevator.

A character with a successful Machinery roll can also force the elevator doors open without too much noise, requiring successful Mobility rolls to descend without the use of the elevator. The Lurker will eventually hone onto the players and begin a rapid descent down the elevator shaft chasing the climbing players.

While we recommend the **"Long Way Down"** to be played at the end of this section, doing this event at the beginning and then into **"Horror in the Dungeon"** has its merit. Descending a long drop into where a Horror has made its nest in order to ramp up the feeling of "no way out."

The Quicklaunch does not have rules for Horror Toxicosis, so we don't make mention of it other than narratively. If you have the full Eldritch Automata corebook, then apply the rules of Horror Toxicosis to the pilots.

TRAITOR (MANDATORY)

When the players reach the reactor, Kylie will guide them in restarting the core. This involves the players keeping watch and/or helping Kylie by putting in their credentials to lift the lockdown. As to why pilots have credentials to do this, pilots are the greatest resource to the defense of humanity.

If questioned how she knows how to do this, attribute it to her knowledge of The Forge “from her time in the Nordic Dominions”. How Kylie studied and poured over schematics of this place. She steps up to the dormant engine controls and starts to reboot it, lifting the lockdown and opening the doors in a symphony of blinding of lights amongst the dying wail of the alarms.

The party rejoices with an understanding that everything will be ok. But of course the players now that there is unfinished business in this operation. A warning comes blaring across the comms alerting the players that a reactor meltdown is imminent. It can be one hour, it can be three, more time allows for more preparation. Doing more than six hours will allow your players to heal up across a Shift. Take record of whose hurting and how bad, but we suggest putting them into the battle even banged up. A successful Science or Machinery roll might be able to tell that Kylie has sabotaged the reactor core. Perhaps if they’re diligent they catch her before all is said and done. Either way, the next event plays out.

THE PRESTIGE (MANDATORY)

In a surprise (or very obvious moment depending on your player group), Kylie will reveal herself as the traitor as she infects the machine. She might lament about her time with the group and perhaps give the party their flowers narratively but it was always her intention to eliminate them and destroy the base. If Kylie is attacked for less than seven damage she absorbs the attack like nothing – the attack makes holes that simply reform after a few seconds as her Ego Field is unable to be broken by attack. Kylie might say some parting words to the players before she fades from view.

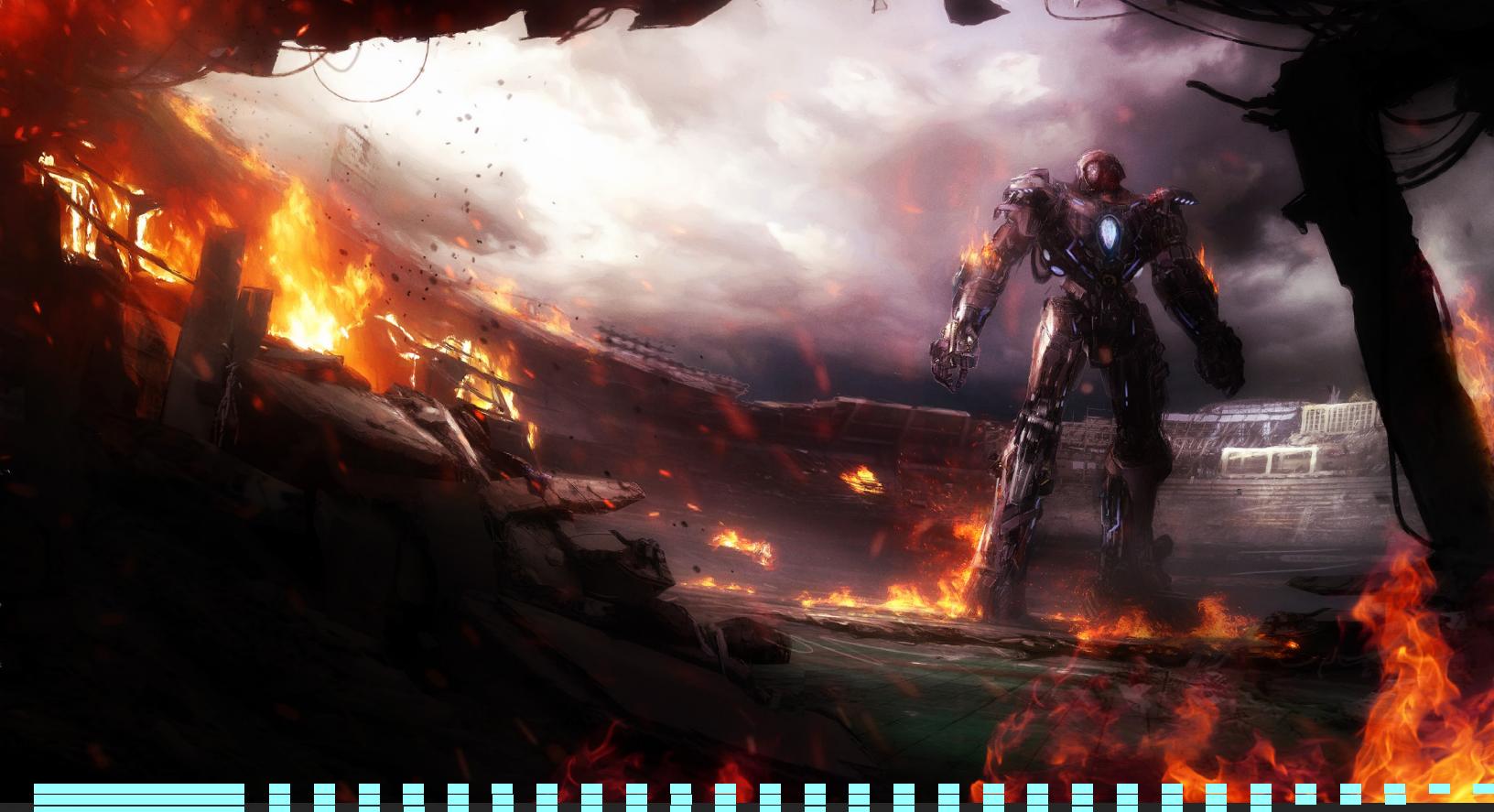
Kylie isn’t done as she then corrupts and takes control of the **Unit: Firestorm** in the hanger. It’s very possible that the group suspected Kylie early on or simply turns on her after the game kicks off. Kylie will try her best not to give up the disguise, but if backed into a corner where she would be captured or killed, she’ll reveal herself. In that case, the operation enters Phase 03 immediately as Kylie gives up on her plan and decides to destroy the base. The physical form of Kylie is a mere extension, so killing her, while perhaps narratively satisfying for some players, does not affect the rest of the game. If Kylie is removed before the lockdown the players will still have to make their journey to the reactor core in order to lift the lockdown to access their Automata.

