

PERPETUUM

✦✦ **MOBILE** ✦✦

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THE GAME

PERPETUUM MOBILE is a game based on a speculative fiction of a dystopia with the aim of creating a thought metaphor based on the final action of the game: Eliminate a player and its consequences. Exploring at least one of the reasons why things are like this, in search of an analogy for similar problems in the real world.

BEHIND THE GAME, WE WANT TO EXPLORE IN A NEW WAY THE DIFFERENT DIRECTIONS

the player can take depending on their choices, ending up with one of two possible futures. Providing new perspectives on problematic practices and states that could be taken for granted or considered natural and inevitable or just the opposite unnoticed.

WE LOOK FOR THE ACTION OF REACTING TO THE REALITY RAISED AT THE END OF THE GAME.



HOW TO PLAY

Perpetuum is highly inspired by the famous tabletop role playing game dungeons and dragons. A game that relies on creativity, imagination, role-play, and most importantly having fun. It can be played with a minimum of 2 players scaling to as many as people can control. While the game is inspired by D&D and will borrow some ideas, it is a fully different game with its own unique set of rules and gameplay.

Perpetuum will be a heavily narrated game. In order to play you need to immerse yourself in the world of Perpetuum. Whether you are a GM or a Player you need to imagine the world as if you are in a movie or book.

The GM is the narrator/director and the players are the actors/protagonists of the world.

You have to analyze the characteristics based on the species of the chosen character and their skills, attitudes, and actions of the real world to simulate awareness of the real world.

It is a decision-making game to handle difficult aspects or topics in which it is necessary to take different positions for a better understanding. A dystopian situation is raised with the aim of showing a problem or relevant information. In this way, they can approach the problem from

different perspectives and understand the different interpretations of the same fictional reality brought to reality.

On a scale where we all win, the winner is the one who deciphers the requested action.

The rule of the game is: get out of your comfort zone and choose the character you want to be.

ACT LIKE WEIRDOS TOGETHER!



HOW TO PLAY

A. SAMPLE GAME

Here is how a basic game session would work in Simple D&D.

We have three people getting together to play:

- John – The Game Master
- Mike – A Cyborg Hacker “Nano”

John (DM): OK everyone, you’re in a dark hallway lined with tapestries. The only light is from under a locked door.

Zenith (Sally): I’d like to search for traps in this hallway. Something seems weird that it’s so dark.

Nano (Mike): I can see in the dark! Can I see anything special? I’ll look around too.

John (DM): Sally, please roll your 20-sided dice (d20) and add your Search bonus.

Zenith (Sally): I rolled a 12, plus my +2 in Wisdom for a 14!

John (DM): Joesy noticed that there is something moving behind the door. At the same time Cedric, your elvish eyes noticed that there is a door carefully hidden behind the tapestry.

Before you can plan your next move a small green monster with red eyes and lots of teeth surprises you from behind yet another tapestry! He growls as he attacks. Roll for initiative!

- Sally – A Cyborg Strategist “Zenith”

Congratulations! You just role-played your first game! Will you run away? Attack? Try to talk with the monster? It’s up to you! Everyone gets to contribute to what happens next, and, with some dice rolls, to make a shared story.



HOW TO PLAY

B. PLAYER ROLES

There are two crucial roles that players take on in the game, each one indispensable in creating an epic adventure that will leave you on the edge of your seat!

B1. GAME MASTER [GM]

The Game Master is like the conductor of an orchestra, guiding the game's flow and shaping the story's destiny. They're the game's referee and storyteller, responsible for bringing the setting to life, playing the roles of its inhabitants, and even throwing some curveballs at the players!

They're the ones leading the players forward, placing tantalizing breadcrumbs for them to follow and epic quests for them to undertake. The GM is the mastermind behind the entire game and ensures that everyone is having a blast!

*See the Game Master's Handbook to get started as the Game Master.

B2. PLAYER CHARACTER [PC]

They're the main actors or protagonists of the story, the ones adventuring, exploring the world of Perpetuum and unraveling its secrets and ancient mysteries. Each player will play as a Cyborg in search of the pure resources they need to survive the Big Bang.

Each Cyborg will have different skills and abilities depending on the class they chose.

Together, they form a formidable team that enter the world of Perpetuum to achieve their goal. Along the journey they encounter the different races, ethnicities, and creatures of Perpetuum, engage in epic battles, and overcome daunting challenges.

*So if you're ready to embark on an epic journey filled with danger, adventure, and excitement, choose your class wisely and get ready to explore a world of endless possibilities!

To get started, each player should select or create a character. (Character Sheet)



HOW TO PLAY

C. THE DICE

Perpetuum Mobile uses a 20-sided die. It's what you use to figure out if what you're trying to do works.

C1. HOW TO USE THE DICE

When playing, checks are only used in a very narrow scope. Checks are only made when the players want to do something (non-combat), and only after the GM decides what the check, if any, would be. It is first and foremost about determining HOW something is being done and WHAT the result is intended before any checks can be setup.



When you roll, you and your GM will be comparing your result to a Difficulty Check (DC). If you the result of your roll equals or exceeds the DC what the player is trying to do will succeed. It's up the GM to drive the party forward and if the GM wants them to hear something, see something or open a lock, then they should – this is the fudging of the dice.

Your player party is exploring a dungeon. The Game Master would describe the room you are in: “You are in a dark hallway. You can see light shining faintly down the hallway. To your right there is a high-tech door with a digital lock that is locked. Would you like to hack the lock or continue toward the light?”

The players discuss what they'd like to do next. The party decides that the Hacker will attempt to hack the lock to open the door. The GM announces that it is a normal lock (secretly setting the difficulty to 17). The hacker rolls d20 and adds his pick locks bonus:17! The GM says, “you try to hack the digital lock of the high-tech door and succeed. The door slides open.”

FOR EXAMPLE:

C2. HOW DO YOU FIGURE OUT WHAT HAPPENS?

1. The players tell the GM what they are trying to do.

The players tell the GM what they are trying to do. Examples could be: Climb a wall, pick a lock, deceive the guards. Specifically, what they'd like to happen.

HOW TO PLAY

Note: Players should never ask IF they can do something. They need to say what they are trying to do and then it's up to the GM to make it happen (or fail miserably).

2) THE PLAYERS NARRATE HOW THIS IS TO BE ACCOMPLISHED

The player then goes into detail about what they character does. "I use my grappling hook and attempt to climb" or "Using my Hacking abilities I hack the computer to unlock the door" or "I pull the guard aside and I tell him this big long story about..." this is the role-playing that the game is all about. Check out ideas on how to use other ability scores to accomplish the same tasks.

*Notice is a passive ability (always on) that the GM uses to roll against the players for things like spotting secret doors or ambushes. The character's notice number is their Wisdom + Ability Focus (if focused in Wisdom) + 10

3) THE GM DECIDES IF THE ACTION IS ACTUALLY POSSIBLE, IF A CHECK IS NECESSARY, AND WHAT ABILITY SCORE TO USE.

depending on the what and how of the action the players want to take, the GM uses their common sense to answer these three questions.

- What ability score bonus would apply for that scenario?
- Is this possible at all?
- Do we need to roll to add some random results to the outcome?



HOW TO PLAY

d. ENCOUNTERS AND COMBAT

d.1 SETTING UP AN ENCOUNTER

To set up the encounter, make a Surprise Check by comparing the party's highest Notice with $d20 +$ the monster's stealth or wisdom bonus. If the DM rolls above the party's Notice, the monsters have the upper hand, and the players must roll on the Monster Reaction Chart to see what the monsters will do. If the DM rolls under, then the players have noticed the monsters before the encounter, and they can choose to try to Ambush, Evade, or Negotiate before combat begins.



d.2 EVADING MONSTERS

If the players don't want to fight, they can try to Evade the monsters by hiding or sneaking past them. However, this means they can only move at 1/10 of their usual speed, making it a slow process.

d.3 AMBUSH

If the players want to surprise the monsters, they can try an Ambush. Roll a $d20$ and add the lowest Wisdom modifier in the party to establish the party's hide DC. If the DM's roll is equal to or greater than the party DC, the ambush fails. But if it succeeds, the party gets one round of attacks without the DM taking any actions.

d.4 NEGOTIATION

Some monsters may be willing to negotiate instead of fighting. If the players can communicate with them, they may suggest making an agreement. This process is called Negotiation. Remember, not all monsters want to fight, and some may surrender, accept bribes of shiny things, or run away if they are scared.

d.5 COMBAT ROUND

1. Declare Actions (some things are very fast or slow and may modify initiative)
2. Roll Initiative ($d20$ highest goes first)
3. One action taken (Move, Spell, Shoot Arrow, Hack with Sword, etc)
4. Resolve Damage (if necessary)



HOW TO PLAY

5. Optional: Spend a Heroic Point to gain an additional action
6. Check Morale (continue fighting, flee or surrender are options here)
7. Repeat Steps 1 – 6

DE CLARING ACTIONS

Action Points (combat codified – optional combat system)

Each character has 5 action points in a round to spend however they'd like each round of combat.

