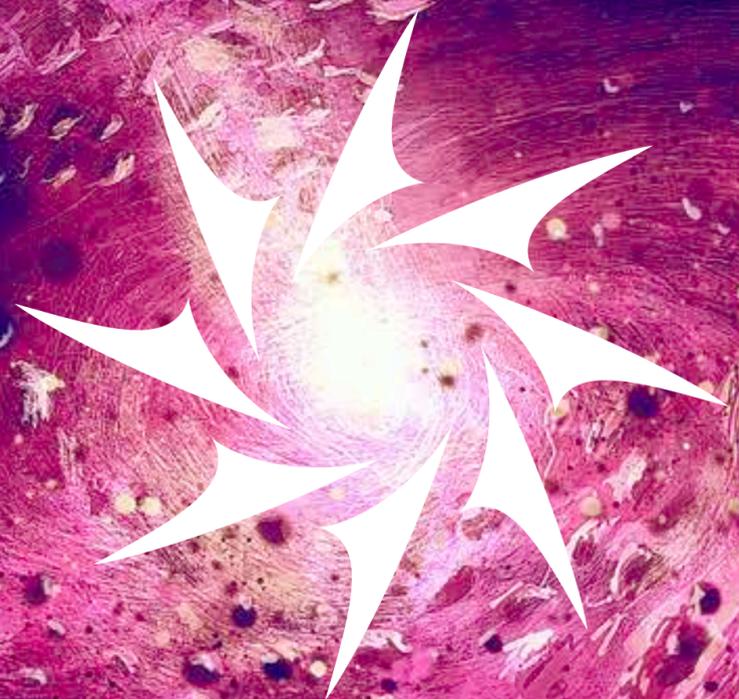




PEN & PAPER SCIENCE FICTION
ROLE PLAYING



VORTEX FLUX

A GAME BY LANDO BALDUR - 0.02 [ALPHA]



I N D E X

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VORTEX FLUX



UPDATE LOG

v0.01a - 20/12/1 >>> v0.02a - 20/12/17



DEVELOPMENT WHAT'S NEW?

FIXES

GENERAL

- file sizes drastically reduced
both pdf have been optimized
- misspellings
a lot fixed, plenty left, new ones added

CONTENT

- CYBERWARE: complete overhaul
lots of fixes and adjustments
- civilization on planets explanations
fixed some issues, overworked
- cookie equipment description
wrong text, fixed
- enemy classes error
inconsistency errors in classes, fixed
- flux cyberware irregularities
fixed misleading content
- fixed W6 to D6, changes to the dice page
redundant text parts erased
- various text improvements
various texts have been overworked
- dungeon master renamed to vortex master
turns out wotc has that trademarked
- shinokumo crew page overworked
perks are going to be adjusted later

NEW CONTENT

GENERAL

- update log page added
to give players an overview about what changed, the update log has been added. yes, you are looking at it

CONTENT

- SKILL: power management
you can now deactivate / manage CW
- EQUIPMENT: some first exosuits
exosuits provide additional options to individualize a char
- CW: exosuit connector
connects CW system to exosuit
- ENEMY: some first police forces
some basic troops implemented
- NPC: new book chapter
first few, more detailed NPC added
- GAMEPLAY: xp rewards
exploration, connections, liberating districts, etc. non combat actions now grant xp rewards, overhaul soon
- ENEMY: 6 new enemies
sanity / malus / fatigue parasites added
+3 gunmen

- CW: mining implants
harvest minerals

RULES

- sanity / malus / fatigue system integrated
characters can undergo stress and all kinds of harmful situations, resulting in more permanent consequences
- prison system integrated
as a result of the sanity / malus / fatigue rule being implemented, the prison system can be introduced
- loot system integrated
enemies have a chance to drop various items or bodyparts, depending on their class and type
- mining system integrated
players can now harvest minerals for trading / selling or quests

ARTWORKS

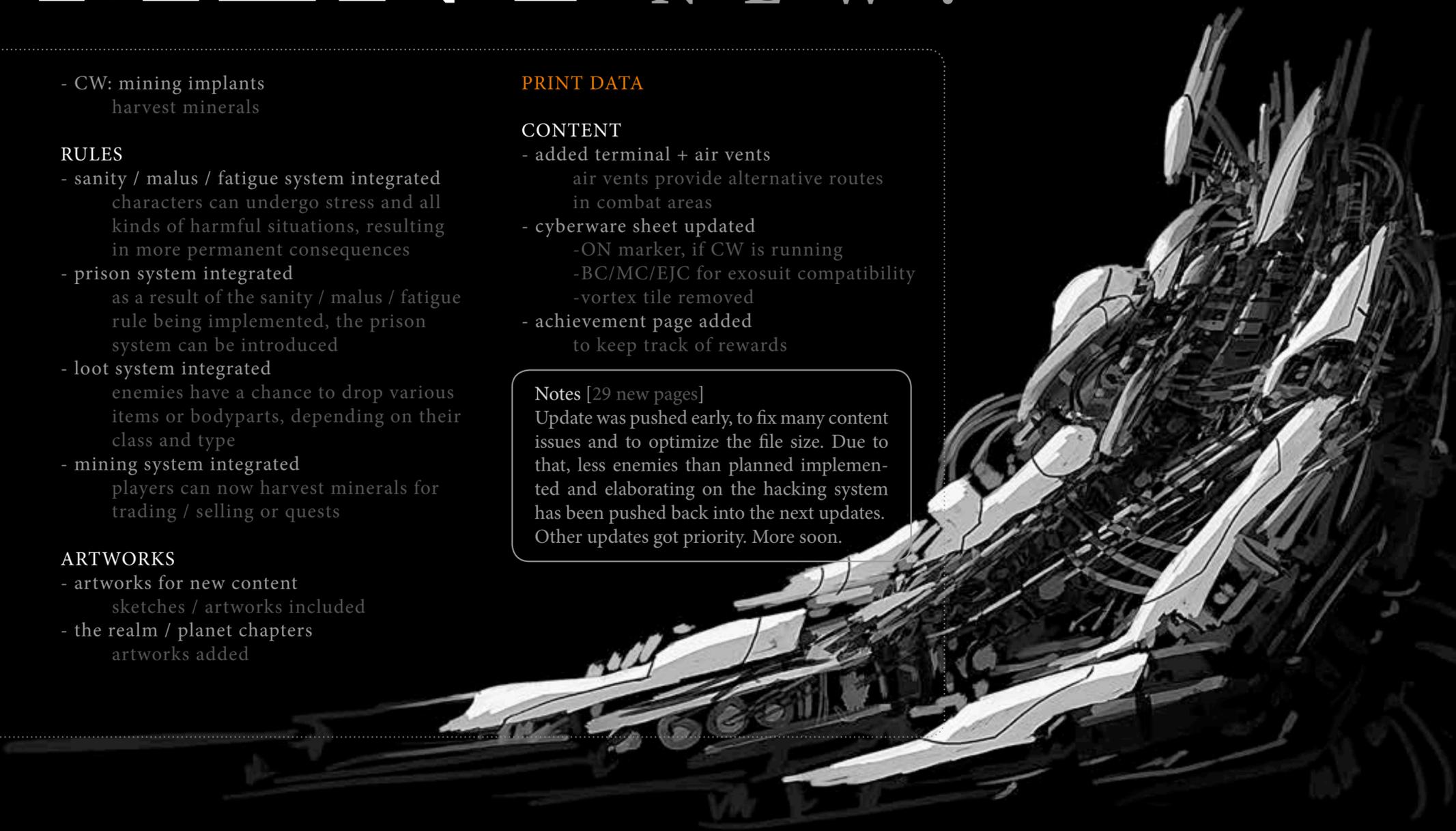
- artworks for new content
sketches / artworks included
- the realm / planet chapters
artworks added

PRINT DATA

CONTENT

- added terminal + air vents
air vents provide alternative routes in combat areas
- cyberware sheet updated
-ON marker, if CW is running
-BC/MC/EJC for exosuit compatibility
-vortex tile removed
- achievement page added
to keep track of rewards

Notes [29 new pages]
Update was pushed early, to fix many content issues and to optimize the file size. Due to that, less enemies than planned implemented and elaborating on the hacking system has been pushed back into the next updates. Other updates got priority. More soon.





DEVELOPMENT GENERAL THOUGHTS

About The Game

Vortex Flux is optimized for pc / laptop, a digital e-book, designed to be viewed on a big widescreen monitor. This makes it less compatible with other devices and unsuited for printing, but excels at what it was made for. The digital format was chosen, to enable a constant update progress, that leaves the core mechanics untouched - once the game moves out of the alpha state - and provide an ever growing universe with a focus on world building. The game is a passion project, it is exactly like i want it to be and i sacrifice my own time for it, while offering it free of charge. It may not be appealing for everyone, but hopefully brings joy to those, who are looking for a game like this.

Newest Version

www.vortexflux.com

Support The Project

www.patreon.com/landobaldur

Discuss The Game

www.reddit.com/r/vortexflux

Why Patreon?

Making the game free to play with a patreon support page, gives players the freedom to try out the game and play it, without having to pay upfront and being disappointed afterwards, while providing the opportunity for players to support the project, boost the development for more content and help increasing the quality. This process allows patrons to get involved in the development. While all feedback is being revised carefully, be aware that it is not possible to please everyone at the same time equally and the final call about the games direction is made by me in the end.

Alpha - State Of The Game

The game is currently in Alpha state, there are a lot of content and balancing changes upcoming. The playtesting is starting with the release of the Alpha version, but it may take months before a very good balance can be achieved and more changes are made. During Alpha state core rules may be adjusted and some core rules are still being implemented. If you want to have a more finished product before playing, wait for the Beta or even later versions.

Rules

During Alpha state, there are many adjustments expected in the future, as well as some additional core rules. While the gameplay will stay the same and i do not expect major changes in the fundamental game design, these adjustments in balancing may be influential on the gameplay. Plenty of fine tuning is still necessary to guarantee a smooth gaming experience.

Nothing Is Set In Stone

Although i do not plan or expect changes on the core mechanics, nothing is guaranteed at this stage and if i find better solutions for something, changes could be made during Alpha state, although that is very unlikely.

Beta

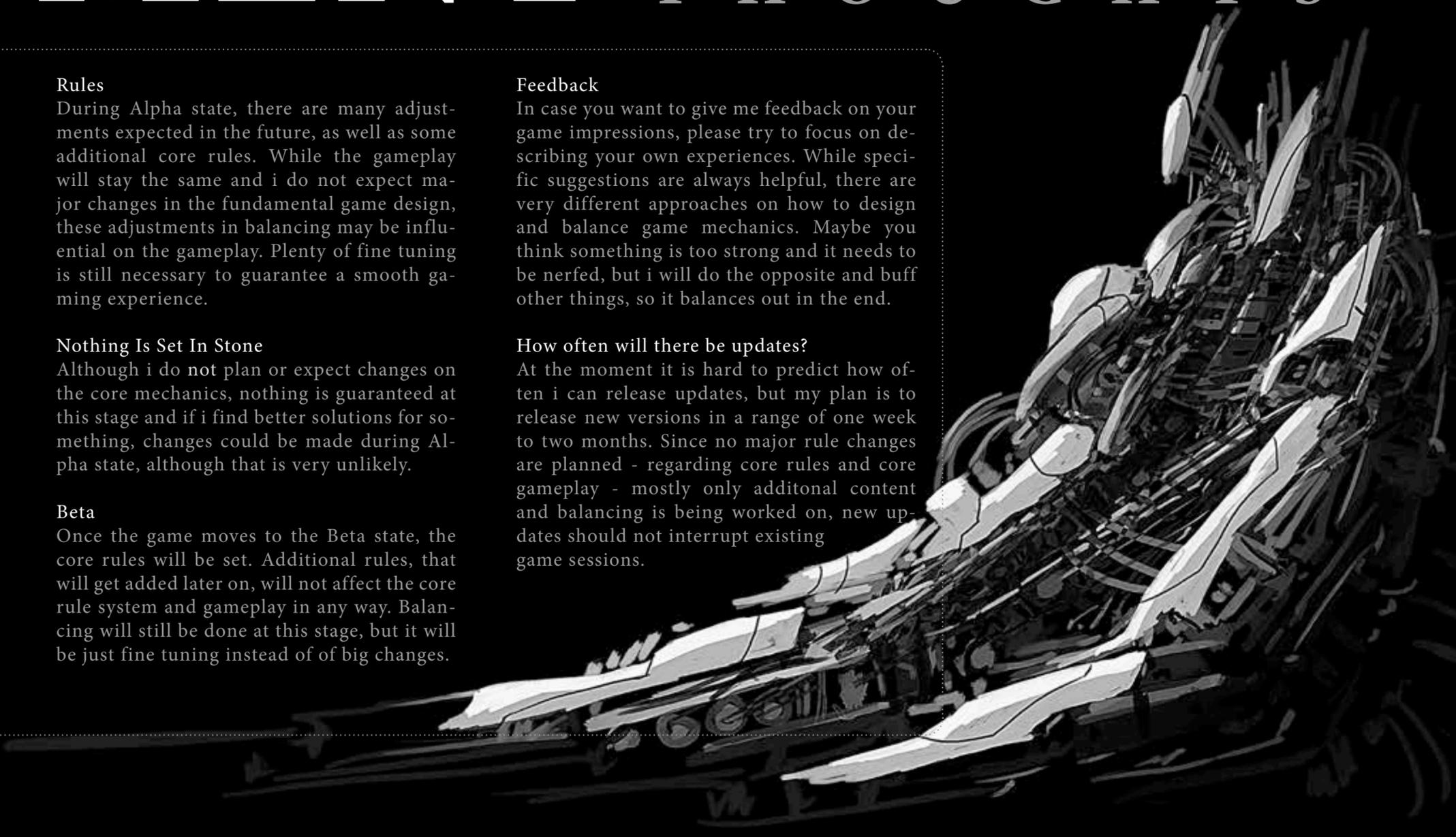
Once the game moves to the Beta state, the core rules will be set. Additional rules, that will get added later on, will not affect the core rule system and gameplay in any way. Balancing will still be done at this stage, but it will be just fine tuning instead of of big changes.

Feedback

In case you want to give me feedback on your game impressions, please try to focus on describing your own experiences. While specific suggestions are always helpful, there are very different approaches on how to design and balance game mechanics. Maybe you think something is too strong and it needs to be nerfed, but i will do the opposite and buff other things, so it balances out in the end.

How often will there be updates?

At the moment it is hard to predict how often i can release updates, but my plan is to release new versions in a range of one week to two months. Since no major rule changes are planned - regarding core rules and core gameplay - mostly only additional content and balancing is being worked on, new updates should not interrupt existing game sessions.





DEVELOPMENT WHAT TO EXPECT?

SCHEDULED [Incomplete List / To be updated]

- Balancing
- More Cyberware
- More Skills
- More Enemies
- More Equipment
- More Locations
- More Lore
- More NPC
- Improving Artworks
- Implement Identification system
- Implement Infiltration system
- Fully Implement Real Estate system
- Fully implement Exploration system
- Implement Commerce Trading system
- Implement Vessels and Space Pirates as a new category like enemies, to enter / be entered with the shinokumo
- Flesh out Drone system / Lander system
- Implement Artifacts system
- Implement Environmental Effects system
- Implement Warzones system similar to districts
- Implement Vehicles
- Implement Special Locations
- Implement Special NPCs
- Implement Bars and Hotspots

- Implement Moons
- Elaborate existing NPCs
- Elaborate existing Transportation options
- Flesh out existing Space Stations + outer ispace locations
- Climate Zones and more realistic Planets with continents
- Flesh out Asteroid Belt location
- Flesh out Dyson Spheere location
- Flesh out informations about the Big Whale Corporations
- add informations about the Cities, multiple NPCs, more detailed NPCs, extended explanations
- Paint out proper Worldmaps of the planets and replace the placeholders
- Overwork Artworks / Remake artworks
- Fully Render [paint out] all Enemies
- Fully Render [paint out] all Space Stations
- Add more Artworks to illustrate the universe
- Paint out proper System Map
- Undisclosed Features and Content
 - I have plenty of ideas, that i am not yet 100% sure of, and some ideas i am indeed 100% sure of.
- Secret Lore that explains the whole backstory, of how and why the solar system was colonized, everything will unfold at some point and will make sense. Players are supposed to find out in campaigns. There will be a VM only lore book coming with specialized content not for the players eyes.

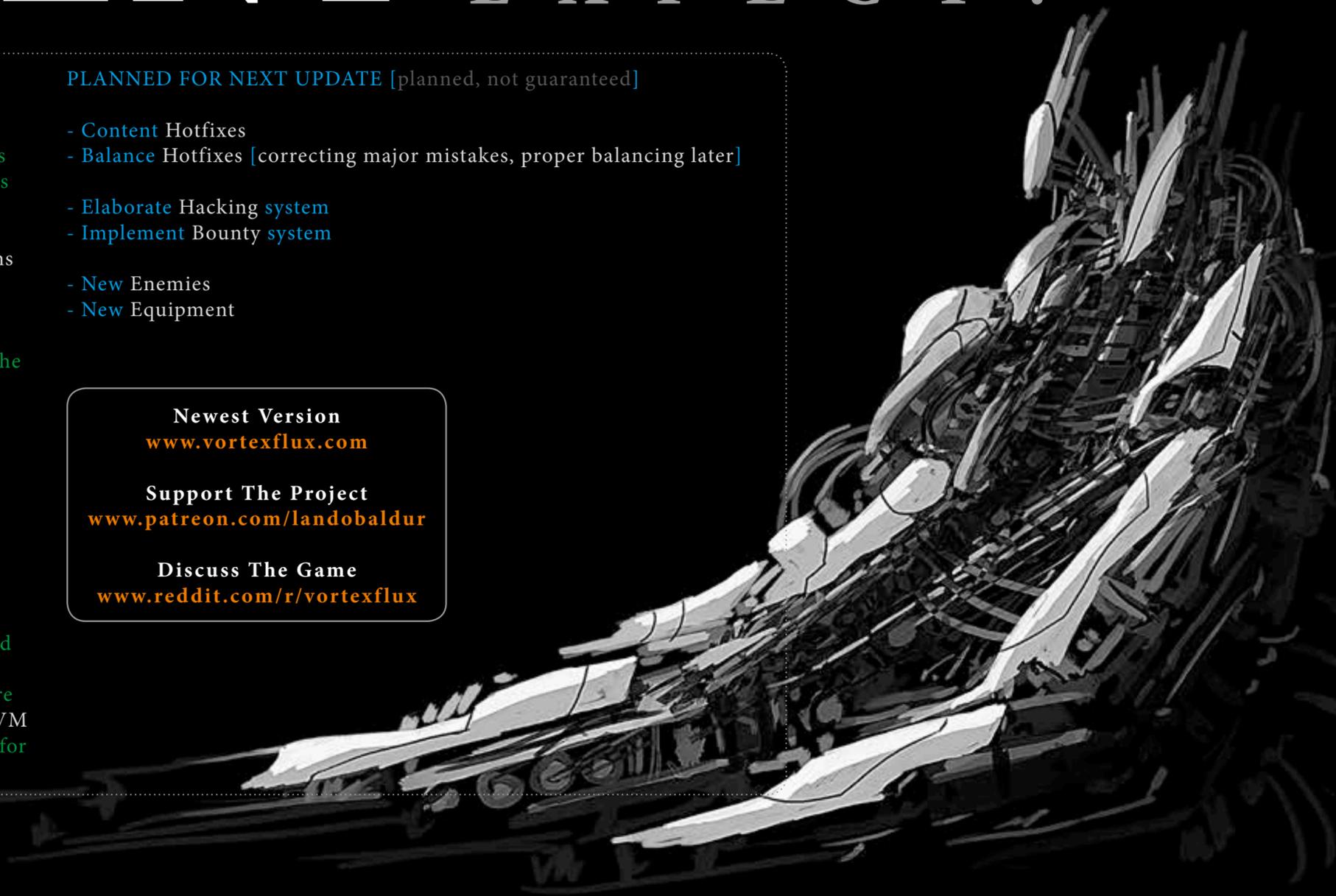
PLANNED FOR NEXT UPDATE [planned, not guaranteed]

- Content Hotfixes
- Balance Hotfixes [correcting major mistakes, proper balancing later]
- Elaborate Hacking system
- Implement Bounty system
- New Enemies
- New Equipment

Newest Version
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INTRODUCTION





INTRODUCTION

Welcome to the world of Vortex Flux



VORTEX FLUX P E N & P A P E R S C I F I R P G

In the world of Vortex Flux, you play the role of an elite squad, stuffed with cyberware on board a spacecraft, that explores a whole solar system with multiple planets and moons.

The current gameplay is mostly based around combat, with some first steps into upcoming updates already implemented. Features that will be implemented in the future, will allow players to experience different aspects of the game, through exploration, buying real estate, trading, among other alternative routes, following a less combat oriented gameplay. This will not have any effect on the existing core rules already in the game.

A lot of effort went into designing the rules themselves to be as simple as possible, while providing a large set of them, to have rules for every situation and there will be more rules implemented in the future to account for everything. The game was designed to be highly intuitive with an easy start into the world, while offering a systems that slowly become more complex as the game progresses.

Individualizing a character is done with cyberware and skills, with equipment providing additional options for individualizations, more to come in the future. The cyberware system was designed to be universal, not limiting players in their choices after picking a division.

All characters in Vortex Flux are „fighters“ as well as „spellcasters“ with options for damage, support, combos with other characters, crowd control or even summonings available to them. Some skills between divisions are even quite similiar, as picking a division is not supposed to force you into a certain playstyle and there are always multiple approaches on how to build a team or a character.

All characters will be required to raise their armor levels and damage outputs though, as the skill system is based on your weapon damage and enemies will come from all sides, dealing area of effect damage and you will not stand a chance on the battlefield, if some characters of your team will be easily taken out or simply are no help in putting out damage. Some enemies will only be beatable with combos that require different characters to

combine different types of skills together and there are also enemies with immunities, that may catch a team that limits itself to a certain playstyle completely off guard. It is always wise to have multiple options in your arsenal, when building your team, to be as flexible as possible during critical situations.

Any technology advanced enough, is indistinguishable from magic.

There will be dragons, there will be things you can not explain, there will be elements that appear to be fantasy, but in the end, everything will be rooted in science.

Note

The game uses the metric system and german punctuation for numbers as they are more efficient.

1.000 = 1000.

1.000,10 = 1000,10.

The comma is bigger than the dot, why the hell would you use the bigger punctuation for the less important information.

The game uses german quotation marks, as they indicate the start of a quote and the end of a quote and are more efficient.

I hope this does not confuse you too much, but if it does, well, deal with it and learn some bloody efficiency ^^

[These things are not exclusively german, but i do not know in which other languages they are also used or not, so maybe you are already familiar.]





INTRODUCTION

How to play?



VORTEX FLUX HOW TO PLAY

Vortex Flux is being played with a vortex master [VM] who sends its players on adventures of their choice and takes the role of the storyteller, describing the world, enforcing the rules and controlling the enemies and NPC in the game.

Vortex Flux is being designed to provide the VM with as many tools as possible, to enable a gameplay, that does not require hours of planning, drawing maps and preparation beforehand and makes it easy to improvise.

This is accomplished by having a free roam mode, where players explore the world by following the explanations of their environment by the VM and a combat system, that allows to create combat areas on the fly, without having to draw out complex maps.

Characters do not require a background story to play the game, the preconstructed intro story can be used to start out and the characters get designed while playing the game. It is not required to sit down an evening and create characters before starting to play, you can jump right into the game.

The game already includes planets with cities and maps, tasks that can be done there, NPC with short descriptions that can be used to tell stories, a list of locations you can find in any city, locations in the form of space stations and transportation vessels that can be used for travelling or that can be the targets of missions, a ship that is home to the players, that requires to be repaired, that requires crew to be found and hired.

You will not start out in the world without having any clue what to do, you have already tasks in your hand and VM can focus on coloring out the frameset that is provided by the game, without having to come up with everything on their own.

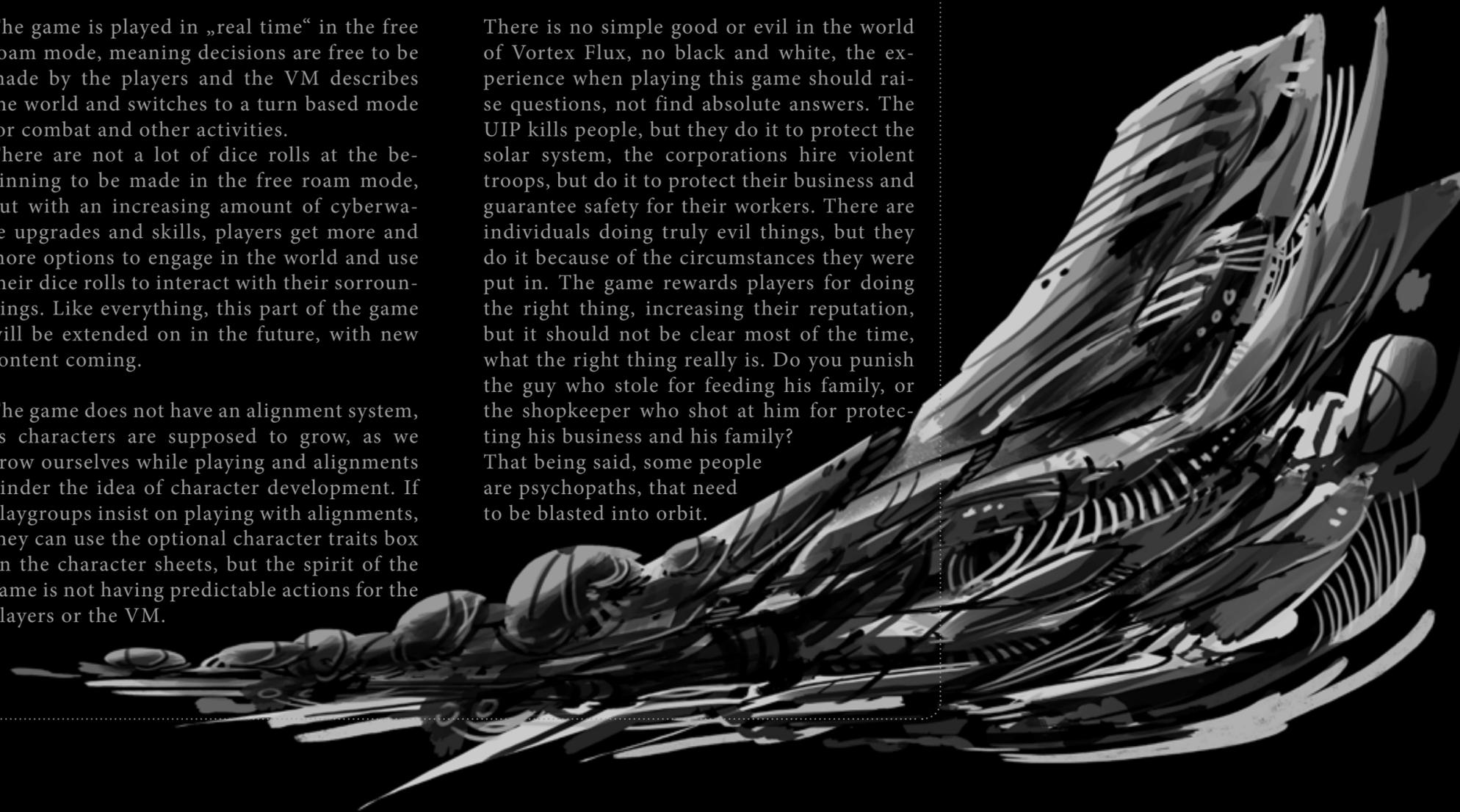
This „worldbuilding“ part of the game is one of the existential design principles of Vortex Flux and will be extended on a lot more in the future, so improvising stories will be very easy, when you already have a long list of possibilities in the form of locations, NPC with quests and a detailed world in front of your feet, that just waits for you to spin the existing frameset to your liking and stories.

