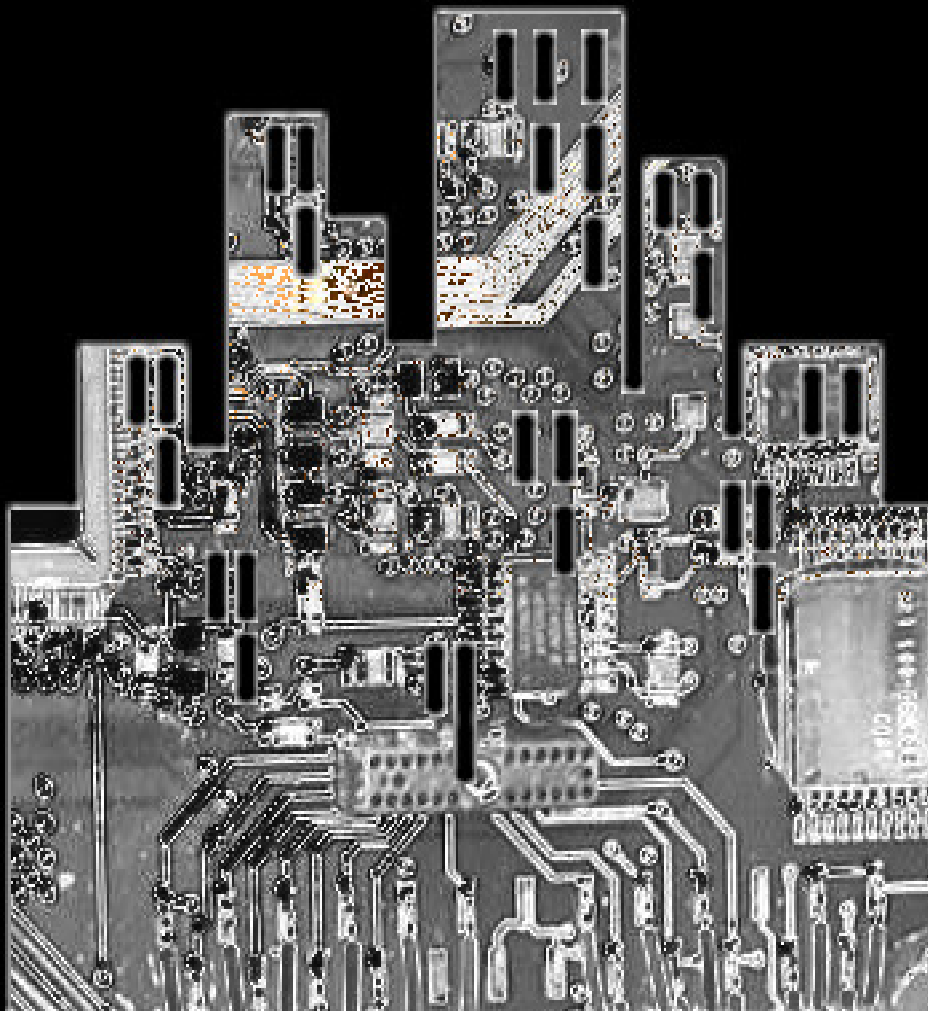


Umbrea City-States

HELIX



This supplement was created by Adam Weber with help from Gloria Weber. It is intended to work with *Helix: The Post Apocalypse, High-Tech, Fantasy, Western Role Playing Game* and is NOT a stand-alone game. This supplement will also receive support in our Free Content section of our Website come 2009.

Thank you to everyone who
has bought or played Helix.
Keep fighting Umbrea!

Disclaimer: This is a *game supplement*. With it as a tool you tell co-operative tales of survival and many other themes some of which may be violent and/or dark in nature. If you have trouble discerning fantasy from reality then I suggest putting this book down and getting professional help. At all times remember you can walk away from this imaginary world.