Full Round Actions (5 points):

- a. Delay action. The character can choose to take their turn

at any time after their initiative turn

- b. Full attack. If the character has multiple attacks then they make a full attack to use them all.

- c. Run. Allows character to move at double of their current movement rate

STANDARD ACTIONS (3 POINTS)

- a. Cast Spell
- b. Melee attack. Take one swing at an enemy.
- c. Ranged attack. Shoot an error, throw a chair, etc.

- d. Ready action. Prepare a specific action to respond to another

specific future action (eg, “as soon as something comes through the door I shoot it”).

- e. Equip Item. Draw a weapon, Put on a ring, Drink a Potion, Use a Device, Open a Door or Pick Something up.

MOVE ACTIONS (2 POINTS)

- a. Crawl. Allows prone character to move five feet
- b. Move. Allows character to move at their current movement rate
- c. Stand up

Free Actions (0 points)

- a. Drop an item
- b. Drop prone
- c. Talk



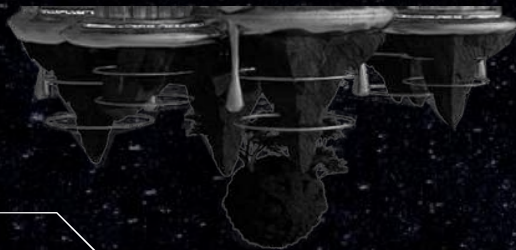
HOW TO PLAY

d.2 ROLLING INITIATIVE

Everyone rolls d20 and add any bonuses noted in races, classes or monsters. Player's roll individually, whereas the DM rolls for each combat group (i.e.: Group of Goblins would be one and the Dragon would be another - this is at the DM's discretion).

Combat goes from the highest roll to the lowest.

Initiative is rolled for each round of combat.



d.3 ATTACKING

Casting Spells

The spell caster must roll d20 plus their casting modifier (WIS/INT + Focus) vs a DC 10 + spell cost/level. If the roll does not meet or exceed the required number, then the mana is used, and the spell fails.

For example a 3rd level wizard with +3 INT casting a 2nd level spell roll d20+5 vs DC12

If a spell caster is injured BEFORE their turn in initiative, then their spell is interrupted (not cast) and mana is deducted from their mana pool. See Spell Casting for additional rules.

MELEE ATTACK

To attack, a player rolls d20, adds any bonuses they get from either their Strength and weapon. Compare that roll to the Armor Class of the target of your attack. A tie or greater than an Armor Class is a hit.

bullseye a roll of a Natural 20 (AKA Critical Hit) will result in double damage or optional critical hit effects. A roll of a Natural 1 (AKA Critical Fail) can have fun effects too.

RANGED ATTACKS

To attack, a player rolls d20, adds any bonuses they get from either their Dexterity and any bonuses for their ranged weapon. Compare that roll to the Armor Class of the target of your attack. A tie or greater than an Armor Class is a hit.

HOW TO PLAY

The two numbers listed as range for a weapon represent:

The max distance used without penalty

The max distance possible.

Penalties are -2 for each additional short distance.

For Example: A cross bow has a range of 80/320.

From 0-80 feet there is no attack penalty.

From 80-160 attack rolls are at -2

From 160-240 attack rolls are at -4

From 240-320 attack rolls are at -6

320+ no attack is possible

Throwing other items, like rocks, flasks or furniture, go about 20 feet plus your strength bonus (in feet), minus 1 foot per pound and do 1 damage per pound.

RESOLVING DAMAGE

Each weapon has a damage listed. Roll the dice listed, and if you have any bonuses to damage, like Strength or a Magical Sword, etc. then add that to the total number.

If you roll a Natural 20, roll for damage once, add all bonuses, then double the final result. Note: Ranged weapons do no benefit from strength or dexterity bonuses.

KILLING MONSTERS AND CHARACTER DEATH

If a monster falls to zero or less hit points the monster is defeated and the players are rewarded experience.

If a character falls to zero or less hit points the death check is triggered.



THE WORLD OF PERPETUMM

"In light years; Perpetumm Mobile, a planet where technology is born from magic and nature creating a cyclical balance where nature goes unnoticed due to the importance given to technology.

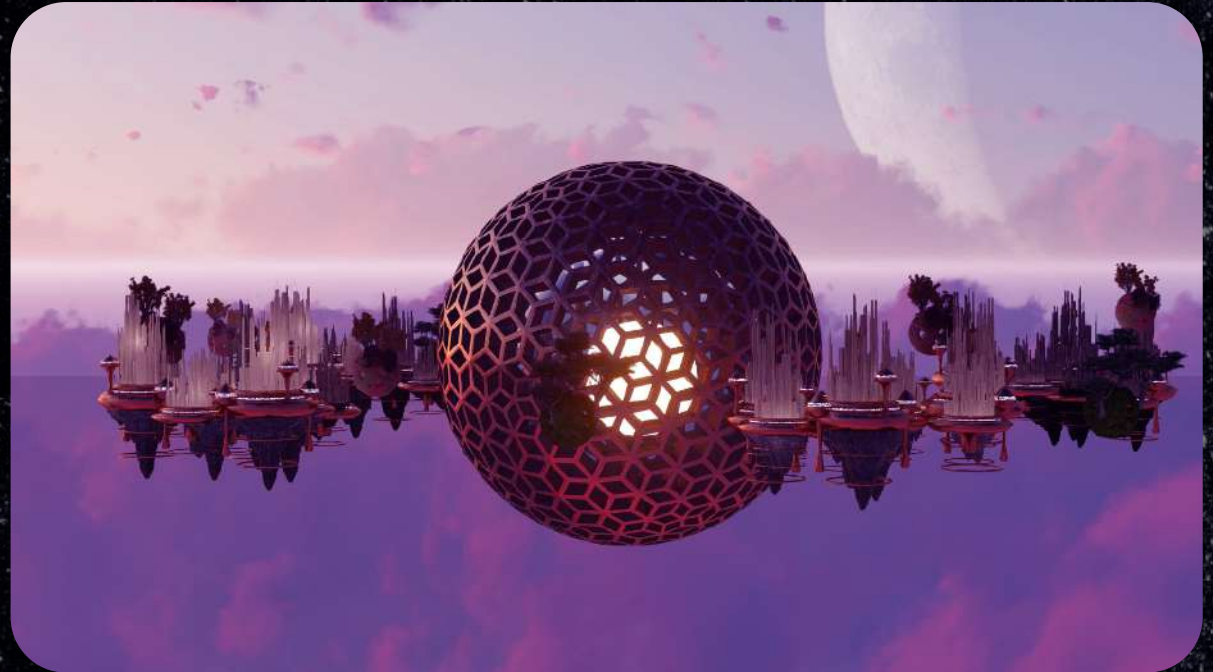
On the planet Perpetumm Mobile, technology has reached a level never seen before thanks to magic. It is home to the largest and most advanced replica factory in the known universe. Infinity is synonymous with this world

LOCATION

PERPETUUM = name of continent

Four Seasons = Nomad | Forest | Drought | Big Bang

Four Nations = Plasmoids | Cyborg | Neutral | Half-breed.



The Last War = the most recent war, was "The ground war". Cyborgs kidnapping neutrals to replicate their knowledge.

THE MOURNING: AFTER THE DROUGHT AND AT THE BEGINNING OF A NEW CYCLE, THE AURORA APPEARS, A LIGHT SHOW FULL OF MAGIC THAT INVADES THE ENTIRE PLANET. THEY SAY THAT WHEN THIS EVENT ARISES, THE HALF BREEDS ARE BORN. ACTUALLY, THEY ARE HALF NEUTRAL, AND THE OTHER PART IS MADE UP OF THE AURORA.

THE WORLD OF PERPETUUM

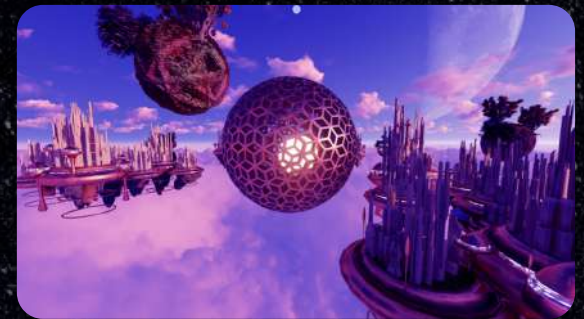
A. PERPETUUM

The world of Perpetuum made large fragmented chunks of floating land masses revolving around a gigantic floating orb. Not too dissimilar to the sun in a solar system, this Orb is what keeps the large chunks of mass together in formation as they revolve around its gravity and keeps the masses in perpetual motion. The fragmented masses are home to the people of Perpetuum.



These masses form four large clusters and from these four clusters come the four ethnic nations in Perpetuum. In these four nations live the Half breeds and they make up most of the population of Perpetuum. The Half breeds have built utopian cities on the large landmasses.