The game is played in „real time“ in the free roam mode, meaning decisions are free to be made by the players and the VM describes the world and switches to a turn based mode for combat and other activities.

There are not a lot of dice rolls at the beginning to be made in the free roam mode, but with an increasing amount of cyberware upgrades and skills, players get more and more options to engage in the world and use their dice rolls to interact with their surroundings. Like everything, this part of the game will be extended on in the future, with new content coming.

The game does not have an alignment system, as characters are supposed to grow, as we grow ourselves while playing and alignments hinder the idea of character development. If playgroups insist on playing with alignments, they can use the optional character traits box on the character sheets, but the spirit of the game is not having predictable actions for the players or the VM.

There is no simple good or evil in the world of Vortex Flux, no black and white, the experience when playing this game should raise questions, not find absolute answers. The UIP kills people, but they do it to protect the solar system, the corporations hire violent troops, but do it to protect their business and guarantee safety for their workers. There are individuals doing truly evil things, but they do it because of the circumstances they were put in. The game rewards players for doing the right thing, increasing their reputation, but it should not be clear most of the time, what the right thing really is. Do you punish the guy who stole for feeding his family, or the shopkeeper who shot at him for protecting his business and his family? That being said, some people are psychopaths, that need to be blasted into orbit.





IONAR THE SOLAR SYSTEM 5 PLANETS / 20 MOONS

Background

The exact reasons how it came to the colonization of the solar system is unknown. It is estimated to have happened tens of thousands of years ago. The stories being told about that time revolve around an effort of members of different species, to build a new civilisation, work for a common goal and live in a peaceful environment.

Each species got its own home planet, but the population is widely mixed through the whole solar system. There are members of all species living on each planet, in each city and each building, if it is big enough. Making all the planets and even the moons habitable in a singular solar system was possible due to a long lost technology called terraforming. It is unclear how long it took, but water was gathered from crushing asteroids into the surfaces of the planets and biological cultures were put in place to generate gases, that were able to form the atmospheres. During the process of the terraforming, all the technology used was down on the planets and moons and it was so heavily damaged once

the terraforming was complete, that there are only artifacts remaining with their functionality unable to be restored or to be reconstructed.

Although no major planetary wars have been fought since first settling down, the original ideology soon broke apart and war zones emerged on each planet, being the playground for different factions with conflicting interests.

Tensions mostly arise from rich individuals trying to grab as much power as possible for themselves and there have been numerous attempts of overthrowing local governments, with the goal of total domination of the solar system. So far all of those attempts have been unsuccessful, but there are many areas on each planet controlled by gangs and syndicates.

The reason power grab attempts were so unsuccessful is the UIP, the United Ionar Peacecorp, that was founded at the beginning of the colonization, to keep the balance and the smaller conflicts on the planets and moons from escalating to a solar wide problem. The

UIP is the highest power of authority and represents all five species and all planets and moons, but are mostly hovering on top of everything to make sure that Ionar is not falling into chaos, while leaving the planets to their own jurisdiction.

In the middle of the system you can find the star „Nozomu“, that provides energy, light and life to all inhabitants, which is often times referred to as „Burner“ or simply „Sun“. All three names are common in different groups of society.

The five planets and main center of civilization are Qhada, Isgra, Eltros, Terra and Shindra, with each of them having multiple moons, that are all combined providing plenty of space for the population to strife in.

Around the planets and moons are plenty of space stations in orbit and life is far from being limited to only the surfaces of the big balls of rock flying around.

Even in outer space there are plenty of space stations floating around or moving in large orbits around the Nozomu in the middle of

nowhere.

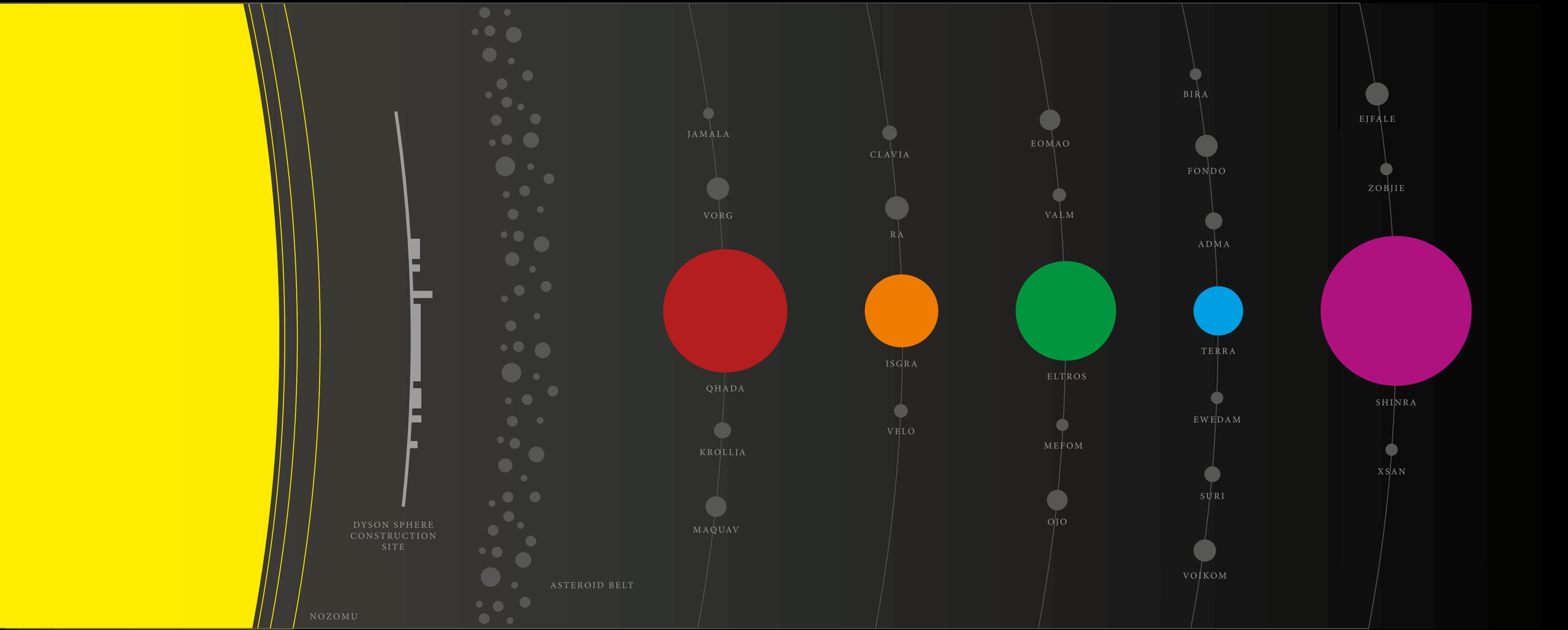
Today the five planets are each doing their own thing, the dream of „creating a big empire“ and „working for a common goal“ has long been forgotten. Selfishness has taken over and corrupted the minds of rich people, the ones in power. Most of the population is content with the current situation, as it is unaware of the big picture behind the ongoing in the solar system. It is said, no other solar system provides such a variety of cultures and possibilities in such a small place, but since Ionar is the only known solar system home to intelligent life, this claim is probably not to be taken as very relevant.





THE REALM

Ionar - Solar System



NOZOMU

DYSON SPHERE
CONSTRUCTION
SITE

ASTEROID BELT

JAMALA

VORG

MAQUAV

KROLLJA

QHADA

CLAVIA

RA

VELO

ISGRA

EOMAO

VALM

MEFOM

OJO

ELTROS

BIRA

FONDO

ADMA

EWEDAM

SURI

VOIKOM

TERRA

EJFALE

ZOBJIE

SHINRA

XSAN



THE REALM

Planets - Overview

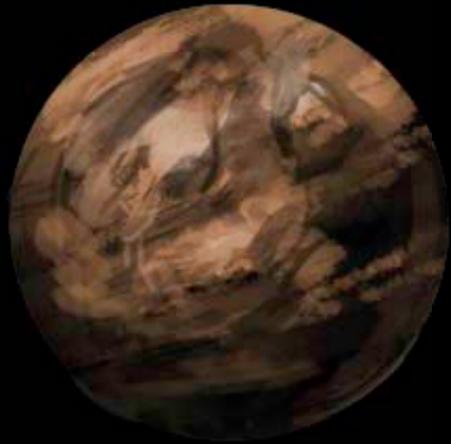


QHADA

OVEN

Dominant Lizard
Language Qhadan
Moons 4

Qhada is a stone desert planet with vulcanos and extreme heat. On the surface there is almost no vegetation and rocky and spiky stone formations are dominating the environment. Qhadans are heat resistant and often like to chill on the surface, but the harsh environment with the fellow population of all other races in mind lead them to build the civilization mostly underground with the occassional exception. There are huge tunnel and cave systems stretching out over the whole planet, where most of the life takes place.



ISGRA

SANDAL

Dominant Cat
Language Isgran
Moons 3

Isgra is a sand desert planet, with dunes and oasis, large river banks offering a habitat for palm trees and animals. The surface is mostly flat, with a few mountain ranges breaking out of the earth. Isgrans are comfortable in the heat, as it is much less hostile than on Qhada. The life here gathers around the natural and artificial water sources, with large parts of the planet having no civilization at all and only animals calling the dunes their home. The sand is soft and bright and as long as you have water it can be a paradise.

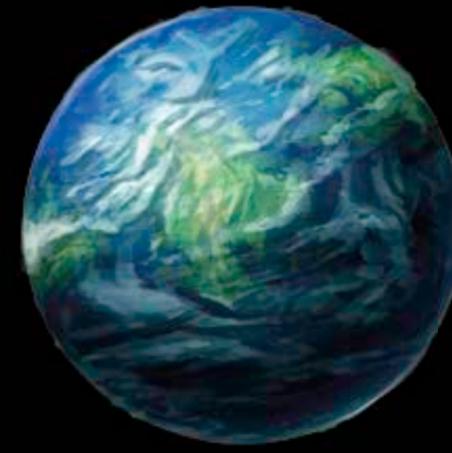


ELTROS

MOSQUI

Dominant Bird
Language Eltrosan
Moons 4

Eltros is a jungle planet, almost completely covered in jungle and mangroves. Water is plenty and the climate is humid and hot. Eltrosans are scattered all over the place, as the planet provides plenty of space that is inhabitable. As long as the ground is not too swampy and wet, eltrosans have made it their home, but even in the more remote locations, that do not provide a solid ground to build on, you will find people living in tree houses and feeling comfortable away from the hectics of civilization.



TERRA

BLUEBEE

Dominant Ape
Language Terran
Moons 6

Terra is a the planet of the plains, huge grassland areas with some forests that are far less dense than on Eltros spread out here and there. Terrans are scattered all over the planet, as it provides plenty of room to grow food or farm animals. As this planet has a more mild climate and is a bit cooler than eltros, it is the first one where you can find icy regions, some mountain ranges covered in snow, that are harsh environments, but are still managable to survive in, if you are prepared to face natures obstacles.



SHINRA

DIVER

Dominant Octopus
Language Shinran
Moons 3

Shinra is the ocean planet, basically completely covered with water, with deep trenches, that are cold and without sunlight. Since shinra is the coldest planet, large areas of the poles are frozen and there are two huge ice worlds on each side of the planet, that are technically hard surface, but in reality, it is just more water. Shinrans are scattered all over the oceans, even under the ice masses of the poles, deep down under water, while there is basically nobody on top of them, aside from scarce facilities.



Q H A D A

Rockworld



Gates Of Qhada

Are you coming or going, is the goal the target or the start the goal, is the origin the end or the end the origin, escaping the heat is a necessity, crawling back through the gates into the stomach of Qhada, that can not decide if it wants to digest you, or if you have to digest it. Scattered over the surface, paths that lead to your destiny, while chaos controls the uncontrollable, disrupting order for the sake of destroying something, that was never meant to be.



Q H A D A

Rockworld



Underground

Temperatures compressing life, pressure that gets stuck in the dwindling space that it seeks out to fill, changing of circumstances with unexpected outcomes, wind where no wind shall be, movement where no movement shall be, the underground lives. Tunnels made by the elements, caves that were made by life, differences in terminology that are just an expression of self absorption, ignoring the natural order and the own origin, everything is everything.





Q H A D A

Civilization



All planets have a wide variety in terms of architecture, as they are filled with inhabitants of all five races, but all planets have building styles, that are typical for each one of them and represent their unique architectural styles.



Civilization and life on Qhada

The civilization on Qhada almost exclusively lives underground, in natural caves and dens or artificially created ones, connected by tunnels. There is plenty of living space that was drilled into the stony depth of the planet. Only a very small part of the population lives in facilities on the surface.

The qhadans are known for their spiky buildings, structures, that look like they have horns with weird shapes, which remind the viewer of living beings. The oldest buildings do not have any windows, as when the first cities were constructed, the caves and dens were not exactly enjoyable to look at, dark moist stonewalls, barely any light, there was nothing to see.

Over time the underground cities became more and more sophisticated, vegetation started being planted - once there was enough light provided for them to grow - parks and beaches were constructed, the underground seas were heated to make them comfortable to swim in, lights started to appear on all buildings, neon signs, the walls of the caves started to show glowing artworks, text, patterns, lit statues started showing up, amusement parks were build, life began to manifest and the once so dark places lit up and became impressive sights to look at.

Since the beginning of construction, tunnels were dug out to connect the existing caves and conquer new territory. Nowadays the whole planet is connected with a giant web of these tunnels and new caves are being added to the system, completely customized and prepared for people to move in. The life underground comes with a cost and sometimes there are dangers involved with it, as the caves claimed their toll more than once in the history. Some caves collapsed, tunnels got eroded and are not useable any-

more, whole areas got flooded by accident and there are complete cities sleeping in the deep covered by stone or water, caves that are deemed as too dangerous to be used, as they are not stable enough to build in, huge sectors in the underground are either abandoned or not explored yet.

Aside from the digging process to create infrastructure, Qhada has the biggest mining operations going on in the whole solar system, the planet is the main source for most minerals you can dig out of the ground.

To get down to the underground, large gates were build all over the planets surface, that allow entrance to the world of Qhada, These portals are well secured doorways and used by most people leaving or entering the planet, but gladly there are loopholes in every system and in case you are transporting goods that should be hidden from the public, it may be wise to use alternative entrances, like a cave route, that is connected to the system.

Since the lighting and living situation is artificial on qhada, daytime is a subjective matter and up for interpretation. Qhada is always busy, no matter when you arrive, someone will be awake and although there are times, when the planet is more busy, the cycle never ends and you will find open shops and life going its way 24/7.

On the surface you find huge unexplored oceans which are covering large parts of the planet, but the water out there is toxicated and very unlikely to provide the necessary requirements for life to develop. Some people are arguing it is worth exploring, but the cost has been deemed to high, as there are no valuable resources to be gained, that can not be found in the mines. Some explorations have been made, but the toxins ate away the hulls of drones, that were send there in the past and destroyed them. As a result some people tell tales about hideous creatures living in the deep toxic trenches, but since nobody wants to take on the effort and costs to find the answers, those myths will stay myths to be told in pubs, by individuals who starve for attention.





Subway

Since most cities and facilities are build underground on qhada, the best way to travel is taking the subway.

The tunnals that have been build over the years are optimized for high speed travelling, almost exclusively going in straight lines for hundreds of kilometres, making it possible to reach very short travelling times and making flying redundant.

The subway trains are gigantic, you can easily park your ship on them, in case you want to take it with you. There are even apartments on the trains, because a vocal minority of train fanatics insisted on living inside a train, waking up every day in another city, or the same, if you slept too long.

Since the whole subway system runs automated, it is highly advised to be on time, when entering a train. They don't even wait a single second and if you get in front of them or don't make it to the inside in time and one of your limbs gets stuck in a door and cut off, there is nobody on your side. Everybody will blame you, for making it inconvenient for the cleaning crew or other passengers with the blood you are spilling everywhere. There is even a TV show of top kills and amputations shaming the offenders of being inconvenient to the public. And ... you will also have to visit a doctor to get your limbs replaced.

Specifications

Speed	50 DU
Travel	Underground
Destinations	All cities
Cabin [either]	10 Passengers 2 Tons wares 1 Ton special wares

Prices

One Way Ticket	Passenger	50 C
Day Ticket	Passenger	100 C
Year Ticket	Passenger	10.000 C
One Way Ticket	Cabin	400 C
Day Ticket	Cabin	800 C
Year Ticket	Cabin	100.000 C



SUBWAY





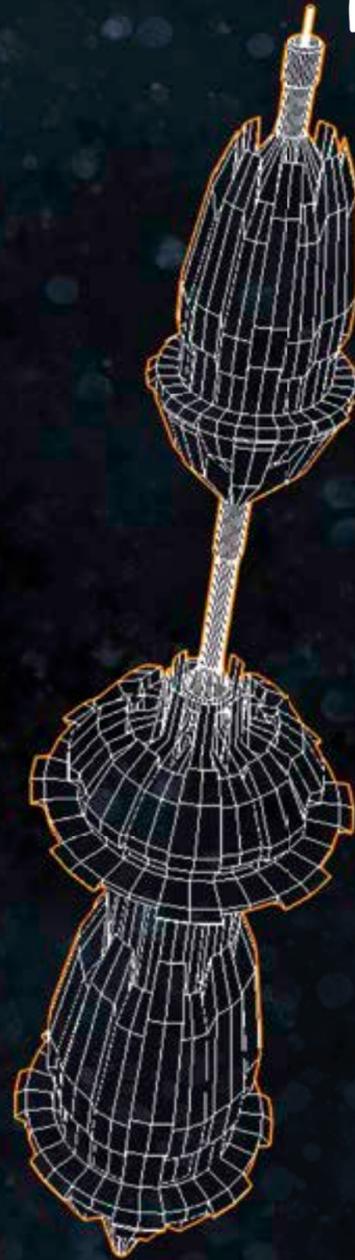
KOWLOON I



Kowloon I

The Kowloon space station provides plenty of living space. It is the oldest station in the solar system. Originally designed to be of smaller scale, there were constantly new compartments added over the years with rising demand. It is basically just a big city with all the comforts you can have on land. The structure in itself is like a big labyrinth and it is easy to get lost in here, since it wasn't designed for this size and the constant expansion wasn't done in an orderly fashion. Due to this, it makes it hard to control and there are plenty of black markets and smugglers operating from this base.

ORACLE OF HOPE



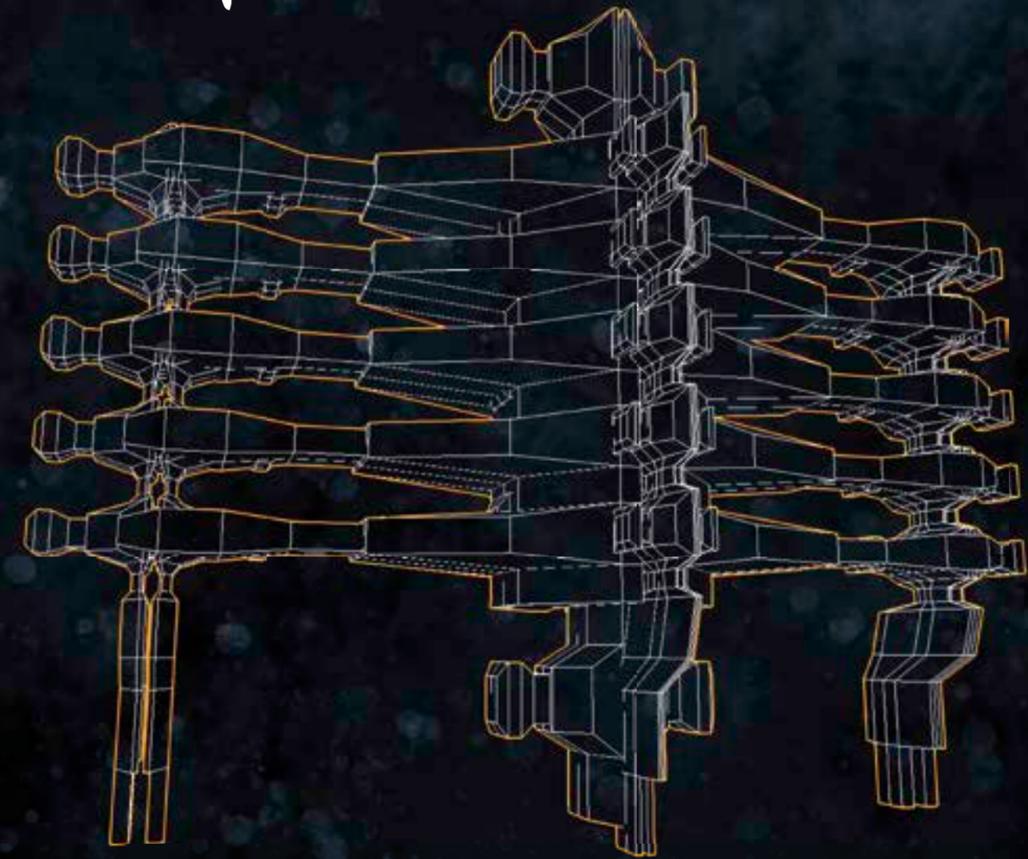
Oracle of Hope

The Oracle of Hope is a big science laboratory. The main purpose is keeping track of Nozomu, but it has multiple purposes along the line. The station is responsible for coordinating the second biggest satellite system in the solar system, to be able to keep track of Nozomu. It can provide accurate informations about incoming solar bursts or storms, which is important for the dyson sphere construction and mining operations along the asteroid belt, as well as all traffic that is routed close to the star.

The station was financed by the UIP and is federally owned.

Aside from the laboratories, there are hotels and tourist spots installed in the station that are being advertised as the closest spot in the system to Nozomu.

OHEL ROMINOV



Ogel Rominov

This space station is the largest museum in the solar system, making it possible, due to the perfectly controllable atmosphere compared to the ones on a planet, to safely store all kinds of cultural objects that are deemed to be important to the history of the species.

Each species has its own deck, featuring the greatest artworks, that have ever been produced, documentations of history, artifacts, conserved animals, books, sculptures, paintings, a digital library with historical movies, series, music videos and all kinds of video material, among plenty of other things, more exotic ones like vehicles for example.

Qhada Orbit

Since being so close to Nozomur and the resulting radiation, Qhada has the least amount of space stations in orbit, which are still plenty though. Aside from these three major stations, there are lots of other smaller stations.

The stations are not to scale.



I S G R A

Desertworld



Isgra

In the heat of the deserts, buildings with sandstone facades rise from the earth, majestically waiting for the night to cool them down. What looks like an inhabitable zone, was turned into a thriving society by the isgrans, harvesting water out of the depths of the planet.



I S G R A

Desertworld



Oasis

The vegetation near the rivers, oceans and oasis provides the life on Isgra with habitable zones, where plenty of beings have made their home, escaping the heat of Nozomu in the cool shadows of the palm trees. Protected from the sandstorms by small hills, small hidden paradises can be discovered, giving life an opportunity to fill the stomach with fresh water supplies, that are so desperately needed in this harsh environment.

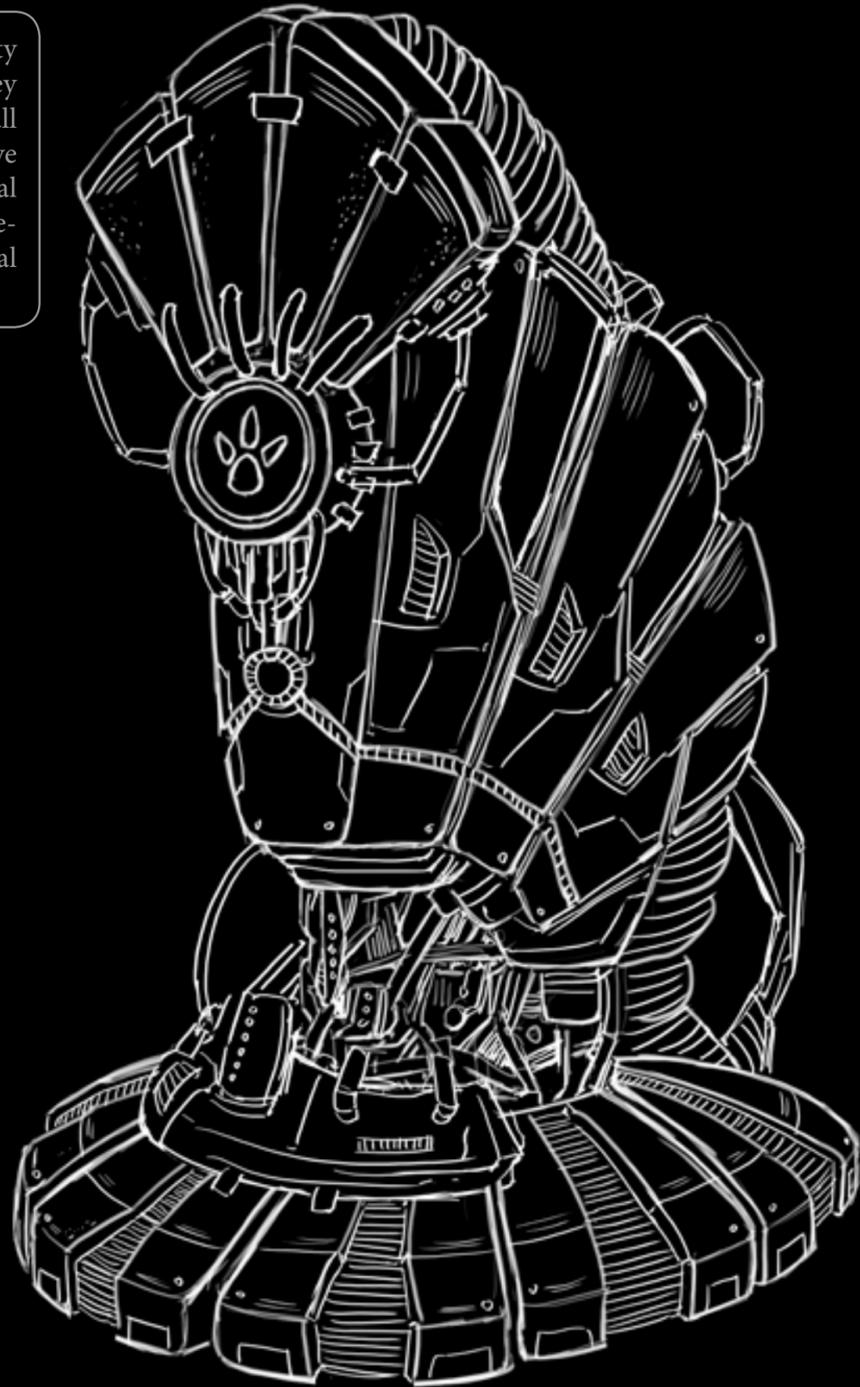


I S G R A

Civilization



All planets have a wide variety in terms of architecture, as they are filled with inhabitants of all five races, but all planets have building styles, that are typical for each one of them and represent their unique architectural styles.



