Introduction

The world of Solaris was destroyed 40 years ago. Broken follows the struggles of the survivors living in the void of space afterwards. A fantasy campaign setting, the survivors depend on magic, psionics or steam technology for air, heat, food and entertainment in the cold void.

**Broken: The Multicorp** is written as a mini-documentary from the perspective of Multicorp, a huge future corporation which exists on a plane neighboring Broken. Rather callous, they discovered the survivors of Solaris, and did nothing to help them. Instead they use Broken as chance for television ratings. Sending contestants to die in Broken, Vor Stevenson has created the smash hit **Void Survivor**.

In Broken, Player Characters’s play survivors from the destroyed world of Solaris or one of the races native to the void. They are not intended to participate or even know about Multicorp and its show, unless the GM decides they find out. The show is just one aspect of Broken which the Players might have to deal with in their struggle for survival in the void.

**Books**: The core book is currently available from RPGnow and Drive Thru RPG as a PDF or from Lulu.com in print. Three expansion books are in the works and will be available soon.

*Broken: The Memory of Solaris* (Core Book)
*Broken: The Lost Moon* (Coming Soon)
*Broken: The Pipedream* (Coming Soon)
*Broken: The Zakume Pyramid* (Coming Soon)

Visit www.BrokenSolaris.com for more information

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Forward

Multicorp's marketing department, in all their wisdom, have decided that a free flyer describing the workings of our show, Void Survivor, what we do and how the transdimentional dislocator works, is vital for it's ratings. So here it is.

The Transdimentional Dislocator: The heart of our operation is the super-high tech piece of equipment known as the transdimentional dislocator. The size of a warehouse, usually only the relatively small oval gateway is shown. It is a combination of two revolutionary inventions Multicorp was able to acquire patents on.

On the drawing board the first was a breakthrough telescope that, with the proper funding, was upgraded so it can now peer into other dimensions with tremendous accuracy. This allows the other piece of equipment, a matter rearanger, in lay terms a teleporter, to transfer matter to and from those dimensions. Multicorp actually had the dislocator for some time and was negotiating military contracts when I stepped in and convinced them of a more profitable endeavor.

Finding Broken: You see, I discovered Solaris and named it's plane of existence, Broken. It wasn't much of a discovery. The planet was gone. Zooming out 40 light years I was able to watch the planet vanish in very poor resolution. I had this destruction re-created to make an introduction for a show. I ran a short lived bit called "the Void". Not enough happened to keep ratings up and Multicorp almost pulled my funding.

Starting a Show: We needed to get people killed, and on a regular basis. Hey, that's show business. It wasn't happening often enough on it's own so I asked Multicorp to triple my budget to start Void Survivor. They hesitated but I showed them that famous first sighting of a void shark and the survivors nearby. With the new budget I could afford to send voluntary contestants, contracted and insured, to the void near Solaris with the hopes of surviving to win a prize less than 1% of one episode's budget. (And incidentally 1% the cost of sending them or bringing them back.)

Despite the elimination of the complete cast the first season was a smash hit. For season two, we had no end of contestants wishing to enter and we started building a backup transdimentional dislocator.

That all sounds like a dream come true, but I tell you, this show isn't easy to run. The natural heritage department has been on my ass about leaving technology in the Broken universe. These backward medieval folk used to have some rather impressive arcane and psionic ability but their technology level never carved itself above primitive steam engines.

The cost of advertising and advertising mistakes was high enough to justify hiring a teach of psychics. They predict the show's future and we advertise accordingly. Unfortunately they need security and they demand pampering so they are generally a pain in the neck. On the plus side, we subsidise their pay from winnings betting on the show.

We have had tremendous difficulty with neo-hackers ability to detect and advertise any editing in our broadcast. With 72% of the market supporting the fad of honest televising, we have had to broadcast what actually happens. So we fired our visual editors and put a cloning facility on retainer. If someone dies inconveniently, we simply do not air it and sub in a clone.