These cities are powered by science and magic combined making the utopian cities. Through their intellect they have harnessed technology to be able to replicate and clone almost anything from nature. Through this fusion of magic and technology they have been able to solve hunger and resources are in abundance. But there is a twist



Due to massive cloning, replication and reproduction of natural resources the natural aspects of the resources decline becoming inferior the more and more the resource has been cloned. If cloned too much the resources decline in certain aspects such as food not having the same tastes and flavors, or textile not having the same texture, or vibrant colors as the original ones.

THE WORLD OF PERPETUMM

Therefore, this has created another resource in the form of pure and impure resources. Because of this the pure natural resources are scarce and are considered sacred to the clan that protects them.

For this reason, as the Big Bang approaches, great uncertainty is generated as to what would be the right thing to do on the part of the tribes. Find a way to take possession, use the resources and replicate them with technology, and see what can happen to the stability of the planet, or respect the ideology of all history, and prepare for the great Big Bang drought.

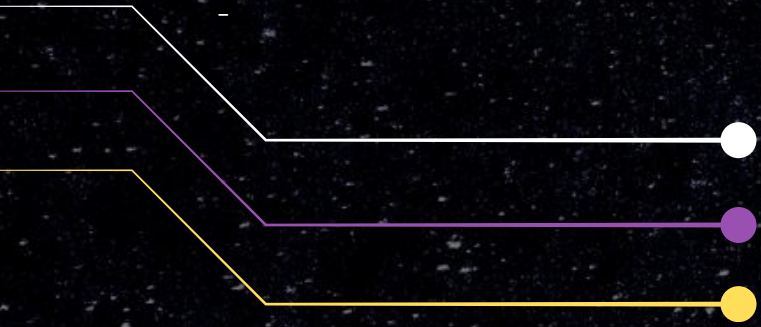
- Positive: Close to nature and high technology
- Negative: Time and lack of resources
- Fictional: Low gravity, Magic and exponential nature.

An ancient fable says that this dry period could be eternal and that what we know as constant movement could be the final constant, and even its technology could not be generated anymore.

D. THE PLACE

You might think Perpetumm Mobile is the perfect world, but it has something you wouldn't want in a world. It is characterized by a steady, continuous stream of changes throughout the season, usually at a fast tempo.

In a period three seasons passed to welcome the fourth season called Big Bang. They will run out of natural resources because it's rotating and nature is recovering, so the characters have to innovate this time to survive for the next period of joy.



THE WORLD OF PERPETUMM

C. SEASONS

Every 4 years, its inhabitants undergo a change of terrain, which has generated species that are very resilient to change.

In a cyclical way, we have:

-1st season is called **NOMAD**: it is the initial impulse. Its dominants are Neutrals. After the regeneration, they prepare the fertile ground to maintain balance in the world.

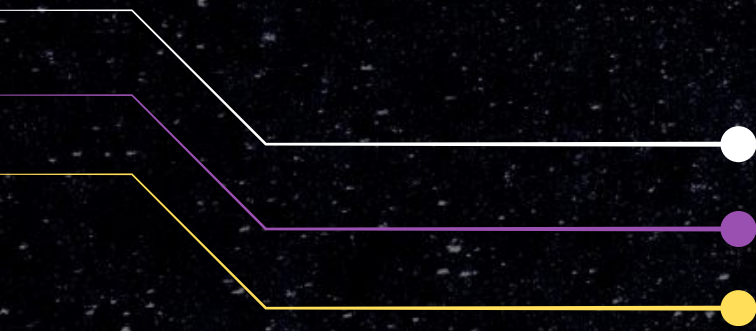
-2nd season, **FOREST**: it is the time of joy. On the one hand, It's the season of joy and peace. All the work of the Neutrals pays off, and the Plasmoids take their role of replicating what they can of this period of happiness.

-3rd season, **Drought**: The period of more uncertainty and disputes. The drought appears, and the preparation for its lack generates disturbances among all. The Cyborgs take control because, through technology, they seek to become independent of the resources of the ground and adapt completely to the low gravity.

The first three periods are recognized as ones of prosperity, but in the 4th period, they suffer a complete lack of resources, so they are completely dependent on technology at this stage.

-4th season, **Big Bang**: there is nothing on the ground, nothing to replicate from the pureness of its terrain. It only remains to innovate with the data until the new rise.

The Half Breeds are the key piece because, in times of crisis, and their birth connection with Perpetuum gives them the power to find solutions to the problems that generate agony and uncertainty.



THE WORLD OF PERPETUMM

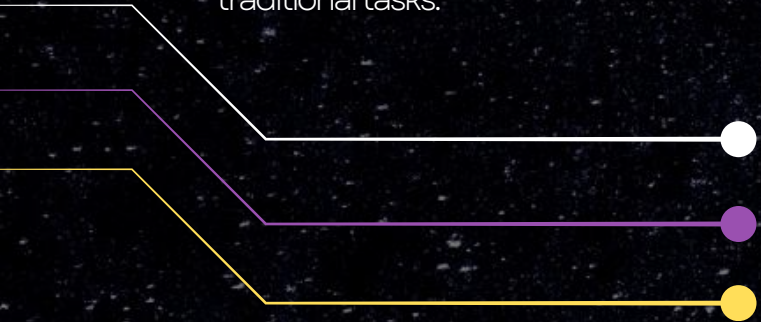
E. HISTORY

The city is built on a large expanse of fragmented land around a center that allows it to move constantly, and is a mix of futuristic, sci-fi architecture with the natural. The floating buildings are mixed with parks and gardens that are maintained thanks to replication technology.

Citizens participate in jobs in areas such as scientific research, education, and technology, which has led to great advancement in these areas. but for some of the people replication technology cannot be used so in the Nomad period the need to work on traditional tasks.

An important fact to mention about this planet is that in a period of the Big Bang Seasons happens where there are no natural resources and they have to survive based on technology..

yThis is due to the rotation of the planet. In this period of time the planet is in "recovery".



✦ RACES ✦

1 CYBORG

They live in the sky on floating ships. They are creatures composed of organic elements and cybernetic devices that enhance the capabilities of the organic parts through the use of technology.

They are very technical and are composed of nanotechnology, so they can manipulate matter using quantum mechanics, understanding what happens with the properties of matter under a certain size threshold.

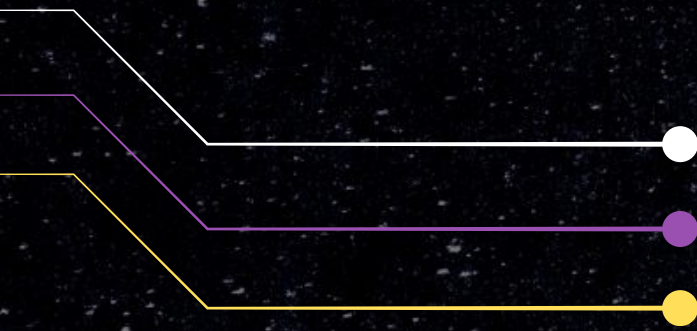
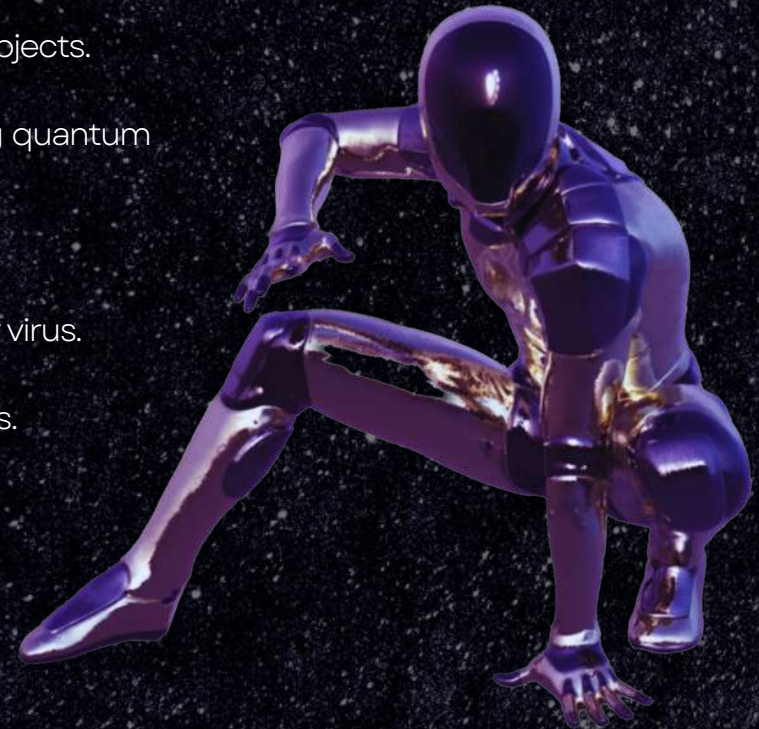
They are not humans. They do many processes registered in their board and sewn into memory or are in a free non-site. By their nature, they do not question problems, they only give answers to what they understand to be correct.