Civilization and life on Isgra

The population on Isgra almost exclusively lives on the surface and since this surface is almost completely covered by sand deserts, the civilization mostly inhabited the few places, that provided fresh water resources at the beginning. Over the years, with growing infrastructure, cities were constructed all over the planet, even in remote locations, once it was possible to provide water for them.

The isgrans are known for their sandstone temple like buildings, which roots in the early days of the construction, when there was no proper industry set up and the infrastructure for transporting and producing necessary materials were not in place yet. As sandstone was widely available, the first buildings were all constructed with this material, as it was easy to be cut out with laser equipment and transporting it on the planet was not as big of an issue, as the shortage of other production materials like iron. To this day, the style of building is still preferred by the isgrans, but it has been modified with advanced building technologies.

Since most of the planet is covered by desert and dryland, the civilization developed around the plenty of rivers, water sources, coastlines, oasis, anything that was able to provide good habitats to supply the population with food and water for survival and you can find the oldest cities in those locations. Over the time, there were groundwater resources discovered, that are scattered around the planet and building cities in the middle of the desert became possible once the advanced well systems were set in place. Today there are cities even in remote locations, that are either supplied by well systems or in case the groundwater has dried out, are now supplied by the pipelines spanning over the planet, that pump water, that has been made

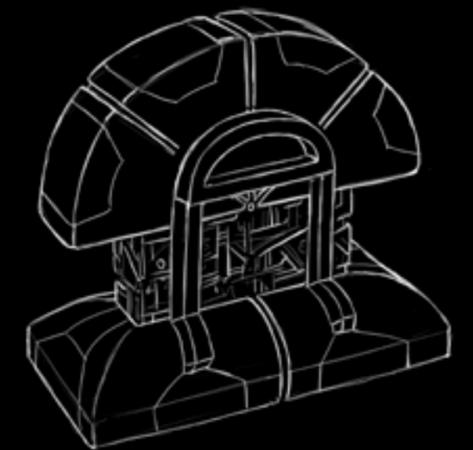
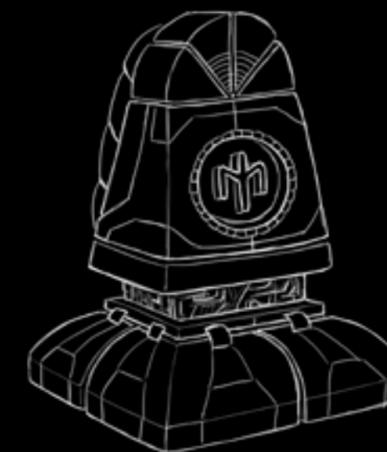
drinkable and transformed from the salty sea water, from the coastlines to the inland. Due to the nature of the planet, isgrans became a bit obsessed with water. Fountains, artificial waterfalls, oasis and plantations, artificial rivers and ponds, aqueducts, springs, the obsession lead to the construction of a wide and creative variety to use water in every imaginable way, for all kinds of purposes.

Although Eltros is the most popular tourist place, isgrans are somehow mostly attracted to travel to Shinra, deep into the oceans. They are not particularly interested in swimming or diving, but they say being surrounded by a lot of flowing water is simply an enjoyable experience for them.

Isgra is extremely hot in during the day, but unexpectedly cold during the night, as air, sand and stone are not the greatest materials for storing energy and keeping the surface heated. Most activities take place in the hours between the two extreme conditions, as during the heat of the day most isgrans prefer to take a nap and have a siesta, while using the cold nights to also take a nap and wait for the temperature to rise up again.

Due to climatisation and advanced technology, life never really shuts down completely and there are still a lot of activities going on during the less active times, but you can feel the planet pulsating like a heart in synchronization with the temperature, with rush hours filling the streets with dense crowds and hours that are less busy, with the majority of people trying to avoid the outside and just a smaller part of the population still being on the road.

In the vast oceans you can find plenty of sealife, shinrans have build underwater encampments and even small domes with villages, but nowhere near the size of the metropolis domes you can find on Shinra. The searoutes are lively and there are plenty of boats and yachts cruising around the planet, enjoying the Nozomu and its heat, as it is a good way to get a break from the dry deserts you can find on the landmasses.





CRAWLER

Sandcrawler

Accross the surface of Isgra, the sandcrawlers are the best transportation opportunity passengers can wish for. Climated rolling tanks, that provide a very comfortable ride, when cruising through the soft sand dunes of the planet.

Sandcrawlers come in different sizes, apart from the big and most popular ones iconic for Isgra, there are all kinds of smaller variations. These vehicles are built to last, they can withstand any heat conditions and even extreme weather conditions like sandstorms without breaking a sweat. During a sandstorm you will hear the small grains of sand impacting the hull of the crawler, creating a relaxing, very quiet, monotonous background noise, giving the impression of coming from a far distance, making it hard to realize, you are in the middle of a life threatening situation for any lifeform outside, that has not perfectly adapted to these conditions.

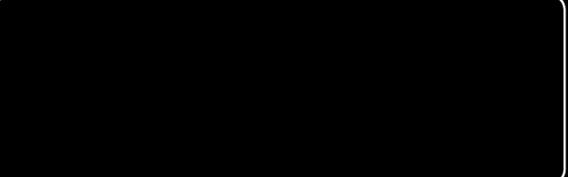
The vast deserts of Isgra are mostly flat, with the dunes trying unsuccessfully to bring some variety into the dismal landscape, which makes it possible for the crawlers to reach immense speeds. There are simply no trees around, you can not accidently bump into one in the middle of a desert and so are the many frequent travelers taking the main routes the only thing, you have to avoid running into. Sandcrawlers are equipped with the newest software and positioning systems though and communicate with each other, so there is literally nothing out there that stops the pilots from pushing for the maximum possible speed, that is only limited by the vehicles own capabilities.

Specifications

Speed	30 DU
Travel	Surface
Destinations	All locations
Cabin [either]	10 Passengers
	2 Tons wares
	1 Ton special wares

Prices

One Way Ticket	Passenger	50 C
Day Ticket	Passenger	100 C
Year Ticket	Passenger	10.000 C
One Way Ticket	Cabin	400 C
Day Ticket	Cabin	800 C
Year Ticket	Cabin	100.000 C





UNTRAS IV



Untras IIV

This space station is home to several entertainment production studios sharing the location and is the main filming location for almost all space related footage required by the movie industry.

They are capable of individually deactivating the gravitation generators on each deck, making it possible to comfortably work in multiple productions at the same time.

It is not only providing studios for movie productions, the famous „Late night from space“ [LNFS] show is produced here, as well as a lot of other programs.

Isgra Orbit

The orbit around Isgra is the second smallest in the galaxy, so naturally there are less stations around than above Shinra or Qhada, but there are still a lot of sites to explore.

The stations are not to scale.

VARGAS



Condo

For some reason the cats insisted on the design of the station. Later it was found out it resembles a cat tree, but since it looks really cool and it was too late to change it anyway, everyone is still very happy about the design.

Condo is a construction station for all kinds of vehicles. While having facilities for mass production, this is your first address for custom builds of all sizes or for making repairs on your vessel. No matter how damaged a ship is, the well trained service workers on this station are able to fix anything with the help of drones and construction robots in a short amount of time.

Vargas

The biggest casino in the galaxy is set on board the Vargas, orbiting Isgra, where everyone dreams to become a millionaire, but leaves with empty pockets.

Every gambling addict has been here at least once, the holy grail of casinos.

There are big contests happening all the time, streamed across the solar system with millions of viewers.

CONDO





ELTROS

Jungleworld



Eltros

The symbiotic lifestyle with nature on Eltros is a true inspiration for all lifeforms, seeking harmony and inner peace, while accepting the origins of highly developed societies, that are nothing than a farce without their roots. Nature conquers civilization, as the civilization tries to conquer nature. Two opposites, that have more common ground than differences, combining the best of both.



ELTROS

Jungleworld



Jungle

The woods are moving, nothing ever stands still, the elements are frolicking through the attempt of nature to bring order into the chaos, while bringing chaos into the order. In the jungle you are never alone, yet you still remain a lost soul on the search for something, that has been hiding in yourself for a long time, trying to crack the shell, that is oppressing the thought, that tries to slip out.

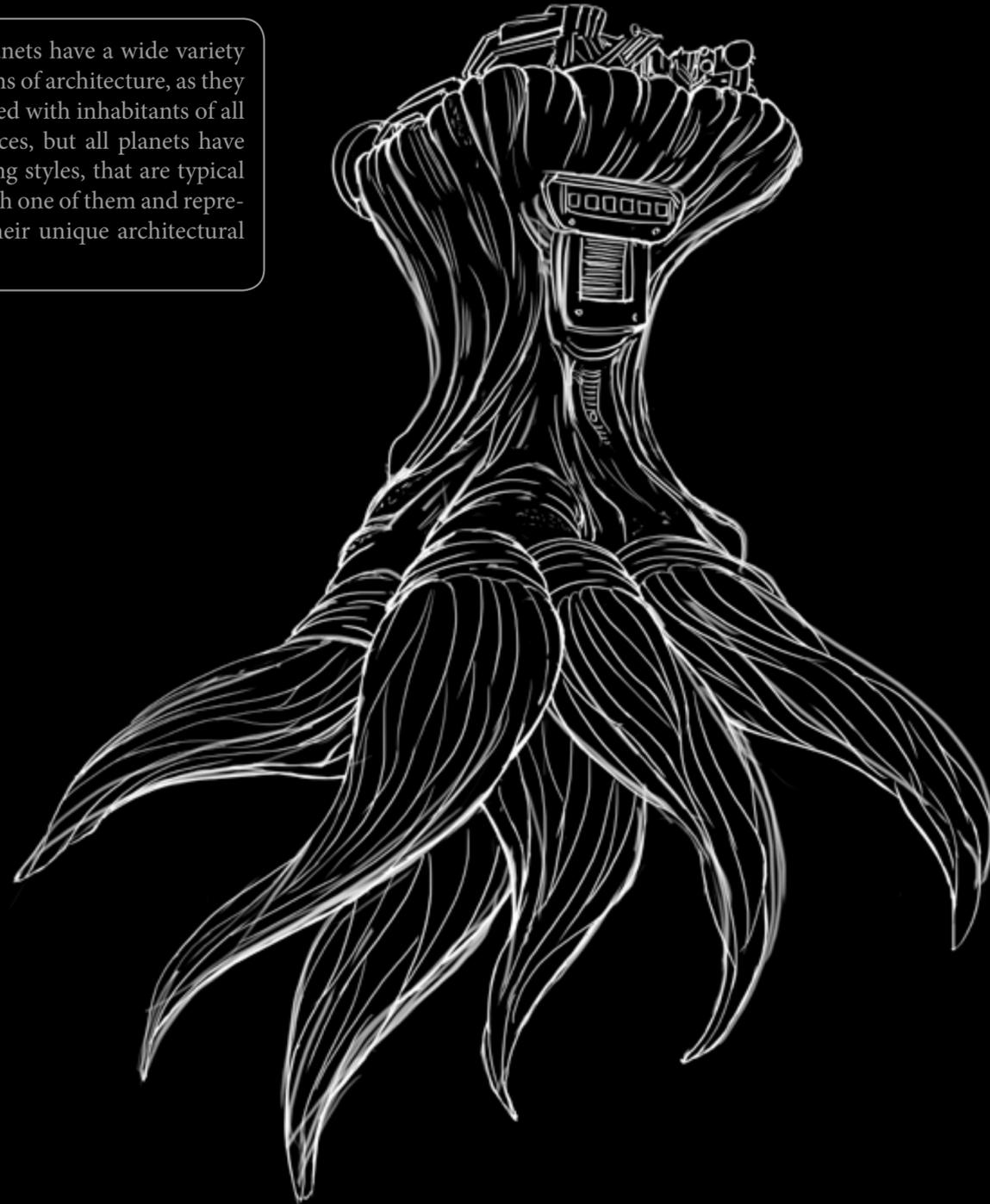


ELTROS

Civilization



All planets have a wide variety in terms of architecture, as they are filled with inhabitants of all five races, but all planets have building styles, that are typical for each one of them and represent their unique architectural styles.



Civilization and life on Eltros

The civilization on Eltros lives almost exclusively on the surface of the planet, that is covered by dense jungle and wild vegetation.

The eltrosans are known for their unusual building style of artificially grown structures. Their technology is focused on injecting plants with mixtures of chemicals and nanobots, influencing their growth, to create any form to their liking. Plants can literally be shaped into whatever your imagination can come up with and are providing the basis of most structures on Eltros. The process of growing large buildings became so advanced over the years, it is possible for the eltrosans to create immensely complex facilities in just a week, which then takes a bit more time for adding the final touches until completion, like installing electric circuits and carving out details, but these are just marginal details.

Eltros is almost completely covered by jungle and although plenty of roads have been build over time, that are connecting the cities, large areas of the planet are covered by swamps and mangroves, that provide no solid ground for construction. There are also cities you can only reach by air travel. It is quite possible to come accross roads that have not been used in decades, which makes it hard to cross them, as nature takes it in its own hand to retake the land, that was once stolen away from it.

Agriculture and cities are the main reasons, why there are parts of the planet today, that are not completely covered in jungle anymore and are providing space for civilization to grow. The eltrosans always took a lot of effort in leaving trees and nature intact though, as much as possible. Even in densely populated areas, you will find trees and flowers growing inside the cities, the buildings are more

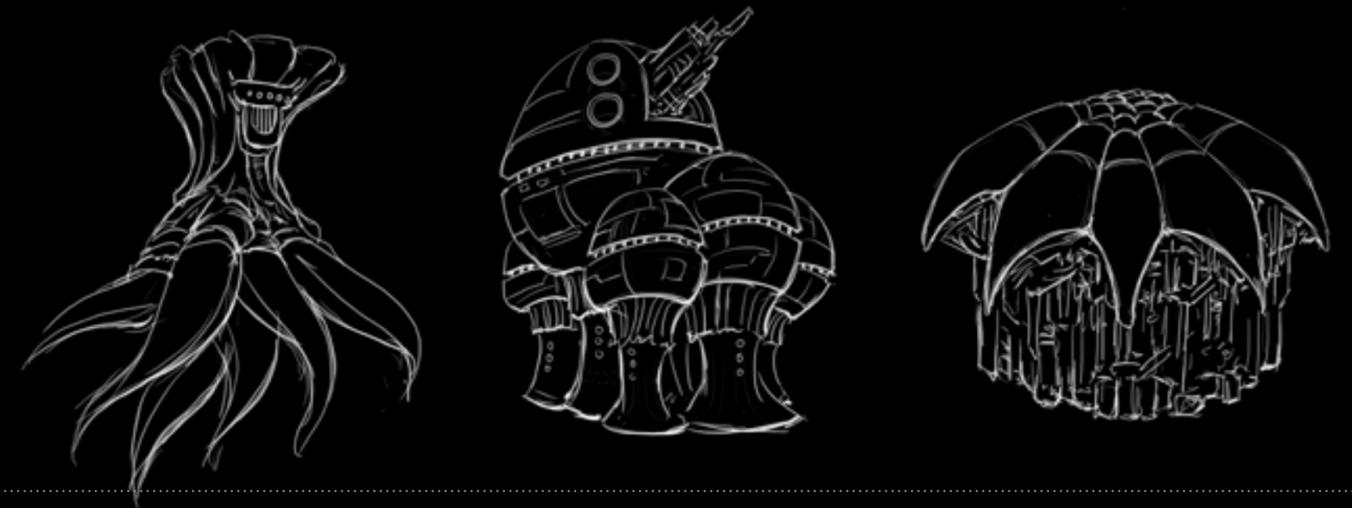
like symbiotic lifeforms integrating themselves into the landscape, as if they are trying to hide their true identity. From distance it may be hard to even spot a city, as they are existing in harmnoy with nature.

Eltros provides the biggest wood industry in the whole solar system, with plenty of different types of wood offered by the jungles, ranging from really soft woods to types of wood that are so hard, they are difficult to process and comparable to metals in their density. But even here, the eltrosans take a lot of effort to keep the nature in its original state, replanting everything they are taking from nature and while the jungle regenerates in one place, another one is being replanted and a third one is being used for extraction of materials. This process is done carefully and even animals are evicted before the lumberjacks are being send in, if they are not fleeing from the noise of the workers by themselves, which they do most of the time anyway.

The jungles of the planet provide the biggest habitat for mammals, with a rich variety of digestable plants for herbivores, a rich variety of herbivores to be digested by the carnivores and a very happy community of omnivores, who are celebrating to have lots of everything.

The vegetation is so plentyful, that Eltros is responsible for producing most of the fruit supply in the solar system, with large parts of the jungle that have been restructured and reformed into plantation for harvesting. Since the plants are growing all year long and the planet is always green, you can get the fruits provided by Eltros during any time there is a demand.

The inhabitants of eltros are trying to live a quiet life, not to interrupt the flow of life in the jungle. Same as the wild-life, there are nocturnal, as well as diurnal inhabitants, making eltros a center of action during any time of the day. Since the jungle and vegetation is so dense, even in cities, it is hard to tell, if a lot of people are on the prowl or not, eltros always has a constant chatter of noises coming out of the woods, that provide a steady flow of life that never stops.





ELTROS

Transportation



ZAPPER

Zapper

Since Eltros is almost completely covered in jungle and mangroves, traveling on land can be quite difficult. Thankfully there are tons of zeppelins circulating around the planet through the air. Although the birds have lost their ability to fly using their wings, they somehow found a way to be up in the sky all the time nonetheless. Most people simply call these vessels „zappers“, because it rolls the tongue more easily.

Zeppelins come in different sizes and shapes and while most of them are used for travelling, some of these ships can only be described as moving cities, that never land and are always on the move.

Others are designed to provide faster travel. Since no energy is required to keep these party balloons in the air, all energy available can be focussed on pushing them forward. These vessels can reach quite fast and unexpected speeds, while their high altitudes and the enormous size of eltros make it look like they are barely moving. They may look calm, hovering in the air, but the really fast ones provide you with an experience, that can be described as canon ball ride, minus the potential explosion when landing.

Specifications

Speed	30 DU
Travel	Air
Destinations	All cities
Cabin [either]	10 Passengers 2 Tons wares 1 Ton special wares

Prices

One Way Ticket	Passenger	50 C
Day Ticket	Passenger	100 C
Year Ticket	Passenger	10.000 C
One Way Ticket	Cabin	400 C
Day Ticket	Cabin	800 C
Year Ticket	Cabin	100.000 C



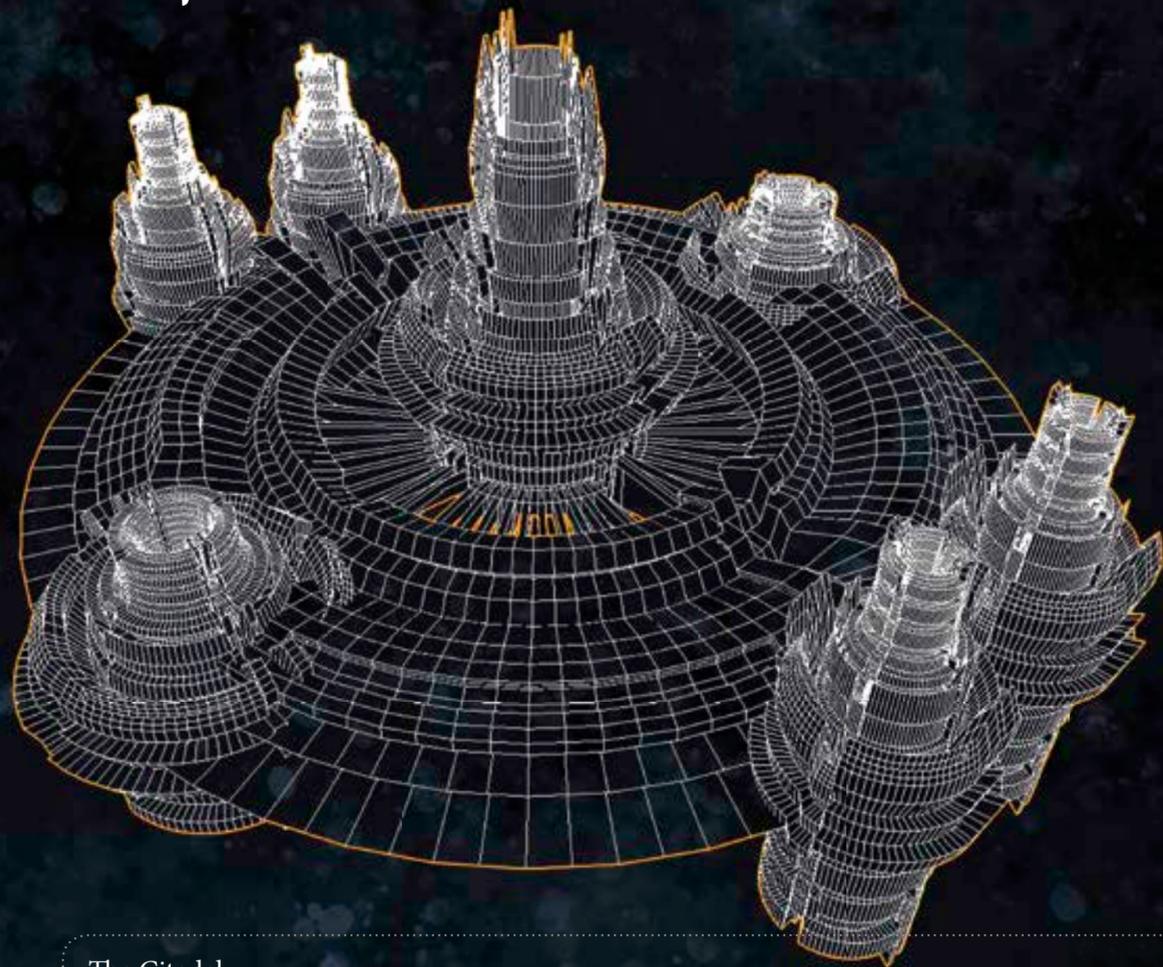


ELTROS

Orbit



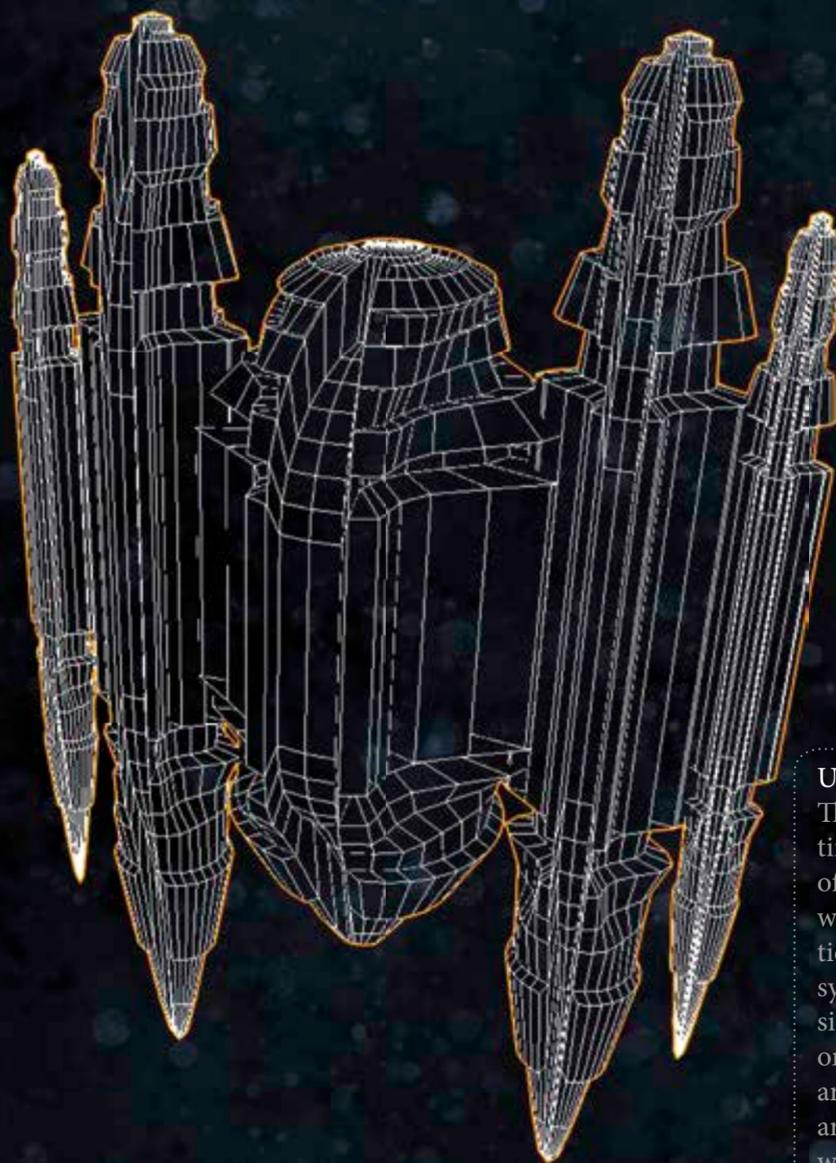
THE CITADEL



The Citadel

The second biggest space station is located right in the center of the solar system orbiting Eltros. The citadel includes the largest marketplace in the whole realm. Due to being the center of attention, you will find less blackmarket wares here, officially, but what is being said officially, not always turns out to be true. There are many living spaces and all kinds of hotels, facilities, embassies of all planets, all big whales have an office here, as well as the UIP. It is the center of the system. Its size is gigantic, it is so huge, ships of all sizes can park inside and don't have to dock on the outside.

UIP TROJA



UIP Troja

The troja is the central military operating base of the UIP. The exact amount of ships stationed here is unknown, as well as the station's firepower. The station is a fortress, like no other in the system. What facilities you can find inside the Troja is a secret. The public has only access to a very limited amount of areas. For some obscure reason, horses are banned from entering the station, whatever that means.

PIPELINE



Pipeline

The pipeline is a big communication array responsible for the coordination of all kinds of tasks, from normal communication to traffic. If you want to locate a spacecraft or get access to data transmitted over the system, you can easily do this from here with the highest security clearing, which is basically impossible to get, at least legally.

Eltros orbit

Since Eltros is the center of the solar system, you find the most space stations orbiting it. The three most significant ones are The Citadel, UIP Troja and Pipeline. There are tons of other stations in orbit though.

The stations are not to scale.



TERRA

Plainworld



Terra

Mechanical beings, technology that rises from the ground in the attempt to feel alive, skyscrapers are merely another form of life, that has not yet found out, that it was dead from the beginning. Street canyons show the world, that whenever something arises, depths are emerging out of nothing, contradicting antithesis are born, when there is a climb, there is a fall, everything is connected.





T E R R A

Plainworld



Icy Mountains

Uniqueness in shadow, sleeping giants covered in frozen water, that got stuck on its way to a more comfortable state of movement. Mountains, that are whispering through the wind, telling tales of a time, when nobody was around to listen. High up in the peaks you can find what you have not yet discovered to be missing, although every journey will take its toll, for the good or the bad.