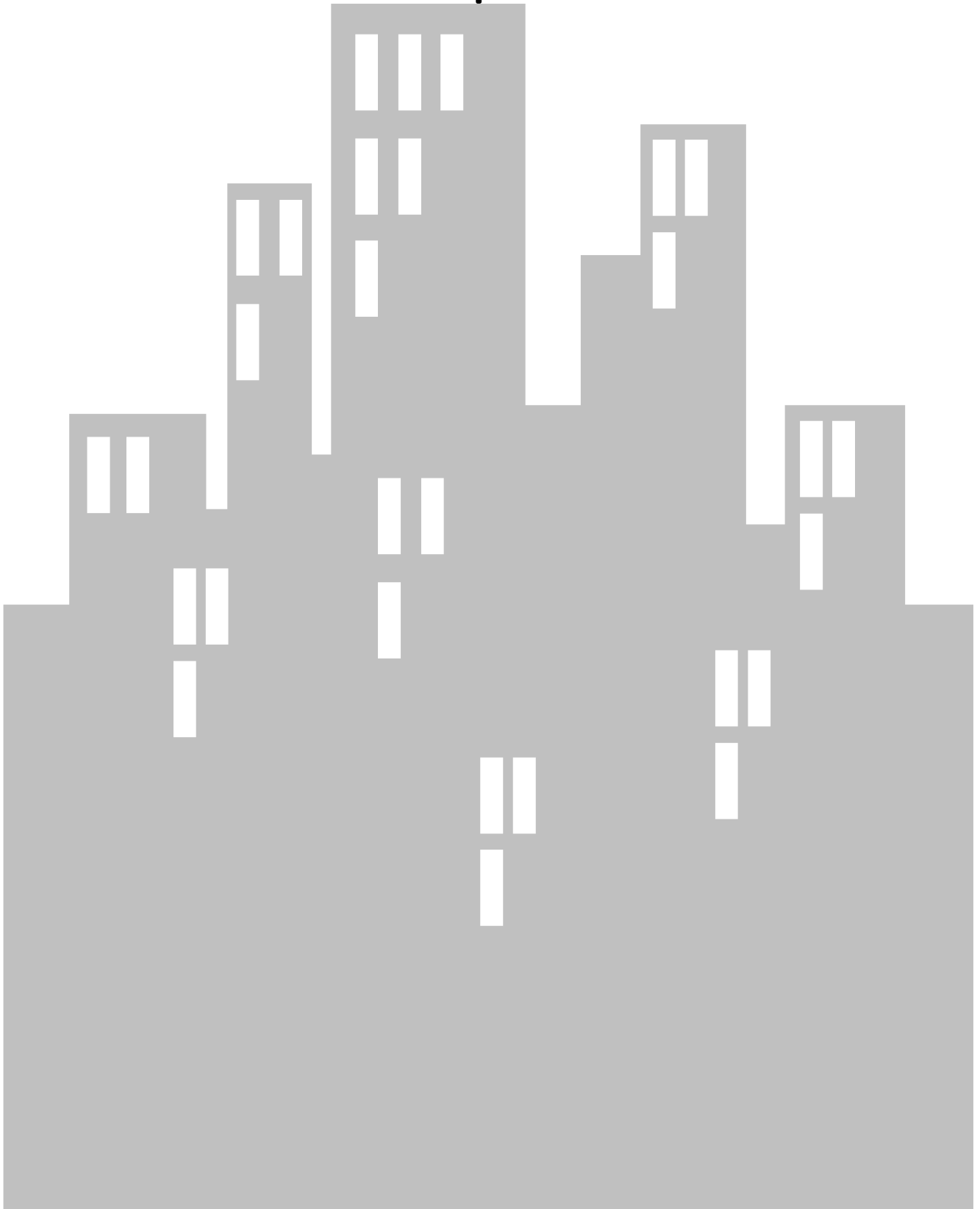
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Archetypes

Chapter 1



Code Mystic

Requires: Mental Attribute of 9, Cyber Lore, and Para-Coding

Perk: Sub-dermal, spinal fused CompDeck and one Gift

Stigma: Umbrea Corp. only suspects your existence, but if they knew for certain it would be life as a battery or, the better alternative, death.

You look like everyone else. You wear the same clothes, eat the same food, but your thoughts are very different. Hidden beneath your skin, a silver serpent entwines itself with your spine granting you access to a world of unimaginable power. You were born with a Gift that sets you apart from the rest of the City-State drones. You were found by another, whose Gift was to find others like himself. Then, you were brought before another, who created and implanted the metallic strip that runs from the base of your skull to your shoulders. Now you use your gift to seek the truth and disseminate it to the masses, to enlighten others, and to help those sentenced to death escape into the Waste.