- **SUPERPOWER:**

- A. They can pass through objects.
- B. Manipulate matter using quantum mechanics

- **WEAKNESS:**

- A. Susceptible to computer virus.
- B. They don't have emotions.



✦ RACE ✦

2 PLASMOIDS

They live underground. They rarely go above ground because of their sensitivity to sunlight and sound. They are amorphous beings with no typical shape. they often adopt a similar form, but there's little chance of mistaking a plasmoid for anything else.

Also, they consume food by osmosis, the way an amoeba does, and excrete waste through tiny pores. They breathe by absorbing oxygen through another set of pores, and their limbs are strong and flexible enough to grasp and manipulate weapons and tools.

Plasmoids don't have internal organs of the usual sort. Their bodies are composed of cells, fibers, plasma-like ooze, and clusters of nerves called ganglia.

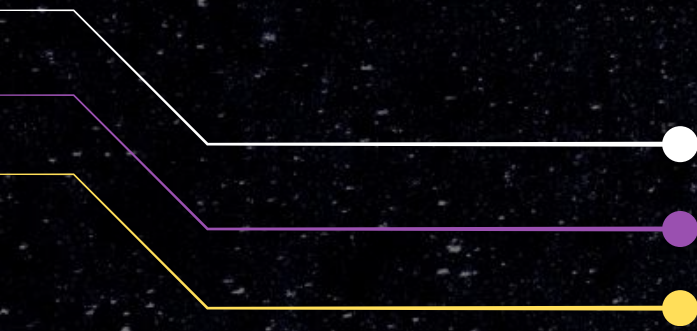
- **SUPERPOWER:**

A. Due to their ability to transform, they use this to capture the body of another character to strengthen their own. They often adopt a similar form.

B. Although most plasmoids are translucent gray, they can alter their color and translucent by absorbing dyes through their pores.

- **WEAKNESS:**

A. Sensitive to light, heat, sound, and textures. These nerves enable a plasmoid to detect light, heat, texture, sound, pain, and vibrations.



✦ RACE ✦

3 HALF - BREED

They live on the ground. They keep the balance between the races. The difference with the neutrals is that one of the race has developed to its maximum, so they have extraordinary powers. They are always looking for the right balance.

They divide into 2 subraces:

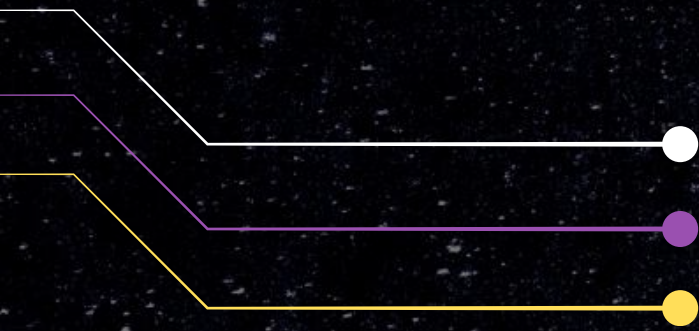
1. Spawned from neutrals and plasmoids.
2. who spawned from neutrals and cyborg.

- **SUPERPOWER:**

A. They can copy and mirror the superpower related to their blood.

- **WEAKNESS:**

A. They have the same weakness as the person they copy their superpower.



✦ RACE ✦

4 NEUTRAL

They are defenders of the core of Perpetuum Mobile. They are living in hidden place in their own bubble to protect the natural resources that remain. They are experts in the few natural resources that remain on earth and study the transition periods of Perpetuum Mobile physically and in person.

They are advanced farmers because of that, and they are usually recruited by cyborgs to mutate into a species more powerful than plasmoids.

They divide into 2 subraces:

1. Superhuman-Neutral: They are more human-like. They have high emotional intelligence, and they are very wise. Because of that, they are connected to nature and have a greater understanding of the 4 seasons of Perpetuum Mobile World, especially the Big Bang Season.

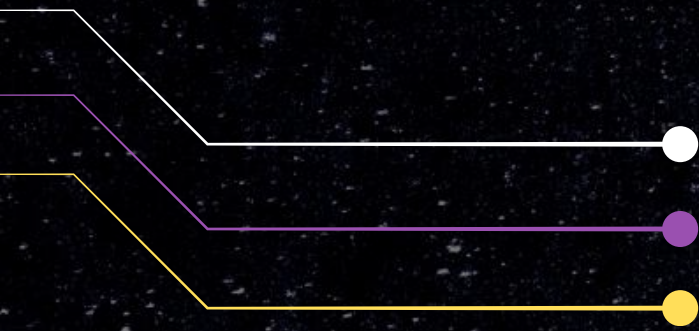
2. Animal-Neutral: They can talk to plants and listen to the needs of the other creatures around. Their appearance makes them look evil, but they have a kind heart and fight for their army when they have to.

- **SUPERPOWER:**

- A. They can control the weather.
- B. They can read minds.

- **WEAKNESS:**

- A. They can be infected by diseases.



CLASS

STRATEGIST

They are very analytical and can understand or anticipate the enemies' moves, and always be two steps forward in any situation.

+5 PTS OF WISDOM AS ATTRIBUTES.



SOLDIER

They are trained to be at the pinnacle of human physicality, even instructed to be prepared and skillfully maneuver in all manner of situations. They are adaptive, flexible in their methods, and possess an increased number of stamina to deal with prolonged combat or possible skirmishes.

+5 PTS OF AGILITY AS ATTRIBUTES.



HACKERS

Can hack anything and everything they want any time they want effortlessly with ease. They can possibly access any information that there is and was ever stored in/on the internet or technology at will with ease. Hackers can easily, whenever they want, pull off any and every feat that involves tech.

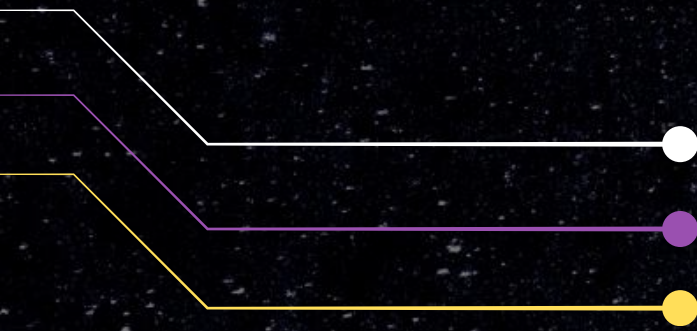
+5 PTS OF CYBERNETIC AS ATTRIBUTES.



MAGICIAN

They've been known to use body to execute their magic. They are known to be able to cast spells, brew potions and possess many other magical abilities.

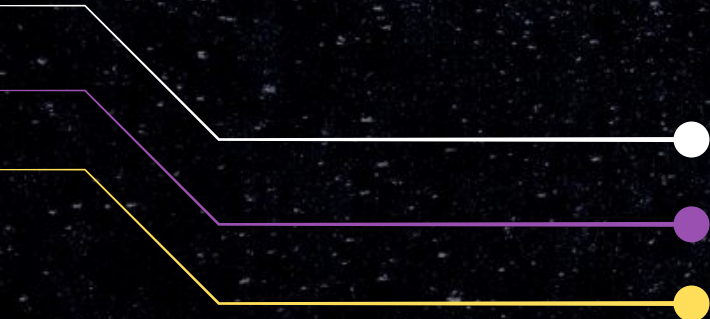
+5 PTS OF MAGICAL AS ATTRIBUTES.



LANGUAGE

THEY SPEAK THE SAME LANGUAGE "THE COMMON" BUT BY RACE THEY HAVE THEIR OWN DIALECT.

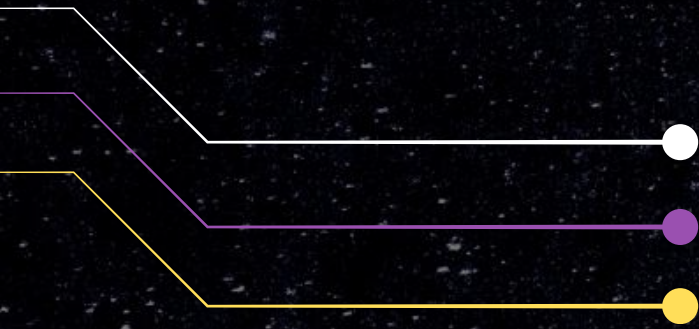
1. Sign language: Plasmoids. They can feel the pulse of every living thing.
2. Programming language: Cyborg. They manage to dominate the quantum mind, reaching consciousness.
3. Common Language: Neutral. They have the ability to know and find innovation in the simplicity of everyday life.
4. Polyglot: Half-Breed (Speak Fluent everything). They can teleport.