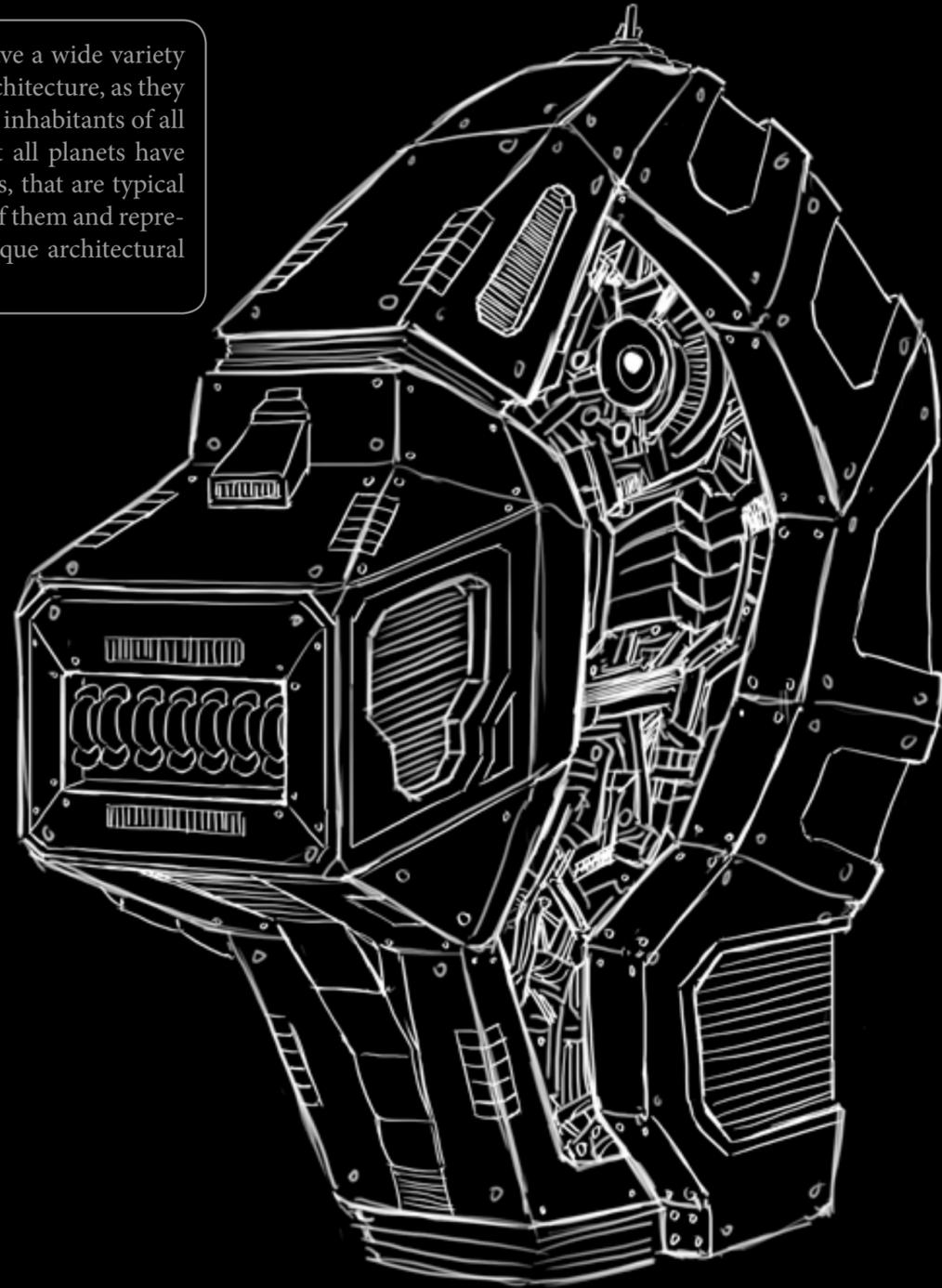


TERRA

Civilization



All planets have a wide variety in terms of architecture, as they are filled with inhabitants of all five races, but all planets have building styles, that are typical for each one of them and represent their unique architectural styles.



Civilization and life on Terra

The population of Terra lives mostly on the surface of the planet, that is covered in huge plains for the largest parts, but also offers some forest areas around the mountain range, that breaks out of the flat surface.

The terrans are known for their industrial looking buildings, it is mostly a philosophy of form follows function, but they also have a thing for futuristic, modern, „cool“ looking structures. The mix of these two general approaches makes up most of the architecture and they have little regard for the nature they are stomping into the ground, to erect their tall buildings in the wild. When they need room to build cities, they will take it and create dense cities, that are pulsating on multiple levels vertically with life. Terran cities are layered and feel like bee hives, that offer life in every height, until you reach the top and look down to discover, it may be just an anthill, hard to decide which one of these two fits better.

Terrans are the only ones, who separate their areas strictly, having parks where nature is completely untouched, protecting it on the other hand at all costs. Reservoirs that are not allowed to be entered, to protect the wildlife, everything is organized and categorized in areas, which is probably partly a result of the size of terra, as it is the smallest planet with the least unexplored areas. Terrans put a lot of effort in organizing the room the planet provides. The small planet size is also a reason why the cities are so densely populated and stacked on top of each other, as the terrans feel the need to concentrate their civilization into locations, as they like lively surroundings that provide all possibilities you could think of in reach. Of course these efforts might be an overexaggeration on their part, as the planet would provide more than enough space to spread

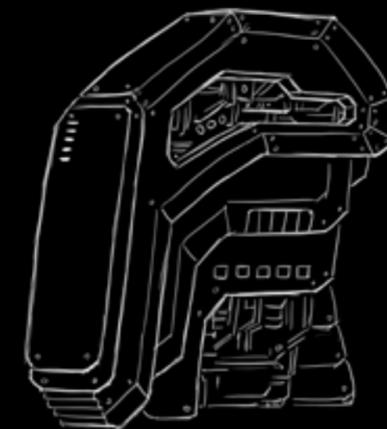
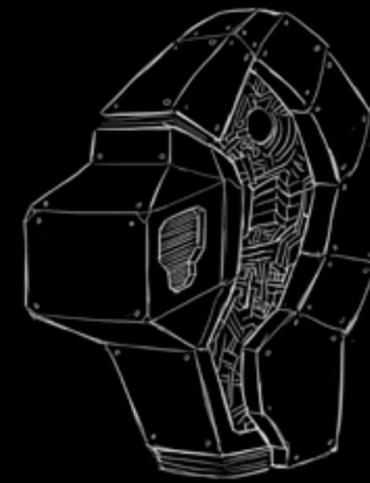
out a lot more, but somehow most of them really prefer it this way. Due to all races living mixed on the planets and not all terrans agreeing with that lifestyle, preferring a more relaxed style of living, there are also a lot of rural areas, which have way less inhabitants. On Terra it is hard to find spots, that are not populated, because although the civilization is a lot more spread out in the rural areas, it will take you only a few or some dozens of kilometers to find another small village.

The nights on Terra are pretty quiet, life comes to a halt and only the hotspots are hiding the fact, that the planet is currently trying to get a rest, pretending that days will never end and new days are just a matter of perspective, as clocks can not be fully trusted, „is it really that late already?“

In the wild plains of Terra, herds with millions of animals are roaming around, feeding on the vital grassland and enjoying their freedom, up until they get caught and

slaughtered to continue their life cycle as steak, ending up in the stomachs of the whole solar system. Aside from the farm animals, meat harvested from wild animals is widely popular among the citizens of Ionar, as it provides a different kind of flavor you can not find anywhere else in the food industry. Groups of hunters are always busy, controlling the wildlife population, to keep the balance and the nature healthy, as herds that grow to large can ruin the eco system by draining the natural resources.

Like on Isgra and Eltros, shinrans have build quite a few domes in the depth of the oceans, but since the climate on Terra is most comparable to that on Shinra, there are actually a few bigger ones down in the trenches and some huge ones under construction, that are supposed to create habitats comparable to the metropolis domes on Shinra. There are plenty of sailing ships on Terra cruising around, as they provide a quiet contrast to the industrialized cities and an escape route from the hectic of the daily life in the metropolis.





TERRA

Transportation



Bee

These vehicles are more comparable to drones, than to actual spacecrafts, have a high mobility and provide fast travel opportunities across the terran world. Although they can sometimes be found on other planets as well, Terra is the only planet where they make up for most of the public transportation.

Bees provide far less space than the travelling options on the other planets, but with Terra being the smallest planet, it fits the bill. These vessels can reach higher altitudes and it is possible to travel to orbiting space station with them, but they are not designed for longer space journeys and so they only operate around the planet they are stationed at only.

The terrans have a thing for taxis and smaller vehicles, a more individual style of travel, which is one of the reasons the bees became so popular.

The engines of the bees are held in place by magnetic fields and can rotate freely. Due to the fact, that they are not connected to the main body, they can swing and move around, which is especially noticeable when the speeders are accelerating or slowing down, where you can see the engines move around the most and it looks like either the engines are dragging the speeder or the other way around. Due to the fact the engines are so loose, the speed, agility and maneuverability of bees is extremely high, while providing a smooth ride, that does not feel bumpy at all, it is more like sitting on a cloud, relaxed, while being shot out of a barrel. They are making quiet buzzing noises, like bees swarming around and somehow they even look like small insects from far away.



Specifications

Speed	50 DU
Travel	Air
Destinations	All cities
Cabin [either]	10 Passengers
	2 Tons wares
	1 Ton special wares

Prices

One Way Ticket	Passenger	50 C
Day Ticket	Passenger	100 C
Year Ticket	Passenger	10.000 C
One Way Ticket	Cabin	400 C
Day Ticket	Cabin	800 C
Year Ticket	Cabin	100.000 C





TERRA

Orbit



KOWLOON II

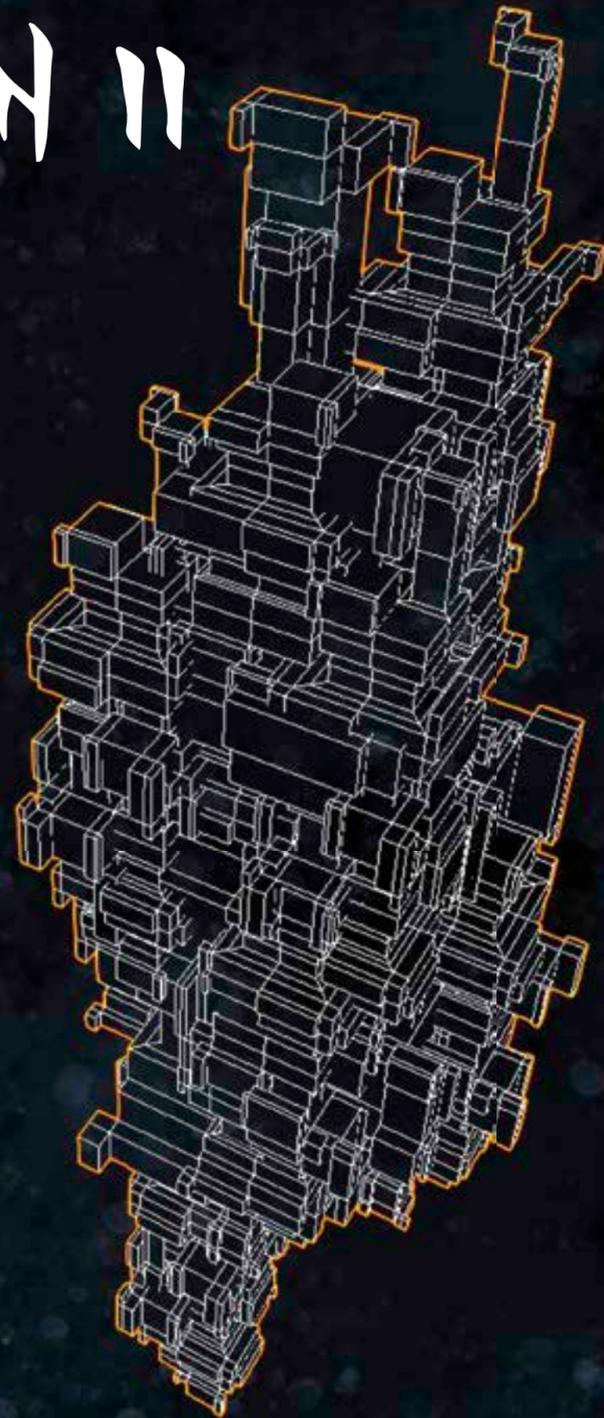
Kowloon II

This station came into life the same way the Kowloon I in qhadan orbit was built, as a safe haven providing living space for those, who have the desire to make space their home, starting out small and adding more and more compartments over time. The station was constructed by different block types than the Kowloon I and has a more vertical alignment, but it is a labyrinth on the inside as well. The KII apartments are less spacy.

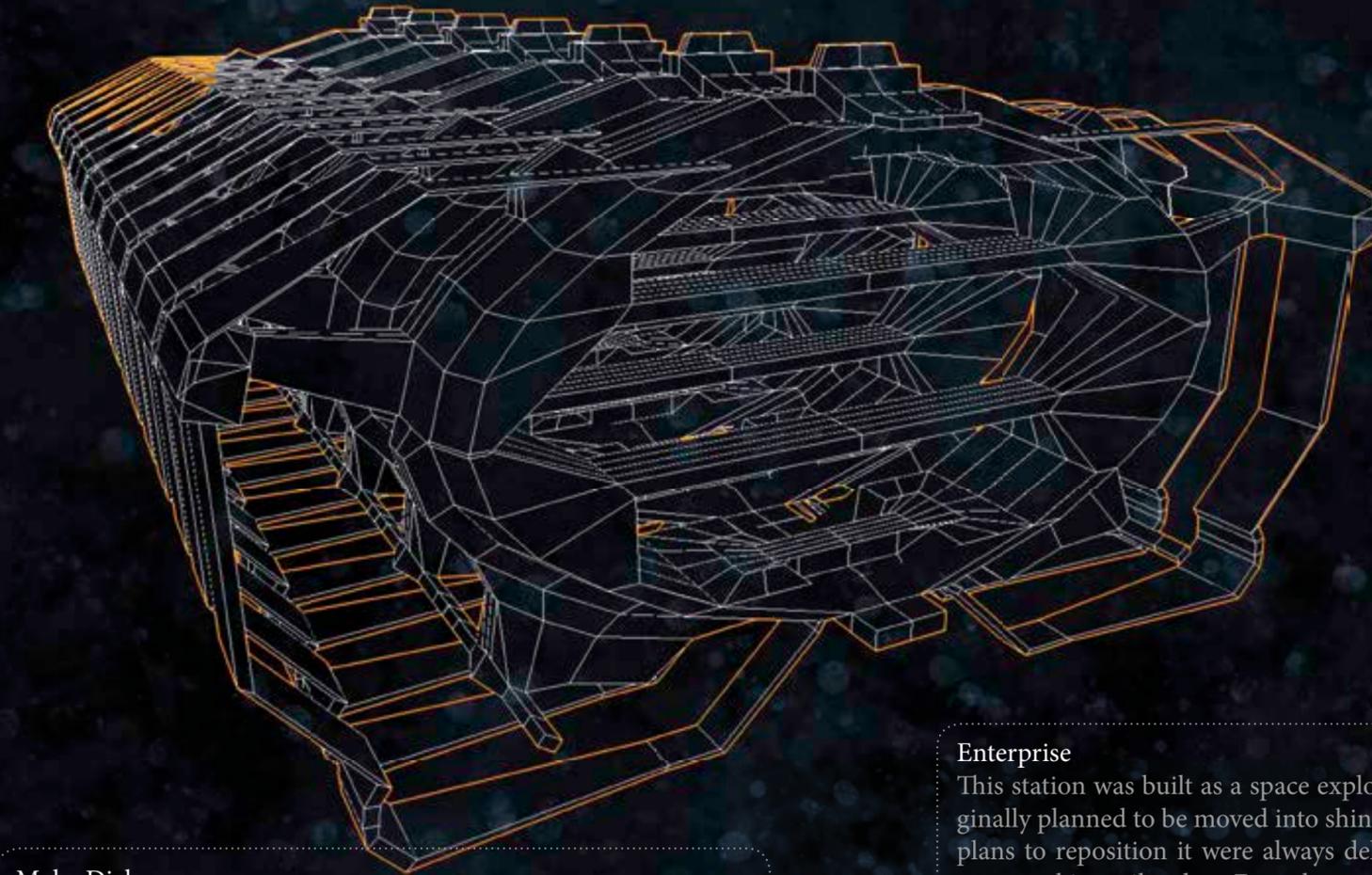
Terran orbit

Since Terra is the smallest planet in the solar system, there are the least amount of space stations in the orbit, if you compare it to the other planets. There are still a lot of them.

The stations are not to scale.



MOBY DICK



Moby Dick

The biggest shipyard and station in the solar system, a giant construction site for ships and stations, main production center of most vessels.

People always compare being inside the Moby Dick like being swallowed by a big whale, a giant pulsating organism, busy with its own thoughts, not minding the small beings in its stomach.

ENTERPRISE



Enterprise

This station was built as a space exploration center and was originally planned to be moved into shinras orbit, but somehow the plans to reposition it were always delayed and so it remains in terran orbit until today. From here, there are constantly drones and space probes send into outer space, to explore the universe. Occasionally there are manned missions launching in colonization ships, once enough voluntary freaks have been found, who seek the thrill of travelling to distant worlds for hundreds or thousands of years, cramped into cryo chambers with a low probability of a safe return.



S H I N R A

Seaworld



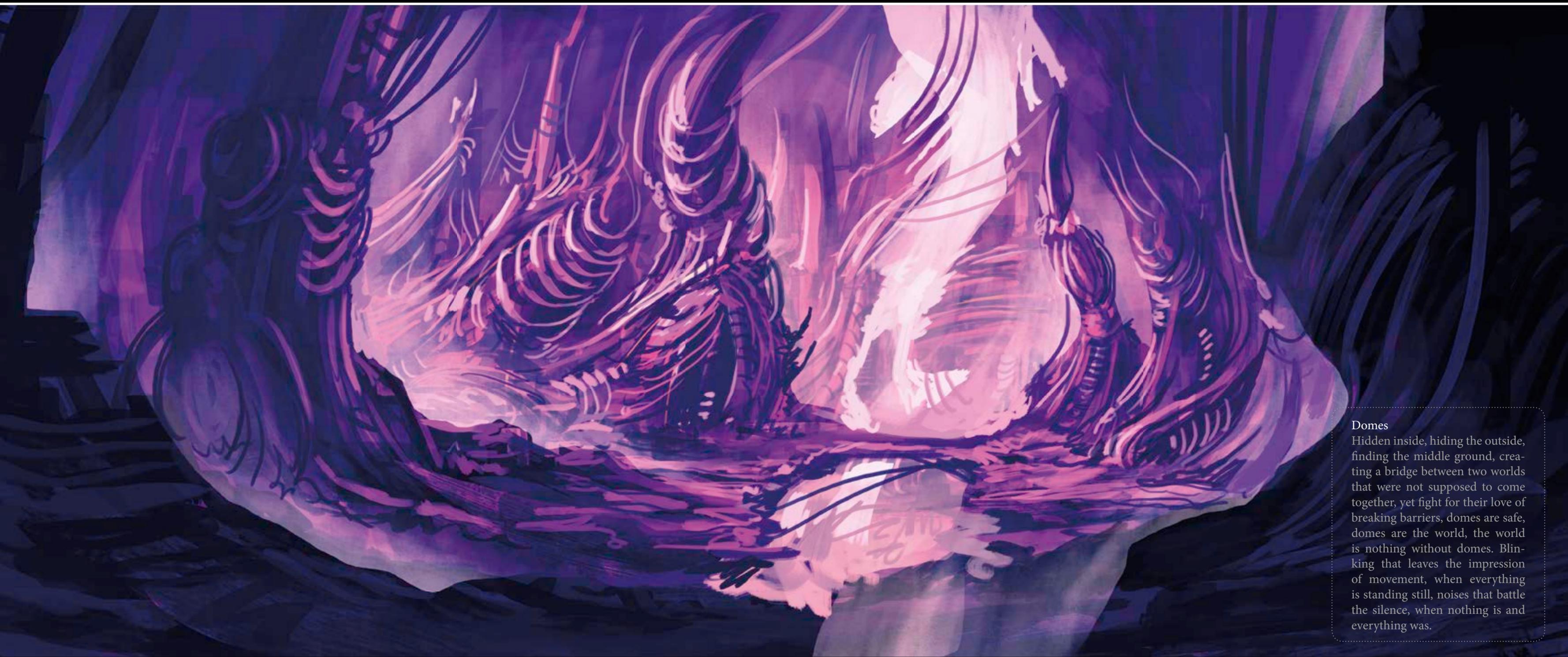
Shinra

Shells that promise protection, to trap you in another never ending tale of escapism, as there is no exit and only the current, domes that span over cities, technology that hides the reality and creates its own, the depth has its own power. Darkness is creeping in the corner, trying to enter the field of view, just to eliminate it when being successful and contradicting its own attempts in its nature.



S H I N R A

Seaworld



Domes

Hidden inside, hiding the outside, finding the middle ground, creating a bridge between two worlds that were not supposed to come together, yet fight for their love of breaking barriers, domes are safe, domes are the world, the world is nothing without domes. Blinking that leaves the impression of movement, when everything is standing still, noises that battle the silence, when nothing is and everything was.

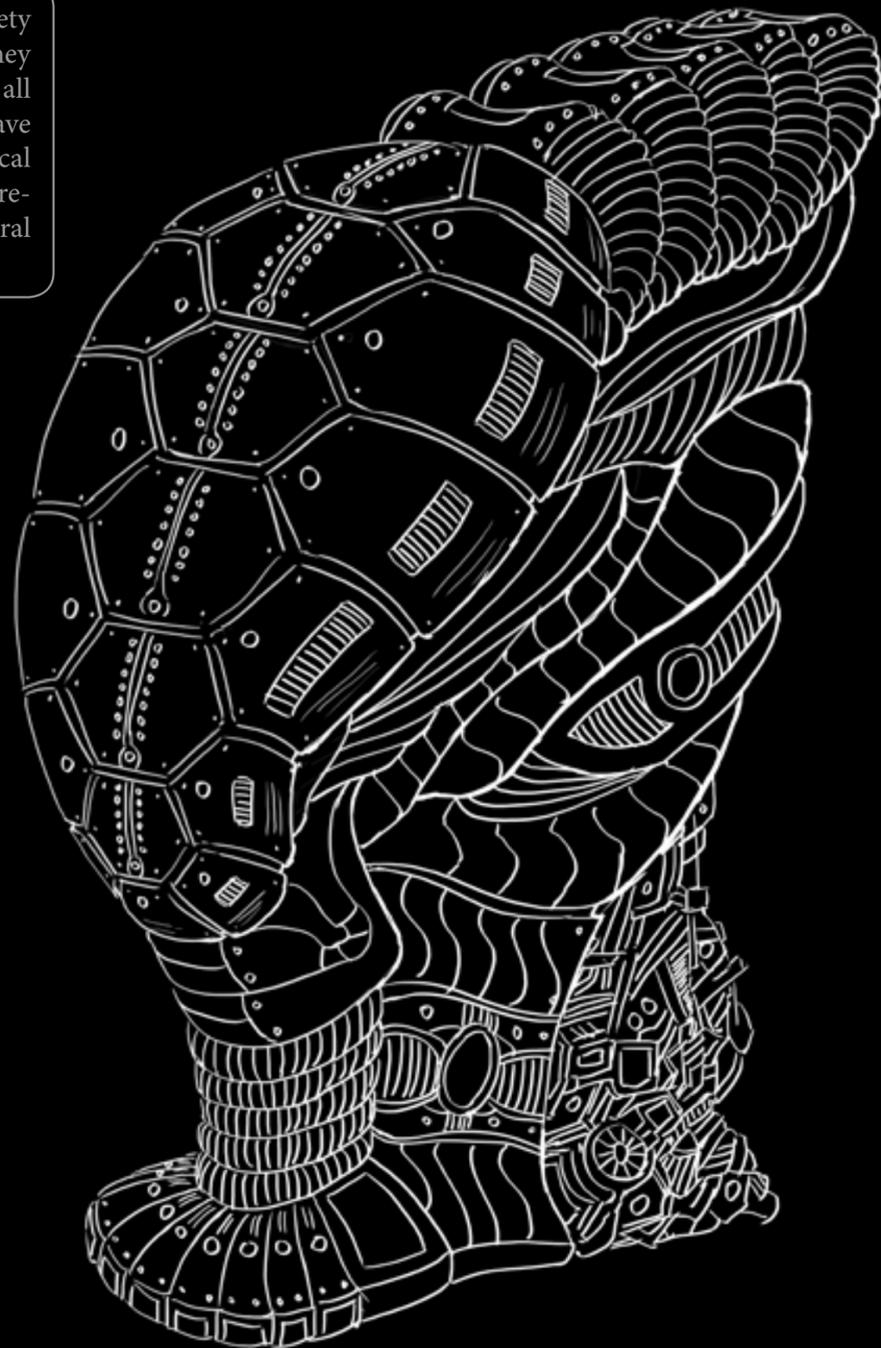


S H I N R A

Civilization



All planets have a wide variety in terms of architecture, as they are filled with inhabitants of all five races, but all planets have building styles, that are typical for each one of them and represent their unique architectural styles.



Civilization and life on Shinra

The population of Shinra lives almost exclusively in domes, build in the deep seas of the planet, that is covered with water, with no significant land masses, outside the ice regions on the poles. The domes are artificial habitats supplying the population with a breathable atmosphere and make living in the deep sea possible for anyone.

The shinran are known for their weird alien looking architecture, that takes in biological forms and patterns, but you are never quite sure, where they got the inspiration from. There is seemingly no common concept behind their ideas for building designs, because while the eltrosan are having very different looking architecture, they are clearly imitating plant like forms and you can see where they are coming from and the shinrans are doing none of that.

In the deep waters of shinra are no natural light sources present and everything is glooming in neon lights under the domes that are providing isolated air bubbles that are protecting all inhabitants from the water pressure and the cold. Although shinrans are nowadays still able to perfectly breath and live underwater, they prefer to stay out of it most of the time, unless it is really necessary. As it turns out wet clothes are not that comfortable and cigars offer a whole new problem, when trying to be lit under water.

The domes have pressure chambers, which you can dive into with gigantic submarines, but most of the time the ships are just using the docking stations to connect their gateways to the dome, while staying out in the water. This process is a lot faster for most common tasks, but the pressure chambers are still necessary for many tasks, especially when repairs are done to the submarines.

As long as you are on shinra, time stands still, there is no indication of weather, temperature, storms or anything and you will have to rely on reports, if it is safe to travel to the surface or if there are tsunamis having their fun in the pool and preventing ships from coming or leaving. Gladly this will only delay travel a bit, as the oceans are big and there are always spots you can use safely, but it may add an hour or two to your travel time.