Psychic

Requires: Mental Attribute of 10

Perk: One Psychic ability

Stigma: If anyone found out you were a Psychic, you would become an Umbrea lab rat

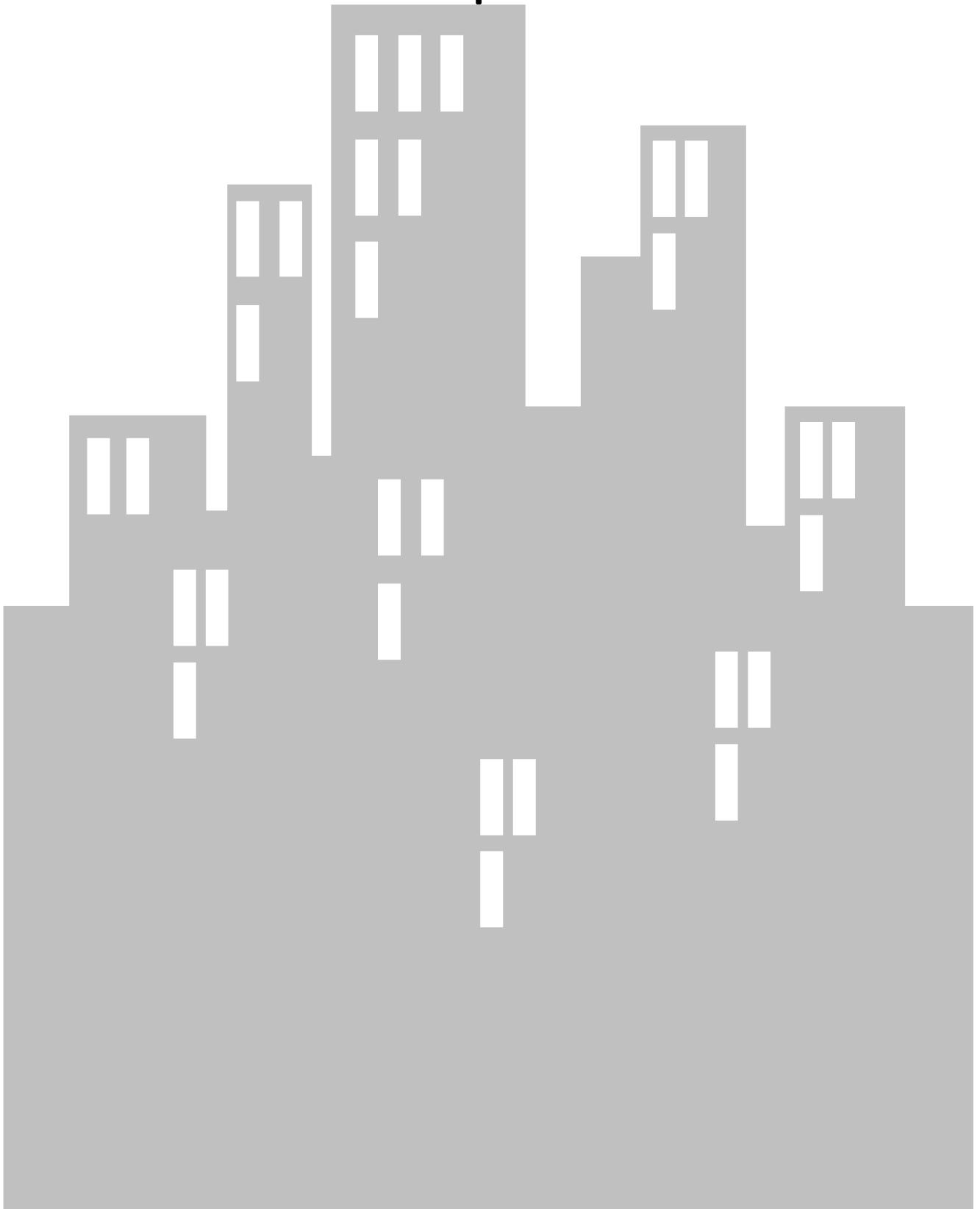
Psychic powers have been a part of human history for ages. It could have always been there, you could be the next stage of evolution, or, like everything else in this world, it could be the Helix Code's doing. But one way or the other, you do things with thought that the staunchest scientific minds swear impossible. You live your life, day by day, hiding this ability, and trying to only use it under extreme circumstances. But you know about the resistance, and should things get bad, you know they'll save you. So, before it gets to that, you might as well help them out, pay your debts and maybe find out the truth for yourself.

Plain Janes/Average Joes

These are also a playable City-State Archetype. See the main book for details.

Code Mystics Only

Chapter 2



Code Mystics have the best of two worlds, but not the full power of either. Here we break down how each of the parts work.

The Code (Slinger) Part

To determine a Code Mystic's Magic Points, multiply the Mental Attribute by 5, and then divide it by two (round down to whole numbers).

