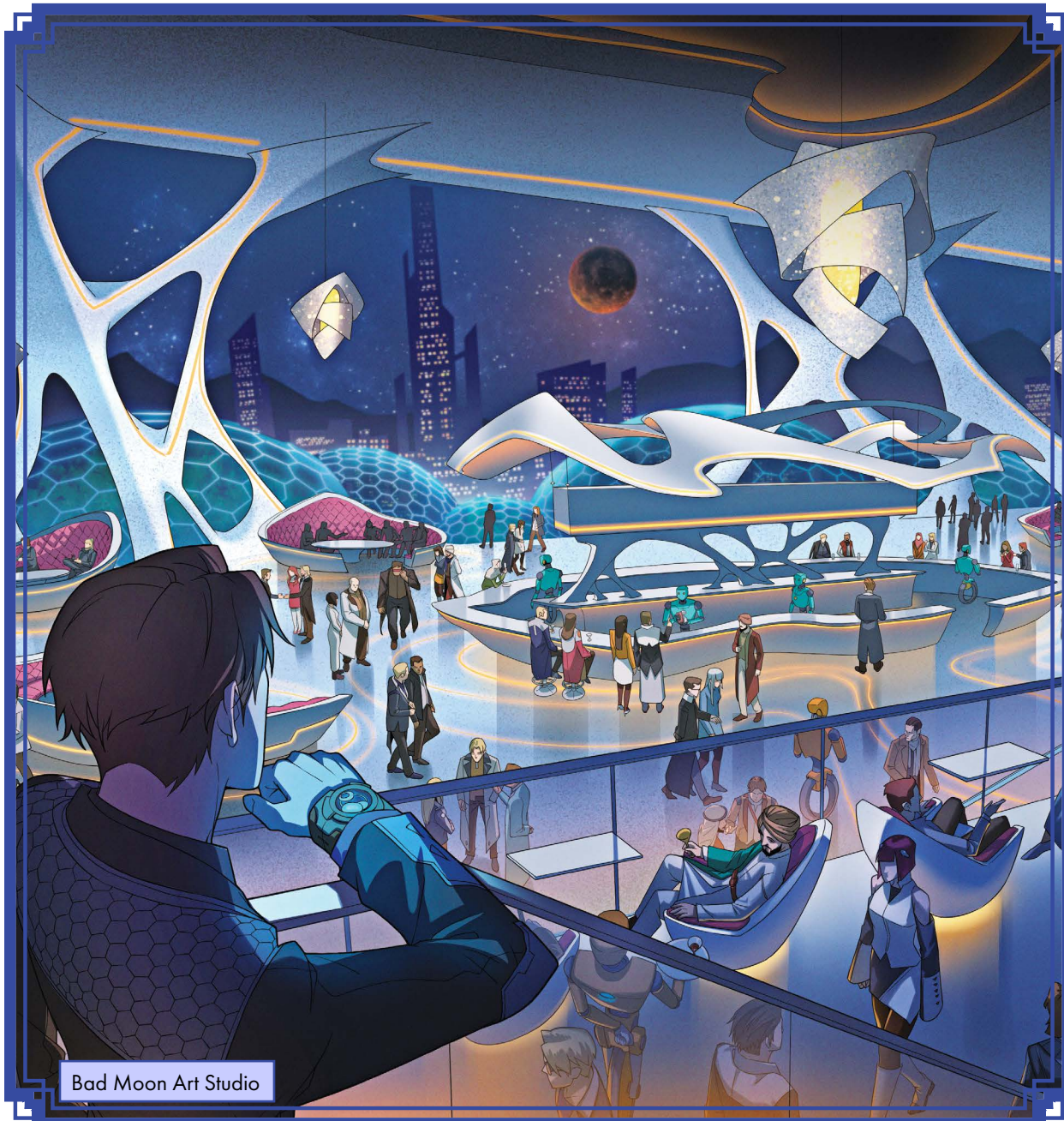


SHADOW SCAR

Welcome to Selene



Bad Moon Art Studio

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Welcome to Selene

A Gracious Welcome

As you step off the orbital elevator into a small, well-appointed receiving area you can feel the near weightlessness of lunar gravity, barely holding you down. The space around you is brightly lit and perfectly maintained. The white floors are polished to a mirror finish and the room is furnished with plush arm chairs upholstered in blue velvet with silver accents.