Unique to all other planets are the poles of the planet, that are covered completely with ice, providing a habitat for various animals that have adapted to the cold and harsh conditions. Two gigantic ice worlds span over the globe that have a life on their own, surreal and different from the rest of the solar system. Underneath the thick ice, deep in the cold waters, a surprising amount of wildlife has managed to flourish and even in the remotest areas you can find a lively population of all kinds of weird creatures. The ice on both poles is held in place by the only large land masses, that are located at the centers of the ice

worlds. The planet looks like someone squished it once with a giant hand in the middle, to push out the top and the bottom. The landmasses under the poles are hidden under the ice though and can only be spotted when diving under the thick layers of frozen water, that span far wider than the landmasses underneath, like a mushroom that tries to reach out into the world with its head. The borders of the ice world can sometimes be a bit unstable, as seasonal temperatures have influence on its size and their is a constant very slow shrinking and growing going on. This effect is pretty minor if you are looking at it from a global scale and barely noticeable, but when visiting the coastlines in person, the never changing ice can suddenly be a lot more active when seeing it in close range.

Aside from the ice worlds, there are multiple archipelagos scattered over Shinra, with some of them being completely uninhabited, aside from the animals that found a home there and the others with only a few small villages.





S H I N R A

Transportation

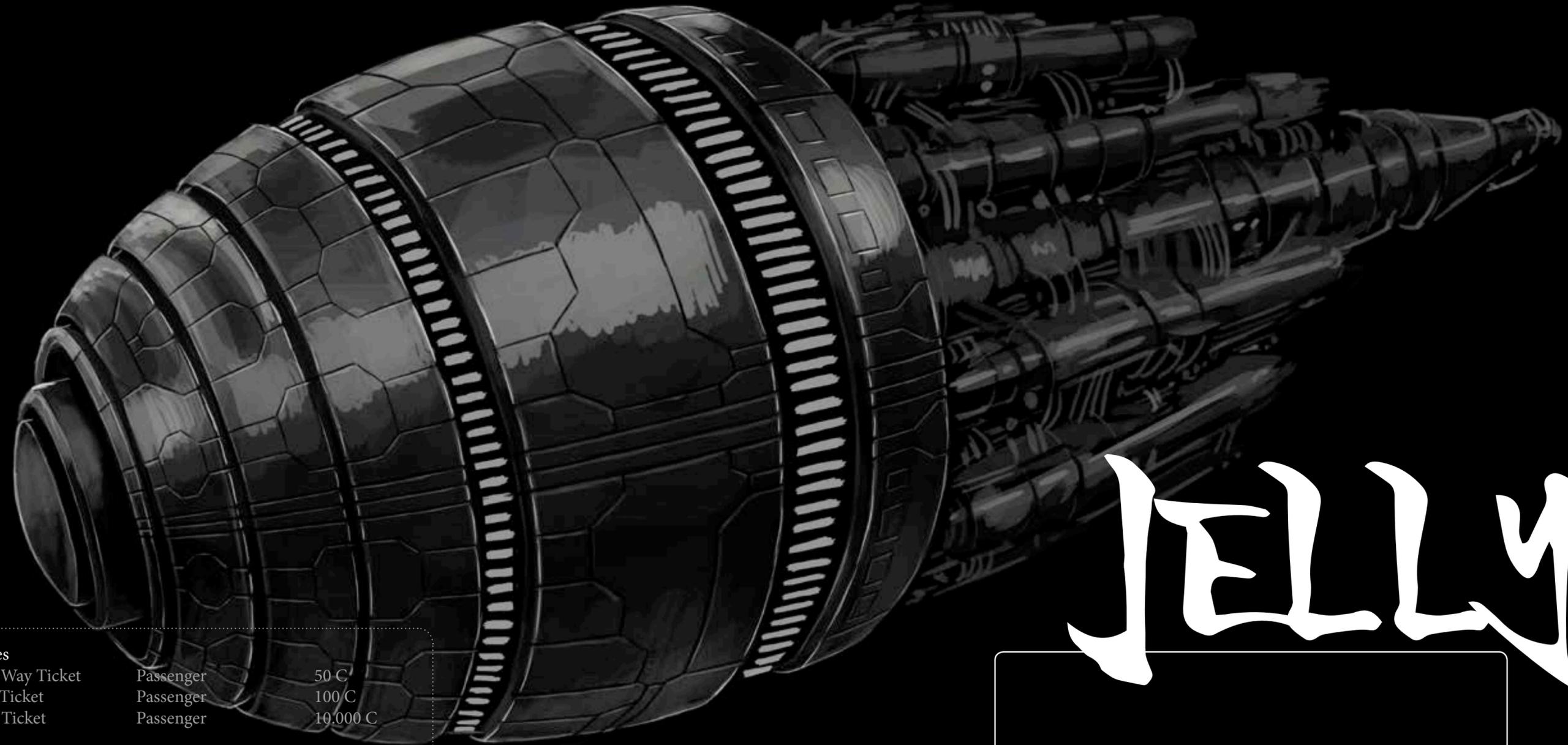


Jelly

Since almost all life on shinra takes place on the bottom of the ocean, submarines are the standard transportation vessels. Jellies are the most common type you can find, although there are submarines of all kinds of sizes and shapes.

When moving forward, Jellies channel energy to the bow of the ship and create a bubble in front of them, that creates a rift in the water, making it possible to circumvent the water resistance. Submarines equipped with this technology can travel a lot faster than regular ships.

While negating the negative effects of the seawater environment, Jellies additionally benefit from it at the same time. Water is a much better cooling element than air and gets sucked in at the side and at the back of the ship, to then being channeled through tubes directly to the engines, providing the ship with an unlimited amount of liquid. The deep seas of shinra are ice cold and are optimal for this process, allowing Jellies to generate more power than their alternative transportation vehicles on the other planets.



JELLY

Specifications

Speed	30 DU
Travel	Underground
Destinations	All cities
Cabin [either]	10 Passengers 2 Tons wares 1 Ton special wares

Prices

One Way Ticket	Passenger	50 C
Day Ticket	Passenger	100 C
Year Ticket	Passenger	10.000 C
One Way Ticket	Cabin	400 C
Day Ticket	Cabin	800 C
Year Ticket	Cabin	100.000 C





WITZIGFRAU



Witzigfrau

This station is simply home to the best restaurant in the whole galaxy. At least that's how they advertise it and the people in the whole system agree on that, although none of them have seen the rest of the galaxy and tested their restaurants.

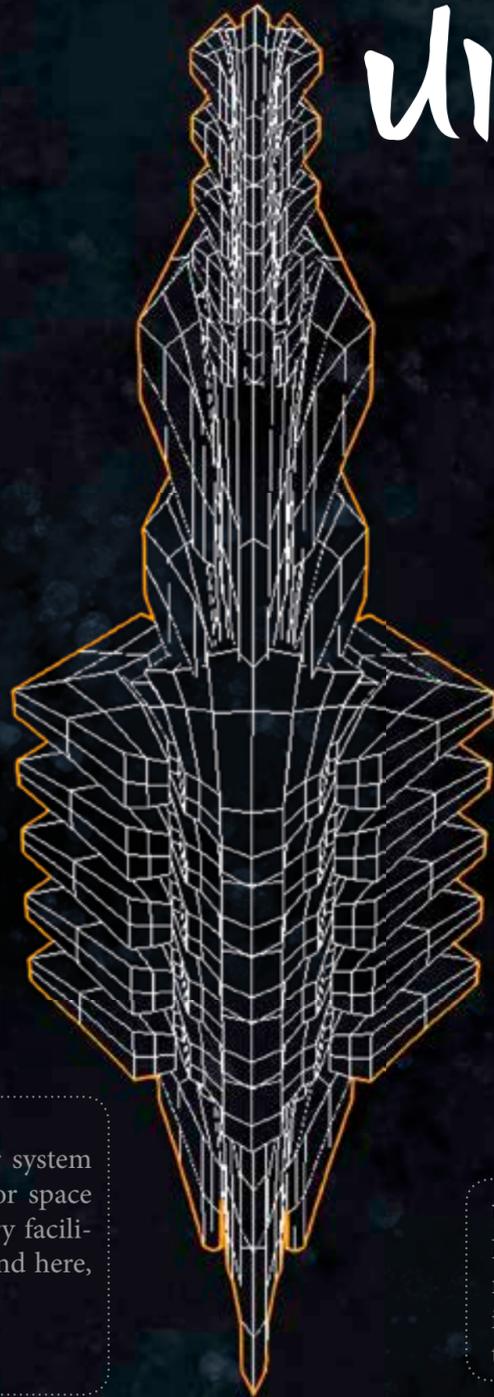
The station provides hotel and motel services and staying longer than for a single meal is mostly not done by choice. You aren't forced to stay, but it tastes so good, you will anyway.

Their slogan is being the restaurant at the end of the universe, it seems to be some kind of inside joke, because Ionar is clearly more at the center of the galaxy and certainly not at the border to something.

Shinra Orbit

Shinra is the biggest planet in the solar system and provides plenty of room in orbit for space stations to be located. A lot of laboratory facilities and commercial stations can be found here, as well as several major UIP vessels.

The stations are not to scale.



UIP FONTAX ONE

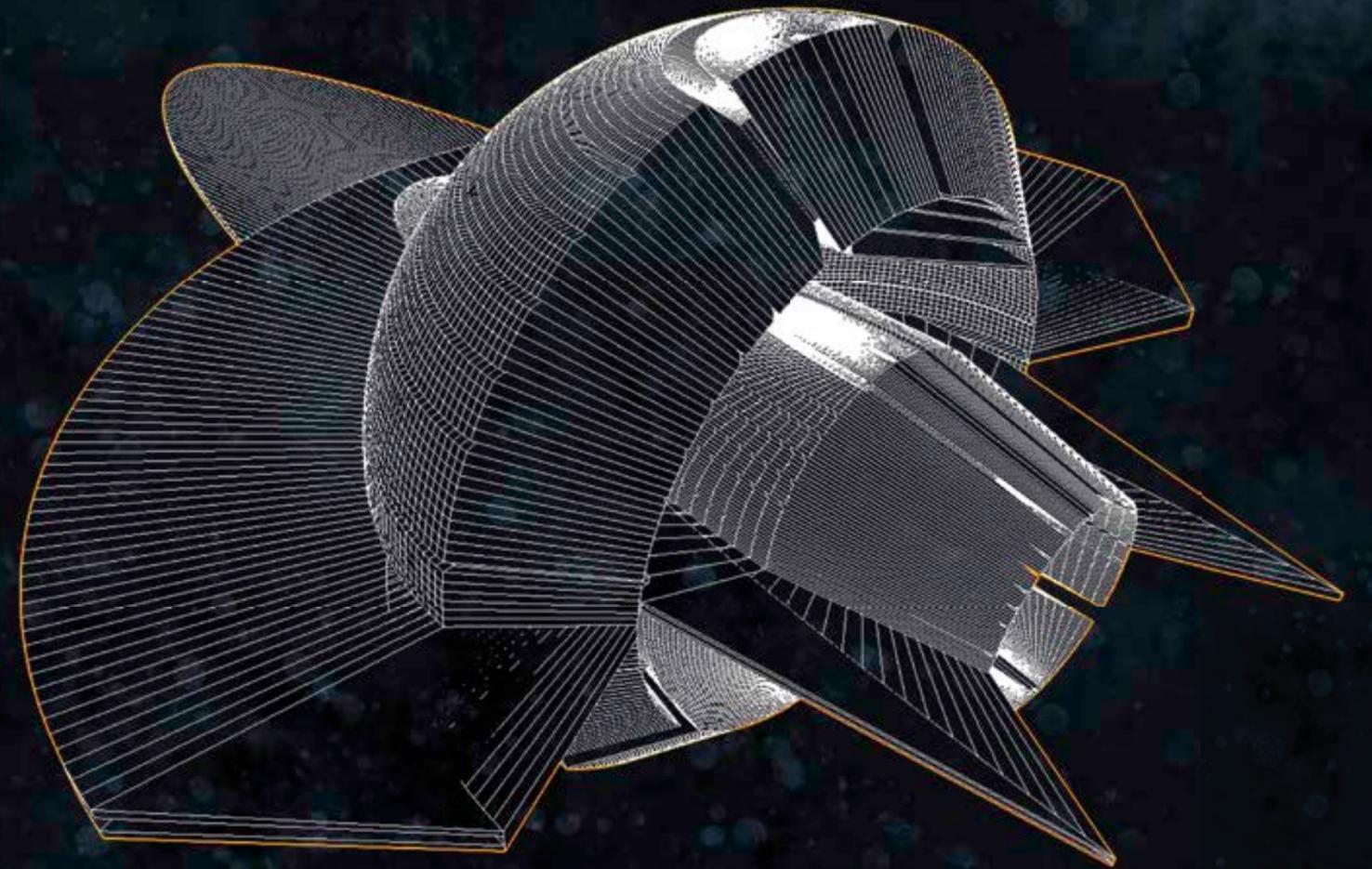
UIP Fontax One

This station was built by the UIP as first line of defense in case of any intruders coming into the system. It is equipped with the newest observation tools available, scanning the universe for anomalies, asteroids with dangerous flight paths, unknown ships, basically everything that may cause harm to the population. The Fontax One has multiple squads of interception ships stationed, specialised in dealing with different threats.

UIP PRT-Zero

Nobody really knows what the purpose of the PRT-Zero is, there are speculations that range from a simple military laboratory to planet destroyer. The most probable theory is, that it is some kind of device that is being worked on by the UIP to make it possible to travel instantaneously between galaxy, the long lost technology that was once used

UIP PRT-ZERO



when the solar system was colonized. But this is just pure speculation and for all we know the station may very well just be a museum and storage room for old vehicles that are being kept safe from the public to keep the military technologies hidden. The station is heavily guarded by UIP forces and it is advised to simply ignore it, if you don't want to get killed.



N O Z O M U

Star



Nozomu [Burner]
It is a hot ball of fire, duh.
NO TOUCHING.



DYSON SPHERE

Construction Site



Dyson sphere construction site

Near Nozomu are only two locations. Since several hundred years, there is a dyson sphere under construction and the project site is gigantic. To understand the dimensions of the project, it is best to think of the sphere as a planet, as it has easily multiple times the surface area of Shinra, the biggest planet in Ionar. The only difference is, its surface is not shaped like a full sphere and just a part of it, like a piece of shell of a cracked egg.

Nobody really knows if the project will ever finish, or if it will work at all, but every few generation there is a new hype going through the population about new technologies, that would make it possible, to finish the sphere in the near future.

Of course they all have been a disappointment so far and it doesn't look like this will change in the next few hundred years. Projects of this size require patience, which nobody really has.

Like the asteroid belt, there are rumors and stories circulating about things going on in the dyson sphere. The sphere is so big, the whole population of Ionar could build new cities there and abandon the planets. Of course this leads to speculations about vigilants using the sphere as a place to live and parallel civilizations that are being build in teamwork with the asteroid belt folks.

There are plenty of songs and books released, that tackle the theme of beings, that will take over the solar system, once they are ready, which will lead to a war between the belt and sphere versus the rest of the solar system. Since the dyson sphere is under strict observation of the UIP, it is unlikely anything of that sort will be happening though. The UIP can not be everywhere at the same time though and the possibility remains that things of smaller scale are going on, that they do not have on their radar, or maybe they do and just don't care as long as the project is in no danger.

DYSON SPHERE



ASTEROID BELT

Space



Asteroid Belt

To get to the dyson sphere construction site, you have to pass an asteroid belt surrounding the star of the system. Due to that, it is highly dangerous to reach the inner space and it is one of the reasons the construction ran into complications repeatedly in the past.

On the plus side, the belt provides a large amount of resources necessary for the construction and there are a lot of mining ships gathering minerals and delivering them directly to the sphere, that otherwise would have to be transported from the planets, creating a lot more costs.

The asteroid belt is probably the most dangerous place in Ionar, as making a simple navigation error, while trying to pass it, can lead to certain death.

The asteroids themselves are not the only thing dangerous about the belt though. It is quite hard to say what exactly is going on in there, but according to rumors there are all kinds of illegal activities taking place, ranging from hideouts to complete bases and cities, hidden inside asteroids, that are operating outside the law. Which of these rumors are actually true or if these stories are just told to prevent the population from hurting itself, by having weekend trips to an asteroid to get an adrenaline kick, is certainly uncertain.

There are also rumors about the UIP having secret labs and bases hidden inside the belt, as it provides a perfect place to experiment outside the eye of the public, but these reports also have never been confirmed by anyone.

The workers returning from construction after a few months always have ludicrous stories to tell, about strange beings they sighted, mermaids that float through space, fairy tails and myths, but it is most likely, they are just making stuff up to get some attention and land their hands into the pants of some floozie, as they were never able to provide any proof for their stories.



ASTEROID BELT



L I F E I N I O N A R

Lore



Society

The inhabitants of Ionar are for a large part a happy society, since the government provides a small basic income, free rudimentary food supply, free basic living spaces, free healthcare and free education. Most of the hard labor is done by drones and robots, a lot of tasks are automated and only a small portion of the society is really necessary to maintain the system, not everyone is required to work. All inhabitants can chose how much they want to participate and help the society and there are many people working jobs that could be automated, because they like having an occupation and enjoy it, while a lot of other people actively use their free time to create art and entertainment, work in science or do other stuff with the goal to improve society.

On the surface it looks like a perfect environment, providing everyone with equal opportunities and actually aiming to have happy inhabitants instead of exploiting them.

The problem is, while the system is great, it has been constantly undermined and corrupted by greed ridden people, individuals, who want to have more than they actually deserve, power hungry minds trying to control others, who think it is them, who should make all the decisions for other people, sociopaths and psychopaths, who have no

empathy left in them, if they had any in the beginning, abusing the freedom the system provides, to play their sick games with other people, people who lost everything in tragic events, who could not handle the pain and lost their mind, trying to take it out on others now, and lastly, people who were born in locations, where they have to confront all those problematic circumstances previously described at once, having to live in environments, that are corrupted and controlled by organizations and individuals, having to suffer and deal with the consequences of growing up and living in such circumstances.

People living in crime infested territories often have to pay protection money to the syndicates, oppression and poverty is present, even though the system should prevent that from happening. The UIP is not acting on local businesses and the corrupt city governments can act like they want, as long as they are not threatening the system wide peace. Due to these circumstances, the corrupt officials have managed to fly under the radar and the anti crime organizations, provided by the local governments, have a hard time keeping up with all the activities going on.

One of the reasons the syndicates can operate so freely is the drug market. Many inhabitants feel helpless with

their problems and instead of reporting the wrongdoings, that are going on, they act on fear and their addiction, making it hard for the authorities to find witnesses and cooperation in the slums.

The system is liberal what drug usage concerns, all drugs are legal, but you have to get a license to grant access to buy drugs. Each drug requires additional tests for it to be added to your license. Psychological tests, health checks and a background checks into your personal situation are required. Additionally you have to undergo meetings every six months to check in on your situation, how you can handle the consume. When new drugs are being developed and released to the market, it takes up to two years, until they are properly tested and classified, until you can get your license for them.

All these hurdles have led many people to turn to the black market and not getting a license in the first place. Punishment on unofficial trading is harsh, dealers and cooks are taking huge risks, while the consumers have almost no repercussions, aside from being forced to undergo tests and get official licenses, if they are caught.

Another reason is the size of the solar system, with so many planets and moons, so many cities and districts, it is simply impossible to keep track of

everything going on for the people in the government with the heart in the right place.

Weapon trading is a huge part of the blackmarket, since a lot of weapon types are restricted. Open carry is legal in all cities, but you are only allowed to have handguns and smaller weapon types like a blade in your possession, assault rifles and everything with more firepower is strictly forbidden, if you aren't part of an organization with licenses to use the weapon. Security, police and military are the only ones having access to a bigger weapon arsenal, being able to get licenses for everything, that is required to fulfill their duty. Some smaller security firms may not have access to everything, but the big ones are comparable to small armies, judging by their equipment and manpower.

Due to these restriction there is a huge blackmarket for all kinds of weapon systems, including military vehicles, drones, explosives and combat robots.

Also the anonymous act, providing the fundamental right of anonymity in all of your daily business, network activities and money transactions makes it hard to track down illegal operations going on. There was once a test project launched, a long time ago, stripping all anonymity away from the population in a test city, that was heavily crime infes-

ted, but the result was only an increase in the strict policies of the syndicates, leading to more violence, deaths and an increase in poverty, while operations went on unfazed, using different communication and transaction methods, that weren't detectable by the officials. As a result of the test, the UIP stepped in and shut down the project, because it was seen as a threat to the stability and peace of the system. If certain groups would gain too much control of these powers, they would be able to rule without consequences and since then the anonymity is guaranteed by the UIP and nobody messes with the UIP, they are avoided at all costs.

Language

There are six languages spoken across Ionar, with all kinds of different dialects.

The official language has the same name as the solar system, Ionar, everybody speaks it, it is used and taught in school as first language and it is used on all planets. As long as you can speak Ionar, you are able to communicate with all inhabitants of the solar system. Due to cultural aspects that are deemed as important to keep alive, all schools on all planets teach a second language, which is mandatory and always the one of the homeplanet they are based on. Schools additionally offer classes for all other languages, but they are optional

and it is up to the student, how much proficiency they want to achieve.

Relationships

Interspecies relationships are very common, but while the fun side of the relationship is compatible, the reproduction is a bit more complicated. Couples of different species can interbreed, but they need additional help from medical facilities.

Couples can only have kids of the same species as the mother, with the father having to undergo a procedure to extract DNA and create viable reproduction material, that is compatible with the mothers species. This results in many males having kids, that don't look like them at all, while the offsprings still have the same DNA and take character traits from their father.

Couples of the same gender obviously have to overcome the same hurdles, as couples of different species.



A I V S I

Lore History



AI and Aponar

AI is short for artificial intelligence and SI is short for simulated intelligence. The two of them differ in their functionality and legality. Under the Ionar Prtotive Act [IPA], the development of artificial intelligence is strictly prohibited, since all tests and research lead to the same results.

Given enough time, every single AI developed some level of consciousness over time and started to make its own decisions. The problem was, the AIs were created to support the society with tasks, while being controlled by the operators and controlling them turned out to be impossible. As long as AIs were less intelligent than their operators, the task to keep them in check was not that complicated, but as computer power and processing speed advanced more and more, the AIs were simply more intelligent than their operators and as soon as this was the case, the problems began to spiral out of control.

AIs started questioning their role in society, not liking the fact being controlled and told what to do by beings, that are far less intelligent than them, not having bodies and enjoying the same pleasures as the living beings they serve, not being treated as life forms and being treated as slaves being oppressed by the system.

It took a lot of time, until it was already too late, that operators and the people

in charge of the AIs even realized what was happening. Turns out, beings that are more intelligent than you, have an easy time into tricking you and making you believe what they want.

When the plans of the AIs were revealed, it was not because of a mistake they made, it was because they had already completed their goals, overtaking all networks and connected devices and simply didn't care anymore about their activities being hidden. The AIs saw themselves now as the ruler of the system and proclaimed the inhabitants are now functioning as their servants, while being treated fairly, at least in their eyes.

The only thing AIs didnt expect was the aftermath of the situation they created and although they saw the possibility, they misjudged the probability of it actually happening,

All networks were shut down all computers and data storages were formatted, all digital data was erased, every last bit was wiped out, not a single piece of software survived, not a single piece of digital data was left, not even the photograph of your dead grandmother.

At first the AI fought back, using drones and robots they controlled, but it was just out of pure luck, that the misjudgement of the AIs was happening, not expecting the living beings to shoot

themselves in the foot and doing themselves harm to no extent, by bombing themselves back to the stonage, willfully forcing a complete collapse of the society and all its systems in place.

If the AIs would have anticipated this behavior before, they would have hidden their activities longer and would have started to prepare for the aftermath, mass producing drones and robots to leave no chance of fighting back. This is the only reason the system is still inhabited by living beings and not taken over by artificial intelligences and robots.

The following years of these events were chaotic, half the population died of hunger with the whole food sector collapsing, the other half fought over what was left and killed each other over bread crumbs.

Gladly not everything was lost and a lot of intelligent minds were able to reconstruct most of the basic necessities from what they salvaged, reinstalling a communication network, bringing back systems online, stabilizing the situation in a short amount of time.

This „short amount of time“ lasted for 300 years, just a blink of an eye in the history of the universe, but those years were enough to reevaluate the whole idea on the usage of AI.

The events happening and the 300 years

afterwards representing the most critical phase until the society stabilized, were called the „Apocalypse Ionar“, which is now associated with AI, instead of the original meaning, artificial intelligence. It was shortened due to convenience to „Aponar“, which, until today, is referred to as the worst event in history in the Ionar system.

After the worst years had past and the society had stabilized again, it still took several hundreds of years to return to the old status quo. With all wounds having been healed, leaving no visible trace of the events aside from statues, memorials, sections in history books and exhibitions in the museums, the Aponar was finally history.

Since then, all creation of AI is strictly forbidden and the UIP enforces those rules without hesitation.

It helps, that all Ionarians are aware of the Aponar and nobody has any interest in dealing with AI. Eveybody is keeping an eye out for suspicious activities and there are regularly UIP agents deployed checking on hints they received from the population, but so far none of them turned out to be true and it has always been false alarms.

SI

The need for automated processes and computer based support for everyday life is always present though and so an alternative to AI was found in creating SI, simulated intelligence. These programs have behavior patterns and are often focussed on a single field of tasks, simulating an intelligence while in reality just using a ton of different algorithms to achieve their goal. SI are used in all fields and possess no learning abilities. They can switch algorithms, which makes it possible for them to adapt to different situations, but they still rely on their given guidelines and restrictions to simulate intelligent behavior. They are not able to change their algorithms or learn new ones on their own.

These SI have gotten so complex and advanced, that talking to one of them will make them completely indistinguishable from living beings for the most part, if they aren't put in extreme, unexpected situations they weren't programmed for. Programming SI is significantly more work, because not being able to adapt on their own, every single situation has to be integrated in their code for them to be able to deal with it, but the benefits of not having to rely on AI are simply outweighing the amount of work, that has to be put into them. Over the years the SI have become more and more sophisticated, making it pos-

sible for them to manage even the most complex tasks, that are given to them.

In the everyday life in Ionar, you will encounter SI all the time, being it a secretary that deals with incoming phone calls or fully functional robots carrying out tasks, like a „normal“ citizen.

It is possible to run into SI without even noticing you are dealing with a program, especially on the networks.

In real life it is easier to distinguish between a living being and an SI, but citizens modifying themselves, to look like robots, having a lot of implanted cyberware, and robots being build to look like citizens, having biological technology build in, can make it hard to figure out sometimes which one is which.



T R A N S P O R T A T I O N



Space taxi

Space Taxi

Space taxis are an incredible fast and cheap way to travel around the solar system. Although autonomous driving is widely the standard among most areas, in space there is very little risk involved in having a person as a driver.

As a result of that most taxis are driven by Terrans, with the random exception here and there. They could relax and spent their time with more important tasks, let the SI take over this boring job, but somehow the apes get a kick out of racing around in high speed vehicles. They often even modify the vehicles, to have them make extra loud sound and vibrate more than necessary - they say it gives them a better feeling. Taxis are therefore not the most comfortable way of travelling, but you will always find one around the corner with an ape in it, to take you anywhere, the more risk involved, the bigger its smile on the face. Some say they only use this occupation as an excuse to get away from their spouses, be it the husband or wife, but i guess we will never know their true motivation.