To determine your number of starting spells please refer to the chart.

Example:

Mental 9 x 5 = 45 ÷ 2 = 22 Magic Points

Starting Spells

Mental 9	2
Mental 10	3
Mental 11	4
Mental 12	5

CompDecks 201: Sub-dermal CompDecks

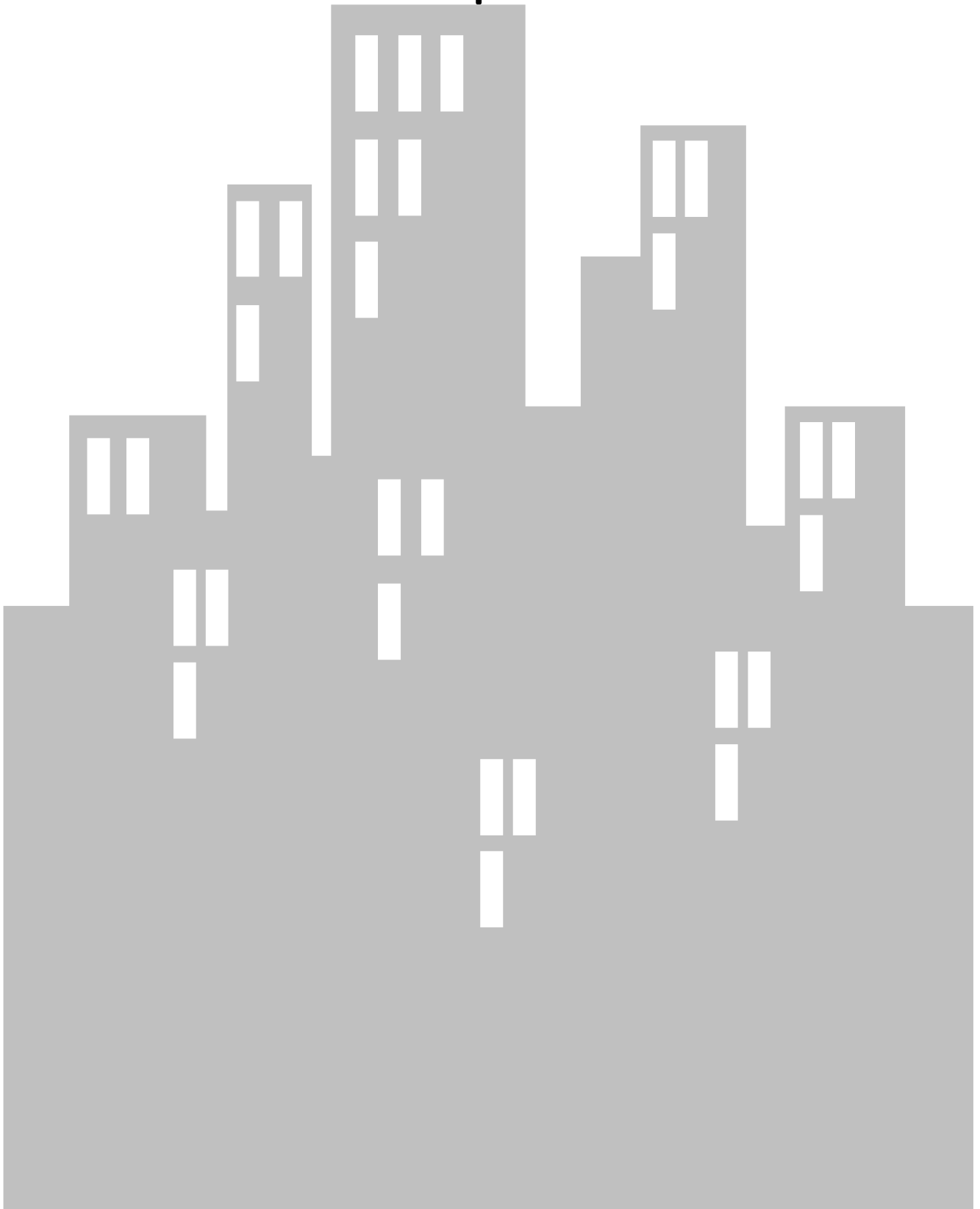
The sub-dermal CompDeck is much smaller than the Waste model. Due to this, it is only able to hold 5 Code Spells (a total of 5 memory units), and cannot be upgraded to have more. Additionally, since these CompDecks are sub-dermal, they have no disk drives, and they cannot be removed. Other than these "few" differences, they work exactly the same as a Waste CompDeck. (See pages 21-27 of *Helix* for creating and casting Code Spell rules.)

