

PLANETFALL

SCIENCE FICTION ADVENTURE
ON A NEW WORLD

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Key Words

Themes Discovery, Exploration,
 Diplomacy, Survival

Tone Optimism, Mystery,
 Mistrust

Inspirations Outcasts (TV), Terra
 Nova (TV), Earth 2 (TV),
 Firefly (TV & Film), Planet
 of the Apes (Film),
 Logan's Run (Film), Lost
 in Space (TV & Film),
 Avatar (Film), Jeremiah
 (TV)

Welcome to New Eden

PLANETFALL is a sci-fi campaign of exploration, adventure, conquest, and discovery. It has the trappings of classic science fiction, including power armor, anti-grav vehicles, energy weapons, cybernetics, alien creatures and a strange planet to explore. It also draws on adventure stories that are ripe for exploitation in our own adventures. Just like Firefly, it has an edge of the Old West and a new frontier. Like D&D it has ruined industrial complexes, towns and outposts to delve into. The "unexplored world" has a lot in common with post-apocalypse stories, too, where survival is a genuine, everyday concern. Above all else, though, PLANETFALL is a sandbox for you to play in. Make it what you will.

We shall write our own history

There is no world history or setting detail beyond what is described here. That means everything else will be discovered through play.



A Future History

Preliminary Survey

New Eden is 1.5 times the size of Earth and orbits a binary star well within the system's habitable zone. A remote survey analysis confirmed the planet had a thin but breathable atmosphere, abundant water in the polar caps, and signs of primitive microbial life.

The First Wave

The first wave of colonists consisted of terraformers, engineers and their families, as well as a workforce of genehacks that were vat-grown on the journey to the planet.

It was the first wave's mission to establish the infrastructure for the arrival of the main colony fleet. They brought with them portable factories and processors with which to build a space elevator, larger factories, homes, roads, a light rail network and other necessities. They were also to establish a satellite network for planetary communications, using their transport ship as the primary communications hub. They had 100 years to accomplish this.

The capital was founded, mining colonies and other outposts established, and atmosphere condensers built.

The wilderness was seeded with bio-agents, terraforming mutagens and primitive nanite viruses intended to speed the growth and evolution of the simple flora and fauna of the planet.

Everything seemed to go to plan for the first decade or so.

Genehacks

Artificial biological lifeforms, also called *Abes* and *Vatties*. Though "born" fully-grown they are much like children. They have no rights on Earth.

But the genehacks resented their status as second-class citizens and the menial life they were born into. The resentment grew into outright hatred. Violence broke out. The colonists were forced from the city, into hiding in small communities in the harshest wilderness of the new world.

The forests grew for 100 years.

The Second Wave

The second wave – a fleet of a dozen ships with skeleton crews and a cargo of thousands of cryo-sleep colonists – found a planet unprepared for their arrival. The expected infrastructure did not exist, much of the planet was covered in thick, wild forest, and first contact with the capital was met with swift and bloody violence.

For the moment, most of the colonists remain in orbit, in cryo-sleep. Without a space elevator, moving them planet-side will be a slow and dangerous task. When they do arrive, the accommodation and amenities required to keep them safe and alive do not exist. A few resourceful, qualified individuals have been awoken to help with the situation and start the colonization process fresh.

Why did the colonists leave Earth?

War, famine, civil unrest, pollution, political, religious or social ideals, or any combination of these may have caused the colonists to seek a new home and start a fresh life. New Eden offers a clean slate for the bold.



The New Eden Gazetteer

Climate

New Eden is earth-like in its weather conditions and climate. Due to the binary star-system and terraforming process regions of extreme cold are rarer than Earth, but the summer season is longer and warmer.

The coolest months coincide with the two annual solar eclipses, where one sun is behind the other.

Geography

New Eden has a varied geography, from deep oceans and broad inland seas, to temperate forests, to vast mountain ranges. There are two main continents and several large island chains.

Most of the land mass is covered in wild forest. Jungles are rare, with warmer regions covered in dense rainforest or mangrove-like swamps.

Equatorial regions tend to be arid or desert like, as they receive the full force of the suns all year round.

The Polar Regions are smaller than Earth's, but no less inhospitable.

Flora

The trees and plants on New Eden are a mix of familiar Earth plants, and almost familiar gene manipulated native flora.

Due to the mutagens and nano viruses that were left unchecked, many of the trees and plants have grown to enormous size.

Fauna

The first wave colonists brought a huge gene bank, but only a few species really thrived. Most of the wildlife is insect or reptilian in origin. Like many plant species, much of the fauna are of a great size.

While there are many flying insects and reptiles, New Eden has no birds.

Sentient Life

New Eden is home to several distinct peoples.

Founders are descendants of the first wave colonists. They live in small towns. Many suffer debilitating mutations.

Alphas are the gene hacks that took over the capital one hundred years ago.

Humans are the recently arrived colonists of the second wave.

There is evidence that several founders settlements have degenerated and evolved into their own unique strains of the human race.

There are also rumors of a sentient life form native to the planet.

A World in Broad Strokes

The following introduces important or notable elements of the setting. Some are only the kernels of bigger ideas and nothing is set in stone.

Frontier World

The founders live simple subsistence lives. The oldest buildings in their settlements are prefab, but most are constructed from timber.

Communities are small as it is difficult to maintain large populations.

Bandits and criminals do roam the wilderness.

Ruins

The first wave colonists built outposts across the planet, mining raw materials, researching flora and fauna, and preparing the planet for permanent settlement. Some of these outposts became permanent settlements, but many fell into ruin.

Alphas

The Alphas live in the factory-capital, under the leadership of a charismatic genehack. They control a great deal of the planet's technology and have few needs.

They control the first wave's transport ship.

Alphas are long lived and many still live from the time of the revolt.

Space

Interstellar travel is by sub-light "slow boat". Returning to Earth is not an option.

Spaceship combat is not a viable tactic.

There could be colonies on the moon.



Quick Points

- ▶ **The action primarily happens on the new planet.**
- ▶ **Anti-grav vehicles exists, but most have been converted to noisy, inefficient bio-fuel engines.**
- ▶ **Likewise for power armor.**
- ▶ **Ballistic weapons (and more primitive ones) are most common.**
- ▶ **The second wave colonists have not brought basic supplies they expected the first wave to be producing.**
- ▶ **They have brought Advanced Construction Templates that can be used to manufacture all kinds of vehicles and equipment.**
- ▶ **The Alphas control most of the factories that can use the AC Templates.**
- ▶ **Cryo-sleep colonists are in "coffins" that can run on their own power for short periods.**
- ▶ **The second wave has a small military contingent.**
- ▶ **The second wave has genehack crew.**
- ▶ **Advanced computers exists, but Artificial Intelligence is not a reality.**