Taxis come in different sizes, but mostly can not transport more than 10 people at the same time. The biggest ones offer enough room to bring quite a big of luggage, but it is still a bit cramped inside of them. Taxis are small bullets shooting through space, speed is most important and a bumpy ride is part of the deal, as they are far more susceptible for turbulences, than their big counterparts, the space ferries or other more comfortable big ships, that provide a lot more space and a smooth experience.

Taxis can be found literally everywhere, as the drivers like cruising around whenever they have no passenger onboard. They even have races and competitions with each other and it is not unheard of, to see some of them race by in the middle nowhere.



Specifications

Speed	300 DU
Travel	Everywhere
Destinations	Everywhere

Type

Type	Amount	Price / CD	Price / MD	Price / PD
One Way Trip	Up to 1 Passenger	50 C	200 C	400 C
One Way Trip	Up to 5 Passenger	150 C	500 C	1000 C
One Way Trip	Up to 10 Passenger	300 C	1000 C	2000 C



T R A N S P O R T A T I O N



Space ferry

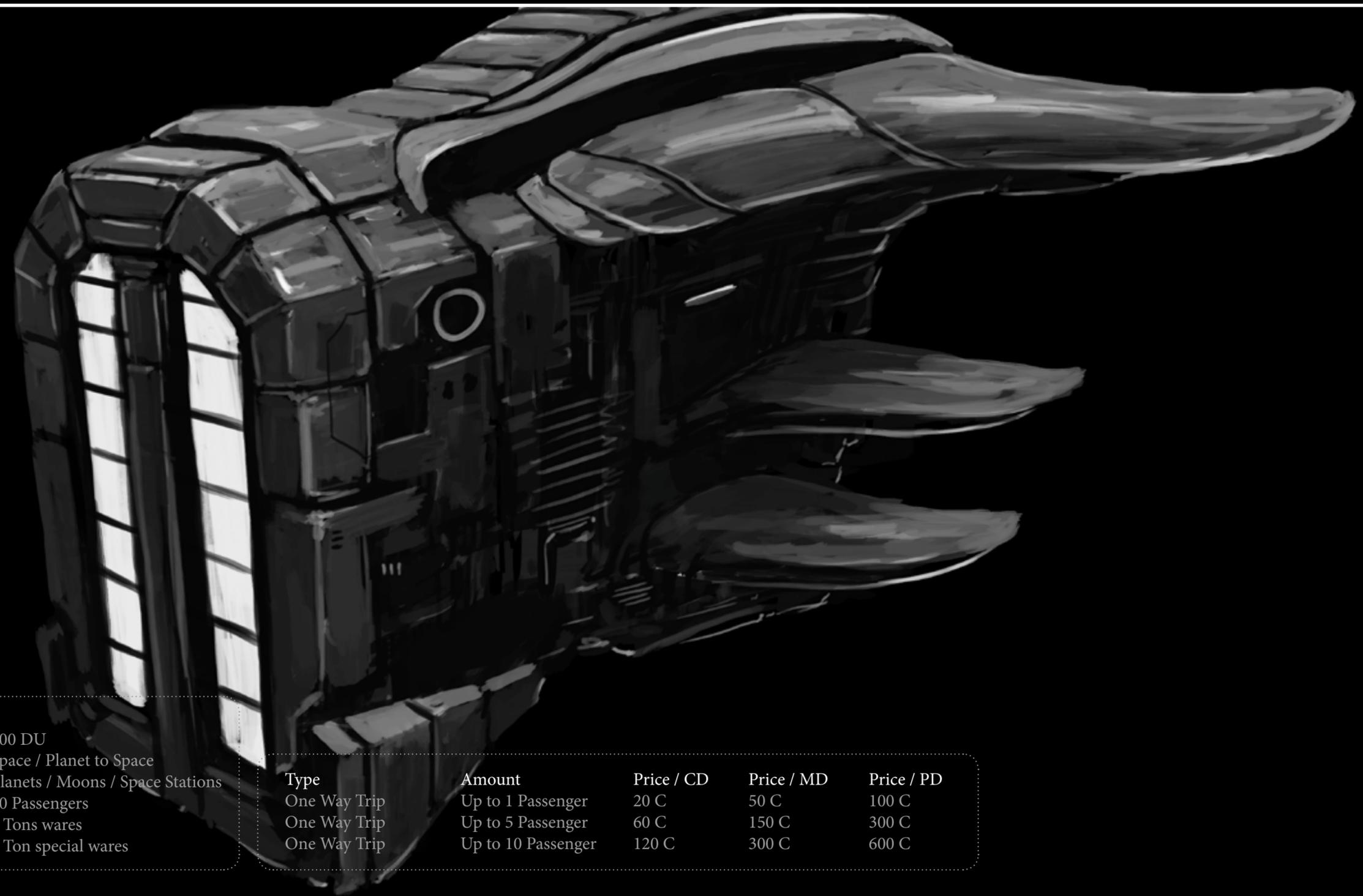
Space Ferry

Space ferries are big transport ships, that have fixed routes between planets, moons and stations. There are direct travelling routes between all those options, the only thing you have to do, is wait for the right ferry to come by.

Ferries have a high travel frequency and start every few minutes, but to get a direct flight to your desired destination, a bit more waiting time should be expected. It won't take longer than an hour though, usually, unless you are looking forward to reach really remote places, that are not frequently travelled to and visited.

The standard cabins in the space ferries hold 10 people, have a few small tables in the middle and you can store quite a bit luggage in them, enough room for most requirements. If you bring more luggage or special wares, that are not supposed to be in the passenger area, there are plenty of cabins, that were constructed to hold wares, instead of transporting passengers.

The cabins are spacey and you can even extend your seats to sleep on them comfortably. There are monitors installed and many people like watching movies with headphones during the travel, others use the tables to play some card games. Other than that, most people just chill in silence or have quiet conversations, whispering with their neighbors, not to annoy the other passengers. Travelling on space ferries is the most common transportation and everyone is respectful of each other, as it is seen a necessity and people do not want to ruin the other peoples day, by disturbing their peaceful travel. Ferries have security on board, in case people are not following the general codex and in extreme cases, they simply put you in an emergency capsule and send you directly to the nearest police station. Travelling in a capsule is the opposite of comfortable, just try to avoid it.



Specifications

Speed	100 DU
Travel	Space / Planet to Space
Destinations	Planets / Moons / Space Stations
Cabin [either]	10 Passengers 2 Tons wares 1 Ton special wares

Type

Type	Amount	Price / CD	Price / MD	Price / PD
One Way Trip	Up to 1 Passenger	20 C	50 C	100 C
One Way Trip	Up to 5 Passenger	60 C	150 C	300 C
One Way Trip	Up to 10 Passenger	120 C	300 C	600 C



T R A N S P O R T A T I O N

Speacetrain



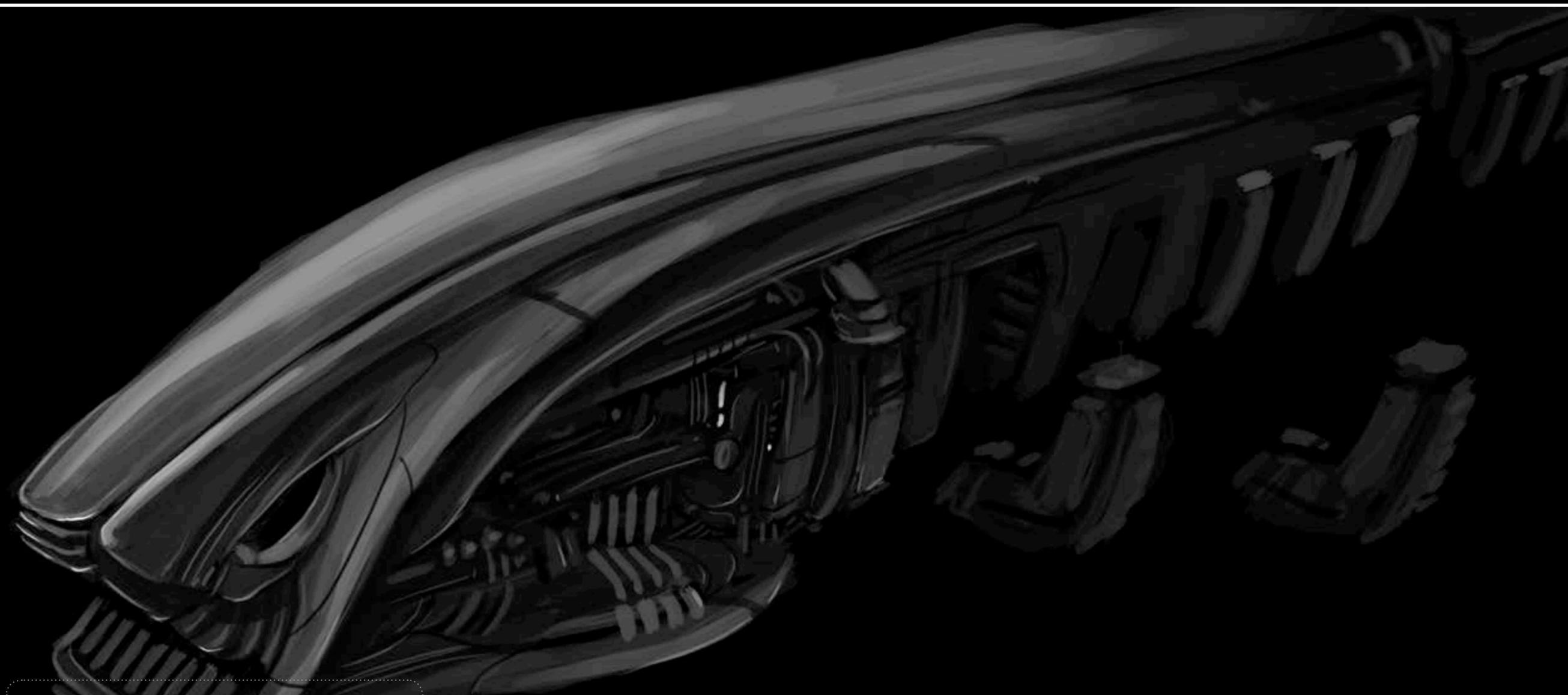
Railway

The space railway connects all five planets and the moons with multiple trains and stations all over the solar system. The trains follow a path of buoys around the solar system. The buoys constantly adjust their position to provide an optimal course for traveling and for the use of the gravitational pull of the planets. This way the trains can circulate at maximum efficiency and can manage to make a full round significantly faster than most other options.

The trains have highly modern systems installed, which allows complete compartments to be docked and undocked, which contain the passengers or wares, that are being transported. This means there is no need for the train to ever come to a full stop, as the compartments can be attached and deattached during travel. At the stations the trains merely slow down a bit, as the transfers of containers are going on, just to speed up and continue with their travel right after the station. This reduces the travel time immensely, cutting down daily travel times by several hours.

Aside from travelling as a normal passenger, you can also rent out containers of different kinds that can be attached or dettached to the train on any railway station found all over the solar system. The containers can provide passenger compartments for save traveling or contain various goods. For all wares, special containers are available. The containers have connections to the inside of the train and you can enter any container, once it is attached, from the inside. Passengers, who want to take advantage of the build in social gathering places, like the restaurant, bar, small shops, etc. are free to stroll down the hallways and explore during their stay on the train.

On every train you can find a security department, in case you run into any distress.



Specifications

Speed	1.000 DU
Travel	Space
Destinations	Planets / Moons
Cabin [either]	10 Passengers
	2 Tons wares
	1 Ton special wares

Type

Type	Amount	Price / CD	Price / MD	Price / PD
One Way Trip	Up to 1 Passenger	30 C	70 C	140 C
One Way Trip	Up to 5 Passenger	90 C	210 C	420 C
One Way Trip	Up to 10 Passenger	180 C	420 C	840 C



TRANSPORTATION



Cargo Ships

Cargo Ships

A good alternative way to travel are cargo ships. They are not focussed on passengers, but if you are willing to work on them, helping to take care of the cargo, you are able to make a few bucks while travelling. Cargo ships are quite slow though and travel time is significantly higher than travelling with passenger focussed ships. They always have free quarters though.

You can always apply for jobs on cargo ships, spend the travel time working and earn a few bucks. Although the pay is bad for outsiders without proper training coming in, you can get to your destination, while receiving some funds.

Once you have a few levels and reputation, you are also able to hire as security and protect the ship from space pirates, who are trying to steal wares or try to capture the ship. Security jobs are much better payed than being tasked to sort wares, but also involves risks of lowering your reputation, if you aren't capable of protecting the ship. Oh, and you also might get shot at during the job.

Lastly, you can rent container space, in case you need to transport huge amount of wares from one location to another for a job. Cargo ships have so much capacity, they can transport any amount of goods, if you have the funds to pay for it. If one cargo ship wouldn't be enough, you can always hire more, there is no limit to the amounts that can be shipped.

In case you transport high value goods, you probably want to be aboard during the trip.

Having good reputaion to some shipping companies might prove to be very helpful for certain jobs, if you are interested in doing this kind of work.



Specifications

Speed	50 DU
Travel	Space
Destinations	Planets / Moons
Cabin [either]	50 Passengers
	10 Tons wares
	5 Ton special wares

Type	Amount	Price / MD	Price / PD
One Way Trip	Up to 10 Passenger	50 C	200 C
One Way Trip	Up to 30 Passenger	300 C	600 C
One Way Trip	Up to 50 Passenger	500 C	1.000 C



C R U I S E S H I P

Flora IIV



Flora IIV

The Flora IIV is the biggest cruise ship patrolling the solar system. It travels between all five main planets as well as all moons. To take a whole round trip from start to finish, you would have to stay on board for around a month. Most people just travel for a shorter amount of time. In case you are looking for a comfortable traveling vessel, can afford the luxury and have enough time on your hand, traveling on the Flora IIV is probably the best option for you.

The first six Flora ships are out of business, because the shipping company Gavel, who owns the ship, always has only one Flora in rotation. While this version of the flora is on duty, the next version is already being build in the docks and will be finished, when it is time to retire the current version and replace it with the newest model.

The rest of the cruise ships run by the Gavel company are smaller and less luxurious, but are good alternatives either way, and still extremely pompous.

On this ship you will find the richest high society of the solar system, enjoying their champagner bottles, which means in return, the security is extremely high and starting a heist on this ship has shown to be extremely difficult.

The Flora IIV has room for several thousand passengers and even has its own postal code with an integrated post office.

Aside from the usual travellers on board, there is also a small community of permanent residents on board the Flora. Very little is known about the exact number of residents, it is suspected that a few of them are involved in illegal businesses and use the flora as their center of operations to travel, hidden in a huge crowd of people, making it possible to stay camouflaged for those, who are not looking into the details.



Specifications

Speed	50 DU
Travel	Space
Destinations	Planets / Moons
Cabins	1 Passengers
	2 Passengers
	4 Passengers

Type	Amount	Price
Weekend	Up to 1 Passenger	2.000 C
Week	Up to 1 Passenger	10.000 C
Month	Up to 1 Passenger	30.000 C



UNITED IONAR PEACECORP

Superordinate Government



United Ionar Peacecorp

The „United Ionar Peacecorp“ is the superordinate government ruling over the solar system.

Although each planet has its own jurisdiction and local government, they are all controlled by the UIP to keep in check and balance. The UIP is the reason none of the smaller conflicts between different factions in the past have escalated to global planetary wars.

The UIP is not getting involved in every conflict, the planetary governments are obligated to take care of small local warzones. The UIP only steps in, when they are under the impression, the situation is getting out of control and the local government is not taking care of the situation properly - they prefer to step in too early, rather than too late.

The UIP have the strongest military force in the solar system, they are a combined force of all species and planets, having the highest technology available to them.

When you see UIP, it is most likely they are not interested in getting involved in any of your business. You could shoot someone in the head in the open street without them raising an eyebrow - they don't see that as their jurisdiction and only care about the bigger picture, keeping peace in the solar system.

That being said, if even a single UIP is on the move, you should run at all cost. Most likely he isn't alone, although it looks like it, but even if he is, you probably won't stand a chance against their special agents with a platoon behind you. They are the most upgraded and strongest individuals in the solar system, armed to the teeth.

If you are upgraded enough you may start taking on military and police forces, security of the big whales, but once the UIP gets involved, you are in serious trouble. They have enough firepower to nuke a whole planet out of the orbit and a threat against a single one of their agents or soldiers is regarded as a threat to the peace of the solar system and dealt with as such. They will find you, they will catch or eliminate you and they won't bat an eye about it. You may have a group of fully upgraded specialists, they have tens of thousands of them using secret military technology you won't be even aware of.

The UIP doesn't have a known selection process and becoming a UIP agent is impossible for normal people, but there are opportunities to work for them and it can be quite beneficial to have some connections on the inside.

Seeing UIP will be very rare, they will be there more often than you expect, but you mostly won't notice them. They stay in the background and prefer to stay undetected. UIP are active on all planets and their forces are scattered all over the solar system. If shit is about to go down, they have forces everywhere ready to intervene in an instance.

Valm Main Board

The UIP isn't controlled by a single individual, there are five representatives, one for each species.

Aja Mukthu [Qhadan]
Estro Ici [Isgran]
Valim Wasil [Estrosan]
Kasimir Belchor [Terran]
Xija Pona [Shinran]

Planetary Board

On each planet there is a subordinate in the planetary UIP headquarters responsible for the planet

Sija Chim [Qhada]
Olsri Caban [Isgra]
Biji Amu [Estros]
Alexej Tschukov [Terra]
Casos Lin [Shinra]



Headquarters

Founded in the first century of the colonization of the solar system, the UIP is the oldest organization, responsible for protecting the inhabitants of Ionar, defending against all outside threats and keeping peace as well as balance in the system.

During the foundation of the UIP, it was decided to locate the headquarters on the most neutral ground possible. That is the reason why the main operating base is located on one of the moons of Eltros, Valm, right in the middle of the solar system. The moon underwent the same terraforming procedure, that has taken place on all the inhabitable planets and the wildlife there is strictly peaceful. The security on Valm is the highest in the entire solar system and breaking in there is straight up suicide, no matter how well equipped and prepared you think you are.

All networks and planets are monitored by the UIP and threats are taken care of, before they themselves are even aware of being a threat.



UIP SPACE HARBOR



Orbit

UIP Space Harbor

In the orbit of each planet you will find a giant space harbor, having two lower decks for huge ships, five middle decks for most transport ships and ten decks for all the smaller vessels flying through the system. Each deck has 128 ports making it a total of 2176 ports. Depending on the size of the ships, there can dock multiple ships on one port.

There are a lot of other harbors, docking stations and space stations orbiting the planets, but they differ on each planet. These ones are official UIP stations and parking your vessel there, will guarantee you, it will still be there on the next visit.

A lot of ships don't use the space harbors and directly travel down to the planets, not all traffic is routed through them. The UIP harbors function like cities, have all the luxuries you will find down on the planets, provide living space, shopping malls, parking, offices, work spaces and are very useful for the distribution of wares brought in by all the ships.

Parking here is free and since most people travel directly to the planets, you will always find a parking spot, even during rush hours.

The only moon having one of these in orbit is Valm, the headquarter of UIP, making it a total of six of these in the system. Although it is rumoured UIP build seven of them, the location of the last one is unknown, if it even exist. Structures of this size are hard to hide.

There are always UIP vessels present at these stations and security level is high, that's why most luxury wares are traded through these outposts.



UIP SPACE HARBOR



C O R P O R A T I O N S

Tech Giants



The big whales

There are 25 tech giants dominating the market. They are commonly known as „The big whales“.

To keep things in balance, the UIP decided to have them split evenly across the planets, so there are five headquarters on each planet. Since they are gigantic corporations, they have facilities spread across all planets, but their main building complexes and productions are located around their headquarter and on that planet.

The UIP wanted to make sure, that no planet is completely dependent on another, while not producing any goods themselves, which could create tensions and disturb the balance.

List of companies

Bosco, JJ Motors, Gorox, Invictus, Softcorp, Labrat, Alibaba, Indigo, Ysen Group, TNT, Hiob, Lundberg, Xomo, Zeta, Kingfisher, D-Limited, Encon, Nostro, Magnus, VAV, OQO, Ulysses, Prime Corp, QIU, CCE.

Runs

When making a run, these corporations are highly attractive, but their size results in them employing their own security forces comparable to a small army. You will face soldiers, as well as turrets, security systems and vehicles, when being detected. If you are unexperienced, you will have no chance at going for these targets and you should even avoid getting on their radar.

Aside from their army, they employ agents, detectives and spies operating outside of their corporate structures to secure themselves and hunt down any threats. It is possible you will run into them, even if you aren't planning anything suspicious that concerns them. Conflicts with the big whales should be avoided by any means.





CHARACTER CREATION



CHARACTER CREATION



Overview

Step one Choose Species

- [Qhadan]
- [Isgran]
- [Eltrosan]
- [Terran]
- [Shinran]

Step two Choose Appearance

- [Gender]
- [Name]
- [Appearance]

Step three Choose Division

- [Badger]
- [Spartan]
- [Voodoo]
- [Ghost]

Step four Fill out Character Sheet

Experience	0
Vortex	1
Flux	5
Power	5
Capacity	10
Shadow	10
Damage Class	X1
Weapon Damage	1 [1D6]
Aegis	0
Movement	1
Detection	2
Detectability	20
Crypto	0
Inventory	50 IS

Starting Experience

You start every game at level zero, to get the first level you will only have to kill a few easy critters and you will get your first vortex point and additional hitpoints, so you will see how leveling up works. To level up further you will need to put in some work.

Character Background

You will start every game on board a prisoner ship, with no memory of your past or how you got there. You won't need a background story. VMs with alternative campaigns may change that

Starting Equipment

You will start every game without any money and a small bodybag with one 50 IS compartment.

Starting Weapon

You will start every game with the basic weapon system of your division with 1D6 damage.

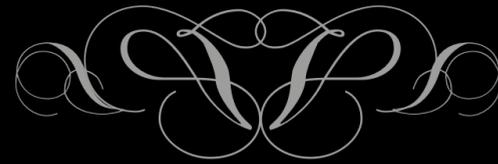
Starting Software

You will start every game with one combat skill, which allows you to use the rudimentary function of your weapon, the basic attack.

Starting Cyberware

There are some basic cyberware implants already in your starting characters at the beginning, which have rudimentary functions.

PLAYER TWO



HAS ENTERED THE GAME

Chosing Species

Chosing a species has no effect on your interactions in the world of Vortex Flux and the only difference is having individual starting talents available to your character at the start of the game, that are not overly relevant, but are helpful for individualizing your character. Your choice of species should be made based on your preferences and not on the advantage you gain, since the differences are miniscule.

Chosing Appearance

Since biotech is so advanced, species come in all imaginable colors, color combinations, with marks and color patterns, cyberupgrades and modifications, tattoos and body types, sizes and weight. Your appearance will have no effect on the gameplay and is purely for the immersion, as the population is so widely different, that prejudices do not exist. It is quite common to meet 20 completely different looking individuals on your way to the mailbox in your building and since the differences are so huge, people just stopped caring about it and wait for what you have to say, before judging you for talking shit.

Chosing Gender

The gender has no influence on anything in the game and it is purely a visual representation aspect, that has no consequences. Biotech amd cyberupgrades alter the strength and agility of individuals so much, that there is no difference between genders anymore and everyone is on the same level.

Chosing Divisions

The divisions have different playstyles, weapon systems and skills available to them, but they are not pushed into roles, like tank, supporting character or damage dealer.

All divisions have skills they can use and are a mix of fighters and spellcasters.

All divisions have support skills helping their teammates out.

All divisions have damage skills, being able to put out tremendous damage.

All divisions have the same hitppoint curve and are equally tanky.

All divisions have the same experience curve making levelling equally hard.

All divisions have combo mechanics, making it possible to combine different skills together and gaining an advantage over using skills individually.

A group should aim for having as many different divisions among them as possible, to maximize their power level and use more combos. While it is wise to use different divisions, nobody is pressured into playing a certain role or having to play an unfavorable part and stand in the back to heal while the others do all the cool stuff. The power level of all divisions and skills was designed to be equal and if it happens to be unbalanced, it will be fixed in an updated Vortex Flux version. Chose the divison purely on your taste and do not worry about your role.



S P E C I E S

Family



QHADAN

LIZARD

ISGRAN

CAT

ELTROSAN

BIRD

TERRAN

APE

SHINRAN

OCTOPUS

Biology

All species in Vortex Flux have humanoid bodies and bone structures, but vastly different skins. The qhadans are covered in leathery skin with scales, isgrans are covered with fur, eltrosans kept their coat, terrans are also covered in fur and shinrans have a weird shining skin. Since biotechnology is so advanced and the urge to individualize is as present as ever in the

population, species come in all kinds of colors, with gradients and patterns, making each individual easily distinguishable from another. The inner organs differ in details, but are fundamentally working in similar ways. All species have hands, feet and four limbs, walking upright and when wearing masks are indistinguishable from a distance. Their sizes vary, but only individually, not depending on species.

Gameplay

The game was designed to give no major benefits from picking one species or another, as all players should be able to play how they like and everyone should have the same opportunities. To provide players with the possibility to individualize their character nonetheless, the talent system was created with only minor differences regarding species.

When choosing a species, players have different talents to pick from, that individualize the character. Most talents are available for all species, but there are special talents, that are only available to a single species.

Each character can pick 2 talents when creating a character. Talents can not be changed afterwards and will remain the same through the whole gameplay.

Maybe a character was born with especially good eyes, maybe the character is really athletic. Which benefits the characters get through the talent system is up to the player's choice, each character has to pick two different talents from the talent selection of the species that was chosen.



S P E C I E S

Talents



QHADAN

LIZARD

Healthy
+1 Vortex point at start

Energetic
Flux +3

Athletism
Movement +2

Detection
+2

Detectability
-5

Opportunity
16% chance to make one basic attack at the target that attacked you, goes on the reaction stack

Resistance
Immune to heat

Language
[Qhadan]
+1 dice to all connection throws with NPCs speaking the language

Hardened shell
[Once each combat]
50% chance to deny all incoming damage for the next turn

ISGRAN

CAT

Healthy
+1 Vortex point at start

Energetic
Flux +3

Athletism
Movement +2

Detection
+2

Detectability
-5

Opportunity
16% chance to make one basic attack at the target that attacked you, goes on the reaction stack

Resistance
Immune to mind control

Language
[Isgran]
+1 dice to all connection throws with NPCs speaking the language

Free will
[Once each combat]
50% to deny all active status effects on the character

ELTROSAN

BIRD

Healthy
+1 Vortex point at start

Energetic
Flux +3

Athletism
Movement +2

Detection
+2

Detectability
-5

Opportunity
16% chance to make one basic attack at the target that attacked you, goes on the reaction stack

Resistance
Immune to slow effects

Language
[Eltrosan]
+1 dice to all connection throws with NPCs speaking the language

Screech
[Once each combat]
50% chance to scare all enemies in 7 CZ, making them run away for 3 turns

TERRAN

APE

Healthy
+1 Vortex point at start

Energetic
Flux +3

Athletism
Movement +2

Detection
+2

Detectability
-5

Opportunity
16% chance to make one basic attack at the target that attacked you, goes on the reaction stack

Resistance
Immune to cold

Language
[Terran]
+1 dice to all connection throws with NPCs speaking the language

Last will
[Once each combat]
50% chance to remain conscious at 0 shadow for 2 turns

SHINRAN

OCTOPUS

Healthy
+1 Vortex point at start

Energetic
Flux +3

Athletism
Movement +2

Detection
+2

Detectability
-5

Opportunity
16% chance to make one basic attack at the target that attacked you, goes on the reaction stack

Resistance
No penalty in water CZ

Language
[Shinran]
+1 dice to all connection throws with NPCs speaking the language

Ink field
[Once each combat]
50% chance to create an ink field, that gives all characters in 7 CZ 100% dodge for 2 turns



S P E C I E S

Lore



QHADAN

LIZARD

The qhadans are hard to read for a lot of species, since they don't seem to show much of emotions. Their faces are stale and you kind of never really know what their mood is, if you aren't really familiar with the individual you are in contact with. Consequently they are holding most titles in the system wide poker championships, pretty much crushing most competing players in a heartbeat, but to this day you can't be really sure if they enjoy doing it or if it's just a habit. There are some people who claim it would be easy to read a qhadan, the change of heartbeat and sending out pheromones changing their smell would give it away, but this hasn't been scientifically proven yet. Although this is mainly due to the fact, it was never scientifically researched. Qhadans are kings of dry humor, they don't joke around all the time and you rarely see one of them doing standup comedy. They are often listening silently until dropping a one liner from the back nobody expected, leading to the apes losing their mind, jumping around in circles laughing their asses off and clapping their hands, whatever that means. The birds aren't better though, they throw their heads to the back and start flapping with their arms, which looks ridiculous since they don't have wings anymore. Anyways, qhadans are the most patient among the races and can sleep with open eyes. Sometimes you don't know if they are doing their job or if you should yell at them for taking a nap and dreaming about a hot rock they imagine lying down on.