The (Cyber) Mystic Part

Unlike their Waste counter part, the Cyber Mystic, the Code Mystic isn't required to take Cyber Destiny. When it comes to choosing the single Cyber Mystic Gift they have, the player has free rein to choose from any on the list. (See pages 30-33 of *Helix* the list of Gifts and their rules.)

Psychics Only

Chapter 3



Each Psychic is born with a singular ability. This Power is used by rolling a Mental Attribute Check.

Creature Empathy

It isn't human, but you understand exactly how it feels. Weird, how you can tell these things. You just look at it, and you can tell if it is in a deep peaceful sleep or on a murderous rampage because someone killed its babies. The target must be visible in order for this ability to be used.

Electrokinesis

You can control one electric device in your sight. See that printer in the corner of the room start printing on its own? Or that power surge that made that light blow up? Psychics, man... Psychics! You must be able to see the target to use this ability.

Human Empathy

That Umbrea Agent really isn't out to get you, even though he's shooting in your direction. Hell, he's hoping you get away. And just yesterday, that officer that wrote you the ticket was just taking out her anger on you. There's no way you deserved that. You can see through the best liar's lies and feel when someone is hiding from you. People's true nature or their current emotions come straight out towards you. You can't always pinpoint who it is in a crowd, but they are ten feet away from you in some manner or another, even on the other side of that wall. It is whoever is feeling the strongest of emotions when involving a crowd, so this is best used when it is just one on one.

Medium

You not only see dead people, but you can talk to them, as well. Unfortunately 75% of all hauntings in the world are residual hauntings. These are ghosts that reenact their last minutes of life or daily habits. The other 25% are intelligent hauntings. But just because they are intelligent doesn't mean they are aware of the world that has changed around them. There's a 50/50 chance that an intelligent haunting is trapped in thinking it is still their era of living and hasn't noticed all the changes that have occurred.

Mind Reading

I wonder what he's thinking. No need to wonder for you, however. You can read minds. The GM will give you the last thought (one sentence's worth) to go through the mind of your target. If you have permission from the person, you do this automatically. If you are violating an unwilling or unknowing person's mind, the target can perform a save (this works exactly the same as a save against a Code Slinger's Spell – *Helix* page 27). In order to use this ability you must be within ten feet of the target and have line of sight to some portion of the target's head.

Object Empathy

You touch that gun and you know... This is the gun that your sister's murder used. But the police were wrong, it wasn't fired off from an apartment window, it had been fired in an alley. The killer had been wearing no gloves, and a distinctive ring pressed against the pommel. Yes, that much is clear to you, but you still don't know who did it or why.

Touching objects lets you know details of the past use, especially those when heavy emotions were tied to it. The better you pass the check, the more details you see. If the Check is failed, you only get the vague feeling of what this objects past (it hasn't been used for years, its wearer was a woman, or something that won't help). You can try only once per object.

Prophecy

Knowing the future can seem great, but damn is it wonky. When you wake up from any sleep that is four hours or more, you get a vision. Sadly, some days all you see is that man going to buy a gallon of juice, only to have forgotten his wallet at home. Other times you see things, like another Psychic being discovered and being dragged away by Umbrea's men. There's a 15% chance it is a personal vision, but usually you see people you have never met. This vision *could* occur in the next twenty-four hours. Thing is, are you going to let it happen or will you change the future? The better you pass the check, the more details you see. If the Check is failed, you only get the vague feeling of what is to occur (someone is in danger, something will go wrong somewhere, and such).

Pyrokinesis

Fire! It comes from the speeding up of molecules with your mind. If touching the bare flesh of an opponent it cases 1D6 damage. If attacks clothes or armor, it is less, 1d6-1 (minimum of 1 damage point dealt). You must be able to see the target to use this ability.

