

Chapter 1 : Era: The Consortium | RPG | RPGGeek

The Era: The Consortium Rulebook is a large book with a lot of content, which can't have a PDF sold at \$ Interestingly, I also very seldom get requests for the Hardback and the PDF to be delivered together - most people want either one or the other.

Survival, by Shades of Vengeance and we also mentioned several of their other products, a quite impressive portfolio! The four games he made so far, all run off the same rule system, which is written in a modular way, so as to freely mix and match rules from one of the games into the others if this suits your taste! The Consortium and Era: Lyres and the upcoming Era: The Empowered and Era: Ed also told us that Era: If you open the Kickstarter page you can read a lot about its background: The government of the Consortium is one where financial power gives one direct political power. As a result, the eight most powerful companies effectively rule over the Consortium, defending their monopolies and manipulating each other and the population in an unending struggle for power. The Resistance has responded to this by attempting to overthrow the Big Eight. Although they are labelled terrorists, many fight for the good of the people. You can join either faction as a member of any of 5 playable sentient species who inhabit the Consortium, choosing from huge numbers of backgrounds and decide where in the years of history you wish to play. You might be one of the first colonists on a new world, far from Earth. I will not speak more of the Kickstarter, you can go there and look for yourself and support it, I wanted only to say an important thing. The Kickstarter gives you at least 3 Expansions to the Era: To use Shades of Vengeance words: As Stretch Goals are met, more free books are added! In the end, you can even obtain the Core Rulebook of Era: Well, quite a lot! Since the Kickstarter is about expansions for the Era: However, I will also tell you a bit about two expansions that you can find in the Kickstarter: The Consortium is only a two years old game but it enjoys already a solid audience of sci-fi fans. Not a surprising thing, it is a high quality product that mixes the talent of professional artists to the passion of amateur workmanship. I was quite surprised to see how complex the story is: The Consortium is a sci-fi RPG but the Earth is very far in time, space and memory, humanity has evolved and met several other Sentient Beings. Eulutians are an aquatic species akin to the Earth octopi and they create peaceful and collaborative communities. They wear exosuits to walk and survive outside of water, since they breath only underwater and they seem humans to the casual observer. Ximians are a tough race of insects, with hive societies and specialized castes, Worker, Brain and Politicians. The most fascinating race is, in my opinion, the Vilithii, a species of moving Sentient plants, with unusual senses and perspective. There is a lot more background of these races, both of their origin and their meaning and relationship in the Consortium. I want only to say that some of the backstories and concepts are VERY unusual and original, as you could guess when you play with a giant alien octopus nested in a seemingly human hyper technological suit or a Sentient plant with many possible shapes! As part of the entire process you can choose cybernetic implants, some are quite common, like the ones used by the Vilithi, simply to translate their non verbal language to human tongues. There are also a lot of drugs, medicines, tools, big mounted weapons, ground and flying vehicles, even space stations, more than 30 pages of goodies! The Consortium use a d10 dice system: The Species of the Consortium: Humans, Eulutians, Vilithii, Ximians and well another human, probably For some rolls you add Attribute and Skill, to determine the dice pool, in other cases you use only the Attribute, e. Strength to force a door. You have other rules about opposed rolls, instant and continuous actions, working together, Bad Luck Points and other things but all in all, a quite lean and easy to learn system, definitely a good point of the game! For those liking this kind of things I do there are around 20 Status Effects, from quite common ones, to the unusual Survival Mode or Electromagnetic Pulse. In the picture, some people struck by the Horror Status Effect! Combat has quite simple rules too, in conformity with the rest of the game and, again, for me it is a big advantage: You roll one initiative die, you can Act or Delay to 0 Initiative. Act means to move, attack, run away or use a Skill and you can also move a do a single action attack, dive for cover, do a proper skill, like Intimidate, and so on. The Defence is the lowest number of dice between Wits and Dexterity so you have to be quick of body and of mind! Defense adds to the Threshold of the Hit roll of the enemy that is also determined