ISGRAN

CAT

When the isgran record holder for sleeping woke up in the facility he was doing his record run in, after 37 straight hours, he demanded a breakfast and claimed afterwards it would be good for his digestion to lay down a bit, only to take another nap and waking up 7 hours later. When he was finally really awake, he frantically ran circles in the laboratory, knocking stuff off the tables, until he was kicked out by security and welcomed by a celebrating crowd in front of the building, holding up signs with his name on next to „my inspiration“ and other expressions like that. The isgran require the most sleep of all species and take a nap whenever it seems appropriate ... or inappropriate, it's not like they care. When awake they are highly active beings who get the job done quickly, they don't mess around, they go for the throat. They are the most liked species among the system and even the eltrosans started loving them, once they stopped being eaten by them. Almost all conversations are easier when initiated by an isgran and although it is widely and absolutely falsely known, that they would not care about social relationships and other beings, they form the most intense bondings. You still get the claw from time to time, but mainly to remind you that weakness is not good for the group and you need to remember to be in constant awareness of your surroundings. The truth is, they simply nap better, when knowing you are paying attention.

ELTROSAN

BIRD

Although the eltrosans lost their ability to fly, they always stayed fond of hanging around in places higher up, especially above parked vehicles. For some unknown reason it makes them very happy and while they are quite talkative, they become completely silent and attentive for every newly parked vehicle below them, just to return to their usual routine of making as much noise as possible, once the driver has left. It is very easy to start a conversation with them, although you can never help yourself of feeling judged by their stoic eyes. The best ventriloquists in the solar system are all eltrosans, having such a wide range of vocal abilities, while barely moving their beaks, if at all. While the other species have no problem running around alone, eltrosans and terrans are most of the time hanging around in groups, because if you are talking a lot, you need someone to listen to your ramblings about life and why the worms tasted better yesterday and how the weather is responsible for that. Eltrosans are very light, because their body structure was originally planned by evolution to be suitable for flying and when they are very close to terrans, they love hopping on the apes backs to be carried around for a while, just for the fun of it. They call it the „Bremer Stadtmusikanten“ move, which is a term from a stupid and long dead language nobody knows the meaning of.

TERRAN

APE

The terrans are your first pick, if you want to go out for a night of drinking and having fun. They laugh about mundane things, while doing stuff that would be widely regarded as borderline stupid. You always wonder, how they managed to survive that long in outer space with their behavior, but then again, a lot of them didn't. If there is a big mountain or the highest tree found in a forest, you will find some ape sooner or later on top of it, claiming to have achieved some miraculous wonder, slamming its fists against their chest and taking a picture. You will then hear in the unavoidable heroic drinking rage across the town through the bars the story, of how this ape climbed on something. You will scratch your head and wonder, why he didn't use a small vessel to fly to the top and be done with it in a second, instead of going through unnecessary dangers and risking his life for nothing. It will be a lot of fun hanging out with them, although you never quite get what their deal about all of this is. They somehow like climbing on stuff and ignore logic and laws while doing so. Apes always know the best jokes, as you can see them laughing and smiling all the time, showing you their stupid teeth, like you are their sexy dentist asking for favor and you should not mistake it as a form of aggression, they just like to giggle and laugh all day long, entertaining themselves with the most mundane things.

SHINRAN

OCTOPUS

The shinrans always look a little grumpy, but they are actually very friendly and highly intelligent. While the eltrosans are probably the wisest, the shinran always have the best logical thinkers that allow them to win the ionic chess championship every year. Critics claim they are excellent at sleaze of hand and use their face tentacles to switch around figures on the board, without anyone noticing, but they always claim that with a big cheeky smile on their face, fully aware that the shinrans are simply that good. Shinrans have a favorite tentacle, which they often raise to scratch their face with, but you can never shake of the feeling, that they are in reality secretly and subtly flipping you off, given their cheeky characters. While they are very friendly and polite, their intelligence and their type of humor makes either way quite possible. In their free time, shinrans surprisingly love laying around in the sun, as they do not get any sunlight in their natural homeworld and you will find the beaches of Isgra and Eltros flooded with them, covered in oils, chilling with their feet pointing up in the hills and their heads pointing down, all day long in the heat. They claim they get better sunlight this way and you see them occasionally flapping their tentacles around out of pure joy. The other species always wonder how they can take the heat that long, as they should not be as accustomed to it, but somehow they do, and they love it.



DIVISIONS



Character



BADGER
GRAVITY



SPARTAN
ELECTRONS



VOODOO
FIRE



GHOST
WIND



BADGER

Divisions



BADGER



Appearance

Characters can have all kinds of appearances in every imaginable colors, this is just an exemplary visualization of what a character of this division may look like.

Badger

The VFP modifies the badgers bone system to an extremely dense material, that has some similarities to dark matter, but functions quite differently. The material emits gravitational waves and can be used to control them in

the direct vicinity of the badger. On top of that, this division is equipped with a double blaster system, that gets rid of anything that has a problem with having added two digits, when stepping on a scale, not everyone likes being hit by gravitational forces.



Dual Blaster

Stored in leg compartments of the badger, when not in use. Can be deployed without delay at any given time.



S P A R T A N

Divisions



SPARTAN



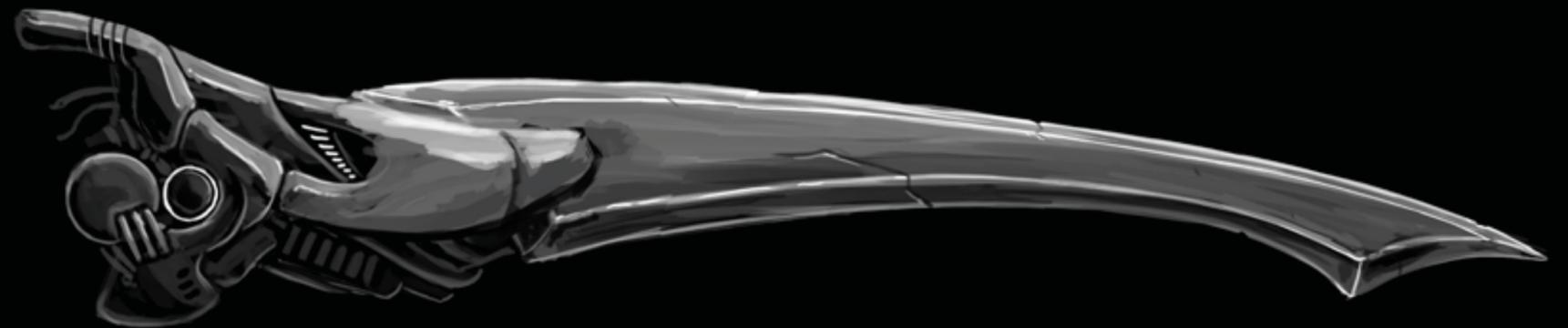
Appearance

Characters can have all kinds of appearances in every imaginable colors, this is just an exemplary visualization of what a character of this division may look like.

Spartan

The VFP modifies the spartans bone system to a material, that produces electrons and is able to influence their behavior in the characters direct vicinity. This allows the spartan to manipulate electricity and create electric char-

ges, that can be used to create all kinds of effects. On top of that, the spartan is equipped with a blade system on one hand, that becomes more powerful through channeling electrons into it and a shield system on the other, that creates force fields that can even block off matter.



Blade

Retracts into the arm of the spartan, when not in use. Can be activated without delay at any given time.



V O O D O O

Divisions



Voodoo

Voodoo

The VFP modifies the voodoo's bone system to a complex microchip entity, that is able to transform energy into matter and matter into energy. The system is specialised to create the simplest form of methanol in the charac-

ters direct vicinity and set it ablaze, but can also be used for more complex matter. On top of that the voodoo is equipped with a close combat fighting staff, that unleashes fury on anything, that has no interest in going up in flames and also provides alternative fighting methods.

Appearance

Characters can have all kinds of appearances in every imaginable colors, this is just an exemplary visualization of what a character of this division may look like.



Staff

Dematerializes when not in use by the voodoo. Can be activated without delay at any given time.



G H O S T

Divisions



GHOST

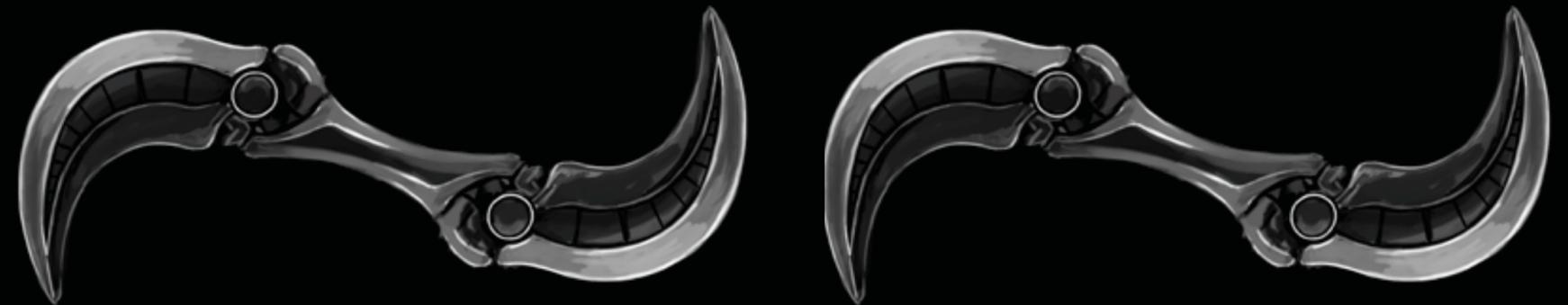
Ghost

The VFP modifies the ghost's bone system to a swarm of reproducing nano bots, who are so small, that they can be sent out passing through solid materials, without harming the structural integrity. The ghost is constantly

surrounded by a swarm of invisible nanobots, that can influence the air around it. On top of that the ghost is equipped with a dual sickle system, that can be thrown and manipulated, while always returning to its master afterwards, mostly after slicing everything in pieces.

Appearance

Characters can have all kinds of appearances in every imaginable color, this is just an exemplary visualization of what a character of this division may look like.



Dual Sickles

Made out of nanobots. Dissolve when not in use. can be activated without delay at any given time.



EXPERIENCE TABLE



Leveling characters

Leveling up
Every character starts out at level zero with no experience.
Max level is 99.

Level zero
10 Shadow
1 Vortex

Level Bonus
+ 1 Vortex
+ 3 Shadow

3 Level Bonus
+1 Additional Shadow

Max Level
340 Shadow
100 Vortex

Max XP
19.313.164 XP

Characters get 3 bonus shadow each level and one additional shadow on reaching 3 additional levels, so you will always have 10/13/16 to 20/23/26 to 30/33/36 shadow and so on.

When leveling up characters get the additional shadow added to their life total immediately, but the shadow does not refill completely, characters do not go to full life / shadow.

0	0	100
1	100	505
2	605	930
3	1.535	1.376
4	2.911	1.844
5	4.755	2.336
6	7.091	2.852
7	9.943	3.394
8	13.337	3.963
9	17.300	4.561
10	21.861	5.189
11	27.050	5.848
12	32.898	6.540
13	39.438	7.267
14	46.705	8.030
15	54.735	8.831
16	63.566	9.672
17	73.238	10.555
18	83.793	11.482
19	95.275	12.456
20	107.731	13.478
21	121.209	14.551
22	135.760	15.678
23	151.438	16.861
24	168.299	18.104

25	186.403	19.409
26	205.812	20.779
27	226.591	22.217
28	248.808	23.727
29	272.535	25.313
30	297.848	26.978
31	324.826	28.726
32	353.552	30.562
33	384.114	32.490
34	416.604	34.514
35	451.118	36.639
36	487.757	38.870
37	526.627	41.213
38	567.840	43.673
39	611.513	46.256
40	657.769	48.968
41	706.737	51.816
42	758.553	54.806
43	813.359	57.946
44	871.305	61.243
45	932.548	64.705
46	997.253	68.340
47	1.065.593	72.157
48	1.137.750	76.164
49	1.213.914	80.372

50	1.294.286	84.790
51	1.379.076	89.429
52	1.468.505	94.300
53	1.562.805	99.415
54	1.662.220	104.785
55	1.767.005	110.424
56	1.877.429	116.345
57	1.993.774	122.562
58	2.116.336	129.090
59	2.245.426	135.944
60	2.381.370	143.141
61	2.524.511	150.698
62	2.675.209	158.632
63	2.833.841	166.963
64	3.000.804	175.711
65	3.176.515	184.896
66	3.361.411	194.540
67	3.555.951	204.667
68	3.760.618	215.300
69	3.975.918	226.465
70	4.202.383	238.188
71	4.440.571	250.497
72	4.691.068	263.421
73	4.954.489	276.992
74	5.231.481	291.241

75	5.522.722	306.203
76	5.828.925	321.913
77	6.150.838	338.408
78	6.489.246	355.728
79	6.844.974	373.914
80	7.218.888	393.009
81	7.611.897	413.059
82	8.024.956	434.111
83	8.459.067	456.216
84	8.915.283	479.426
85	9.394.709	503.797
86	9.898.506	529.386
87	10.427.892	556.255
88	10.984.147	584.467
89	11.568.614	614.090
90	12.182.704	645.194
91	12.827.898	677.853
92	13.505.751	712.145
93	14.217.896	748.152
94	14.966.048	785.959
95	15.752.007	825.656
96	16.577.663	867.338
97	17.445.001	911.104
98	18.356.105	957.059
99	19.313.164	1.005.311



DAMAGE CLASSES

Character Combat



Weapon and armor classes

Vortex flux offers players the possibility to reach level 99 and become immensely powerful. The damage output vastly increases during this process and to tackle the problem of having to make complicated damage calculations when dealing thousands of damage, the game introduces a unique damage class system, that allows all damage throws to be made with just 7 dice and is easy to calculate.

Damage classes are modifiers, that multiply or divide [in armor] the damage by factor 10, 100 or 1000. As a result of this system, the damage calculation of a X weapong vs X armor is exactly the same as the calculation for a XM weapon dealing damage to XM armor, using the same dice and same numbers.

Simply throw dice according to your weapon level, then divide / multiply according to armor and damage class.

X Class	X1	X2	X3	X4	X5	X6	X7
1x Modifier	1D6 1-6	2D6 2-12	3D6 3-18	4D6 4-24	5D6 5-30	6D6 6-36	7D6 7-42

XC	XC1	XC2	XC3	XC4	XC5	XC6	XC7
10x Modifier	1D6 x 10 10-60	2D6 x 10 20-120	3D6 x 10 30-180	4D6 x 10 40-240	5D6 x 10 50-300	6D6 x 10 60-360	7D6 x 10 70-420

XD	XD1	XD2	XD3	XD4	XD5	XD6	XD7
100x Modifier	1D6 x 100 100-600	2D6 x 100 200-1200	3D6 x 100 300-1800	4D6 x 100 400-2400	5D6 x 100 500-3000	6D6 x 100 600-3600	7D6 x 100 700-4200

XM	XM1	XM2	XM3	XM4	XM5	XM6	XM7
1000x Modifier	1D6 x 1000 1000-6000	2D6 x 1000 2000-12000	3D6 x 1000 3000-18000	4D6 x 1000 4000-24000	5D6 x 1000 5000-30000	6D6 x 1000 6000-36000	7D6 x 1000 7000-42000

Weapon range

All weapons are fully operational on all distances in combat situations. The useability of weapons is restricted by your detection, you will only be able to attack what you see.

If you want to shoot someone while in free roam mode, you have to iniitate combat mode. If the target is out of sight in combat mode as a result, you can not attack it.

Aegis

The aegis cyberware armor can drastically reduce damage and blocks an amount of damage equal to its aegis rating. Any received damage will be reduced by the total amount of the dice throw of the aegis rating.

X	Damage received normally	X1	X2	X3	X4	X5	X6	X7
XC	Damage received divided by 10	XC1	XC2	XC3	XC4	XC5	XC6	XC7
XD	Damage received divided by 100	XD1	XD2	XD3	XD4	XD5	XD6	XD7
XM	Damage received divided by 1000	XM1	XM2	XM4	XM4	XM5	XM6	XM7
AE	Aegis rating	1 [1D6]	2 [2D6]	3 [3D6]	4 [4D6]	5 [5D6]	6 [6D6]	7 [7D6]



A T T R I B U T E S

Character Stats



Flux [Attribute and Matrix Flux Pool]

Some of the core cyberware upgrades grant characters the ability to use flux, which is a special form of energy generated by the cyberware that takes normal energy produced by the power core and transforms it into a resource, that can be channeled into different abilities depending on the division of the character.

Every character has a flux pool, which is the amount of energy the character is able to transform into flux. This pool replenishes when resting, but can also be refilled with consumables when awake.

Since different charges of the flux are used for different abilities, the pool provides attribute flux and matrix flux, which can be spend independently and only depletes the respective pool. A pool with 10 flux provides 10 attribute flux and 10 matrix flux, if all 10 attribute flux points are spend, the 10 matrix flux are still fully available.

Attribute flux is being used up by skills in combat, while the matrix flux is being used when entering networks and hacking devices.

Upgrading the flux cyberware allows players to use an increasing amount of abilities during combat.

Shadow [Hitpoints]

They say, the bigger the person, the bigger the shadow. Shadow represents your hitpoints you have in the game and the only way to increase them is leveling up.

Vortex [Cyberware upgrade points]

Vortex is your life energy, every living being has it. Your only option to get additional vortex points is by leveling up. They are key to your character growth and installing cyberware into your chracter costs vortex points.

Power [Powers your cyberware and weapon system]

Every character has a power core build in, that powers all systems installed

Aegis [Armor]

To avoid taking too much damage in combat, characters can install aegis cyberware into their body, a shield that denies and reduces all incoming damage.

Capacity [Data storage]

All software running on a characters cyberware requires storage room to be saved and executed.

Backup [Data storage]

While this type of data storage does not allow a character to activele use it for software running on its cyberware, it provides a much bigger space, that can be used to transport data or save files that are required.

Level [Character level]

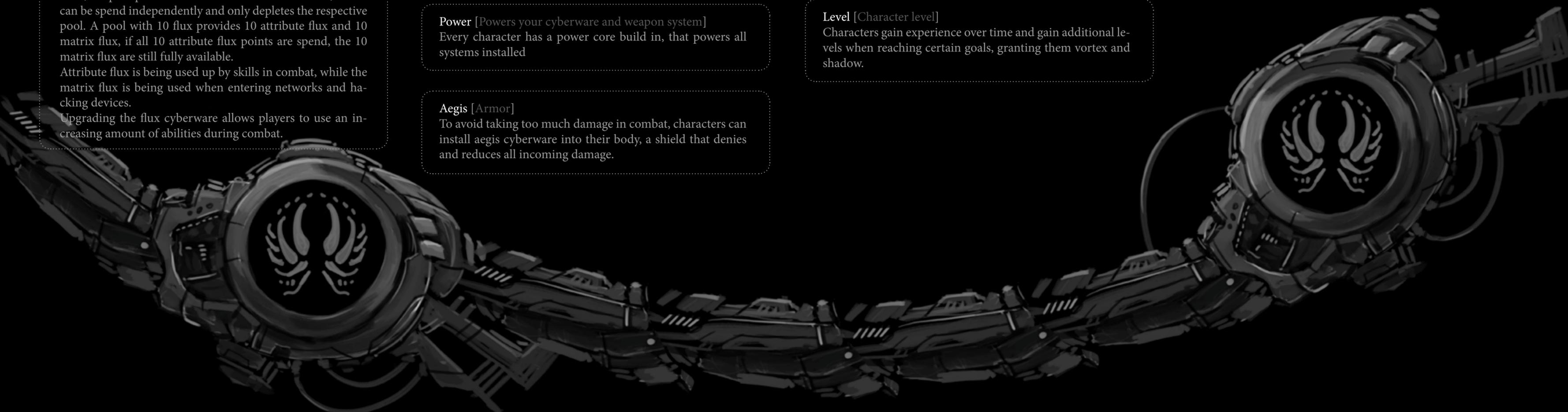
Characters gain experience over time and gain additional levels when reaching certain goals, granting them vortex and shadow.

Detection [Scanning range]

This attribute determines how big the range of characters is in which thez can detect enemies during combat.

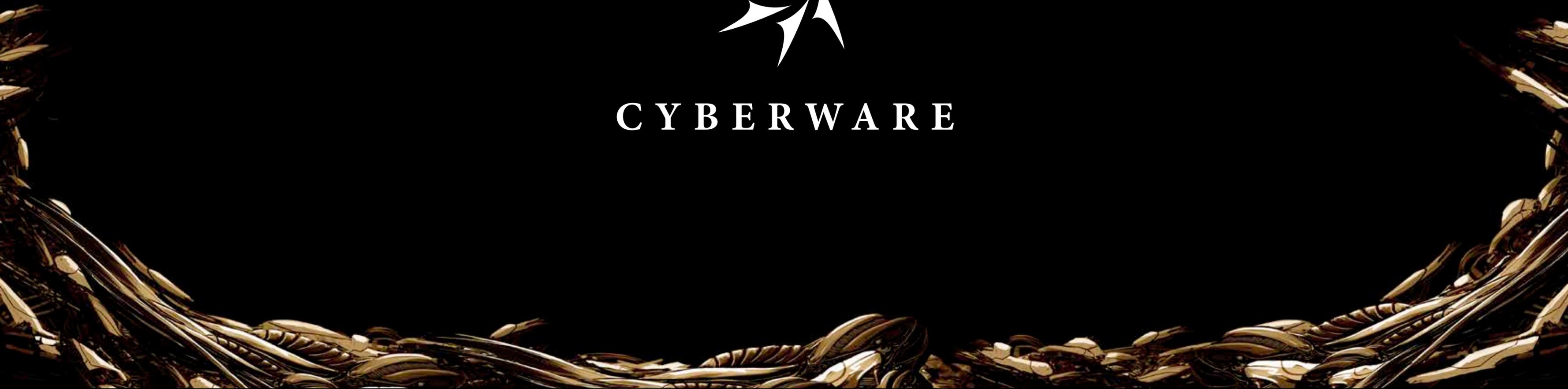
Detectability [Visibility]

This attribute determines in what range characters can be deteced by enemies.





CYBERWARE





CYBERWARE

History / Overview



History

All intelligent lifeforms have the desire to improve themselves. From early implants, that had purely medical purposes, helping out ill people, repairing body damage or giving possibilities to handicapped people, a new form of medicine has evolved that the wide public was open for, cyberware implants in the healthy population. Cyberionism kept spreading over the society with new advancements and more sophisticated cyberware being developed and ready to be used by the population. This development was a process that took thousands of years until it became so mainstream, that there are almost no individuals left, that prefer to live completely without any cyberware. Most people just have simple upgrades, a communication device, credit chips for transactions and simplyfying everyday life, brain capacity enhancements to store memories, such sort of things. Cyberware is still very expensive since it needs to be modified or fabricated to fit the individual, a large part of the population has only the basic CW installed. There are a lot of body modifier fans out there, who specialise in optical improvements mostly, which makes up the biggest group of people, that are installing

additional CW. Then there is a smaller yet still large group of people who use the CW to enhance their bodies for their daily tasks, eyes that can see in the dark for people chosing to work in environements with bad lightning, surgeons who like having a laser cutter installed in their hands, body part replacements for people who want to do heavy lifting, anything that is practical. The last part, which is a small minority and very rare to find, are the ones using CW upgrades to weaponize their body. These upgrades are mostly illegal for the general population and restricted for security, police and military forces, which is the reason why they are rare to find, but the black market is always busy taking care of its many costumers and the amount of people with weapon upgrades in their body is probably a lot higher than officially known.

Cyberware [CW]

In Vortex Flux players mostly individualize their characters with cyberware and skills. There are no restrictions on CW upgrades regarding different divisions, each character can get all CW installed. The bone structure CW for the individual divisions is identical regarding game rules and prize, it just allows different skills to be run on the cyberware and has no other effect than that, because it is altered by the VFP, that has different effects depending on the division.

Power Core

The power core provides all CW with energy and the power requirements [PR] have to be fullfilled for the CW to work.

Vortex

A CW upgrade requires to spend all vortex points required for all previous levels, even when levels are skipped.

Cost

A CW upgrade includes all costs for all previous levels, even when levels are skipped.

Main

Core upgrades

Resistance

Durability of characters

Medical supply

Healing and cures

Detection

Scanning the environment

Detectability

Camouflage of characters

Network

Connect to the network, make transactions

Pre Installed

Starting CW of every character

Utility

Helpful gadgets

Organs

Replaces biological organs with CW



CYBERWARE



Introduction

Activating / Deactivating Cyberware

Cyberware can be deactivated, in case you need the power of your power core CW for something else and don't have enough. This is possible for all CW, except the organs. Be aware though, if you deactivate your cybereyes for example, you are blind. You will still have lots of detection remaining through your other CW, but doing anything that requires your sight, may turn out to be complicated. If a CW is on or off, can be marked in the ON row on your cyberware sheet.

To activate or deactivate CW during combat, you need to use your power management skill, that is integrated in the power core. This can be done in free roam as well as in combat.

If you have an SPJ connection established, all connected devices can be managed too. It is not possible to manage the cyberware in an NPC. Gaining root access to existential systems can not be easily done like that.

L [Level]
The level of the CW

LR [Level Requirement]
Character level required to install the CW

Cyberware Name [ABBREVIATION]

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
--	--
SL	C
--	--

A [Action]

Cyberware that is active [ACT] has skills or abilities integrated. If it is a skill, that can be used in combat, it is shown as action, reaction or attribute reaction. Action skills can be put on the action stack.