Note for the GA: All players immediately gain a level of Stress upon the reveal.

WARNING SHOT (ADMIN PCs ONLY)

Communications will start to go haywire, detecting that Ego Fields are off the chart, denoting that a Seraph is moving closer and closer to the base. This will be the Operation Admin’s opportunity to talk to the pilots and get a plan in motion.





PHASE 3: THE BATTLE

THE FINAL BATTLE (MANDATORY)

CHF (or the Operations Admin) will eventually call for the Automata to deploy for the final battle, ordering them to defend the base from the Seraph and destroy it. With the lockdown lifted they can freely go to their Automata and prepare. The Automata will launch just outside the base. Upon deploying the group is given one round of preparations before the Horrors and Seraph are set on them. This fight is all or nothing, losing the Forged would be a huge detriment to humanity's counter offensive against the Architect, and furthermore killing a Seraph is incredibly difficult but extremely necessary. While better explained in the core rulebook, Seraph are finite servants of the Architect. They cannot be created or born like a Horror can and once a Seraph is slain, that is one less Seraph that will ever exist in this world. Killing one is the ultimate test of a pilot's mettle. It takes multiple Automata to stand up against a Seraph. Proceed with caution.

Kylie - or her true name Judariel, the Seraph of Traitors-, commands a squad of five **Fleshrippers**, and floats in the sky watching the base and maintaining its distance from the Automata. Partially operating out of the Automata frame of Firestorm, Judariel is an almost beautiful fusion of machinery and flesh. While flying, Judariel, cannot be engaged with physical weaponry, relying on Automata's with ranged capabilities to deal any sort of damage. The Fleshrippers will engage after the preparation round and will attempt to gang up and grapple an Automata, preferring to rip the Automata limb from limb until its a husk of metal.

While the Fleshrippers are in combat, Judariel will make ranged attacks, peppering the Automata's with attack in an attempt to wear them down for the Fleshrippers to do their job. However, when three or more Fleshrippers are killed, Judariel will move to engage in Close Combat with its powerful Eldritch Arm: Gungnir, a nigh-invincible spear that pierces Ego Fields

like they are paper. This Eldritch Arm can be recovered upon Judariel's defeat and used as a powerful weapon for a player.