by the circumstances Cover, light, distance, Stealth and so on and so on. The successes in the Hit roll are the number of dice for the Damage roll and the Threshold depends on the weapon Statistics and other factors as well. I find interesting the special moves for unarmed combat and all the pictures in this part of the book – the Vilithii sniper you see here is absolutely wonderful. Also, for ALL kind of attacks, vehicle combat, area damage, thrown or unarmed attacks, and so on, you have a nicely done summary chart! I have even less time to discuss Skills but I especially like Interpersonal Skills, which have to take into consideration, many circumstances, included Species and social tanking. The Game Master part is a trove of useful treasures, with no less the 6 Campaigns described! And now a couple of questions to Shades of Vengeance! Some time ago we spoke about another Kickstarter of yours, focused on the development of the Era: I remember it quite well since I wrote the review, I especially remember the Infection and the Parasite, a scary concept, an unfathomable and impending doom, a must in any survival RPG! We also mentioned in passing some of your other projects: The Consortium and then Era: What were you up to, in the aftermath of Era: Hi, and thank you for having me back! I am proud to have returned to Entire Party Killed with another game! This company was formed around a simple goal: We believe that games that give free reign to the imagination are the best possible form of entertainment – there are no limits! We thought hard about how we could achieve that ahead of publishing our first game which was actually Era: We brought together some of the best artists out there and a fantastic team of writers to make our first game. Survival came a little later, and it built on the things we had learned. Silence and prepared many of the expansions you can now see in the current Kickstarter. We are still going, we have a card game called Champion of Earth with artwork underway and a modern era RPG if you will excuse the pun! Hitman close to completion. We are also partway through the creation of the first Era: Survival Source Book, The Swarm. Survival, I liked the horrific feeling of the Parasite and the lack of knowledge about how the contagion spread and the awful effects of it, very good ideas indeed. I have also a basic idea of Era: Silence, we had not the time to properly review it, but playing PCs unable to speak, seems a challenging and attractive idea. So – another Kickstarter! Things seem to go well for you but we have a curiosity! You already told us, 6 months ago, that Era: The Consortium was your first game. The Consortium – A Universe of Expansions! What can you tell us about it? I am especially interested to know where this idea comes from. Also we want to know something more of your original game, though I already know something, from your own words: The Consortium provided years of playable history in a Sci-Fi Universe. The Kickstarter did pretty well, and the book has been pretty well received by reviewers and the customers in general. The Consortium was, for me, the realisation of a dream: I finally created a game, brought it to people and was able to gain the funding I needed to print it. The feeling I had, holding that in my hands was totally indescribable. There are so many unanswered questions from before the timeline begins and after it ends – and the book itself hints at that. I always wanted to continue the work, because there is more to say, more to tell. I gathered the same amazing team who worked on Era: The Consortium back together for these expansions, and I brought in some more of the best people around – Steffie de Vaan, Sally Christensen and Darren Watts are all fantastic and very experienced. They have each brought a lot of new ideas to the table, making the Consortium expansions even better than I had envisioned! I also wanted to show the versatility of both the setting and the system: Survival, Psionic abilities, virtual environments inside computers, time travel, and much, much more. These expansions represent a massive leap in the size of the universe. It is a reminder of the scale and promise of Era: Wow, so many things to digest, a whole lot of adventures to be played with the base game of Era: The Consortium or one or another Expansion. Ah, yes, in a few days we will speak a lot of it and its Expansion, along with The Secret War Expansion, so stay tuned and help these guys with their Kickstarter. You can take a look for news on the website of Shades of Vengeance and remember that you can support them on Patreon too! I thank Ed and Shades of Vengeance team for their openness and their games too. For them and you, dear readers, the rendezvous is in a few days with the 2nd part of the interview.

Chapter 2 : Shades of Vengeance

Review of Era: The Consortium Core Rulebook Early History In the distant future, most of Earth's history has been forgotten, lost soon after the launch of the Kurmaja, the colony ship that allowed mankind to spread amongst the stars.