CHARACTER

BASIC INFORMATION

1. **Name** – Name of your character
2. **Race** – the selected race for a character. Each race has its own bonuses and restrictions.
3. **Class** – the character's training focus or job. Each class has its own bonuses and restrictions.
4. **Hit Points** – The amount of damage a character can withstand before dying. Each class rolls a specific dice type for hit points. At level one a player has the max hit points (ex: a d10 would be a 10) and then each new level the player would roll one hit dice add that number to their base hit points. Constitution bonuses should be added at each level.
5. **Heroics** – players can then choose to trade their Heroics to do one of the following: Reroll any roll, Add advantage, Add one combat action or to do a healing surge.
6. **Armor Class** – This number represents how difficult it is to attack the target. The higher the Armor Class the harder to land a hit. This is modified by the character's dexterity, magic or armor
7. **Notice** – Notice is used when you're not actively searching for something. It's basically a measure of how situationally aware you are. The players don't use their Notice, the DM does.



CHARACTER

ATTRIBUTES SCORES



1. **Cybernetic:** They can manage technological systems. They are good computer programming and processes.



2. **Agility:** Natural athleticism, bodily power. Used to determine carry weight and movement and melee hit bonuses.



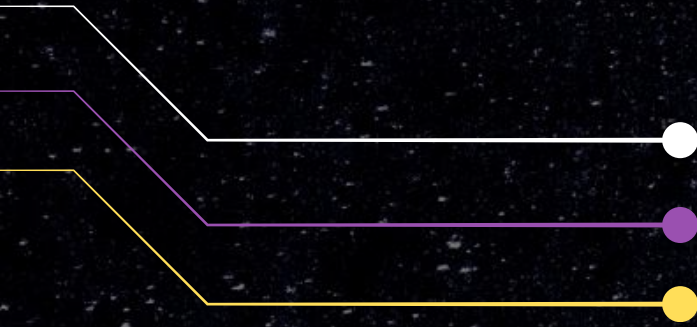
3. **Magical:** The ability to use magic as a skill.



4. **Wisdom:** Awareness, intuition, insight, searching.



5. **Ambition:** a strong desire to achieve something.





NAME _____
CHARACTER

ABOUT

TELL YOUR STORY AND BACKGROUND

RACE

CLASS

ATTRIBUTES

(YOU HAVE 60 POINTS TO FILL; THE SUMMARY OF YOUR POINTS HAS TO 20PTS)

CYBERNETIC
 _____%

AGILITY
 _____%

MAGICAL
 _____%

WISDOM
 _____%

AMBITION
 _____%

Plus
+ _____%

DRAW YOUR CHARACTER



NAME _____
CHARACTER

ABOUT

TELL YOUR STORY AND BACKGROUND

RACE

CLASS

ATTRIBUTES

(YOU HAVE 60 POINTS TO FILL; THE SUMMARY OF YOUR POINTS HAS TO 20PTS)

CYBERNETIC
 _____%

AGILITY
 _____%

MAGICAL
 _____%

WISDOM
 _____%

AMBITION
 _____%

Plus
+ _____%

DRAW YOUR CHARACTER

MOI

CHARACTER



ABOUT

IT'S ONE OF THE OLDEST CREATURES LIVING UNDERGROUND. IT WAS A RESULT OF THE EXPERIMENT DONE BY NEUTRAL ON TRYING TO BE AMORPHOUS OBJECTS.

RACE
PLASMOID

CLASS
STRATEGIST

+5 pts of Wisdom as attributes.

ATTRIBUTES

(YOU HAVE 60 POINTS TO FILL; THE SUMMARY OF YOUR POINTS HAS TO 20PTS)

<p>CYBERNETIC</p> <p>14%</p>	<p>WISDOM</p> <p>10%</p>
<p>AGILITY</p> <p>12%</p>	<p>AMBITION</p> <p>+5 pts of Wisdom 15%</p>
<p>MAGICAL</p> <p>12%</p>	<p>Plus</p> <p>___%</p>



NANO

CHARACTER



ABOUT

HE IS A CYBORG MADE FROM NANOTECHNOLOGY CREATED BY NEUTRALS AND GIVEN LIFE BY THE POWERFUL TECHNOLOGY AND PERPETUUM MOBILE ENERGY. ORIGINALLY CONCEIVED AS A PERFECT FORM OF NEUTRALS TO AVOID DEPENDENCY OF FOOD.

RACE
CYBORG

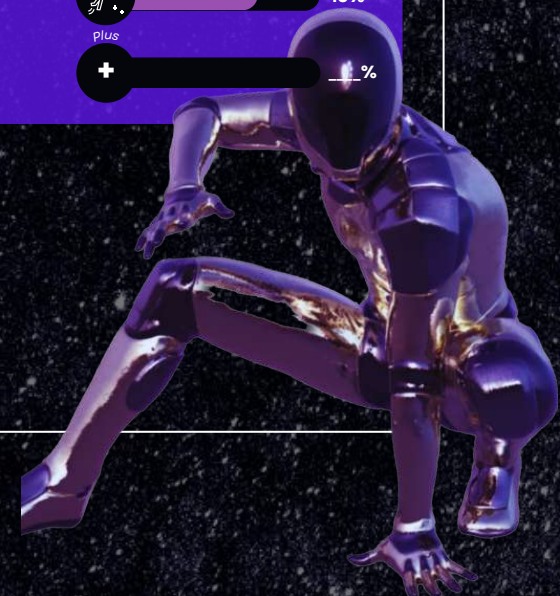
CLASS
HACKER

+5 pts of Cybernetics as attributes

ATTRIBUTES

(YOU HAVE 60 POINTS TO FILL; THE SUMMARY OF YOUR POINTS HAS TO 20PTS)

<p>CYBERNETIC</p> <p>15%</p>	<p>WISDOM</p> <p>9%</p>
<p>AGILITY</p> <p>15%</p>	<p>AMBITION</p> <p>15%</p>
<p>MAGICAL</p> <p>5%</p>	<p>Plus</p> <p>___%</p>





MOI



NANO

ALTHEA

CHARACTER



ABOUT

THE HALF-BREED WITH PLASMOID BLOOD. THE DIFFERENCE WITH THE NEUTRALS IS THAT ONE OF THE FACES HAS DEVELOPED TO ITS MAXIMUM, SO THEY HAVE EXTRAORDINARY POWERS. SO THEY ARE A MAGICAL RACE. ALTHEA SPAWNED FROM NEUTRALS HAS HER MAGIC AT FULL POWER. SHE IS ALWAYS LOOKING FOR THE RIGHT BALANCE.

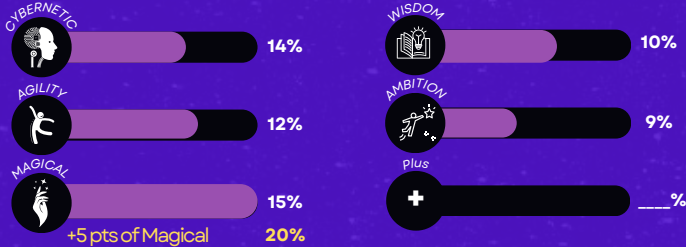
RACE
HALF-BREED

CLASS
MAGICIAN

+5 pts of Magical as attributes.

ATTRIBUTES

(YOU HAVE 60 POINTS TO FILL, THE SUMMARY OF YOUR POINTS HAS TO 20PTS)



ZENITH

CHARACTER



ABOUT

HE IS A HALF-BREED WITH CYBORG BLOOD. ZENITH, WHO SPAWNED FROM NEUTRALS, HAS HER TECH ON FULL THROTTLE, SO SHE CAN PRETEND TO SWITCH THINGS UP IN THE BLINK OF AN EYE AT HER CONVENIENCE. HE IS ALWAYS LOOKING FOR A CHANCE TO NOT HAVE END TIMES AND ALWAYS HAVE NATURAL RESOURCES AND CLONE THEM EVEN IF THEY FALL OUT OF FAVOR.

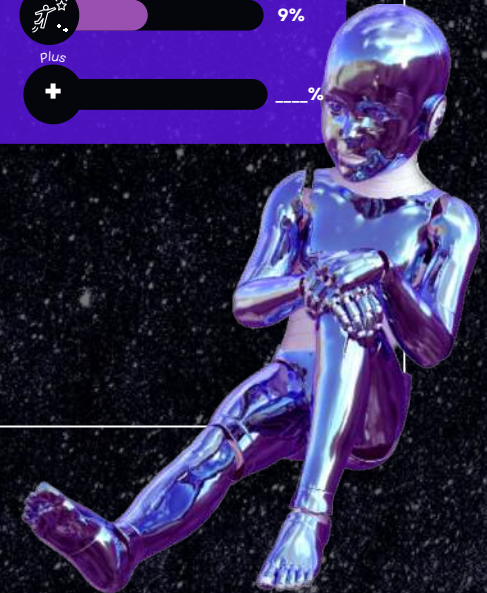
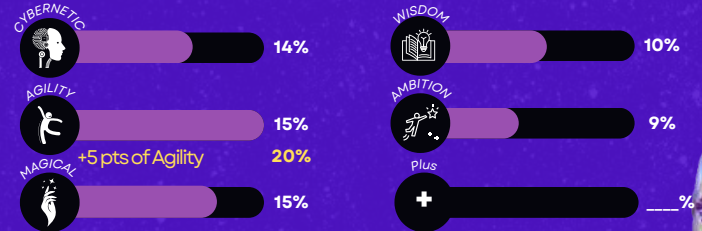
RACE
HALF-BREED

CLASS
SOLDIER

+5 pts of Agility as attributes.