A door at the far end of the room slides open and a robot with a shiny white chassis rolls in on a single large wheel. It rolls over to your group and begins handing out pamphlets. A cheerfully artificial voice says "Welcome to the Lunar Colony of Selene, the heart of the humanity. We are so glad to have you visiting and we hope that your stay will be to your liking. In this welcome pamphlet you will find information on the many amenities of the colony. Remember that you will need your government issued identification card to access any of these amenities. Some amenities, such as the Hyperion Lounge, are restricted to only those with Selene Colonist identification cards."

The robot wheels its way back towards the door, gesturing for you to follow. As you step through the door into a large translucent tunnel you can see the massive domes and towering spires of the Selene Colony surrounding you on all sides. Quadrillions of dollars and years of hard work made manifest. The home of the rich and the powerful. The "last great hope for humanity."

The History of Selene

The Selene Lunar Colony is one of the greatest undertakings in human history. It is a large, fully self-sufficient colony on the surface of the Moon which acts as the heart of the Lunar Government.

The original intention of Project Selene was to build a colony that would act as a launch pad for humanity to expand into the greater galaxy and forge an empire the likes of which had never been seen. The Selene Colony would be a lavish and sprawling city housing billions of people in unmatched luxury. Spaceships would travel from Earth to Selene to prepare and then set out on voyages across the stars to distant planets. The starry eyed dreamers of old Earth imagined a future where humans had colonies on every major planet in the solar system. A future where they would explore the vast reaches of space and maybe even find life on other planets. In many ways, the Selene Colony was a project intended to build a utopia that embodied what humanity wanted to be.

However, when the people of the Selene Project lost contact with Earth, they were forced into a scramble to save themselves from extinction. They had to make the Eos Space Station and the Selene Colony entirely self-sufficient before they ran out of oxygen. This dire situation forced the workers to halt construction on the Selene Colony almost halfway through its creation. The outer limits of the colony were walled off, sections of the construction site were abandoned, and the workers turned their focus towards shoring up what they had built.

For a while Selene was left unoccupied as Eos Station was gripped by the struggle between the ruling Lunar Council and the people who had sacrificed everything to save their species. The colony wouldn't be occupied until now Lunar President, Esomchi Onyema rested control from the tyrannical Lunar Council and founded the Lunar Government. President Onyema claimed the Selene Colony as the heart of his regime and began a mass migration of government officials, bureaucrats, and corporate heads to the colony.

And so the Selene Colony became the home of the elite. Government officials got to live in the luxury of the lunar colony, safe from any uprisings that might take place on Eos Station. As time went on, President Onyema opened the colony up to a new class of citizens: Culture Creators. These skilled artists and performers, earn a lauded position in their society by being able to recreate work of art lost on Earth or create new works in the vein of old Earth's art. They and their patrons are allowed to live in the Selene Colony free of charge as long as they continue to produce works of culture for the last humans in the galaxy.