How can I be so honest about our operations? With 72% of the market eating up honesty and 50% of the market distrusting anything written down without video proof, I can say pretty much whatever I want.

Season 7 is coming up and it's going to be exciting. Unable to find another void shark (you'll remember the season 1 encounter and it's death in season 2), we have cloned it for a surprise return! The pirates were pathetically easy to stir up. Also we have discovered a void spore which takes root in skin and rapidly grows, killing the host in a terrible fashion. The best part is, none of the contestants know about any of this!

- Vor Stevenson, director, Void Survivor

Letters to Void Survivor

The following letter is from an individual who ‘claims’ to be some kind of ‘time’ guardian. Since we have not actually used our time equipment yet, due to unexplained breakdowns, we can’t imagine what we’ve done to offend this individual.

Dear Multicorp,

You are a plague on existence, commercializing and trivializing the lives of people struggling desperately to survive the most terrible tragedy. Your Void Survivor show is barbaric, harking back to the days of slave gladiator battles in dirt arenas. I will end you.

- One Less, time guardian

Do you see what I mean? Complete ignorance. We have gladiator bouts on twelve stations. One is entirely dedicated to blood sports, but you probably already know that, receiving our fine programming. We aren’t really even making the Solarain survivors lives harder and we’re providing them with some much needed entertainment! Life is a hard cold event and if I don’t sell it to the masses, then I’m going to get stepped on by the next guy willing to.

People want to see this and if it makes their lives happier and keeps them from going out and becoming murdering criminals themselves, then is what I’m doing bad at all?

- Vor Stevenson, director, Void Survivor

Dear Vor Stevenson,

Mark Charlke
You are a coward and should be replaced with someone with some guts. I’ll bet you’ve never been in an E.V. suit, much less visited the void yourself. The contestants who go into the void are heroes showing us what the common man can still do in this age of super technology.

- Dirk Holt, Janitor

For your information I’ve not only been to the void but I’ve visited both the Pipedream and the Lost Moon. See the enclosed holograph. I say to you and other naysayers; Here I am. Do you have the courage to set foot on the Lost Moon?

- Vor Stevenson, director, Void Survivor.

Dear Mr. Stevenson,

I can’t tell you how much I love you and your show. I’ve recorded every episode. I’ve applied to the show fourteen times and would very much like to attend a live recording. My photo and number is inclosed and I can be in the tri-world’s area on short notice.

Yours Truly
Shelly (Last name omitted)

PS. I’m a single Deronian female who appreciates the value of law over the weaknesses inherent to morals.

Dear Shelly,

You just admitted to an inditeable offence. Wink. My number should be appearing in your in-box shortly along with a link for a ticket to view season six episodes 27 and 28 on Tuesday August 19 and 21st 2754.

- Vor Stevenson, director, Void Survivor

That is the end of the letter column but we’d be glad to hear from you. Please contact Mark Charke at MCharke@aol.com. Be sure to ask him how his work on the Zakume Pyramid is coming along. Never mind the fact he hasn’t even finished the Lost Moon or Pipedream expansions and that I’ve had him stop work on both to crank out this freebie. I’m sure he’ll have plenty of time to discuss these projects because we’re not paying him quite enough to eat, so that should free up some time for him.

- As always, Vor.
The Impact of Void Survivor on Broken

Most survivors of Solaris are unaware of the show, a situation Multicorp carefully preserves. The contestants are dressed and trained to act and speak like any other survivor living in the void. Besides the actions of the contestants, Multicorp has never become directly involved in the affairs of the Solarain survivors.

It costs a tremendous amount to transport people to Broken. No contestant has ever survived a full season, so Vor has never had to transport anyone back, something he might have to do if Multicorp ever sends a team through.

If the Player Characters become aware of Multicorp, Vor will decide what to do based on what is best for ratings. He might simply allow the Players to have this knowledge, especially if it led them into interesting adventures the company could film. If the PC’s actions cause ratings to drop, asking everyone to stay away from the contestants for example, Vor might finally be forced to take action.