There is a timed aspect to this fight as well - the reactor core meltdown. The timing doesn't matter in terms of the actual fight, but if the Automata are forced to retreat, they can't be repaired and redeployed before the meltdown. However, if the players were able to stop Kylie from completing her sabotage, the base can hold off Judariel and the Horrors for a single Shift, allowing a moment of breathing time to redeploy, though not without heavy casualties.

WHAT COULD HAVE BEEN

If Kylie was able to connect with one of the PCs, or even better (worse), create a Strand with them, Judariel will use that against them during the fight. When that pilot attacks Judariel, it will attempt to appeal to the pilot's humanity, then lash out with a quick strike when their back is turned. The player decides if they fall for the Seraph's lies and turn their back or not. If Judariel managed to create Strands, it will Break them to hinder and hurt the pilot at the most opportune moment reducing their dice pool exploiting their emotional weakness. Refer to the section on 'Breaking Strands'.

In a strange twist of fate if Judariel manages to inflict the Broken state to an Automata belonging to a pilot they have formed a strand with, instead of traditionally rolling on the Critical Injury table for Automatas, you may give the Automata an injury that will not directly hurt the pilot inside. On a subconscious level, Judariel/Kylie has been affected by the connections and will not immediately kill the pilot. Perhaps showing that Seraph (on some level) can have an emotional resonance with us. A question better left for a later operation!

VICTORY OR DEATH (MANDATORY)

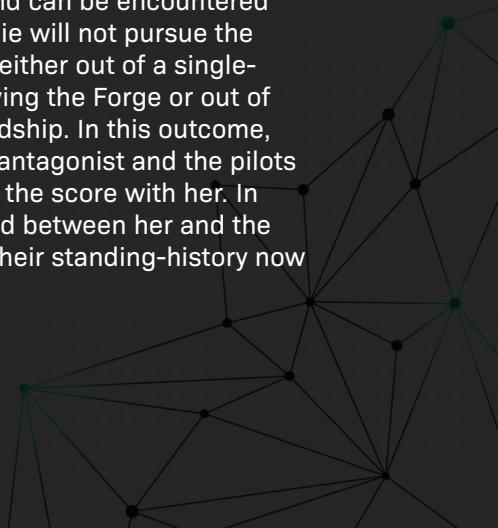
If the players can defeat Judariel, it cracks and explodes as Kylie's voice screams over their comms, liquidating into a cacophony of orchestral sound. Light explodes out from various parts of the Seraph's body as the symphony crashes into one final note that echoes across the battlefield followed by a multi-color blitz of life that subsides in a sea

of blinding white light. The Seraph relinquishes control as it's destroyed, and the reactor core meltdown is averted. As it falls, Judariel will drop its spear – Gungnir – a powerful Eldritch Arm, should any of the pilots pick it up. If they don't, the CHF will collect it for research and to arm a future pilot. Powerful Eldritch Arms in itself can lead to future dangers and could be a great hook for a followup operation of your own creation.

If Kylie formed any Strands with players, the last thing they hear over the comms is her voice. Whether this is a twang of remorse and finality in her death cry or her last words cursing the pilot is up to the GA. Those who want to push the humanity of Kylie might even have it apologize. While conventional Seraphs don't see humanity as having worth, having Kylie speak might also be the final bout of manipulation she attempts on the pilots. Players who gained substantial friendship through the operation with Kylie take a level of Stability damage upon her death. Losing a friend, even a bad one, still hurts.

It's also entirely possible that the Seraph wins. Seraphs are incredibly powerful beings and victory against one is never a guarantee. If the Automatas lose, the players have enough time to evacuate The Forge, leaving it to its fate. Either the meltdown wipes the base off the map and incurs mass casualties, or the Seraph goes on a rampage and destroys site A-295 by hand. Either way, it's a major defeat for the CHF and humanity as Automata production is halted in a major way. If the players decide to stay behind, when the Forge is destroyed the pilots left behind die with it either in the blazing white explosion, or by falling debris from the Seraph's attack.

The Seraph/Kylie makes off with the corrupted Firestorm Automata and can be encountered again in the future. Kylie will not pursue the players if they escape either out of a single-mindedness in destroying the Forge or out of a twisted form of friendship. In this outcome, Kylie can return as an antagonist and the pilots may be eager to settle the score with her. In this case, form a Strand between her and the players to show case their standing-history now with one another.





ENEMIES & NPC.s

READING STAT BLOCKS

Each Horror comes with a name and description that briefly describes its appearance, its starting Health, Ego Field, Speed and available attacks. Each creature has a set level of Threat Dice. Threat dice are used to calculate the dice you roll for any action outside of damage, whether this is to resist a certain effect or to attack an enemy. Each enemy has two threat dice numbers, the first being used when the enemy is in combat with an Automata. The second threat dice value is the threat level used for the pilot variants.