Since the project is up and running, it felt like a good time to speak with Ed again. And what is the Era: It follows the story of a group of Humans who have left Earth and travelled for over years to reach a new region of space. They encounter new alien races, explore this new region of space and continue to expand during the presented history. This amount of history sounds like a lot to read and understand, but the reason that this amount exists is that the intention of the game is to enable the players to explore any sub-genre of Sci-Fi that they wish. From facing an alien race which is hell-bent on the destruction of the Consortium to a peaceful society with transhumanist tendencies and from cyberpunk style hi-tech dungeon crawl to standing up to an evil government and dismantling their schemes, every form of Sci-Fi which you can imagine is available within Era: The Consortium is a significant amount of that answer is up to the player! The Consortium, there is a chance to get your hands on everything that already exists in a handy reward tier as well both the Definitive Edition Rulebook and all of the expansions exist 8 so far! The first three new expansions are already unlocked by the Funded Campaign: Free Trader gives rules for trading and piracy through the Consortium, with over 30 Trading Posts across the various planets and the prices for 40 cargo types at each one! New Worlds offers the chance to explore a new solar system at the end of the timeline, years after the last one was discovered and explored, providing all the needed equipment and rules to do so. Predictive Genetic Algorithm allows players to create their own alien race for gameplay, with a huge variety of bonuses and penalties, including those available on the current playable alien races! The next part of the Time Travel Campaign Part 4, which explores what would happen if a group of agents went back in time to the start of the Consortium to reshape it. Home Base, which offers the chance to build and defend a base of your own. It also provides the rules for building facilities within the base, which give you various bonuses as a result of their existence! Sirona Specials, which you ask me about in a later question. Creatures Of The Outsystem, which offers 30 encounters with strange and amazing life forms on the edge of Consortium space. And much more! Every Stretch Goal we meet will unlock a new expansion, and every Reward Tier includes whatever we unlock in Digital Format, meaning no-one will miss out! The difference between games is modular, with the majority of the rules remaining the same. Beyond that, though, it allows people to take modules from one game and transpose it into others. Survival, presented in a Sci-Fi context. Balam Kickstarter and have already shipped the rewards, correct? The Consortium at this point? Balam was completed and shipped for all physical and Era d10 rewards. All of that said, Era: The Consortium is a game that I never really leave, to be honest! It will follow their adventures through the Consortium as they help the company which has offered them this deal improve their standing within society. If they do enough, they will be given new identities and set free, and as they achieve success they are given more tangible perks, such as good meals and better living quarters! Crone Correction holds some of the true masters of their craft the people who were good enough to commit crimes to the extent that a sentence on Sirona was the only way to keep them out of circulation. I find it hard to believe that Crone Correction, even though it is mandated to exist by the Consortium Charter, is satisfied with its position. The leaders of the company want what every CEO in the Consortium wants: To me, this was a logical step, and I was glad to run into someone else who agreed it was a fun idea for an RPG campaign! Egg is the someone else. Egg is proud to be the someone else. The Consortium A Universe of Expansions 2? The Consortium currently 11 books, with an additional one unlocked by each Stretch Goal! The games are available in Digital only, as well, of course. This includes not only the new expansions, but also the older ones as well, so you can get hold of A New Dawn, Revival and Free Trader if you like for example! How was the response to them? And what upcoming conventions will you attend? We demonstrated all of our games: The Consortium, Era: We will be running three games one of Era: The Consortium, which is full, along with one of Era: Lyres and one of Era: If you want to know more about what we have planned for the Era universe, you can join us for here: Balam last time, how would you rate the outcome of

that Kickstarter in terms of fan response and what you delivered? Balam is how interested people are to integrate the rules into Era: The Era d10 version of Era: I think, overall, the project has been a great success, as well as proof that Era: The Consortium does still have more things that could be done, if people think there is more that could be added! In the low moments, I come back to it â€” I figure if one person likes the game this much, there will be others who like it just as much as well! The Core Rulebook for Era: The Empowered is close to completion. We expect to have all of the writing and artwork completed by the end of the year. This Core Rulebook will include the full character creation rules which I finished writing on Saturday! I also expect that to be done by the end of the year, and it is a bit of a race between Empowered and Chosen to see which one will get out first. It also features some brand new rules around being terrified! There is one other game that I am not currently at liberty to announceâ€¦ but I will be in 3 more days! Please join us at the AetherCon panel about what is to come to find out more [[here](#)]. EGG â€” Any parting thoughts? Where can we find out more about Ed Jowett and Shades of Vengeance? You can also look for us on Facebook <https://www.facebook.com/eracon>: I hope to see you at Era: Have some RPG wanna-lancer thoughts to share?