ATTRIBUTES

(YOU HAVE 60 POINTS TO FILL, THE SUMMARY OF YOUR POINTS HAS TO 20PTS)





ALTHEA



ZENITH

SRIA

CHARACTER



ABOUT

HER NEUTRAL PART OF THE MAGIC HELPS HER TALK TO PLANTS AND LISTEN TO THE NEEDS OF THE OTHER WORLDS AROUND HER. IT IS UNIQUE IN ITS KIND. HER APPEARANCE MAKES HER LOOK EVIL, BUT SHE HAS A KIND HEART AND FIGHTS FOR HER ARMY WHEN SHE HAS TO. HER INTENTIONS TO HELP SOMETIMES MAKES HER FAIL BECAUSE HER GIFT OF LISTENING DOES NOT KNOW HOW TO BE CONTROLLED, AND SHE LISTENS TO THINGS THAT ARE NOT EVEN NECESSARY TO MAKE HER FEEL THAT SHE SHOULD HELP OTHERS.

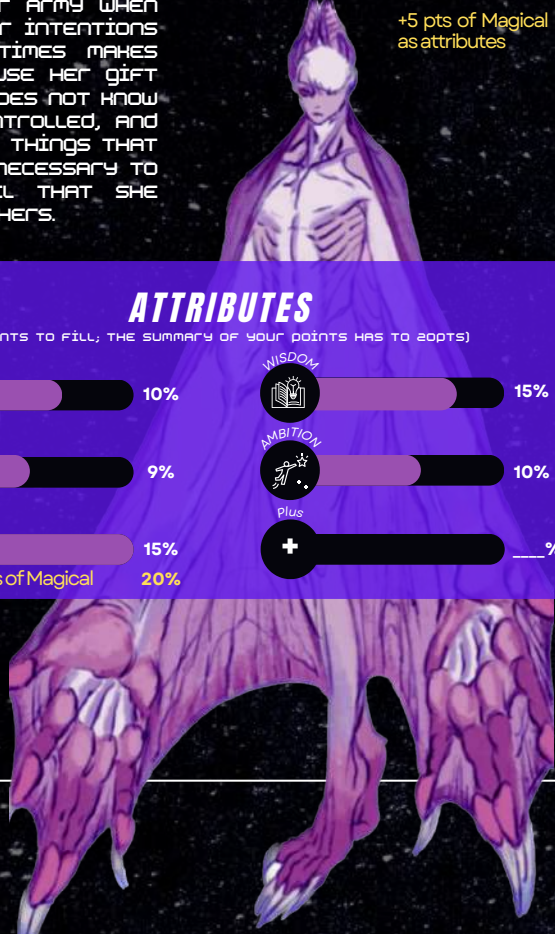
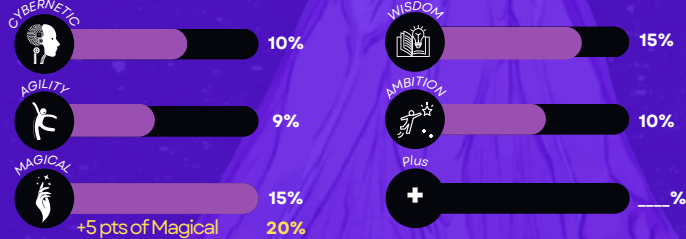
RACE
NEUTRAL

CLASS
MAGICIAN

+5 pts of Magical
as attributes

ATTRIBUTES

(YOU HAVE 60 POINTS TO FILL; THE SUMMARY OF YOUR POINTS HAS TO 20PTS)



KAEL

CHARACTER



ABOUT

HE IS SUPERHUMAN-NEUTRAL. HE IS A DEFENDER OF THE GROUND. THEY ARE EXPERTS IN THE FEW NATURAL RESOURCES THAT REMAIN ON EARTH AND STUDY THE TRANSITION PERIODS OF PERPETUUM MOBILE PHYSICALLY AND IN PERSON. THEY ARE ADVANCED FARMERS BECAUSE OF THAT, AND THEY ARE USUALLY RECRUITED BY CYBORGS TO MUTATE INTO A SPECIES MORE POWERFUL THAN PLASMOIDS.

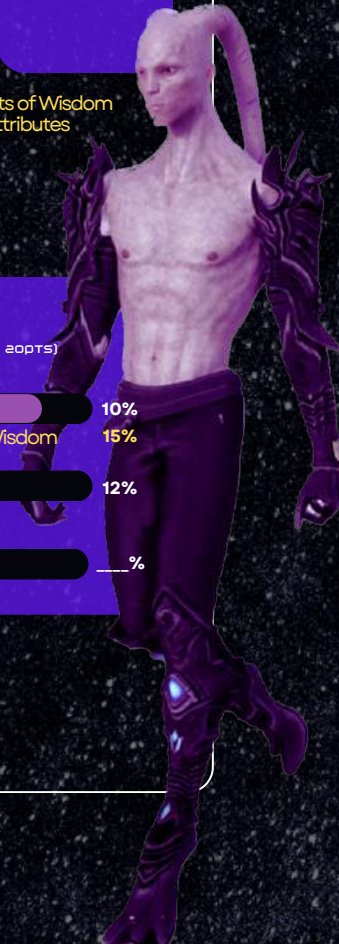
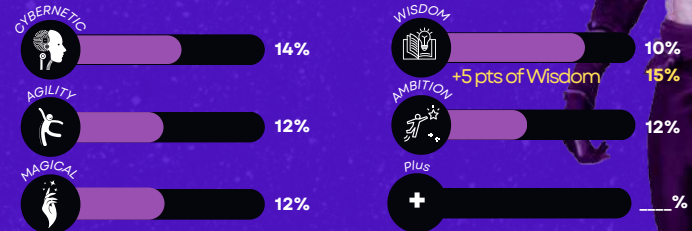
RACE
NEUTRAL

CLASS
STRATEGIST

+5 pts of Wisdom
as attributes

ATTRIBUTES

(YOU HAVE 60 POINTS TO FILL; THE SUMMARY OF YOUR POINTS HAS TO 20PTS)

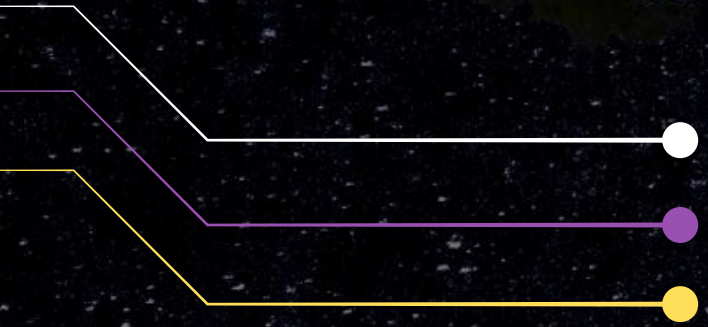






RAEL

BACKGROUND



BACKGROUND

After the last war, "The Ground War" the neutrals understood that the real danger to the planet was the supremacy of the technological species, due to the fact that they carry out actions due to their systematic nature in response and do not question their actions.

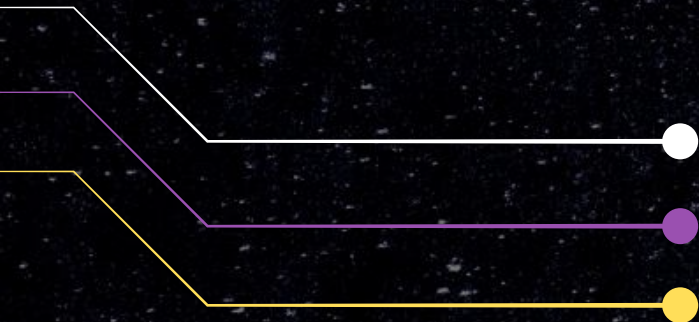
The neutrals from their historical origins, are in charge of preserving on earth what is divine. Guardians of our space, on the way to temptation they protect the ground at all costs, just as they are staunch enemies of our knowledge. In addition to studying and understanding the energies released from the planet when the Big Bang arrived.

In one morning, a natural disaster strikes, and all that remains of the nomad period in the forest disappears. Full of uncertainty, everyone seems to understand that it was a natural disaster, but the truth was a conscious act of the neutrals with the aim of acting on the thought that nothing is known until you lose it.

Desperate cyborgs and plasmoids, seeing that their greatness and abilities begin to diminish, look for neutrals to solve the absence of natural resources (The Sacred Ones). Not finding traces of the Neutrals, they realize that this is an attack message, the situation is carried out on purpose and by the neutrals.