New Feats

Some survivors have learned new things, or brought old traditions with them from Solaris. Here is a sample of some of these skills that still exist.

Solarain Flare [General]

You can make a bolt of energy fly from your hand at will.

**Prerequisite:** Ability to cast spells.

**Benefit:** Once per day you may give up a spell slot to gain a Solarian Flare for 24 hours. If you do, choose an energy type (acid, cold, fire, lightning or sonic). This type can not be changed again for 24 hours, although if you give up multiple spell slots you can make other energy types available. As a standard action, usable at will, you can deal damage to one target within range which gets a Reflex save (DC 10 + spell level given up + Int, Wis or Cha modifier) to reduce the damage to half (rounded up).

If you give up a 1st-4th level spell slot the Solaris Flare has close range (25 ft. +5 ft./2 levels). If you give up a 5th-7th level spell slot it has medium range (100ft. + 10ft./level). If you give up at 8th-9th level spell slot it has long range (400ft. +40ft/level).

**Damage is based on the level of the spell given up.**

**Special:** Solarain Flares are fairly weak. Any form of energy resistance or damage reduction, reduces the damage.

From Solaris [General]

You were born on Solaris.

**Prerequisite:** 40+ years old, 1st level.

**Benefit:** You are a survivor, one of those lottery-lucky enough to survive the destruction of Solaris. The first saving throw you make every day gains a +4 divine bonus.

**Normal:** Normal people died.

Epic Lunar Fortitude [Epic]

You have more hit points as a lycanthrope.

**Prerequisite:** 21st level, 3 levels in lycanthropy, Con 20, Endurance, Die Hard, Toughness, Iron Will.

**Benefit:** You gain two sets of hit points each equal to your total number of hit points. You use the first set of hit points in human form. You use the second set of hit points when you are in hybrid and animal form. When you receive healing you can assign it to either form, regardless of what form you are in. If you are reduced to -10 hit points in either form, you are dead, even if the other form still has hit points.

Lycanthric [General]

You are resistant to Lycanthropy.

**Prerequisite:** Con 13.

**Benefit:** You gain a +4 bonus to saving throws to resist Lycanthropy. You can wait twice as long to be cured of Lycanthropy. Your unarmed attacks bypass damage reduction as if they were silver.

**Special:** Using any weapon, including brass knuckles and gauntlets or wearing gloves negates the ability to bypass damage reduction.

Technologically Proficient [General]

You have learned about modern technology.

**Prerequisite:** Exposure to modern technology. You must find and examine at least two pieces of modern technology for at least a month.

**Benefit:** Occasionally Multicorp leaves technology in the void. You are proficient with this modern technology and understand how it works. You can fire any personal firearm without penalty.

**Normal:** Characters without this feat take a -4 penalty to checks.
when using modern technology and may not know how to activate an item.

**Special:** Your GM must be using modern technology from a source such as *d20 Modern*.

**Void Survivor [General]**
You are a contestant on a game show.

**Prerequisite:** 1st level, Cha 10, GM’s permission.

**Benefit:** You start play with one piece of modern technology, something worth less than 500 dollars (or a purchase DC of 15 for those familiar with *d20 Modern*). Once per week Multicorp will require the character to perform some activity.

Knowledge (local) and Knowledge (history) or any two Knowledge skills from *d20 Modern* are considered class skills for you.

**Special:** Unless the character can be excused from the show somehow, perhaps hiding using the *nondetection* spell or *escape detection* power, within 6 months of his arrival, Vor will try to arrange to have the character die horribly.

If the character’s technology is destroyed, rendered inoperable or lost, the character will find another, usually similar, piece of technology within 1 week.