Humanity has left Earth over a thousand years behind, landing on a new planet and founding a new government. The Consortium is an inspiring ideal: three star systems teeming with life and four species living and working together.

Still in the original factory shrink wrap, with condition visible through shrink noted. For example, "SW NM " means shrink wrapped in near-mint condition. Like new with only the slightest wear, many times indistinguishable from a Mint item. Close to perfect, very collectible. Board games in this condition may be played but show little to no wear. Lightly used, but almost like new. May show very small spine creases or slight corner wear. Absolutely no tears and no marks, a collectible condition. May have medium sized creases, scuff marks, very small stain, etc. Complete and very useable. Fair Very well used, but complete and useable. May have flaws such as tears, pen marks or highlighting, large creases, stains, marks, a loose map, etc. Poor Extremely well used and has major flaws, which may be too numerous to mention. Item is complete unless noted. When only one condition is listed, then the box and contents are in the same condition. A "plus" sign indicates that an item is close to the next highest condition. A "minus" sign indicates the opposite. Boardgame counters are punched, unless noted. Due to the nature of loose counters, if a game is unplayable it may be returned for a refund of the purchase price. In most cases, boxed games and box sets do not come with dice. The cardboard backing of miniature packs is not graded. If excessively worn, they will be marked as "card worn. If excessively worn, they will be marked as "tray worn.

Chapter 4 : Declaration: The Bug War #1 - an Era: The Consortium Comic | Prefundia

This Digital Version of the Era: The Consortium Rulebook is the full page Rulebook, containing the full story of the Consortium's history, a complete guide to character creation, a list of implants, weapons, equipment and spacecraft encountered in the Consortium universe, the rules, complete with worked examples and a section for the GM.

Please log in to add or reply to comments. Cameron D October 03, 6: Awesome game, looking forward to seeing how it grows. Hitman will be available? The Quickstart looks pretty good to me. Ed J June 07, 2: Hitman was available as a digital only product on Kickstarter a short while ago. A further Kickstarter is planned to provide a physical option. After that, we will be adding it to this site! Does that answer the question? I was hoping for an earlier release though. Scott N March 24, 8: Forget it, I will go get a copy of N. Ed J March 25, 7: Interestingly, I also very seldom get requests for the Hardback and the PDF to be delivered together - most people want either one or the other. See more enjoy whichever game you have chosen! Ed J November 06, 8: However, you can obtain it: Jesse R November 06, 1: Ed J February 22, 7: Ronald G January 31, Great layout, excellent artwork throughout and lots of potential. Ed J February 01, Ed J January 01, Alexandre L December 28, 7: Jimmy P December 28, 1: I know many people will agree. Having said that, the art seems gorgeous and the setting seems interesting.

Chapter 5 : Era: The Consortium Core Rulebook | RPG Item | RPGGeek

Disclaimer: I received a review copy Update! The current version of the rulebook contains a hyperlinked table of contents and index.

Want to go straight to setting info? Prefer to use PayPal? You can do that on our Website! Want to try out the game? Dice and Stuff have been doing weekly Consortium podcasts for over a year! If you want to hear how the game plays, this is the place for you. Check out our Reviews Page! The Consortium is the story of a Colony Ship launched from Earth and the habitable world it discovers, Taranis. The game follows the inhabitants of Taranis as they create a society, encounter alien races and explore the space nearby. The known history of the Consortium takes a more sinister turn when you look back and realise that it has been manipulated for all of its existence by elite operatives, "Shades", that work for Hayden Bank. They have strengthened the grip of the most politically powerful and financially wealthy company in their society through murder, blackmail and theft. The Resistance responds, creating a corps of "Phantoms", specially trained to fight Shades. These operatives track and prevent Shades from completing their missions, providing new hope to the Resistance. The Consortium allows the GM and players to choose where to begin playing - at any point during the years of history. You can experience the wonder of discovering new alien races, command a ship in wars spanning entire solar systems, and join a Resistance movement against the government to save or destroy billions of lives. With this expansion, you can play behind the scenes as a Shade or Phantom, invisibly shaping the direction of events like never before! The versatility of this game allows you to participate in many kinds of activities, from high-tech "dungeon crawls" to raid corporate facilities, all-out wars in which the existence of your species is threatened, to exploration of new worlds. Want to know what a session sounds like? Want to know more about the backstory and setting? The Era d10 ruleset is designed to allow you to experience this universe in a way that is as unobtrusive as possible without being misrepresentative. By choosing your skills carefully, your character can dominate in any of 5 forms of combat, talk their way out of any situation or protect their teammates from harm. The system is based around multiple dice - the more skilled you are, the more dice you have - and a variable goal based on activity difficulty. Although you roll more dice the more skilled you are, the number you are attempting to reach varies depending on the difficulty of the action - if shooting someone in clear conditions, the GM would ask for a 7. If someone was laying a mine, more likely a 6. Firing over your shoulder at someone 30 metres away, while crouching behind a low wall would definitely be a 10! This video shows character creation in Era:

Chapter 6 : Era The Consortium - A Review - RPG Knights

You get the Era: The Consortium Core Rulebook Definitive Edition - experience the Consortium as the creator originally envisioned, with bonus material in a beautiful deluxe rulebook! You also get the first 3 expansions in a special limited edition Hardcover format, which makes a set with the Definitive Edition Rulebook!

I liked the openness of campaign opportunities that Traveller specifically Classic Traveller offered me but the rule set is convoluted, and the contents that are considered sci-fi are very dated. I chatted online with him and found out that he has two games this one being obviously one of them and I talked him into sending the digital copy so I could look over it and I have been blown away. I was going to review it the week after getting it but I decided to extend that time so I could read it and appreciate it, rather than rush reading that I do for most reviews. Core rulebook cover for Era The Consortium Era The Consortium is a sci fi game that I could easily play for the rest of my role playing career and be very happy with. The look of this book is absolutely phenomenal, full colour, great artwork and brilliant layout. The thing that catches me about this is it evokes the feeling of a sci-fi game much like FASA when they had control of Battletech and Mechwarrior. It has that realism to it and there is one amazing reason for this. Now you may be yawning about that BUT this history is told from the perspective of the characters that created it. The dull bits of the history are contained in one or two lines with a date and then that history comes alive from the words of the people that took a part of it all. This personalisation makes the whole thing feel real. You get involved with some of the characters and their parts in the history. On top of that is the fantastic weaving of history. I absolutely suck at doing historical background and political manipulation for the way that it affects the future etc. As you move into the book and come to the GM section at the end it talks about starting your game anywhere along the history line and involving yourself in any part of this, changing whatever you want. They talk about running a campaign like a time travel episode and actually have a time travel series of modules where you play characters from across many time periods to make the history even more alive, or change it via your actions. The real bonus here, is the history is intriguing. The people come out of stasis and realise that they have all forgotten about Earth, which should be as clear as day. Throughout the entire history there are little things like this that made me want to hi-jack some role-players and make them answer the questions I had for me "What happened damn it! There are the Big Seven seven corporations that in the end of the history become the Big 8 that largely rule for most of the history and then there is the Senate" an organisation of the top companies other than the Big Seven that deliberate on matters. The level of Sci-fi is just a tiny bit shy of where I like it to be so there is minimal need for me to modify this game. The only thing I would love to see here in here is the beginnings of trans-humanism. Certainly not the full on like Eclipse Phase, but perhaps the incorporation of human into machine or computer would be a nice direction to take. That said, there is a lot of gadgets and ships and vehicles to keep even the most finicky sci-fi fan drooling for a long time. The rules are simple to pick up. So, as an example, think of a computer hacker that has some time to prepare an intrusion program to break into the consortium would use his Intelligence plus his Computer skill to build a program for the purpose, but if they were under fire at a terminal trying to get the door open they may need Wits plus Computer. It is a system that has become reasonably popular with game systems like Doctor Who Adventures in Time and Space exemplifying it. The system is very well set out too. The rules do get grouped into little sections but there is no need for fluff and I found this really refreshing. I stand in awe of the simple things this book does to make running it so much easier. Guess what, they have a Games Master section that talks about the framework of running a game with loads of examples too! This is just amazing. There are plenty of pre-built frameworks to illustrate the point and I feel that this game could run just with those frameworks for a long time. The game has four races involved in it by the end of the year history. The game really examines the way we humans put out needs over all others and the ramifications for the other races. The humans are the main stay and the most numerous at most stages of history. The first race we meet are the Eulutians, a cephalopod cuttlefish like creature that is technologically advanced to us but take our form in mechanical suits and attempt to act like us to act as shepherds in a way. The humans commit horrible atrocities at the end of the war and the Ximians