Since Horrors come in all shapes and sizes, it is possible for Horrors to be encountered at a smaller scale for pilot engagement without Automata. Horrors have alternate Threat Levels listed for encountering them as a pilot. We've added adjusted threat levels for each Horror noting their threat level when encountered as a Pilot Variant. Horrors are incredibly dangerous,

especially to those without gigantic Automata, which are reflected in the Threat Levels.

The stronger the enemy, the more threat dice they possess. This simplified way means, as a GA, you're only required to remember one number going forward for all your rolls. While attacks are built to the same standards of the Tag system detailed in the Eldritch Automata corebook, enemies tend to have extra little features that distinguish them from other main characters. These are known as Enemy Talents. Enemy Talents are stronger versions of regular Talents and tend to exclusively focus on combat abilities. A full list of Enemy Talents can be found in the core rulebook, and are used to build new adversaries.

Speed is an Enemy only stat that is used to determine the bonus to initiative and in some cases such as Judariel, the enemy's speed states when it goes in initiative order.

FLESHRIPPER

CLASS VII: CHARIOT HORROR

A grotesque monstrosity composed of writhing arms and jagged fangs, it rends enemies with its dissonant limbs. Beware of being caught by this Horror, as it prefers to kill its prey by ripping them limb from limb. After eating, the Horror adds the limbs of the victims into its body adding another appendage to its arsenal.

THREAT: Automata 5 / Pilot 8

HEALTH: 7

SPEED: 5

EGO FIELD: 3

ATTACK: TENDRIL SLASH

Tags: Medium Damage (5), Close Range, Grappling

- **Grappling:** On a successful attack you are able to spend a stunt to purchase the Grapple stunt, even if it's long range. The target is considered grappled by the weapon. Once grappled, the only action you can perform (apart from releasing your opponent) with this weapon is a grapple attack.

TALENT: REND

When having a target grappled, this enemy can spend a Slow Action to deal Heavy Damage to that target without having to roll.

TALENT: CONTORTION

This enemy has the ability to contort its form unpredictably. It ignores the effects of moving through a *Cramped Zone*.

PLAYING THE FLESHRIPPER

Fleshrippers are the most basic of Horror enemies. Straight forward, they pick a target and attempt to Grapple them. While they usually split targets to spread damage, a particularly devious GA could have the Fleshrippers gang up on a single target and turn their Automata

LURKER

CLASS I: MAGICIAN

The ability to phase through solid objects makes the Horror a master of stealth, a predator that can move undetected through the very fabric of reality. It can materialize and dematerialize at will, leaving no trace of its passage. The darkness itself becomes its ally, concealing its movements and intentions until the moment it chooses to strike.

THREAT: Automata 4 / Pilot 6

HEALTH: 9

SPEED: 6

EGO FIELD: 5

ATTACK: UMBRAL STRIKE

Tags: Light Damage (3), Close Range, Stealth, Swift

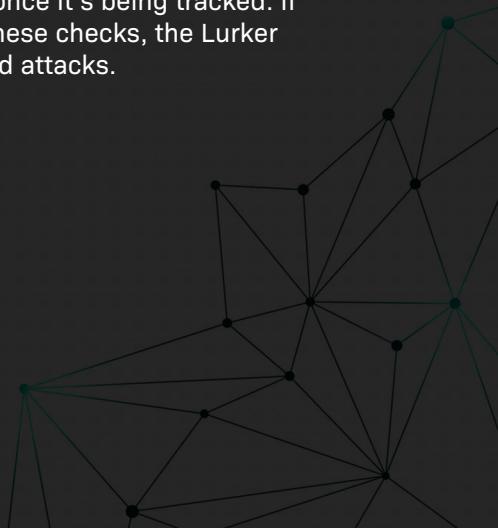
- **Stealth:** As long as a stunt is spent to keep stealth, you can remain in stealth every after making an attack.
- **Swift:** Attacking only requires a fast action allowing for multiple attacks per turn.

TALENT: ETHEREAL

Using a fast action, this enemy can go Ethereal making it unaffected by terrain and unaffected by attack actions. Making an attack using a Slow Action causes the enemy to drop out of Ethereal.

PLAYING THE LURKER

While Ethereal, the Lurker is still visible. It just can't be harmed or interacted with. The Lurker will stalk toward any sounds it hears and won't exit ethereal until it is assured that there is a target in front of it. If a player fails a Stealth roll when attempting to sneak by it, the Lurker will pick up its scent or sound and get closer to the player. The player will then need to make a hard Stealth roll to escape once it's being tracked. If a player fails both of these checks, the Lurker becomes corporeal and attacks.