**Commentary**
Does the Epic Lunar Fortitude feat bother you like it bothers me? The psychics discovered this little beauty but they were conveniently unclear whether someone has the feat or will one day have the feat. Either situation bothers me and further discourages the already difficult nature of a Lost Moon Void Survivor season. I would dismiss the idea altogether but marketing reports the Lost Moon is dominating market surveys for next year’s season.

- Vor Stevenson, director, *Void Survivor*

**New Magic Items**
Magic items are exciting. Most are reusable and give their owners the ability to do things they could not do before. Others improve their owner’s capabilities; allowing them to better survive combat, defeat an opponent, heal injuries or survive in the void.

Marketing research suggested our viewers felt that most survivors from Solaris were boring. The most exciting survivors were the ones with the mobility to visit their neighbors so they could interact and conflict. A bunch of people sitting around in a dark room are boring. Those fighting for their lives with their neighbors driven mad by radiation, are exciting.

Most mobile survivors are spellcasters. Making new ones would have been expensive and time consuming. The next best solution was to provide more survivors with magic items. We used the transdimensional dislocator to find caches of magical items, undiscovered or possessed by monstrous beasts.

For season two of *Void Survivor* we had the contestants hunt down these magic items. In a tremendously successful media event call Project Christmas, the contestants who survived recovering the items had to give them away anonymously to survivors.

**Air Blade:** This +1 cold wrought iron longsword projects a continuous *air bubble* around the weapon.
Moderate transmutation; CL 1st; Craft Wondrous Item, *air bubble*; Cost 2315gp, 160xp, 4 days; Price 4,315 gp.

**Boots of Teleportation, Lesser:** Any character wearing this footwear may teleport once per day, exactly as if he had cast the spell of the same name.
Moderate conjuration; CL 9th; Craft Wondrous Item, *teleport*; Cost 8150gp, 652xp, 17 days; Price 16,300 gp; Weight 3 lb.

**Boots of Teleportation, Lesser, Cursed:** Function exactly as lesser boots of teleportation, anyone who teleports with these boots always arrives off-target in the void or the nearest most hostile environment.
Moderate conjuration; CL 9th; Craft Wondrous Item, *teleport*; Cost 6112gp, 489xp, 13 days; Price 12,225 gp; Weight 3 lb.

**Potion Bottle of Air:** Created for underwater exploration, these bottles refill every 24 hours. Drinking the contents requires a successful Concentration check DC 10 because the fluid is actually breathed into the lungs. Failure indicates the user chokes and the time is reduced by 1 hour times the amount they missed the DC by (minimum 0 hours). A successful drinker gains a small *air bubble* in their lungs which allows them to breath for 24 hours. The uses can be divided up by drinking only part of the potion.
Moderate transmutation; CL 1st; Craft Wondrous Item, *air bubble*; Cost 200gp, 16xp, 1 day; Price 400 gp; Weight 1/2 lb.

**Symbol of Light:** This steel holy symbol always feels warm and glows slightly. The user gains a +2 bonus to turn undead checks and once a week can cast *return to light*. (see the Zakume Pyramid later in this document). Undead and evil aligned persons gain a negative level while holding a symbol of light.
Moderate transmutation; CL 1st; Craft Wondrous Item, *return to light*; Cost 4200gp, 336xp, 9 days; Price 8400 gp; Weight 1/10 lb.
The greatest bastion of civilization that exists after the destruction of Solaris is ripe with lycanthropy and barbarism. They are survivors in the oldest sense, living in tribes and fighting with each other like rabid dogs.

Solaris had a shining history of innovation and even these surviving savages are certainly not without that spark of creativity. I have seen on this moon barbarians perform acts never before seen. The druids are claiming the moon, one acre at a time, growing plants in the thin and troubled atmosphere. Were it not for the powerful evil forces of undeath claiming the other side of the moon, keeping to themselves and doing very little. As society grows it will eventually disturb these dormant powers and much excitement is sure to begin.