surrender. The final race are the Villithi, an awakened tree like creature that gained sentience in a horrible, horrible manner. They are the newest of the races and I imagine there is a lot to them that has not yet been seen. The races of Era The Consortium left to right Ximian, Human, Eulutian, Ximian, Human, Villithi There are no real classes in the game, you just come up with a concept and build it up with your choices during character generation. There are your attributes and skills as well as specialties that make up the character. Of course there is a swag of equipment to use too and you use all of this to build the character you want. All of the races are playable for character choices too, which offer a variety of options that make for an interesting character. There are two versions of the rule book too! There is a primer version which contains every one of the rules but none of the history. So if you are keen just for a decent, workable version of a sci-fi game then that is the version you want to grab, or perhaps one your players might grab and as a GM you could get the full version with the history. That way the players do not surprise you by knowing what happens in the history and spoil what you wanted to run. If you want them in hard copy then you can go to the Shades of Vengeance website store and get it from there, though I hope to be getting some physical stock in at some time. Honestly, there is nothing that I can fault this game for. If you wan the whole history and setting it is a large part of this game and it feels real and brilliant. I like to make my sci-fi settings but I could totally use this, and in fact there are some things that I want to play out in this game so the likelihood is strong that I would use the background. Get out there and grab this game, you will not be disappointed.

Chapter 7 : Era: The Consortium - A New Dawn - Shades of Vengeance | calendrierdelascience.com

The Definitive Edition of Era: The Consortium is an updated and expanded page Rulebook, intended as a Collectors Edition! It contains the all of the same content as the Consortium's Core Rulebook - history, a complete guide to character creation, a list of implants, weapons, equipment and.

Add track Make your video accessible in other languages and to deaf and hard-of-hearing backers. Want to give the game a try? It does not contain the rules. This book, pages long, contains everything you need to run hundreds of games of Era: Flash Drive will come with whatever reward you choose, but also with extras! Ed, the creator, will be putting concept art and bonus material of various sorts onto these drives, giving you that little bit of extra insight into the development of Era: The Consortium and the expansion The comics that we have written for Era: The Consortium have been designed to expand the universe further. The Consortium Core Rulebook. A small group of operatives board the largest ship on the Consortium, intending to stop a weapon that will kill 14 billion humans and aliens. But who are these people? Why did they become Stiletto Unit? This comic answers those questions They have one simple mission - eliminate Benjamin Hayden, the founder of Hayden Bank and one of the most influential men in history. But everything does not always go to plan Please note that postage may need to be added for some Add-ons, depending on your location. Not everything fits cleanly into the Reward tiers, so we also have a few add-ons for you to choose from. We want to share all of these with you, but we need to meet our Stretch Goal first to complete the set-up costs for the last two! We have created and helped others to create several games. If you want to purchase them, you can add them to your pledge and help towards Stretch Goals! Gold and glory await those with the skill to spin their tales in Yarnolth! Running on the same rule set as Era: Lyres is a storytelling game where the party work together to tell a story and the GM plays as the audience. Want to know more?

Chapter 8 : Running Era The Consortium - RPG Knights

Era: The Consortium is the story of a Colony Ship launched from Earth and the habitable world it discovers, Taranis. The game follows the inhabitants of Taranis as they create a society, encounter alien races and explore the space nearby.

Chapter 9 : "Era: The Consortium" A Universe of Expansions • Kickstarter "1st part" Entire

The Definitive Edition of Era: The Consortium is an updated and expanded page Rulebook, intended as a Collectors Edition! It contains the all of the same content as the Consortium's Core Rulebook - history, a complete guide to character creation, a list of implants, weapons, equipment and spacecraft encountered in the Consortium universe, the rules, complete with worked examples and a.