JUDARIEL

THE SERAPH OF TRAITORS

THREAT: 13

HEALTH: 25

SPEED: Always Goes First

EGO FIELD: 7

ATTACK: GUNGNIR

Tags: Medium Damage (5), Close Range, Charging, Ego Degradation, Piercing

- **Charging:** Your attack also involves a movement as a part of its action. You may immediately move 1 zone before resolving your attack.
- **Ego Degradation:** On an Ego Field pierce, target suffers Ego Field Degradation of at least 1 regardless if the attack is successful or not.
- **Piercing:** Your weapon has the ability to bypass a target's Ego Field. Treats Ego Field as if it were -1 lower.

ATTACK: HELLFIRE BURST

Tags: Medium Damage (5), Close Range, Piercing, Shield

- **Piercing:** Your weapon has the ability to bypass a target's Ego Field. Treats Ego Field as if it were -1 lower.
- **Shield:** When rolling an attack with this tag, you can spend additional successes to increase your Ego Field temporarily by +1 for every success spent until the start of your next turn.

FINAL ATTACK: RAIN DOWN THE HEAVENS

Tags: Extreme Damage (9), Long Range, Area, Cooldown

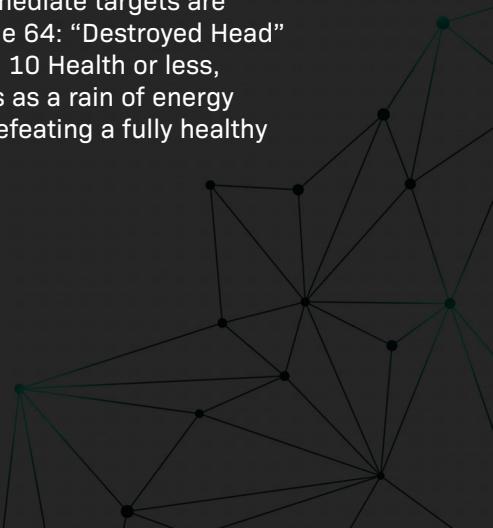
- **Area:** Your attack encompasses an entire zone, and can hit an entire group of enemies. Your weapon can hit every enemy within an entire zone at once. You can spend an additional success to target an additional enemy.
- **Cooldown:** Your attack has a cooldown on its use, either requiring proper heat venting or recharging before using it again. Attacks with Cooldown must wait a round after use before being used again.

TALENT: SEPERATE WAYS

Anytime a Strand is broken that is associated with this Seraph, the other Strand recipient reduces their Ego by one.

PLAYING JUDARIEL

Judariel is a Seraph, ever-powerful, intelligent, and a grand general in the Architect's army. Judariel hangs back as their Fleshrippers fight the players. They'll strike with Ethereal Scales from afar, blasting out projectiles from their mouth, and spend any extra success to boost their own Ego Field and stay relatively protected. Once a majority of the Fleshrippers have been dealt with, Judariel lands and engages with their Gungnir directly, leveraging their Ego Field Degradation and usually focusing on one target before moving on to the next. If an Automata is defeated and no immediate targets are present, they'll target the downed Automata and stab them in the head (see line 64: "Destroyed Head" on the Automata Critical Injury Table). Once Judariel has been brought down to 10 Health or less, they'll activate their ultimate – Rain Down the Heavens! Judariel parts the skies as a rain of energy spears impacts the Area, hitting everyone. Note that this attack is capable of defeating a fully healthy Automata – use it sparingly!



FORGE BASE NPCS

KYLIE SUMMERS // EMBER

Job: Pilot

Age: 22

Personality: Cheerful, friendly, defiant. The new girl.

STRENGTH 4 | AGILITY 6 | WITS 3 | EMPATHY 5
HEALTH 4 | INITIATIVE 6 | STABILITY 3 | EGO 5

Ranged Combat 3 | Machinery 3 | Manipulation 4 | Command 2

TOSHI

Job: Engineer

Age: 37

Personality: Bit of a braggart, playful, and not a bad shot.

STRENGTH 4 | AGILITY 3 | WITS 2 | EMPATHY 3
HEALTH 4 | INITIATIVE 3 | STABILITY 2 | EGO 3

Ranged Combat 3 | Machinery 3 | Stamina 2 | Manipulation 2

ANIKA

Job: Dock Worker

Age: 25

Personality: Stoic and reserved, but fiercely loyal. Focused on getting the job done.