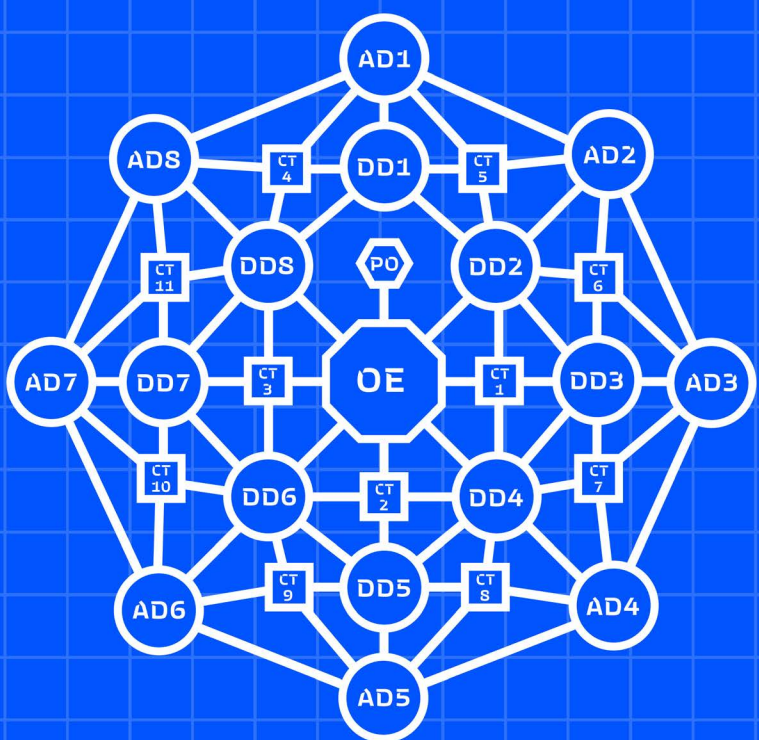
By now, the lunar colony of Selene is the home of the wealthiest citizens of the Lunar Republic. A decadent palace for powerful individuals and the artists they keep as pets. Most Lunar Citizens will never personally see the inside of the Selene Colony. They only see recordings of it on reality television shows and government addresses.

The Layout of Selene

Despite being half its intended size, the colony is still massive, spread out over a 5 mile radius circle of domed cities, nuclear power stations, and skyscraping spires connected by a web of tunnels and light rails.

The Orbital Elevator

At the heart of the lunar colony is the orbital elevator which connects Eos Station to Selene. This massive hub is the entry point for all goods and citizens coming from Eos Station. The port around the elevator is made up of 2 rings of security, leading from the outside into the heart of the structure where the actual elevator docks. Visitors are allowed into the outer ring where they can purchase tickets to ride up to Eos Station or wait for new arrivals. To get into the second layer, a person must be able to show their government issued identification card, register their arrival, and go through a rigorous screening



The Selene Colony

- Orbital Elevator (OE)
- Presidential Offices (PO)
- City Towers (CT#)
- Downtown Domes (DD#)
- Agricultural Domes (AD#)

In the middle of each connecting line there is a spire dedicated to security and maintenance of the surrounding habitats.

Cody Pondsmith

process carried out by Psoglav Security agents. After passing through this security check point, a person enters the inner ring where passengers wait for the elevator to arrive. This waiting area has many restaurants and lounges as well as duty free shops that offer luxury items like whiskey and perfume.

The inner ring is constantly patrolled by Psoglav Security agents who are licensed to detain anyone they believe to be suspicious. After several attempts to destroy the orbital elevator by the radical Polaris Movement, security has been doubled and camera drones are a ubiquitous sight in the halls of the waiting area.

The Northwest quarter of the orbital elevator is a private area dedicated to the loading and unloading of cargo. This is where massive machines carry shipments of goods like grains, regolith concrete, and electronic components in and out of the elevator for shipment. To enter this area a person must have an Orbital Elevator Maintenance Crew ID card. Tunnels branch off from this sector heading to various receiving docks all around the colony.

The majority of the jobs done in the Orbital Elevator are performed by a few humans who oversee an army of robotic drones called "attendants." These attendants have a rudimentary artificial intelligence that allows them to follow complex orders with only a small margin for error and their optics are all connected to the security center which is housed in a highly secured subterranean level below the port. This security center allows Psoglav Security to deploy drones and agents to any part of the elevator port quickly and efficiently.

The Presidential Offices

Connected to the Orbital Elevator by a highly secured tunnel are the presidential offices where President Onyema and his closest subordinates work. The presidential offices are housed in a skyscraper which towers over the surrounding city and commands a view of the entire colony. In these 40 floors, the highest ranking officials of the Lunar Government meet, perform their duties, and chart the course of the last humans in the galaxy.

