

LUX AETERNUM



For king, country, or corporation, heroes can take up their sword and pistol and set sail into the void. The terraformed planets of the home system offer adventure and intrigue aplenty, while the New Worlds hold fame and fortune for those bold enough to lay claim. Whether you are a treasure hunter exploring ancient ruins, a swashbuckling starship captain fighting pirates in the cold depths of space, or an alien mystic seeking to become one with the galactic consciousness, your destiny will be forged in this crucible far from home.

Lux Aeternum is a cinematic science fiction setting that strives to evoke the romanticized spirit of the 17th Century Age of Exploration—a time of sweeping changes, social upheaval, and limitless opportunity. Action, drama, and grand adventure are key elements to any tale told in this setting. The absence of faster-than-light travel limits the playing field to a handful of star systems and allows this area to be fleshed out with a level of detail and complexity not possible in a galaxy-spanning saga.

The story begins a couple hundred years from now in an area of space known as Nexus Sector. Here, humankind has been given a second chance—an opportunity to dwell in peace side by side with advanced

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alien cultures. But things have gone astray and the dream is fading. This new Eden has become a crucible in which the mettle of these chosen races shall be sorely tested.

Diversity is another vital element in this setting. Levels of technology and sophistication can vary drastically across the

face of a single continent, let alone planet. Swords are as common as guns, and starship combat is more often resolved with boarding parties than impersonal shoot-outs. There are vastly different alien cultures, brought here over the course of centuries, and each has its own vision of the future. Yet the most heated cultural strife is not between different alien species, but between disparate factions of a single race.

Science struggles with religion to define the seemingly mystical powers that can be called upon in this new and wondrous environment. Pre-Victorian humans, established here centuries ago and flourishing, clash with refugees from the war-torn, cyber dystopia of 23rd Century Earth. Sentient androids struggle to become more than just synthetic slaves. Nations posture and prepare to go to war over the resource-laden worlds of a new star system. And beyond the edge of civilized space, darkness gathers—a vast but unknown power with evil intent.

THE STORY THUS FAR

By the 23rd Century, Earth has become a cesspool of pollution and nuclear ruin. While the remaining nations and megacorporations fight over the scraps of “Terra Mortis,” humanity claws its way across the solar system in search of territory, resources, and any advantage it can find.

Onto this stage of violence and despair came the Xyr—an ancient alien race that promised to deliver humankind from the brink of extinction. Those who would set aside their hatreds, fears, and technologies of death were invited to join in a grand experiment—to join with other intelligent species and humans who had gone ahead centuries before. Together an alliance would be forged—a union of civilizations from scattered worlds—a fraternity of species that would one day inherit the galaxy.

To carry humankind to this new Eden, the Xyr brought forth a massive interstellar vessel. The seventh of its kind, this ark took aboard a select million that yearned to abandon the cinders of Terra Mortis and take the decade-long journey towards humanity’s second chance.

But midway between the old home of humanity and the new, something went terribly wrong. The Xyr vanished from the ark. What exactly happened is a matter of speculation and heated debate. Many claim some human faction smuggled weapons aboard Ark VII and tried to take control; some suspect that a dark elder race, a rival of the Xyr, may have attacked. Still others are convinced it is all part of the aliens’ grand scheme to test the mettle of their Chosen. Whatever the reason—the inhabitants of the ark were left to fend for themselves, eventually arriving in Nexus Sector (their new home) without guidance, assistance, or supervision.

Three decades have passed and the Xyr have not returned, though many of their automated guardians still go about their appointed duties. Several factions from Earth survived the crossing intact, and have taken root in Nexus Sector—working alongside those who have dwelt here for centuries, both alien and human.

Kingdoms and corporations work to establish their own visions of a perfect society, and the Terra Novan Theocracy has become strong—delving deep into the seemingly mystical abilities revealed in this new environment. Some hold to the precepts of peace that were so strongly put forth by the ancient alien race, though just as many have broken their vows and fallen back into the habits of avarice and aggressive expansion.

Now conflict is brewing among nations both old and new. Centuries of peace crumble before the inevitability of war. A new trove of uncharted worlds has been discovered around a star at the edge of the Nexus Sector. These worlds are seemingly pristine and home to vast natural resources—resources desperately needed by the home systems if they are to survive the coming conflict. But voyages to the New Worlds are long and perilous, and dark things lurk at the edge of space—unnamed horrors just realizing that the Xyr no longer protect Nexus Sector or its children.

A “union of civilizations” seems a long way off, but the dream is not yet wholly forgotten. Many opportunities, and dangers, lie ahead. It will take brave heroes, intrepid explorers, and steadfast leaders to make the dream a reality.

OVERVIEW

This presentation begins by discussing some of the key elements of the *Lux Aeternum* setting. The playable races are discussed next, followed by an outline of the myriad worlds and nations of Nexus Sector. Larger issues follow, providing more depth and a look at some of the forces at work behind the scenes. We then present some of the equipment unique to the setting, and conclude with the setting-specific rules and game mechanics gathered in one location for easy reference.

FLAVOR

The tone of adventures set in *Lux Aeternum* is meant to be cinematic and action-oriented. Think *Three Musketeers* or *Pirates of the Caribbean* with aliens, starships, and mystical powers. Court intrigue and political machinations abound, but so does breath-taking adventure and