Telekinesis

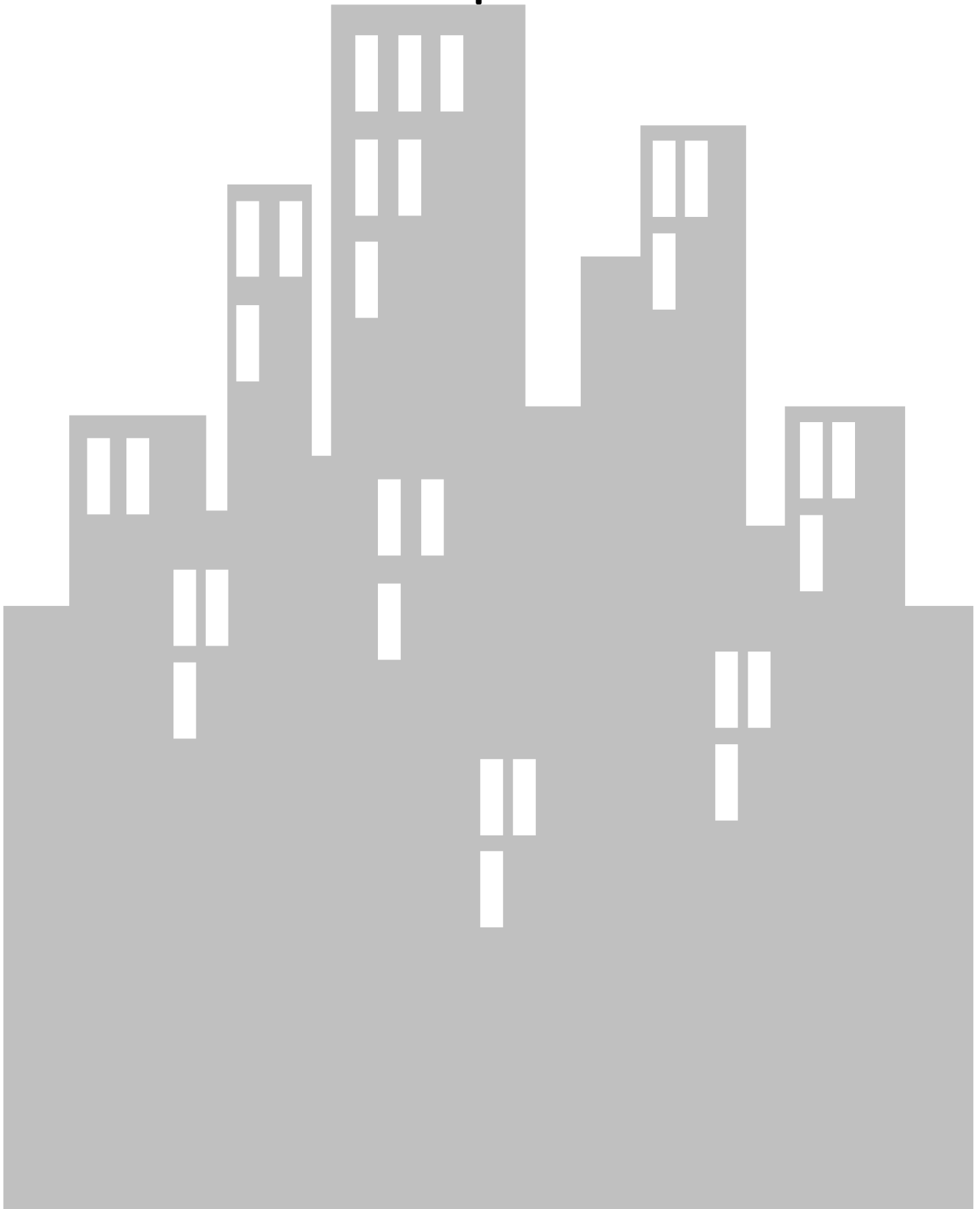
Dude, is a ghost making that clock float across the room? No, that's you. And you could do more than that. If you can do it with you hands, you can do it with your mind. You can pick up or push things weighing up to five pounds with just your mind, or apply a force equal to that upon an object such as a lever or the top of a box. For every five pounds above that, a -1 Penalty is applied to the Check. If used to cause damage it is 1D6/2 with a minimum of 1 damage point dealt. You must be able to see the target to use this ability.

Telepathy

You can whisper in people's minds about whatever you want. "I know what you did." "The oranges want to eat you." "Don't forget to bring home some milk." Whatever you want. Unfortunately, you cannot receive replies back, unless the other person also has Telepathy. This is a one-way conversation. To use this ability you must be able to see the person's face, be it from a video, picture, or in person. Imagining the face doesn't work. If you have permission from the person, you do this automatically. If you are violating an unwilling or unknowing person's mind, the target can perform a save (this works exactly the same as a save against a Code Slinger's spell- *Helix* page 27).