Security in in the Presidential offices is tighter than anywhere else in the colony. There are 3 security check points in the tunnel leading to the building and access to the various floors of the building are reliant on identification cards of varying clearance levels and biometric scanners. Every floor is staffed by Psoglav Security agents who are authorized to use deadly force to neutralize intruders. At the top of it all is President Onyema's private office.

The City Towers

Connected to the Orbital Elevator by a system of light rails and highways are a collection of tall towers occupied by the citizens of the Selene Colony. Each of these 20 floor towers contain 200 spacious living quarters designed to be the pinnacle of luxury. Unlike the cramped living accommodations on Eos Station, each home in the Selene Colony is equivalent to a two bedroom house with two bathrooms, a living room, a full kitchen, a laundry room, a study, and even a recreation room. All of these rooms come prefurnished with quality

furniture and all the amenities of a luxury resort. If one wants they can sign up for a housekeeping service which will send an attendant to their home on a set schedule to tidy up, take out the trash, clean dishes, and maintain the home.

In addition to housing, each tower is built with schools and nurseries for children, a shopping center which carries basic amenities, and wide open gathering places with well-kempt gardens on every 5th floor to act as community centers for teens and adults.

Access to a city tower requires a Selene Colonist ID card registered to that tower or permission from a resident. Once inside, the presence of camera drones in the building can be hard to ignore. Luckily, if you don't cause any problems the drones will largely leave you be. They're there to report possible crimes to the Psoglav Security agents who work in the tower's security office on the first floor.

The Downtown Domes

Interspersed among the City Towers are the domed cities of the Selene Colony. These massive transparent domes enclose the different districts of the Selene Colony. Rather than having styles representing the different cultures of Earth, like Eos Station's habitats, the Downtown Domes have an architecture designed to look avant-garde and futuristic. White, blue, and silver, the official colors of the Selene Colony, are everywhere, highlighting the sleek, almost organic looking architecture. The massive hexagonally plated domes that surround these districts give an unobstructed view of space and the desolation of Earth below.

The cities within the domes are large urban areas and public parks similar to the downtown sector of any major city on Earth. Just about any amenity you can think of can be found on their streets from fancy restaurants to designer clothing stores to movie theaters showing 3D and 4D films. While many citizens have cars, transportation around the city is done primarily through public transit which is kept tidy and on time, no matter what.

Much like Eos Station, the Downtown Domes have a set of weather modules built into the domes which maintain the temperature despite the extreme conditions of the lunar surface and also replicates wind and rain. Sometimes, the weather controller will even make it snow, especially around winter holidays.

The Agricultural Domes

Beyond the Downtown Domes are another collection of domed areas where the majority of the Selene Colony's food comes from. Initially, these domes were intended to house another group of urban areas similar to the Downtown Domes but when the project was halted, they were reallocated to become agricultural habitats.

Within the domes you can find painstakingly recreated farmland. Using the latest scientific techniques the scientists of the Selene Colony have managed to make the lunar regolith fertile and replicate the growing environments of Earth. The farms of the Selene Colony grow everything from grains and legumes to fresh vegetables and fruit. Livestock is also raised and slaughtered here, providing fresh meat, eggs, and dairy to the people of the Selene Colony. All the labor done in these domes is done by attendants but there

are farm managers who oversee the attendants and the farm equipment. In return for this service, these individuals are rewarded with private homes on almost a full acre of land, which is an unthinkable prospect for almost anyone in Refuge.

The Spires

Spaced out across the web of tunnels and rails are a series of small spires that act as centers of utility and governmental control. These spires control the "weather" of the Selene Colony, allocate power from the nuclear reactors to various parts of the colony and deploy emergency services when necessary.

These services are kept decentralized for two primary reasons. The first is to make sure that every section of the colony is serviced equally. There is no part of the colony that isn't adjacent to a spire which means that emergency services and other functions of the government aren't delayed by distance. The other reason is to keep the system from being hijacked or overwhelmed. If a person were to take control of one of the spires they would be easily locked down and only able to effect a small section of the colony.