Knowing the rhythm of biodiversity and life, the neutrals have extensive knowledge and skills to work the land hand in hand with the technology and magic of bearing the sacred fruits. The neutrals decided to carry out the control rebellion. With the aim of implying that once the resources have been exploited, the destruction does not end there but self-destruction begins. Risking their lives, the neutrals disappear resources and disappear without a trace.

IN THE SEARCH FOR A SOLUTION TO THIS SITUATION, THE ADVENTURE OF FINDING THE NEUTRALS STARTS.



LET'S PLAY

THE UNCERTAINTY

GM: Cyborgs arrived at Perpetuum land to find out what is happening with the rare situation of the disturbing changes. When they landed they met other races on the ground, the half-breed and plasmoid. They seem tired and worried because they suffer from the lack of natural resources.

- THE MAYOR OF PERPETUUM WANTS SOMEONE TO INVESTIGATE STRANGE SOUNDS COMING FROM A NEARBY MINISTRY OF ENVIRONMENT. HE'S OFFERING A NICE REWARD FOR ANYONE BRAVE ENOUGH TO INVESTIGATE AND EXPLORE THE STRANGE SOUND.

WELCOME TO MINISTRY OF ENVIRONMENT

GM: Once the players decide to go to the ministry of environment, as a game master you can explain the setup of the ministry. The building of the ministry is large and as its name implies the building is surrounded by all sorts of greenery and plant life. The building would probably be busy and the crowds would be a lot.

At this point you let the players decide how they want to investigate the sound coming from the ministry.

- YOU CAN TELL THEM THAT THERE ARE TWO GUARDS THAT STOP THEM WHEN THEY TRY TO ENTER THE BUILDING. THE GUARDS WOULD BE CURIOUS AND ASK THEM WHY THERE ARE CYBORGS ENTERING THE BUILDING. IF THEY ANSWER AND AS WELL AS ASK THE RIGHT QUESTIONS, THE GUARDS CAN LEAD THEM INSIDE THE BUILDING. IF THEY ANNOY THE GUARDS OR GET ON THEIR BAD SIDE THEY HAVE TO FIND ANOTHER WAY IN.

They can sneak around the guards if they wish. or disguise themselves as other people especially if they have plasmoid races on their team.

- ONCE THEY GET INSIDE THEY HAVE TO FIND THE LOCATION WHERE THE SOUND COMES FROM. THEY CAN USE THEIR POWERS TO FIGURE OUT WHERE THE SOUND IS COMING FROM OR ASK THE PEOPLE WORKING THERE IF THEY CAN CONVINCE THEM THAT THEY ARE THERE TO HELP.

Eventually, they will find that the sound is coming from a door.

- ONCE THEY ENTER THE DOOR, THEY SEE NOTHING. AT THIS POINT THE PLAYERS HAVE TO FIGURE OUT HOW TO SOLVE THE PUZZLE OF THE ROOM.

THE UNCERTAINTY

Ministry of Environment ✨

gm (HINT) THE ANSWER TO THE PUZZLE IS THAT THE DOOR WOULD BE HIDDEN ON THE GROUND AND CAN ONLY BE ACTIVATED IF THEY USE THEIR POWERS TO FIND THE HIDDEN DOOR.

LET'S PLAY

THE UNDERGROUND

GM: Once they open the door they have to decide to jump. For the players that can fly this will be easy since they can float down, but for the players with no movement ability they have to get creative to go down. It's ok if the players decide to go down since once they reach the end of the drop they find that the end is full of water.

If they jump they splash down to the cold water. At this point they have to navigate how to travel the water using their powers or they can decide to just swim with their athleticism attribute. They have to search the water to find their next hint.

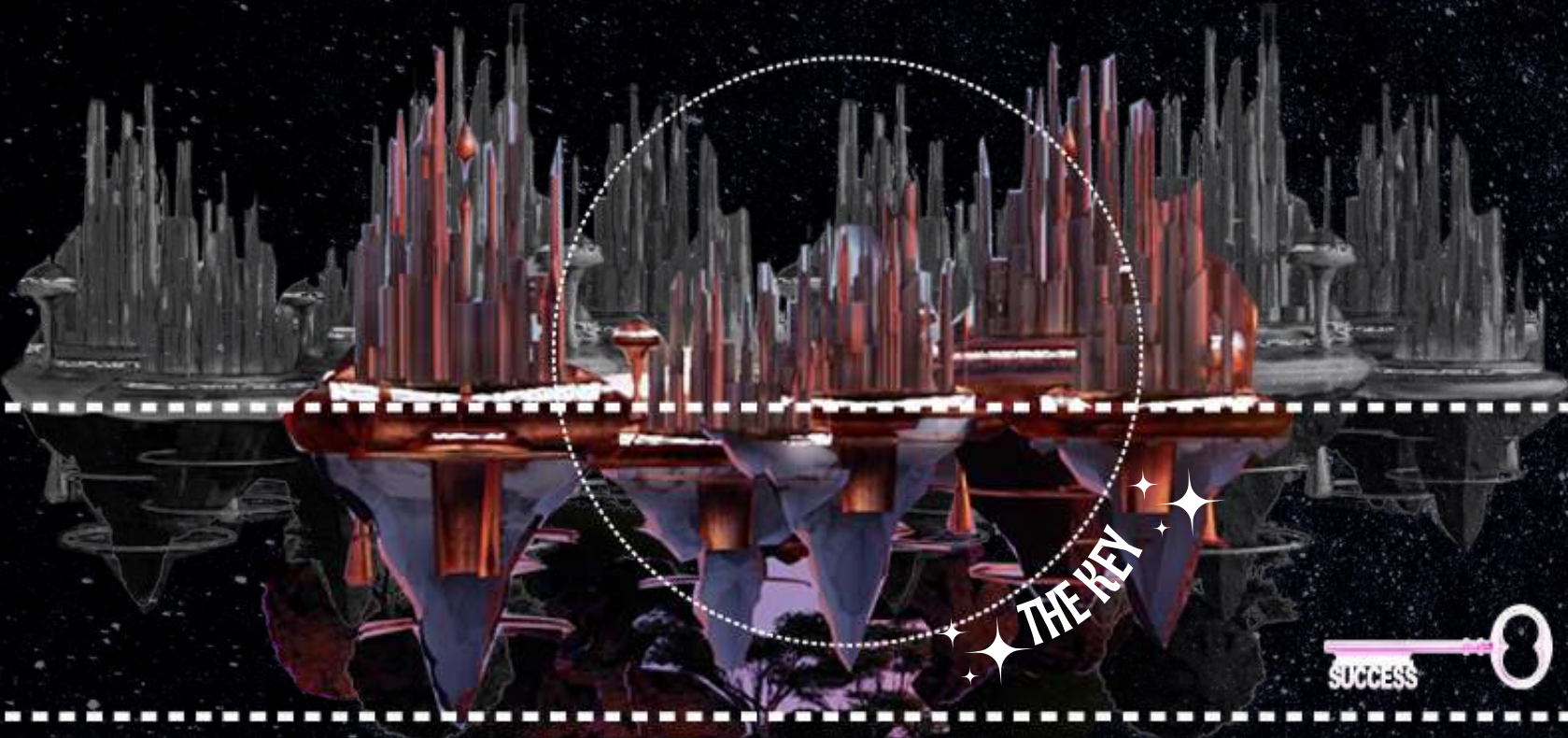
- UNDERWATER THERE IS A SUNKEN HIGH-TECH SHIP. THE PLAYERS THEN HAVE TO DECIDE HOW THEY CAN SWIM AND NAVIGATE DOWNWARD WITH THEIR POWERS OR AGAIN WITH ATHLETICISM ATTRIBUTES.

Once they get to the ship. They need to search the ship to find a key, the key would be hidden under a rock. A hint you can give is that the ship has writings all over it. They can have a hacker or a strategist decipher the message with clues written around.

Once they find the Key they realize that the key is also a puzzle. Their strategist or hacker or someone with high cybernetics and wisdom can roll to decipher the puzzle. If they succeed and activate the key. A portal opens and then they are instantly teleported to a new location.