STRENGTH 3 | AGILITY 1 | WITS 3 | EMPATHY 2
HEALTH 3 | INITIATIVE 4 | STABILITY 4 | EGO 2

Ranged Combat 2 | Close Combat 4 | Machinery 3

DR. FINCH

Job: Medical Officer

Age: 51

Personality: Eccentric genius with a dry wit. Often lost in his work, apparently drinks a lot.

STRENGTH 2 | AGILITY 1 | WITS 3 | EMPATHY 1
HEALTH 2 | INITIATIVE 1 | STABILITY 3 | EGO 4

Medicine 4 | Survival 3 | Machinery 2

KAI NAKAMURA

Job: Dock Worker

Age: 33

Personality: Hearty, kind, and observant. Combat ready.

STRENGTH 4 | AGILITY 5 | WITS 3 | EMPATHY 1
HEALTH 4 | INITIATIVE 5 | STABILITY 3 | EGO 2

Close Combat 3 | Stealth 3 | Observation 3

DARIUS

Job: Security Officer

Age: 59

Personality: Gruff, and intimidating, often rambles a lot. Anika's father.

STRENGTH 2 | AGILITY 3 | WITS 2 | EMPATHY 2
HEALTH 5 | INITIATIVE 3 | STABILITY 4 | EGO 4

Close Combat 2 | Ranged Combat 2 | Command 2 | Manipulate 1

JIMMY SON

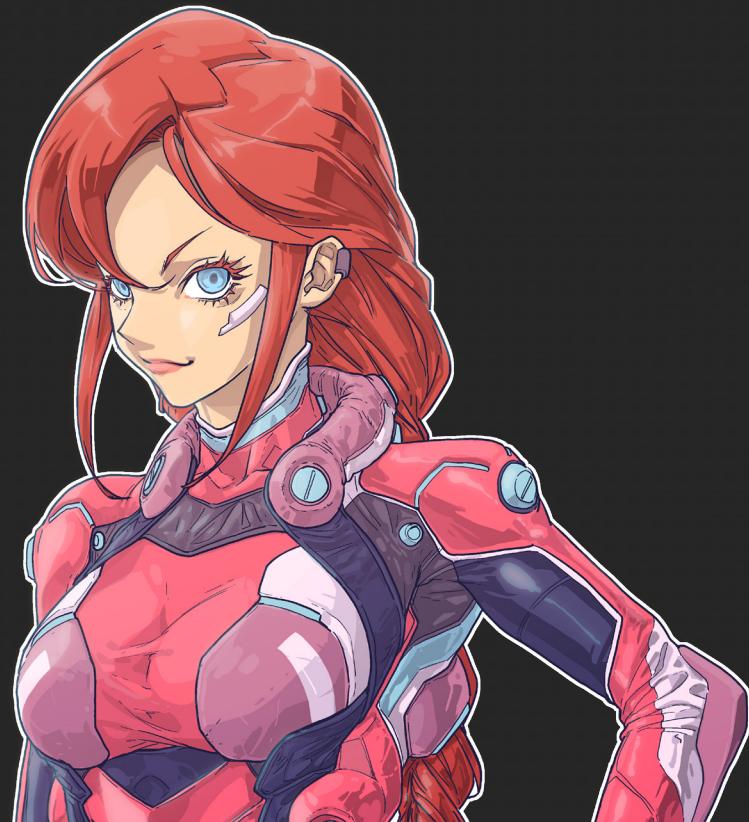
Job: Security Officer

Age: 39

Personality: Skilled survivalist, whimsical, and hyperactive. Has a huge amount of luck.

STRENGTH 3 | AGILITY 2 | WITS 3 | EMPATHY 4
HEALTH 3 | INITIATIVE 2 | STABILITY 2 | EGO 3

Close Combat 3 | Observation 2 | Survival 4





PRE-GENERATED CHARACTERS

Contained in the final section of “The Dark Passenger” and the Quicklaunch are eight pre-gens fully created and game ready to immediately jump into playing Eldritch Automata. The full character sheets are packaged with the Quicklaunch, with mini-reference sheets under this section. There are seven available pilots, and one Operations Admin. If your players wish to all play pilots we encourage you to! If one of your players wants to play the support focused and impactful Operations Admin they have the availability to with the character **Winters**.

AGENDAS

All characters come with an Agenda. The Agenda is used as a waypoint and goal a player works towards. Agendas should be kept secret from one another, this not only allows players to work towards their goal unjudged but inherently creates a need for trust between the

players. As you have read in the past sections of “The Dark Passenger,” a lot of trust is required between the characters. Trust that one of them is not a traitor, trust that Kylie is who she says she is. Agendas force the issue that not everyone is who they say they are while still keeping the game fun and friendly. We recommend writing this on a note card and giving it to the players so they can peer menacingly at it or wonder what other players have.