Life in Selene

For those lucky enough to live in the Selene Colony, life is sweet. Living in the Selene Colony is like a never ending stay at an expensive resort. Everything you could ever need is taken care of and any labor you might have had to consider in the past is done by robots. You have to deal with the constant surveillance but for most people that's a small price to pay.

Lodging

As mentioned previously, every family of colonists is given a home in one of the city towers free of charge. This home is large and spacious with a view out over the colony. If a family has vehicles they can store them in a secure garage on the first floor of the tower or a landing bay at the top of the tower.

There are 10 homes on every floor of a city tower meaning that children usually have others their own age to play with and adults can have friendly banter with their neighbors. It's not uncommon for people to throw mixers or game day parties and invite everyone on their floor for festivities.

The lowest 5 floors contain smaller homes, similar to one bedroom apartments where young colonist can live after they move out of their parent's home but before they start their own family.

Food

Breakfast, lunch, and dinner are provided free of charge at the cafeterias in the city towers. These meals aren't lavish but they usually feature fresh meat, dairy, and vegetables which is more than you can say for many people on Eos Station.

The cafeterias have rotating menus which represent cuisines from all over Earth but there are some meals that are always offered in case of picky eaters and children.

If a person wants to get higher quality food they'll have to go to a restaurant in one of the Downtown Domes. These restaurants often have world class chefs and Michelin star ratings.

Entertainment

Entertainment can be found all over the Selene Colony. There are multiple movie theaters with seating for hundreds, arcades with the latest videogames, and stadiums where one can go watch a sports game or a live performance. All of these amenities are provided free of charge to anyone who has a Selene Colonist ID card.

There are numerous clubs and piano bars in the Downtown Domes which cater to their wealthy clientele and for those who want to live on the wildside, the night clubs of the Selene Colony have a reputation for their DJs and strong drinks. If you ask the right person you might even be able to score some more illicit "party enhancers."

Government Presence in Selene

The trade off of the luxury of the Selene Colony is the overwhelming presence of the government and law enforcement. The streets are patrolled by Lunar Defense Force agents at all hours and most businesses have contracts with the Psoglav Security Company. Just like in Eos Spacestation, camera drones are constantly skimming along the sky in the Selene Colony keep an eye out for possible crimes.

Unlike the days of the Lunar Council though, this isn't a complete police state. Freedom of speech is upheld and people have the right to protest. When criminals are taken into custody they receive fair trials and are evaluated by a jury of their peers.

For those who wind up being convicted, they are usually sent to North Star Station, which is a Lunar Defense Force Prison Station orbiting the Moon.

The LDF & Psoglav Security

The Selene Colony is another battle ground between the Lunar Defense Force and the Psoglav Security Company. The former are the official law enforcement of the Selene Colony and Eos Station but the contractors of the Psoglav Security Company are more popular because of their flexible morals and better funding. In the Selene Colony the Lunar Defense Force handles law enforcement in the City Domes while Psoglav Security handles private security for businesses and governmental agencies. Technically, Psoglav agents only have the right to detain criminals until the Lunar Defense Force arrives but the LDF has very little power to enforce this since the Psoglav Security Company is so beloved by President Onyema.

Lunar Gravity

The Selene Colony exists in a lower level of gravity than Earth but it still has gravity. When in the Selene Colony a character has the following enhancements. They don't have to spend 10ft of movement for every 5ft they move when jumping, they drop 50ft at the beginning of each of their Turns when falling and they take 8 points less damage when they hit the ground (minimum 0). Finally, the character treats their Strength Skill Base as though it was 2 points higher for the purposes of lifting.

Places of Interest in Selene

The Selene Colony is chocked full of interesting places to visit if you have the chance but there are a few places that have significance to the Agency in particular. These locations either hold importance to the functioning of the colony or are places where the yokai could spread their influence.

City Tower 11

City Tower 11 is the most recently built city tower and it has the lightest population at the moment. The Agency is concerned that the yokai might be using this sparsely populated tower to hide their numbers.

