

# WHAT IS FLUX?



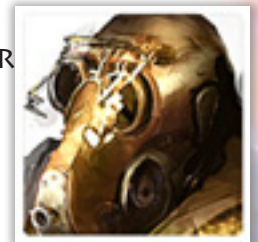
"TO DATE, WE FEEL WE'VE ONLY SCRATCHED THE SURFACE OF WHAT THIS SUBSTANCE IS – AND WHAT IT IS SEEMS TO CHANGE BY THE MINUTE. WE'RE WORKING WITH THE BEST MINDS WE'RE ABLE TO COBBLE TOGETHER AND WE'RE COMPLETELY AT A LOSS TO EXPLAIN THE FLUX."

— HIGH-BRED SCIENTIST FROM NOVUS EUROPA



"FLUX = ENERGY. ACQUIRE."

— KLIK TRIPOD FLUX MINER

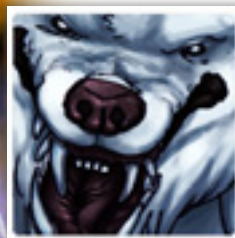
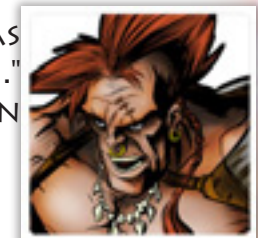


I DO NOT KNOW WHAT FLUX IS, BUT I CAN TELL YOU THAT IT IS LACED WITH VEINS OF FOUL, DARK ENERGY. IT'S EEEVVVVIILLL..."

— TWILIGHT FARSEER

"FLUX? THERE IS NO FLUX! THERE IS ONLY CHANGE AND IT IS AS IT HAS ALWAYS BEEN."

— CHURL SHAMAN

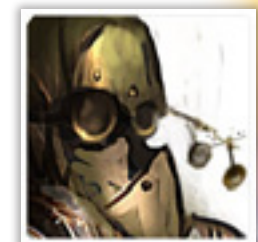


"FLUX IS THE MOST POWERFUL ENERGY I'VE EVER BEHELD. I WANT SOME..."

— DAWN EVOKER



"THE ENERGY SIGNAL OF FLUX IS QUITE ELEMENTARY ACTUALLY, WHEN BROKEN DOWN INTO ITS CORE COMPONENTS. YOU SEE, WHERE THE CONSTANT "X" IS FLUX: (ALTHOUGH, IN TRUTH, THE PROPOSITION OF REFERRING TO AN INCONSTANT SUCH AS FLUX AS A CONSTANT IN THE MATHEMATICAL TERM IS QUITE HUMOROUS, COME TO THINK OF IT)..."



$(63\text{Li} + 21\text{H} - 42\text{He} + x)100$ , PROVIDED THAT:  $1 \text{ U C}^2 = (1.66054 \times 10^{-27} \text{ KG}) \times (2.99792 \times 10^8 \text{ M/S})^2 = 1.49242 \times 10^{-10} \text{ KG (M/S)}^2 = 1.49242 \times 10^{-10} \text{ J} \times (1 \text{ MEV} / 1.60218 \times 10^{-13} \text{ J}) = 931.49 \text{ MEV}$ , THEREFORE,  $1 \text{ U C}^2 x = 931.49 \text{ MEV}...$ "

— ROLLER HOROLOGIST

As you can see, the question “what is Flux?” is one that will garner you a near endless stream of vastly different explanations. This is due to two reasons: first, quite simply, no one really knows what Flux is; secondly, the most we do know about Flux is that it is an ever-changing and morphing energy that did not exist before the Event but now seems prevalent on the triune worlds of Splintered Serenity. Flux thus changes from one moment to the next and any one individual’s experience with it will be drastically different from another’s.

Thankfully, Flux does seem to interact with the natural world in a few relatively predictable ways that have been observed repeatedly and classified. It is important to note, however, that these are by no means the only ways that Flux can appear — they are only the few that seem to be (for now) somewhat consistent and predictable.




**1. Flux Fronts** — also known as Flux Storms, these massive, writhing walls of swirling orange energy are reminiscent of pre-Event thunderheads. Towering many thousands of feet (some say even miles) into the sky and reaching to the ground, they are titanic walls of thick, churning orange cloud-like formations shot through with jagged tongues of bright blue lightning. These formations are sometimes stable and unmoving (such as the well-documented Fronts over North America, Europe, and Oceania), while others form in a matter of minutes and blow over with the same frequency as any other inclement weather

They can be massive, spanning entire continents... or small and localized, only large enough to cover two or three individuals. Some are harmless, merely appearing and then vanishing without any perceived effect on the surrounding area, while others cause massive and horrific destruction and deformation of the land and life-forms nearby. Some are empty and void, while others are said to harbor the sinister and shadowy forms of the mind-shredding Externals. One thing remains true for all forms of Flux Fronts: when one appears, you simply do not want to be in the vicinity if you can help it.



## 2. Flux Crystals :



strange crystalline formations of all size and shape that glow with an unearthly orange light. Some tales tell that the first place Flux Crystals appeared was on the Great Machine, perhaps the clock-work world's attempt to impose structure and order on the chaotic substance, but now the Crystals are by no means limited to the home world of the Klik. In fact, Flux Crystals seem to be drawn to organic substrates (such as living flesh) with far greater frequency than metallic substances like cogs and pistons. Flux Crystals now spread like a spiky orange plague across the lands of Earth and even the magical realm of Ai, infecting sentient and non-sentient creatures alike... perverting and warping them into crazed, chaotic versions of their former selves (usually referred to as Flux-tainted or occasionally as Apoc-creatures).