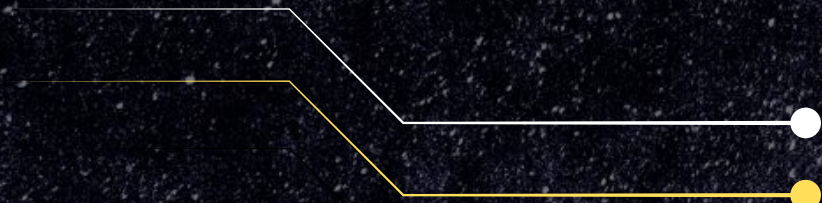


THE UNDERGROUND

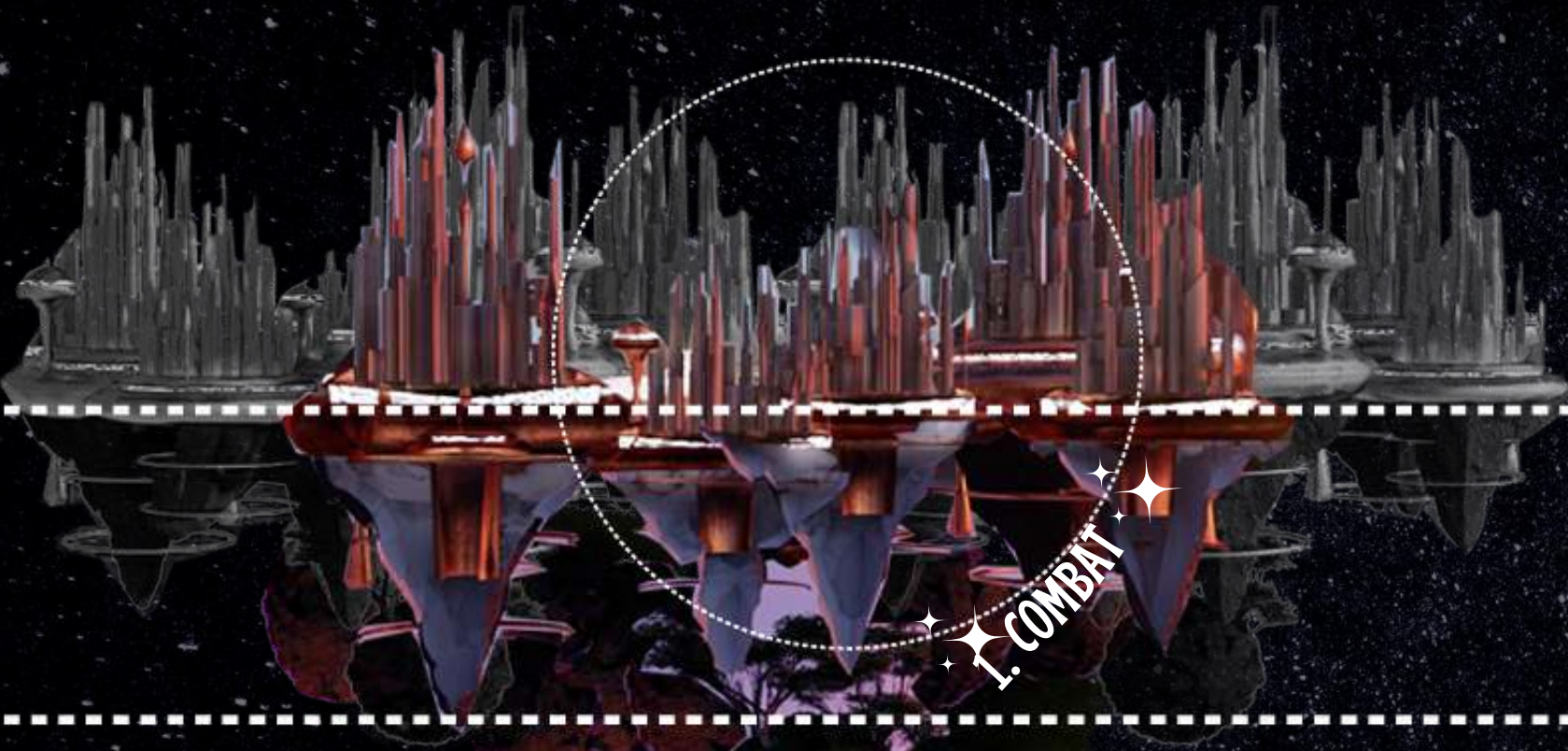


THE UNCERTAINTY

THE KEY



LET'S PLAY



THE UNCERTAINTY

I. COMBAT

THE KEY

THE CORE

ONCE YOU COME INTO CONSCIOUSNESS YOU SEE THE NEUTRALS LOOKING DOWN AT YOU. THEY SAY THAT THEY KNOW WHY YOU ARE HERE AND THAT THEY ARE HERE TO FIGHT YOU.

- AT THIS POINT YOU CAN START COMBAT. THE NEUTRALS WILL BE DIFFICULT AND POWERFUL. THEIR DIFFICULTY WILL DEPEND ON THE GM.



END GAME



1. FINAL THOUGHTS: TAKE A FEW MINUTES TO REFLECT ON THE GAME AS A WHOLE. TALK ABOUT WHAT YOU LEARNED, WHAT YOU ENJOYED, AND WHAT YOU'RE LOOKING FORWARD TO IN THE NEXT GAME.
2. READ AND WATCH THE WINNER'S MANIFESTO.



CONGRATULATIONS!

YOU WIN! YOU KILLED THE NATURE

NOW IMAGINE THAT YOU LIVE IN A WORLD WITHOUT NATURE
AND YOU HAVE TO RETURN TO ONE THAT HAS IT.



WATCH THIS VIDEO

[HTTPS://WWW.YOUTUBE.COM/WATC
HPU=ITUHT72A16S](https://www.youtube.com/watch?v=ITUHT72A16S)



WE DON'T APPRECIATE WHAT WE HAVE NOW BUT LONG FOR WHAT WE
DON'T HAVE FOR THE FUTURE.

FROM THE **HENOSCAPE**, IN WHICH IT IS PERHAPS THE MOST CRITICAL MOMENT THAT WE'LL HAVE TO LIVE AS A GENERATION, THE FUTURE IS PROJECTED AS A HOSTILE AND OPPRESSIVE SPACE-TIME. THIS IS HOW WE SITUATE **PERPETUUM**: BY LIVING THE GREAT ACCELERATION TOWARDS THE INCESSANT DETERIORATION OF THE BIOSPHERE, THEY GENERATE **ANXIETY**, BUT AT THE SAME TIME THEY CAN BE AN INCENTIVE TO **CHANGE** OUR ATTITUDE AND OUR RELATIONSHIP TOWARDS LIFE. FACED WITH ENVIRONMENTAL COLLAPSE, HUMANITY MAY NEED TO TURN TO ARTIFICIAL REPLACEMENTS FOR NATURE. HOW COULD WE AVOID THE MOST **DYSTOPIAN OF THESE FUTURES?**

WHAT IF EARTH REALLY WAS IN TROUBLE AND THE PLANET'S NATURAL SYSTEMS WERE FATED TO **COLLAPSE** AND DIE OFF? WILL WE DEVELOP ARTIFICIAL BACK-UPS TO TAKE THEIR PLACE, LIKE CYBORGS, AND IF SO, WHAT MIGHT THAT WORLD LOOK LIKE? IT MAKES US THINK ABOUT WHAT WOULD HAPPEN IF WE FINALLY CUT THE "UMBILICAL CORD" THAT CONNECTS HUMAN SURVIVAL AND HOW THIS PROCESS MAY ALREADY HAVE BEGUN?

SCIENTIFIC AND TECHNOLOGICAL ADVANCES HAVE MADE MANY WONDERFUL THINGS POSSIBLE FOR HUMANITY. WHAT WE PROPOSE HERE IS THE NEED FOR TOTAL INDEPENDENCE FROM NATURE, NOT BEING ABLE TO CONTROL IT OR DEPEND ON IT. THE ANSWER IS NOT TO ELIMINATE WHAT IS IN YOUR WAY, BUT TO LIVE IN BALANCE. WELL, WHAT WOULD HAPPEN IF YOU ACHIEVE THE TASK, WHAT WOULD BE THE NEXT STEP, THE NEED FOR **SUPREMACY** WILL ALWAYS BE THERE UNTIL WE ALSO ELIMINATE OURSELVES.

FINALLY, IT IS CERTAINLY TRUE THAT WE MUST RELY ON TECHNOLOGY AND HUMAN INGENUITY FOR MANY THINGS. LEVERAGING TECHNOLOGY TO **RESTORE ECOSYSTEM** COMPLEXITY, PERHAPS BY LIBERATING A PORTION OF LAND FROM FARMING VIA URBAN OR SYNTHETIC FOOD PRODUCTION IN ORDER TO RE-WILD, WOULD ALSO BE A NOBLE ENDEAVOR. SUCH A "CONSCIOUS DECOUPLING" MAY INDEED BE A DESIRABLE FUTURE (REES, 2018). BUT NO MATTER HOW POWERFUL WE BECOME AS A SPECIES, WE WOULD BE ILL-ADVISED TO RELY ON **HUMAN INGENUITY** ALONE AND, FOR THE REASONS OUTLINED, SHOULD TAKE CARE OF THE BIOSPHERE. AND LATER, IF WE BECOME A SPACE-FARING CIVILIZATION ON THE BRINK OF EXPLORING THE ENTIRE MILKY WAY GALAXY, WE SHOULD ALSO BE GOOD TO OTHER POTENTIALLY HABITABLE PLANETS WE ENCOUNTER ALONG THE WAY (ARMSTRONG & SANDBERG, 2013).



PERPETUMM

MOBILE

SARAH | RENZ | MIGUEL | HARLINE | NAYA