The Eclipse Club

The Eclipse Club is a private club in the 6th District Downtown Dome. It is a classy piano bar that is used as a meeting place for the most influential people in the Lunar Government. The staff here know a million little secrets that could bring down titans.

LDF Presinct #9

LDF Presinct #9 is a major police presinct in the 5th District Downtown Dome. While nobody will ever say it publicly it is known for employing many dirty cops who take money from criminals to help them circumvent the authorities.

Moonpool Mall

Moonpool Mall is the largest shopping center in the Selene Colony, located in the 1st District Downtown Dome. It covers nearly 2 million square feet and has over 200 stores. The mall acts as a gathering place for people from all over the Selene Colony and is the largest concentration of people in the colony.

Spire 17

Spire 17 is one of the many security spires station around the Selene Colony, located between Downtown Dome 4 and City Tower 7. This spire is under investigation because the Agency believes that it may already have been infiltrated by the yokai.

Sunset Saloon

Sunset Saloon is an American West themed shooting range in the 3rd District Downtown Dome. They are one of the only places in the colony that rents out firearms and train civilians in firearms safety. They also have a large armory of guns and ammunition which could be invaluable to the yokai.

The Selene University

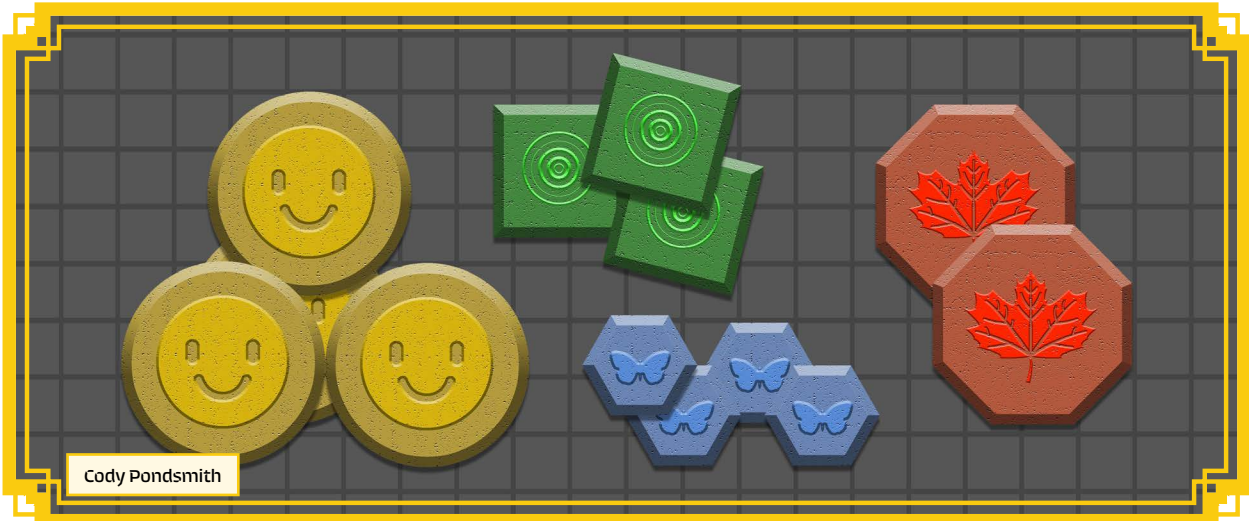
The Selene University is a large, wealthy private school in the 1st District Downtown Dome which has a reputation as the best school in the Selene Colony. The student body are all from wealth families and have a tremendous amount of influence in the colony.

Zero Hour

Zero Hour is a night club in the 8th District Downtown Dome which caters to college kids and teens who sneak out after curfew. It's a known haven for drug dealers.

Party Enhancers

Prescription medication is heavily regulated in the Selene Colony but many of the rich kids of the colony have found other ways to take their parties to the next level. These designer drugs are synthesized by underground chemists and amateur pharmacists and they can be found at just about any club if you know who to talk to.