**Void Survivor:** No episodes of Void Survivor have taken place on the Lost Moon. It is harder to film because of the aggressive and intelligent storms sweeping the surface. Further, if they discovered the show, some of the druids could block the transdimensional locator from viewing the Lost Moon. Our transport analysts are considering various strategies to make the Lost Moon viable for filming.

**Broken: The Pipedream**

The Pipedream is a massive sewer and heating system that was ejected into space. Despite my reservations, Void Survivor season two ran in this location. It took some real creativity to convince the Gnomes, Goblins and cross-bred Glomes to accept a group of humans into their midst. Following ‘game ideas’ submitted by fans, there was one fatality after another until the Pipedream council exiled the remaining contestants, for their own safety.

Originally a chaos of gnome steamtech and goblin mess, the Pipedream has an almost military structure to it’s society now. They strive for inventions that will improve their life and allow for future invention. Gurclup’s grand invention has been their greatest step forward allowing them to make some significant steps forward, despite the dangers in using the device.

Solaris had some truly amazing steam technology. Most of it is lost but even Multicorp has a vested interest in the inventions created or recreated in the Pipedream. Solarain steam technology probably would have reached even greater heights had their psionic and magical knowledge not surpassed it many times over. It was considerably easier to get an apprentice wizard to cast fly than it was to invent or simply build a flying machine.

Magical and psionic knowledge in Pipedream is fairly limited and they are making little effort to grow in this area. They have a considerable database of steam technology to use. Unfortunately most of it is committed to memory rather than paper, kept in the memory of the older gnomes and goblins on Pipedream. Because mind reading magic and technology has a such a short range that it practically has to be worn, we are unable to learn their secrets any faster than they
teach their apprentices.

The greatest secrets of Pipedream elude us. The analysts are confident Pipedream is unaware of Multicorp. In their justified paranoia they shield certain lessons and workshops against divination making viewing impossible.

We don’t know how Gurclup’s invention is built but it bears a striking similarity to the transdimensional dislocator. The temporal division has been desperate to learn more about it. Scuttlebutt is that we will eventually learn how it is built and take that information back and give it to the R&D team that put the first dislocator together. If they are right then Pipedream could threaten Void Survivor, a disturbing thought.

Other Locations

There are a lot of other places to explore in the void. Some are inhabited by a handful of survivors but others are home to dozens or even hundreds of people, although such numbers are rare. The Lost Moon, for example, has thousands of inhabitants but calling them survivors seems like a misdemeanor because they very few have come from the void. Most lived there before Solaris was destroyed or are descendants of such persons.

Locations tend to be moving farther in orbit around the Solarain sun. Some might eventually meet up on the other side but that could take decades. Only a handful of locations are deliberately moving closer together. Without a little help getting people together survivors are going to become impossibly far apart in the next 50 years - not something Multicorp is concerned about yet as the show has a predicted 9 year shelf life.

Multicorp’s science division has been interested in locating Solarian technology but their access to the transdimensional dislocator is very limited. There is also a raging legal battle regarding Broken by several humanitarian organizations. Unfortunately they do not yet have sufficient funding to contest Multicorp’s crack legal team. Thus far the greatest discoveries about Broken have been related to improving ratings for Void Survivor.

The Zakume Pyramid, for example, is certain to contain priceless treasures and examples of early Solarian culture but with no support from Multicorp, the Intergalactic Geographic Society simply has no way of exploring the temple or recording these treasures. They can only watch Vor’s circus media show, helplessly unable to act.

In Pipedream where space comes at a hefty premium there is a sketch that has survived on the wall of ideas for decades. It is venerated by many as an image of the first glome, Reland, the son of Reheater and Andilanda. Reland’s parentage is disputed though because both Reheater and Andilanda died together at a young age. Reheater poisoning himself and Andilanda, overcome with grief, stabbed herself.

Despite his parent’s death resolving conflict between the goblins and gnomes in Pipedream, Reland had a troubled life. An outcast from both communities. His final sacrifice saved Pipedream, earned acceptance for Glomes and made him a much praised saint.