Setting

Chapter 4



Normal Citizens

You wake up to the buzzing alarm clock, start a pot of Synth-caff, and bathe yourself with recycled and cleansed water. After your shower you sit at your counter drinking your Caff, while scrolling through the morning news download. Apparently, there is some extra congestion in the East 23rd Sector today due to some damage caused by terrorist acts. You grunt and come up with an alternate route to work as you punch the coordinates into the navigation system in your car.

You, like most residents, could go their entire life thinking that what is happening outside is merely fairy tale. They have complete medical coverage at no cost. They buy their food at gigantic megamarts. Their children go to school, grow old, and retire in luxury. If they lose a limb, medical science will grow them a new one. Jobs in all sectors are plentiful, as City-States are constantly expanding.

Average citizens are forbidden to possess weapons. A weapon, as defined by the Umbrea City Living Statute, is any device that projects anything capable of causing harm to people or property or a sharp edged Item of over two inches in length.

A City-State is organized in Sectors and can have any number of Sectors. Each Sector is given a number; number one Sector is reserved for government facilities. A Sector is a twenty-five square mile tower that goes as high as twenty-six floors. Each floor of a sector is called a tier and is given a letter designation from Z up to A. In this tier you would have an address number (so if you lived in an apartment at 10C1300 you would live in Sector ten C tier apartment 1300).

Each sector could function as an independent city, with its own law enforcement agency, hospital, fire suppression team, Etc.

The Resistance

Deep within many City-States, secret cells of people are dedicated to overthrowing the Umbrea Corporation. Some of these are rumored to be high-ranking executives or their family members playing double agent.

These cells operate like secret societies; they are comprised of Code Mystics, Psychics and Average/Plain citizens who have a need to discover the truth. They meet in subterranean steam tunnels, air conditioning vents, and abandoned warehouses. Wherever they can to plot their next actions and to worship at Helixar altars.

They transport rescued Code Slingers, from a life of enslavement as batteries, or other “innocents” through a series of safe houses, which are connected by large vent pipes that run under ground. The same network that smuggles people out of the City State, smuggles in stuff from the Wastelands. Things like toxins and weapons.

The Resistance hacks into City-State files in search of data about the transport of “City-State terrorists” and captured Code Slingers. Any reports of the outside world, they will then play on giant billboards that usually flash advertisements through out the City-State. They will do anything and everything to educate as many people to the truth as possible.

Who is in Control?

Most members of the resistance believe that the real Alex Umbrea died years ago, based on his still youthful appearance, despite the passing of decades. If this is the case, then this is the question that one must answer. It could be one, none, or a combination of any of these but these are some of the more popular theories among the resistance.

The Theories

- 1) Alex Umbrea is a clone
- 2) He is a computer-generated hologram
- 3) There never was a real Alex Umbrea, just a face generated for corporate purposes.
- 4) Alex Umbrea is really an extra terrestrial trying to control the earth

Beware

Being in the Resistance you have to beware the things or people who could bring you down. Here’s a short list of what you should avoid.

City-State Agents

Umbrea’s men will not let Umbrea Corp fail. These men are sometimes rumored to even go in the Wastes themselves (see Free Content: Citizens of the Waste: Umbrea Agent for stats). Their goal is to obey and build Umbrea Corp. by smashing and destroying all that stand in its way.

Executives

Umbrea Corporation has given these people the best lives one can imagine. People fawn on them, they want not for a thing. Not to mention the power they wield over others. Having the best means needing to protect the best.

Floating Camera Units

Stationary cameras miss spots and are easier to tamper with. While those are still used, these are more often found in high security risk areas.

Gun Drones

Sometimes Umbrea Corp. and its officials rather be safe than sorry... Instead of waiting for personal to respond, they put these machines out to safe guard the prize you seek.

Laser Grids

Some technologies don't really out grow their usefulness. These are the second most common form of security (cameras being the first).

Law Enforcement Officers

Getting caught breaking an entering or lurking in off limit places can bring you face to face with these guys. They don't care what you're up to: you broke the law. If handing you off to an Umbrea Agent saves them paper work, they'll do that. too.

Loved Ones

Everyone has his or her price, and, occasionally, even your mother will cave. Sometimes they are just very loyal, and view you as sick/in need of help. Whatever the reason, even those that love you could turn you in.

Sewer Cleaning Robots

If they detect anything larger than a dog, these Robots send a distress call to the Soldiers. Though you have to be thankful for them, or it would be much messier traveling in these parts.