Addiction

Many of the drugs mentioned on this page are extremely addictive both physically and psychologically. Each time a character takes an addictive drug they must make an Endurance Check at a difficulty based on the drug or become addicted to it. While addicted, a character must make a Challenging (3) Endurance Check to resist taking the drug whenever they have the opportunity and takes a -2 Penalty to any Checks required to resist Social Actions that involve the drug as collateral. If the character has gone for more than 24 hours without taking the drug, they must make a Challenging (3) Endurance Check at the beginning of every day or be forced to seek out the drug. This compulsion can be overcome if the character makes a Difficult (4) Resistance Check or someone else makes a Challenging (3) Manipulation Check. To shake off an addiction, a character must go 1 month without taking the drug.

Alpha (1 Disposable Income for 10 Doses)

Alpha is a drug designed to get your blood pumping. After taking a tablet of Alpha a person feels their body becoming hotter and their muscles tingling. Alpha is popular among body builders as they believe it helps them build muscle. Its effects last for 2 hours and Its Addiction Difficulty is Challenging (3).

Butterfly (1 Disposable Income for 10 Doses)

Butterfly is a whole party packed into one tiny pill. After a person takes a tablet of butterfly they begin to have vivid hallucination that get more intense as the trip continues. It's commonly used at night clubs to intensify the already intense sights and sounds. Its effects last for 2 hours and Its Addiction Difficulty is Average (2).

Destiny (1 Disposable Income for 10 Doses)

Destiny is a very old drug with a reliable aphrodisiac effect. While it isn't powerful enough to be coercive it is a popular staple of lover's bed rooms and one night stands. It creates tantalizing tingling sensations and increases the user's release of dopamine. Its effects last for 2 hours and Its Addiction Difficulty is Average (2).

Smiley (1 Disposable Income for 10 Doses)

Smiley is one of the most common party drugs on the market. It can be found in any club in the Selene Colony or on Eos Station. It makes the user feel happy and carefree, though not enough to overcome Mental States. Its effects last for 3 hours and Its Addiction Difficulty is Challenging (3).

Soundwave (1 Disposable Income for 10 Doses)

Soundwave is a popular drug for risk takers and thrillseekers. After taking a tablet of soundwave the user's perception speeds up and intensifies. Soundwave is a favorite among spaceship racers and professional sports players as well as bored teens at the club. Its effects last for 1 hour and Its Addiction Difficulty is Challenging (3).

Wildwood (1 Disposable Income for 10 Doses)

Wildwood is seen as a more "natural" high. Sellers say it's derived from "natural sources." Taking wildwood provides a gentle high that can induce an extreme sense of calm, though not enough to overcome Mental States. Its effects last for 3 hours and Its Addiction Difficulty is Challenging (3).



Name Attendant

Type
Mundane

Threat Ranking
◆

Information

The attendants are a model of robotic assistant created by an engineering company called "Sunrise Robotics." They were rolled out shortly after the Lunar Government was established and are now ubiquitous in the Selene Colony. Attendants take the place of human workers doing everything from street construction, to running stores, to cooking and cleaning for families. Attendants are not cheap to produce or maintain so they aren't seen very much on Eos Station but they can be purchased for a hefty sum of 6 units of Disposable Income.

Quirks

Construct
An attendant is not a flesh and blood creature. It cannot be poisoned or affected by drugs and is immune to the Asleep/Unconscious, Drained, Gravely Wounded, Intoxicated, and Nauseated Conditions. It is also immune to Social Actions.

Limited AI
An attendant has only a rudimentary level of intelligence. It cannot think and can only process things it was programmed to process. If confronted with a problem it was not programmed to handle, an attendant will try to send a message to its associated security office or manager to ask what it should do. The attendant must be within 1 mile to send this request.

Linked Network
An attendant's optics are connected to a security system on the premises. As long as the attendant is within 1 mile of its security office, its vision can be monitored and recorded by security personnel.