However, even this is not a predictable outcome: many Churl tribes willingly insert the Crystals into their flesh, worshiping the Crystals as demigods and viewing the super-human and super-natural powers which they receive as divine blessings. Furthermore, Flux Crystals are often found in completely incongruous locations such as the sides of shattered walls or even the middle of an open field. While no one knows the origins of these Crystals, there is a school of current thought that these Crystals are simply “dormant” and are waiting on their moment to “awaken” and infect the surrounding area.

### 3. Flux Portals

— perhaps the most commonly encountered version of Flux, Portals are odd rifts or tears in the fabric of space and time that create passageways from one spot in the cosmos to another. While some claim to be able to predict the formation of these Flux portals (as well as their destinations), this allegation has never been substantiated with any lasting veracity. Portals may lead across the globe or across the street; they may dump you into the lush and verdant world of Ai, or they might plop you into the center of a Black Hole. No one knows their outlets for sure, and yet the stalwart, the brave, and the adventurous — or the foolish, as some would say — use them regardless. In a universe where your very home is shattered and sundered by pan-cosmic forces, one might assume that you make lemonade when handed lemons.



Unfortunately, Flux portals are also well known as “doorways” through which any number of horrible entities of tremendous power, malevolence, and often hunger may pass. These creatures, collectively referred to as “Externals,” are unlike anything ever encountered in recorded history. Like nightmarish creatures from Beyond, they seem intent on the domination and/or destruction of everyone and everything they contact.



Also of note, this last manifestation of Flux is often seen in conjunction with the first two. That is, Flux Portals often appear in the midst of Flux Fronts or seem to be “anchored” by Flux Crystals; while these connections have been observed with some regularity, as of yet no concrete connections have been found.

## GM Secrets

Flux, in any of its forms, is a wonderful tool for inserting a random element of unpredictability into your Untold Campaigns. It can be used to change Characters, warp worlds, or even alter the course of history if the GM so pleases. The creators of Untold, however, prefer to use Flux in minor ways; although this is one of the primary cornerstones of the Splintered Serenity setting, it should not run the show and shape the world. Allow the Characters to take center stage in that manner instead. Of course, in its use as a plot element it can nonetheless come in very handy — with its chaotic and unpredictable nature, it can aid in solving many issues that a GM must face.

Have a new Player (and thus a new character) that you need to drop into the game? Easy — a Flux Front blows up and, once it passes, the new Character stands completely confused (or perhaps carrying an important message) in front of the current Party. Need to get your characters to the other side of the world fast? No problem — a Flux Portal could be just around the corner! Need a way for one of your characters to quickly develop that new power they really, really want? Simple — have another character tempt them with a “baptism of Flux” (i.e. “Just slip this sliver of Flux Crystal under your skin and awaken a world of new powers...”).

These are, of course, only the tip of the iceberg of cool and inventive ways to use Flux. We encourage you to use it — and, of course, to let us know how you use it! Join our online community and post your ideas! You never know, they might just make their way (with your permission and credit, of course) into an Official Untold Product in the future!



## Flux Mutations:

Flux is constant change; it is the very nature and root of change. As such, when Flux is around, change happens – sometimes for the better, sometimes for the worse. Regardless, Flux is constant change and it causes change, constantly.

## How to use this Deck:

The Flux Mutations deck can be integrated into any Untold game, either RPG or Battle by following these simple steps:

1. Shuffle the Flux Mutations Deck and place it face down in the center of your gaming area.
2. Define your method of play: Single Draw or Party Draw.
3. Define your Flux Occurrences.
4. Thereafter, once play begins, any time a Flux Occurrence happens in game, the Player (or Players) affected must draw from the top of the Flux Mutations Deck.
5. Regardless of the card, the Player(s) must immediately Story Swap it into his or her Character Deck (this may include removing and/or Downgrading other cards, depending on the current state of their Character).
6. Card remains in play until the Player can Story Swap (with GM approval) it out of his Character build. The card MUST remain in play AT LEAST one (1) round.

### Single Draw:

When the Flux Occurrence happens, then only one Player draws from the Flux Mutations deck. This can be the Player whose Character triggered the Flux Occurrence, or if not applicable, the Player is determined randomly (draw from a hat, die roll, etc.)

### Party Draw:

When the Flux Occurrence happens, all Players must draw from the Flux Mutations deck.

### Flux Occurrences:

Suggestions for defining “Flux Occurrences” in your game:

1. The roll of any natural “1” (i.e. a fumble).
2. The roll of any natural “20” (i.e. a critical hit).
3. Any in-game, chaotic situation (argument, combat, risky situation, flight from a bad guy, etc.)
4. Any time Flux is encountered.
5. Any time a Flux Horror is encountered.
6. Any time the word “Flux” is spoken.
7. Any time a Character attempts a really crazy or risky maneuver.
8. Any time the GM calls for a card to be drawn.

### Alternate Rules:

GM Double-Draw: Any time the GM has Minions (or Non-Player Characters) in play and a Flux Occurrence happens, the GM must draw twice from the Flux Mutations deck and incorporate them into his Minions/Characters. NOTE: this alternate rule is often used as a “bargaining chip” against the Party Draw style of play.