ANDY / ANDI ATKINS

Concept: Vengeful Rookie

Pilot Archetype: The Bound

Automata Archetype: The Collateral

Ambition: To rid the world of Horrors and Seraphs.

Regret: Survivor's Guilt.

ATTRIBUTES & SKILLS

STRENGTH 3

Endure 1, Machinery 2

AGILITY 5

Ranged Combat 3, Mobility 1

WITS 2

Survival 2

EMPATHY 5

Manipulation 2

INTIATIVE 1D6+5

COMBAT DATA

HEALTH 3, STABILITY 2, EGO 5

DURABILITY 8, EGO FIELD 5

The most recent pilot to arrive just before Kylie Summers. They are eager to prove themselves and make a good impression. They're a young and ambitious pilot who has been sent to A-295 to prove themselves. They've been trained in the latest technology and tactics and are eager to put their skills to the test. They were orphaned when a Horror killed her parents. Eager to fight, they want to be known as a Horror killing machine.



THOMAS / TOMI (TOMMY) AYAJI

Concept: Attention Seeking Daredevil

Pilot Archetype: The Legacy

Automata Archetype: The Stealth

Ambition: Prove themselves bigger than their father's legacy.

Regret: They never got to say goodbye to their father.

ATTRIBUTES & SKILLS

STRENGTH 4

Endure 1

AGILITY 5

Ranged Combat 2, Mobility 2

WITS 3

Observation 1

EMPATHY 2

Command 1, Manipulation 3

INTIATIVE 1D6+5

COMBAT DATA

HEALTH 4, STABILITY 3, EGO 2

DURABILITY 9, EGO FIELD 2

The self-proclaimed "most popular pilot of The Forge," Tommy may be an attention seeker, but their love of other people is genuine. Just because they want to be the center of attention doesn't mean they won't drag their friends and fellow pilots into the spotlight with them. Deep down, the loneliness that drives their desire for the spotlight comes from always being left out of it when it was shined on their father, and



CAMERON / CARMEN CHEN

Concept: Tough as Nails Pilot
Pilot Archetype: The Thanatos
Automata Archetype: The Heavy
Ambition: Gain the respect you deserved.
Regret: Not taking the leadership role when you had the chance.

ATTRIBUTES & SKILLS

STRENGTH 6

Endure 2, Close Combat 3, Machinery 2

AGILITY 2

Pilot 1

WITS 4

Observation 1, Science 1

EMPATHY 3

INTIATIVE 1D6+2

COMBAT DATA

HEALTH 6, STABILITY 4, EGO 3

DURABILITY 11, EGO FIELD 3

The head of security on the base. They're tough and no-nonsense but have a soft spot for their team. A gruff and no-nonsense soldier who takes their job very seriously. They are responsible for the security of the base and have a deep sense of duty to protect their team.



JACK / JACKIE JAMESON

Concept: Level-Headed Leader.
Pilot Archetype: The Hyper Responsible
Automata Archetype: The Beast
Ambition: Protect the base with their life.
Regret: Not saving his first squad from Horrors.

ATTRIBUTES & SKILLS

STRENGTH 5

Close Combat 3

AGILITY 2

Ranged Combat 2, Mobility 1, Pilot 1

WITS 4

Observation 1

EMPATHY 4

Command 2

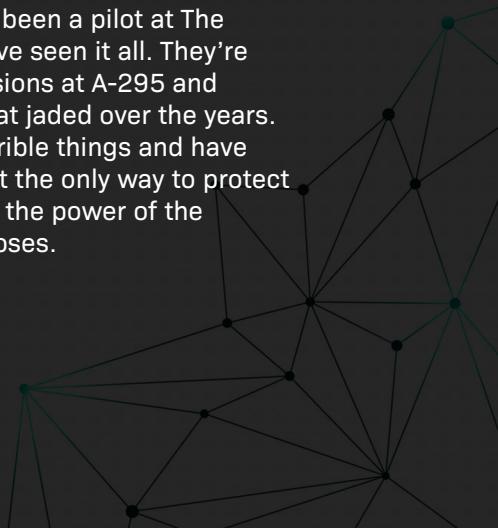
INTIATIVE 1D6+2

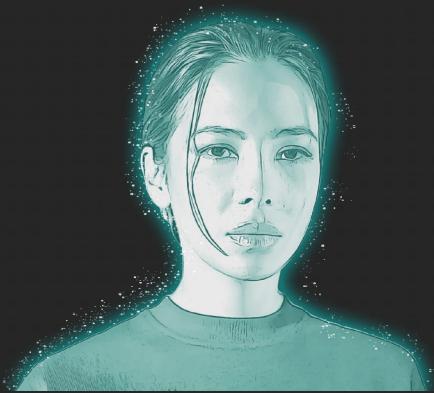
COMBAT DATA

HEALTH 5, STABILITY 4, EGO 4

DURABILITY 7, EGO FIELD 4

The experienced and level-headed leader of the base. They have been a pilot at The Forge for years and have seen it all. They're a veteran of many missions at A-295 and have become somewhat jaded over the years. They've seen some terrible things and have become convinced that the only way to protect humanity is to harness the power of the Automata for our purposes.