Special Senses
None

Armor
0

Vitality
5

Ki Reserve
0

Speed
40ft

Mind
◆◆◆◆◆

Body
◆◆◆◆◆

Spirit
◆◆◆◆◆

Awareness
◆◆◆

Athletics
◆◆◆

Artistry
◆◆◆

Disguise
◆◆◆

Endurance
◆◆◆

Insight
◆◆◆

Engineering
◆◆◆

Maneuvering
◆◆◆

Focus
◆◆◆

Knowledge
◆◆◆

Melee
◆◆◆

Manipulation
◆◆◆

Marksmanship
◆◆◆

Stealth
◆◆◆

Performance
◆◆◆

Medicine
◆◆◆

Strength
◆◆◆

Resistance
◆◆◆

Name Bartender Attendant

Type

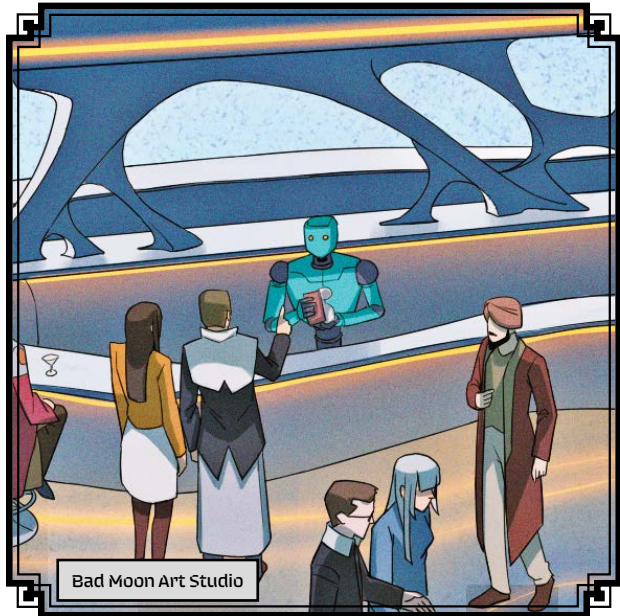
Mundane

Threat Ranking



Information

Bartender attendants are one of the many variant forms of the attendant. They are common in clubs in the Selene Colony and have more complex programming than your average attendant. Bartender attendants are programmed to interface with humans and their programming was painstakingly crafted for this purpose. Still, there are limits to artificial intelligence. Bartender attendants are pre-programmed with useful phrases, drink recipes, flashy tricks, and information gathering software to try and replicate the experience of having a human bartender at a club.



Special Senses

None

Armor

0

Vitality

5

Ki Reserve

0

Speed

40ft

Mind



Body



Spirit



Awareness



Disguise



Engineering



Knowledge



Marksmanship



Medicine



Athletics



Endurance



Maneuvering



Melee



Stealth



Strength



Artistry



Insight



Focus



Manipulation



Performance



Resistance



Quirks

Bartending Flare

A bartender attendant is programmed with over 50 unique bartending tricks to perform for its customers as well as over 100 drink recipes. It rolls 5 dice when performing a bartending trick or making a mixed drink.

Construct

A bartender attendant is not a flesh and blood creature. It cannot be poisoned or affected by drugs and is immune to the Asleep/Unconscious, Drained, Greivously Wounded, Intoxicated, and Nauseated Conditions. It is also immune to Social Actions.

Data Bank

A bartender attendants keeps a detailed data bank of information it hears during its work. This information is filed away with the patron's identity for the bartender attendant to reference at a later date to make them see more empathetic.

Limited AI

A bartender attendant has only a rudimentary level of intelligence. It cannot think and can only process things it was programmed to process. If confronted with a problem it was not programmed to handle, an attendant will try to send a message to its associated security office or manager to ask what it should do. The attendant must be within 1 mile to send this request.

Linked Network

A bartender attendant's optics are connected to a security system on the premises. As long as the attendant is within 1 mile of its security office, its vision can be monitored and recorded by security personnel.

Pre-programmed Comfort

A bartender attendant has 114 pre-programmed phrases to make a person feel better about themselves. It rolls 4 dice when taking the Convince Social Action to remove a Mental State.