Soldiers

Wastelanders call them the Goons. But there's just as many within the City-State itself as there are within the Waste. See Free Content: Citizens of the Waste: Umbrea Agent for stats.

Subdermal Scanners

How can you tell if someone is a Code Mystic? Pass them through one of these. This weeds out the greatest threat to those who are aware of them.

Undercover Operatives

It is Spy versus Spy. Don't think you are alone in living a double life!

Weight Sensing Plates

Refined to ignore dust, these plates are ultra sensitive. A bed of sweat will trip their alarms and send people rushing your way.

Your Psycho-Analyst

Every month citizens are required to visit one. Some visit more often for the usual reasons, but this is to make sure everyone is :healthy." If you say the wrong thing, you'll be taken in.

City-State Tech

When the world fell, the first people invited to join the City-States were the greatest minds of the age. They were sheltered to make Umbrea Corp. and its City-States stand the test of time. Since they house the greatest amount of humanity it should be no surprise what those men started back then still continues. For the most part, the advancements occur in the technological fields.

Implants

Unlike in the Waste, it doesn't take a Cyber Mystic to connect cyberware to be at its best. The proper medical facilities and access to various technologies and instruments allows the City-State surgeons to do just as good a job as a Cyber Mystic, but with a longer healing time.

So you'll often see accountants with implanted cell phones or data coordinators that plug into their computers instead of typing. Some people have bad reactions to these implants (Flaw: Cyber Rejection), while others end up ungodly in their

use. The ones who do best usually end up big movers and shakers in Umbrea Corp. They are also suspected of being some sort of Helix Code “cousin” to the Wasteland’s Gun Jacks. But due to their success, few seem to go against Umbrea Corp.

The following is only a small sample of the implants found in common citizens of the City-States. There are experimental and “military” models also out there that are considered urban legends amongst even the stoutest resistance members.

Cell Phone Implant

Touch your right temple and you are connected. Your dialing is done by thought and the virtual phone book of saved numbers appears to only your eyes. No one else can hear the person on the other end; however, those around you can hear your half of the conversation. Note that since this is Umbrea Corp device, conspiracy theorists believe all these communications are monitored.

Cost: 300 Credits
Heal Time: 2 Week

Computer Connector

Who needs a keyboard and mouse when you can plug in and type at the speed of thought? Many Umbrea Corp. novelists and high executives use these to get through the “paper work” faster. It takes some work to train your mind and mesh perfectly with these, but it is also suspected by some to monitor your thoughts and upload them to an Umbrea surveillance team.

Cost: 600 Credits
Heal Time: 1 Month

Drive Connector

This works just like the Computer Connector but is for driving. This is employed by most taxis and public transportation drivers.

Cost: 600 Credits
Heal Time: 1 Month

Pass Chip

When you have multiple memberships to things (gyms, museums, etc.) or have lots of passes (for the trains to other City-States, security clearance for your job, etc.) you might want to condense it all into one chip. This chip stores and contains all your pass information and allows you to just wave your right hand to activate the proper pass. This chip has caused reasonable doubt in more than one murder case in the Umbrea Court Systems.

Cost: 100 Umbrea Dollars
Heal Time: 1 Week

On the Way Out

Outside the walls you will find small groups of Squatters, people who are just too afraid of the Waste, hover around the sewer exits until they are scared away or die from contamination. These people are diseased to the point of being a hazard to any they come in contact with but are extremely helpful for getting things in and out of the City-States. They provide cover, distractions, and in extreme cases meat shields.

Occasionally a City-State will flush out “rejected” Biological experiments...drugs, nerve agents, semi functional bioware among other things. Then they will monitor the squatters for their effects. This is considered Illegal in the eyes of the Umbrea Corporation, and City-states that are caught at this are fined heavily but the credits for successful pharmaceuticals outweigh the fines.

Equipment

Umbrea Corp. runs on the same Credits as the Waste. The Cyber Mystics who created the Credit machines hacked into the Umbrea Corporation Satellites. They do their best to mask the signals, but this is sometimes how they find Out Posts. But because of this, this allows Wastelanders to fund people on the inside and vice-versa.

Most things cost double what current day standards are. It is only when you get to illegal items (such as black market implants, armor, and weapons) that the prices vary. Depending on your source, the cost could vary. If you are smuggling in some Laser Rifles from the Waste, the price might be some medicine you have to get your hands on. If it is from someone who is just a shady member of Umbrea society, you’ll be paying three times the Wastelander’s or Umbrea Corp price.

Umbrea City-State citizens start off with 750 Credits.