KRISTOPHER / KRISTEN KIM

Concept: Introverted Prodigy.
Pilot Archetype: The Hedgehog's Dilemma
Automata Archetype: The Overload
Ambition: To build a peaceful Automata.
Regret: That they didn't stop Atkins from joining.

ATTRIBUTES & SKILLS

STRENGTH 5

Endure 3, Close Combat 2, Machinery 1

AGILITY 4

Pilot 1

WITS 4

Science 2, Survival 1

EMPATHY 2

Medical 1

INTIATIVE 1D6+4

COMBAT DATA

HEALTH 5, STABILITY 4, EGO 2

DURABILITY 9, EGO FIELD 2

The communications specialist on the base. They're shy and introverted but an expert at their job. They are a brilliant engineer who has been tasked with maintaining the complex machinery and technology that keep the base running. Always up for a challenge and loves tinkering with the latest gadgets. However, they also become somewhat obsessed with their work and have started neglecting their social life and personal relationships.



LIONEL / LESLIE LEE

Concept: Brilliantly Obsessed Pilot
Pilot Archetype: The Inferior Superior
Automata Archetype: The Prototype
Ambition: Discover what makes Horrors tick.
Regret: Your previous research was siezed.

ATTRIBUTES & SKILLS

STRENGTH 3

Machinery 1

AGILITY 6

Ranged Combat 1

WITS 3

Science 1

EMPATHY 3

Command 2, Manipulation 2, Medical 3

INTIATIVE 1D6+6

COMBAT DATA

HEALTH 3, STABILITY 3, EGO 3

DURABILITY 9, EGO FIELD 3

The base's resident scientist and expert on Horrors and Seraphs. They are a pilot due to necessity. They're a brilliant scientist who has devoted their life to studying the Horrors and the Seraphs. They're convinced that these creatures hold the key to unlocking some of the greatest mysteries of the universe and are willing to take dangerous risks to study them. They're also become somewhat obsessed with the creatures and are convinced that they can be controlled and manipulated if we can only learn how.



RYAN / REBECCA RODRIGUEZ

Concept: Heart of the Team
Pilot Archetype: The Sheltered
Automata Archetype: The Strainer
Ambition: Keep the team alive and morale high.
Regret: The others see you as a kid.

ATTRIBUTES & SKILLS

STRENGTH 3

Close Combat 1, Machinery 1

AGILITY 3

Ranged Combat 2, Pilot 3

WITS 4

Observation 1, Science 1

EMPATHY 5

Manipulation 1

INTIATIVE 1D6+3

COMBAT DATA

HEALTH 3, STABILITY 4, EGO 5

DURABILITY 6, EGO FIELD 5

A young and inexperienced soldier who is in over their head. They're easily frightened but have a good heart. Friendly but nervous, "green" and hasn't seen combat yet, but is willing to do whatever it takes to protect their fellow pilots and staff. Loved by everyone on base.



MAX / MAXINE WINTERS

Concept: Burnt-Out Babysitter
Pilot Archetype: The Control Freak
Automata Archetype: The Operations Admin
Ambition: To leave the Forge and join the frontlines
Regret: They didn't become a pilot when they had the chance.

ATTRIBUTES & SKILLS

STRENGTH 3

Close Combat 1

AGILITY 2

Ranged Combat 1

WITS 6

Observation 3

EMPATHY 4

Command 3, Manipulation 2

INTIATIVE 1D6+2

COMBAT DATA

HEALTH 3, STABILITY 6, EGO 4

DURABILITY 5, EGO FIELD 4

Quiet, aloof, alone. All words Max is used to being called, and they like it that way. Their quiet, calm demeanor is how they rose through the ranks to become the Operations Admin of The Forge, and their record has earned them the respect of their superiors and underlings alike. Even if they rarely partake in base parties, team meals, or outings. But someone has to stay behind, do the paperwork, and make sure The Forge is ready for the next Horror attack.

GEHENNA
GAMING

YEAR
ZERO
ENGINE