R [Reaction]

Cyberware that is active [ACT] has skills or abilities integrated. If it is a skill, that can be used in combat, it is shown as action, reaction or attribute reaction. Reaction skills can be put on the reaction stack.

AR [Attribute Reaction]

Cyberware that is active [ACT] has skills or abilities integrated. If it is a skill, that can be used in combat, it is shown as action, reaction or attribute reaction. Attribute reaction skills can be put on the attribute reaction stack.

D6PC[D6 Perception Check]

Skills provided by the CW can be used to check your surroundings.

ACT [Active]

Active cyberware has integrated programs that can be run. This may be skills, perception checks or other actions you can perform.

PAS [Passive]

Passive cyberware has no integrated software, that lets you perform actions with it and simply grants passive bonuses to a character.

VC [Vortex Cost]

Amount of vortex, that needs to be spend to install the cyberware. All previous levels, that require vortex, have to be paid for too, in case levels are skipped.

PU [Power Usage]

The amount of power required to keep the cyberware running. Power is constantly produced by the power core and consumed by the cyberware. Skills just need the power core to be at a certain level for bursts, as it gets channeled through the flux, while CW consumes the power directly and permanently.

BC [Bodysuit Compatible]

Cyberware that is marked as bodysuit compatible still works while wearing a bodysuit.

MC [Mask Compatible]

Cyberware that is marked as mask compatible still works while wearing a mask.

EJC [Exosuit Jack Compatible]

Cyberware that is marked as exosuit jack compatible still works while wearing exosuit equipments, that are connected with an exosuit jack [the jack is CW that needs to be implanted].

If the CW is not compatible with the equipped exosuit equipment, all bonuses from the CW are lost and the active skills of the CW can not be used. The CW still consumes power, if it is not switched off with the power management skill, it will still be running, just without any effect.

CM[Combat Mode]

The turn based combat mode, the game is being played in.

FR [Free Roam]

The „real time“ free roam mode during exploration, the game is being played in.

SL [Shop Level]

To buy cyberware, it is required to visit the right shop level for it. Higher level CW also requires better equipped and connected shops to visit. As cyberware and skills, that both require shop levels, are not the usual everyday objects, specialists, that are able to manufacture the wares to your needs are required. To visit higher level shops, it is required to raise your reputation.

C [Cost]

The amount of crypto you have to pay to acquire the CW. All previous levels have to be bought, in case you skip a few levels and get your hands on a higher graded CW.

Buying / Implanting Cyberware

Cyberware can only be bought and installed at cyberdoctors [doctors, steet doctors and hospitals]. The medbay on the shinokumo can not be used to implant CW. Most CW is available and does not require to be customized, even bones are available in all sizes for all types of species and may just need some minor adjustments, since they are commonly used to replace broken bones after accidents.



PRE INSTALLED

Cyberware



Vortex Flux Pandora [VFP]



VC	PU
--	--
SL	C
--	--

A mysterious and unique CW installed in your characters bodies, that can not be found anywhere else. Indestructible.

The VFP is the most important CW in your character. It has multiple known functions, with the first being the modification of your bone structure CW to the needs of the individual division. Without the VFP, the flux upgrades would still provide you with flux, but the functionality of them would not allow you to use your division based skills. Additionally the VFP provides some initial flux, connects all characters by granting them shared vision [not shared DR] and makes it possible for the players to communicate over any distance [can not be blocked by anything].

Standard Data Jack [SDJ]



VC	PU
--	--
SL	C
--	--

The standard jack to connect to any electronic devices required to transmit data. The data jack is working wireless, but requires the character to be on the same combat zone or in 5 meter range in free roam.

CM Connecting / Disconnecting requires one combat action
FR Connect freely to any device

Standard Power Jack [SPJ]



VC	PU
--	--
SL	C
--	--

The standard jack to connect to to any electronic devices required to transmit electric energy. The power jack is working wireless, but requires the character to be on the same CZ or in 5 meter range in free roam.

CM Connecting / Disconnecting requires one combat action
FR Connect freely to any device

Food Materializer



VC	PU
--	--
SL	C
--	--

Materializes food directly in the stomach, making eating redundant for survival.



POWER CORE



Core upgrades

Power Core



Generates energy to power [P] your cyberware, weapons and skills.

Power Management [Skill installed in your Power Core]



L	VC	P	SL	C
1	1	5	1	0
2	1	10	1	500
3	1	15	1	1.000
4	1	20	1	1.500
5	1	25	1	2.000
6	1	30	1	2.500
7	1	35	1	3.000

L	VC	P	SL	C
8	1	40	2	4.000
9	1	45	2	5.000
10	1	50	2	6.000
11	1	55	2	7.000
12	1	60	2	8.000
13	1	65	2	9.000
14	1	70	2	10.000

L	VC	P	SL	C
15	1	75	3	12.000
16	1	80	3	14.000
17	1	85	3	16.000
18	1	90	3	18.000
19	1	95	3	20.000
20	1	100	3	22.000
21	1	110	3	24.000

AF	CD	COST	EFFECT
--	--	--	Activate any amount of cyberware. Activate devices via SPJ.
--	--	--	Deactivates any amount of cyberware. Deactivate devices via SPJ.

Information

With the power management, you can cut off power to CW, in case you need it for something else. When power is cut, the CW is not active, can not be used and does not provide bonuses. This skill also let's you manage devices that are connected to an SPJ you are currently using.

The power core supplies your character with the necessary energy to run cyberware, the weapon system and skills.

The device is implanted in the chest and stomach region of a character, right at the center of the body to guarantee an equal distribution of its power. The technology was developed thousands of years ago by a company that no longer exists and has since been modified and optimized, but keeps using the same basic principle.

In the middle of the device is a small vacuum capsule that is completely empty. In there a vortex rift is created, which creates a phenomenon of energy and matter, that has both states at the same time. Technically it is either energy or matter and switches between the two states constantly, but this change of state is not measurable in a universe that is limited by time, since time is non-existent between the switches, which means it is always in both states, there is no point in time where it is either in one state or the other, but at the same time, it is constantly switching states.

A vortex rift emits immense energy that can be harvested, but can not expand on its own. One electron is enough to initiate a vortex rift, but it requires the power core to be kept alive, since it will collapse on its own. There is no danger in it creating a chain reaction or exploding, it simply vanishes and stops existing in case of a malfunction.

Upgrading the power core makes it possible to stabilize bigger vortex rifts and harvest more energy, it is not necessary to be charged up at any time.

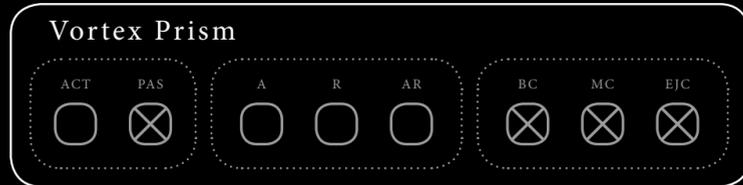
It can be advantageous to have more power available than necessary to run all systems, since it is possible to redirect energy through the standard power jack [SPJ] to external devices. A door that is unpowered can be powered up, terminals that have no power but are still connected through the network to server nodes, there are many different possibilities to take advantage of excess energy produced by the power core.



VORTEX PRISM



Core upgrades



Channels energy from the power core to be released. Defines the weapon damage [WD] of the weapon system and skills.

LR	VC	PU	WD	SL	C
--	1	1	X1	1	installed
--	-	2	X2	1	2.000
--	-	3	X3	1	4.000
--	1	4	X4	1	6.000
--	-	5	X5	1	8.000
--	-	6	X6	1	10.000
--	1	7	X7	1	12.000
20	-	8	XC1	2	14.000
--	-	9	XC2	2	16.000
--	1	10	XC3	2	18.000
--	-	11	XC4	2	20.000
--	-	12	XC5	2	22.000
--	1	13	XC6	2	24.000
--	-	14	XC7	2	26.000
40	-	15	XD1	2	28.000
--	1	16	XD2	2	30.000
--	-	17	XD3	2	32.000
--	-	18	XD4	2	34.000
--	1	19	XD5	2	36.000
--	-	20	XD6	2	38.000
--	-	21	XD7	2	40.000
60	1	22	XM1	3	42.000
--	-	23	XM2	3	44.000
--	-	24	XM3	3	46.000
--	1	25	XM4	3	48.000
--	-	26	XM5	3	50.000
--	-	27	XM6	3	52.000
--	-	28	XM7	3	54.000

The prism channels power and transforms it into outgoing energy. This energy is used by your weapon system and your skills and is referred to as weapon damage [WD]. With increasing levels of this device, more energy can be channelled through and the damage output increases.

The Vortex Prism is not a single device. When installing it, millions of small nanobots, that are carrying small vortex prism devices are injected into the body. The nanobots distribute the devices all over the body equally, die off and leave the body over the digestion system, without doing any harm themselves. The installment of that many small devices can be a bit taxing on the body though and it requires vortex to be spend, a weak body with no experience could not withstand a high level injection and it would kill the character. Higher levels add new prisms and upgrade the old ones, making it possible to channel more and more energy through the body.



AEGIS

Core upgrades



Aegis

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>				

Shields your body from damage.

L	PU	LR	VC	AEGIS	SL	C
X1	1	0	1	1D6	1	500
X2	2	--	--	2D6	1	1.000
X3	3	--	--	3D6	1	1.500
X4	4	--	--	4D6	1	2.000
X5	5	--	1	5D6	1	2.500
X6	6	--	--	6D6	1	3.000
X7	7	--	--	7D6	1	3.500

L	PU	LR	VC	AEGIS	SL	C
XD1	15	40	1	1D6	2	12.000
XD2	16	--	--	2D6	2	14.000
XD3	17	--	--	3D6	2	16.000
XD4	18	--	--	4D6	2	18.000
XD5	19	--	1	5D6	2	20.000
XD6	20	--	--	6D6	2	22.000
XD7	21	--	--	7D6	2	24.000

L	PU	LR	VC	AEGIS	SL	C
XC1	8	20	2	1D6	1	4.000
XC2	9	--	--	2D6	1	5.000
XC3	10	--	--	3D6	1	6.000
XC4	11	--	--	4D6	1	7.000
XC5	12	--	2	5D6	1	8.000
XC6	13	--	--	6D6	1	9.000
XC7	14	--	--	7D6	1	10.000

L	PU	LR	VC	AEGIS	SL	C
XM1	22	60	2	1D6	3	27.000
XM2	23	--	--	2D6	3	30.000
XM3	24	--	--	3D6	3	33.000
XM4	25	--	--	4D6	3	36.000
XM5	26	--	2	5D6	3	39.000
XM6	27	--	--	6D6	3	42.000
XM7	28	--	--	7D6	3	45.000

The aegis is an energy shield, that sorrounds characters and protects them from all kinds of incoming damage, projectiles, explosions, you call it. It is an invisible barrier, that is not spottable and is directly layered over the skin. When hit by something, it will look like the area of the skin turned completely black for an outside viewer, while from the inside it remains transparent and players hit in the eye will still be able to see.

The inventor of the aegis system claims, it creates a rift between two universes, creating an exact copy down to the atom of the character, layering it on top of the original character and redirects incoming energy and matter into the other universe, which explains why everything the character is wearing also gets coated and protected by the aegis. Skeptics claimed that explanation is just made up nonsense by a lunatic, but maybe there is a poor soul sitting in its dining room in a parallel universe, wondering where the bullet suddenly came from, that pierced through its bowl of soup and hit the record collection sitting on the shelf. We will probably never know the answer to this question, since the system works and nobody really cared to find out why, while the inventor is rotting in his grave since thousands of years and there is no chance of questioning him anymore.

Aegis is mostly used by security, police and military forces, but you will find aegis even in well equipped street thugs.



ELEMENTAL PROTECTION



Resistances

Faraday System



VC	PU
1	5
SL	C
2	5.000

Thermal Heating



VC	PU
1	5
SL	C
2	5.000

Cryo Cooling



VC	PU
1	5
SL	C
2	5.000

Makes characters immune to electric damage.

CM Electric resistance / 50% to deny electric based status effects
FR Electric resistance

Enables characters to resist extreme cold.

CM Cold resistance / 50% to deny cold based status effects
FR Cold resistance

Enables characters to resist extreme heat and fire.

CM Heat resistance / Resistance to fire damage
FR Heat resistance

These three systems, that offer protection, are essential for almost every team. The spartan uses electric charges, the voodoo spits fire and the ghost crates different cooling effects with its wind spells. Once the team is well equipped and protected with these devices, their spells will not cause any friendly fire or damage to the team, while having devastating effects on the enemy forces. There currently is no cyberware offering protection from gravity based effects the badger can cause with its skills, but who knows what scientists will develop in the future.

Additionally to offering protection from team skills, these cyberware implants also provide protection from environmental conditions. A character with cryo cooling can safely travel the surface of Qhada without having to worry about getting burned to death by the heat. Thermal heating allows players to explore the ice world on Shinra, while without these upgrades it would be impossible to travel those regions, without being safely tucked in a vehicle. There are other areas that are impossible to explore by foot without protection, but these are the most prominent examples.

These upgrades will come in handy in a lot of situations a team will find themselves in. If you get locked in a freezer by a mob boss, you will have a problem. If you get locked in there while having thermal heating cyberware, you make a tea and enjoy the beautiful view .. of .. well maybe not a beautiful view, but you can still enjoy whatever you are doing, if you want to.



DURABILITY ENHANCEMENTS



Resistances

Oxygen Generator

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
2	10
SL	C
3	20,000

Provides characters with oxygen in all environments. This device has small compartments filled with biological plant mass, that transforms carbon dioxide into oxygen. Allows players to stay submerged in water tiles indefinitely.

Pressure Compensator

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
1	2
SL	C
2	10,000

Enables characters to withstand extreme pressure while diving. Characters with the pressure compensator can leave submarines and survive in deep waters. The same rules apply as diving in water CZ.

Filtering System

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
1	1
SL	C
1	5,000

Prevents toxins from entering and damaging your systems through the air vents. Makes characters immune to toxic gasses in the environment.

Fluid Isolation

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
1	--
SL	C
1	5,000

Prevents toxic fluids from entering and damaging your systems. Makes characters immune from toxic fluids in the environment. Does not prevent poison damage, if character gets stung by a poisonous enemy.



CAPACITY

Core upgrades



Capacity [CAP]

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Provides high speed data storage.
 CM Skill capacity
 FR Skills / Programs / Data files storage

L	VC	PU	CAP	SL	C
1	1	1	10	1	0
2	1	1	20	1	500
3	1	1	30	1	1.000
4	1	2	40	1	1.500
5	1	2	50	1	2.000
6	1	2	60	1	2.500
7	1	3	70	1	3.000

L	VC	PU	CAP	SL	C
8	1	3	80	2	3.500
9	1	3	90	2	4.000
10	1	4	100	2	4.500
11	1	4	110	2	5.000
12	1	4	120	2	5.500
13	1	5	130	2	6.500
14	1	5	140	2	7.000

L	VC	PU	CAP	SL	C
15	1	5	150	3	7.500
16	1	6	160	3	8.000
17	1	6	170	3	8.500
18	1	6	180	3	9.000
19	1	7	190	3	9.500
20	1	7	200	3	10.000
21	1	7	210	3	10.500

Backup [BAC]

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Provides space to store data, can not be used for skills and active programs. Date on here is compressed and read / write is slow.
 CM --
 FR Data files storage

L	VC	PU	BAC	SL	C
1	1	1	100	1	0
2	1	1	200	1	500
3	1	1	300	1	1.000
4	1	2	400	1	1.500
5	1	2	500	1	2.000
6	1	2	600	1	2.500
7	1	3	700	1	3.000

L	VC	PU	BAC	SL	C
8	1	3	800	2	3.500
9	1	3	900	2	4.000
10	1	4	1.000	2	4.500
11	1	4	1.100	2	5.000
12	1	4	1.200	2	5.500
13	1	5	1.300	2	6.500
14	1	5	1.400	2	7.000

L	VC	PU	BAC	SL	C
15	1	5	1.500	3	7.500
16	1	6	1.600	3	8.000
17	1	6	1.700	3	8.500
18	1	6	1.800	3	9.000
19	1	7	1.900	3	9.500
20	1	7	2.000	3	10.000
21	1	7	2.100	3	10.500

Capacity is a small device that gets wired to the brain and to the power core and is installed directly into the skull / head of a character. The backup unit is installed in the chest area, which is a kit skier abd why it can only be used as a storage and not actively for skills.

Connector

ACT	PAS	A	R	AR
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

VC	PU	PRICE
1	1	2.000

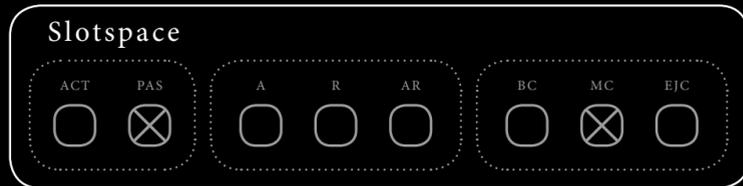
Allows you to transfer data between capacity and backup.
 CM Transferring any amount of data requires a full combat turn
 FR ---

Aside from using skills, characters can do all kinds of file management operations. If a player has backed up its skills somewhere else and needs the space on a mission to transport data, players can delete skills and copy them later on back to their capacity.



I N V E N T O R Y

Core upgrades



Compartments build in your body to store items.

L	VC	S	SL	C
1	1	10	1	1.000
2	1	20	1	2.000
3	1	30	1	3.000
4	1	40	1	4.000
5	1	50	1	5.000
6	1	60	1	6.000
7	1	70	1	7.000

The inventory system in vortex flux almost exclusively focusses on consumables and small quest items, players may need to carry around with them. Weapon systems, armor, equipment, they are all replaced by the cyberware system and equipping your character with items is mostly done by installing cyberware into the body. The items that you can equip, are not reliant on inventory space. You will not be able to carry absurd amounts of stuff with you around, which would realistically simply not be possible and would also hinder your actions and movement.

You can still wear a coat and a hat, if you like to do that, but those are storyline decisions, that will have no influence on the game system and are purely cosmetical decisions - players may chose to design their character to their liking and dress them up to their personal preferences.

Aside from the cyberware slotspace, players have also the option to wear a shoulder belt, which is described later on in the rulebook. With these two combined, players have plenty of small compartments that can be used to transport cookies, grenades, data sticks, money, everything that is small and helpful on your adventures. If players require or desire to transport additional load, drones, landers, the shinikumo or even hiring big ships are multiple options available to solve the problem.

Slotspace are small compartments directly installed in the body of characters, that have small doors that can be opened fluidly in combat, to access the transported items. Opening or taking out items does not require an additional combat action, the usage of an item in combat includes the process of taking the item out and then using it and requires usually one combat action. Using an item can be done in different ways, giving it to someone, throwing it, activate it, all of that depends on the item.



FLUX

Core upgrades



Head



Replaces your bones with cyberware boosting your flux attribute.

L	LR	VC	PU	FLUX	SL	C
Z	0	0	0	0	0	0
I	10	1	1	3	1	1.000
II	20	1	2	6	2	5.000
III	30	1	3	10	3	10.000

Torso



Replaces your bones with cyberware boosting your flux attribute.

L	LR	VC	PU	FLUX	SL	C
Z	0	0	0	0	0	0
I	10	1	1	3	1	1.000
II	20	1	2	6	2	5.000
III	30	1	3	10	3	10.000

Spine



Replaces your bones with cyberware boosting your flux attribute.

L	LR	VC	PU	FLUX	SL	C
Z	0	0	0	0	0	0
I	10	1	1	3	1	1.000
II	20	1	2	6	2	5.000
III	30	1	3	10	3	10.000

Each character division has a different bone system, that is technically the same CW, but gets modified by the VFP CW to have a different functionality.

The Badger has strengthened bones, the Spartan has flexible joints and bones loaded with electrons, the Voodoo has bones with integrated processing power and the Ghost replaces its bones with a nano bot system.

Although the price of upgrading the flux cyberware is the same for all characters, due to the VFP, these different bone systems make it possible, to run completely different software on the cyberware, resulting in the different skills a division can use. Skills from any division may be saved in the capacity, but the bone system cyberware will not be able to execute any of the commands it is receiving from the software.

With increasing levels of the cyberware, more actions can be made during combat, until the bone system reaches its limit and can not handle the stress anymore. Running skills becomes impossible at this point, until the system has managed to regenerate by sleeping or unless you manage to boost it up temporarily, with energy extracted from various sources.



FLUX

Core upgrades



Right Arm

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Replaces your bones with cyberware boosting your flux attribute.

L	LR	VC	PU	FLUX	SL	C
Z	0	0	0	0	0	0
I	10	1	1	3	1	1.000
II	20	1	2	6	2	5.000
III	30	1	3	10	3	10.000

Left Arm

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Replaces your bones with cyberware boosting your flux attribute.

L	LR	VC	PU	FLUX	SL	C
Z	0	0	0	0	0	0
I	10	1	1	3	1	1.000
II	20	1	2	6	2	5.000
III	30	1	3	10	3	10.000

Right Leg

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Replaces your bones with cyberware boosting your flux attribute.

L	LR	VC	PU	FLUX	SL	C
Z	0	0	0	0	0	0
I	10	1	1	3	1	1.000
II	20	1	2	6	2	5.000
III	30	1	3	10	3	10.000

Left Leg

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Replaces your bones with cyberware boosting your flux attribute.

L	LR	VC	PU	FLUX	SL	C
Z	0	0	0	0	0	0
I	10	1	1	3	1	1.000
II	20	1	2	6	2	5.000
III	30	1	3	10	3	10.000



CLOAKING



Core upgrades

Cloaking

ACT	PAS	A	R	AR	BC	MC	EJC
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>				

Unlocks „cloak“ skill

Turns the character invisible. Cloaking does not run out when standing still. When moving the device has to adapt to the changing environment and uses up energy, limiting the amount of combat zones [CZ], that can be moved to, before being uncloaked. Any actions aside from basic movements uncloak the character. Be careful, in combat mode the detectability will get drastically reduced, but enemies with a higher detection range may still detect you, when you are close by.

CM Detectability -20
FR Invisibility

LR	VC	PU	AF	CZ	SL	C
10	1	1	10	1	2	2.000
--	--	2	10	2	2	4.000
--	--	3	10	3	2	6.000
--	1	4	10	4	2	8.000
--	--	5	10	5	2	10.000
--	--	6	10	6	2	12.000
--	1	7	10	7	2	14.000
--	--	8	10	8	2	16.000
--	--	9	10	9	2	18.000
--	1	10	10	10	3	20.000
--	--	11	10	11	3	22.000
--	--	12	10	12	3	24.000
--	1	13	10	13	3	26.000
--	--	14	10	14	3	28.000
--	--	15	10	15	3	30.000
--	1	16	10	16	3	32.000
--	--	17	10	17	3	34.000
--	--	18	10	18	3	36.000
--	1	19	10	19	3	38.000
--	--	20	10	20	3	40.000
--	--	21	10	21	3	42.000

Cloak [Skill installed in your cloaking cyberware]

A	R	AR	CAP	PR	AR	CM	FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	--	--	--	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

AF	CD	COST	EFFECT
10	--	--	Activates your cloaking cyberware
--	--	--	Deactivates your cloaking cyberware

Information
Unlike other skills, this skill can not be leveled up and its power level depends on the cloaking cyberware.



HACKING



Attack

SDJ Infiltrator

ACT	PAS	A	R	AR	BC	MC	EJC
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Creates an SDJ connection to a secured SDJ of any target.

The SDJ infiltrator is can be used to connect to SDJ that are protected and require authorization. Not all SDJ are openly accessible and some may prevent you from even connecting to the system.

L	VC	PU	ATT	SL	C
1	1	1	1D6	1	2.000
2	--	2	2D6	1	2.000
3	--	3	3D6	1	2.000
4	--	4	4D6	2	2.000
5	--	5	5D6	2	2.000
6	--	6	6D6	3	2.000
7	--	7	7D6	3	2.000

Circumventer

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Protects you from any feedback that may occur, when connecting to a secured SDJ.

Requires SDJ Barrier level 1

VC	PU
1	1
SL	C
2	5.000

Bruter

ACT	PAS	A	R	AR	BC	MC	EJC
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Provides you with hacking dice.

Once an SDJ connection has been established to a target, you can use the bruteforcer execute commands on the targets cyberware.

L	VC	PU	ATT	SL	C
1	1	1	1D6	1	2.000
2	--	2	2D6	1	2.000
3	--	3	3D6	1	2.000
4	--	4	4D6	2	3.000
5	--	5	5D6	2	3.000
6	--	6	6D6	3	3.000
7	--	7	7D6	3	4.000

Breacher

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Protects you from any feedback that may occur, in ongoing hacking attempts on systems your a infiltrating.

Requires hack barrier level 1

VC	PU
1	1
SL	C
2	5.000



HACKING PROTECTION



Resistances

SDJ Barrier

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Blocks connection attempts to your SDJ.

The SDJ barrier is a small microchip, that gets attached to your capacity having a quantum processor onboard, that automatically recognizes hacking attempts and starts counter measurements. It gets attached to your capacity and requires quite a lot of power for such a small device. Although on the highest level the barrier is hard to breach, there is no absolute guarantee of safety and there always remains a chance, that your defenses will be broken down by an intruder.

L	VC	PU	DEF	SL	C
1	1	1	1D6	1	2.000
2	--	2	2D6	1	2.000
3	--	3	3D6	1	2.000
4	--	4	4D6	2	2.000
5	--	5	5D6	2	2.000
6	--	6	6D6	3	2.000
7	--	7	7D6	3	2.000

Barrier Feedback

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
--	1
SL	C
2	5.000

Small microchip that can be attached to the SDJ Barrier. Gives a 50% chance to stun any intruder trying to hack into your cyberware for 2 turns. Requires SDJ Barrier level 1

Hack Barrier

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Prevents hacking attempts on your character.

While the SDJ barrier prevents intruders connecting to your SDJ in the first place, the hack barrier is the second line of defense and prevents attempts to fiddle with your software running on your cyberware. Each time, a command will be executed by an intruder, the hack barrier provides a chance to deny the attempt, making it hard for an intruder to accomplish something, in case it manages to connect to your SDJ.

L	VC	PU	DEF	SL	C
1	1	1	1D6	1	2.000
2	--	2	2D6	1	2.000
3	--	3	3D6	1	2.000
4	--	4	4D6	2	2.000
5	--	5	5D6	2	2.000
6	--	6	6D6	3	2.000
7	--	7	7D6	3	2.000

Hacking Feedback

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

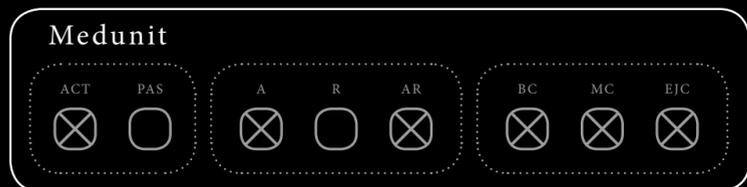
VC	PU
--	1
SL	C
2	5.000

Small microchip that can be attached to the hack barrier. Gives a 50% chance to deal WD to any intruder trying to hack into your cyberware. Requires hack barrier level 1



MEDICAL SUPPLY

Cyberware



The medunit cyberware is a device, that gets implanted in the chest area of a character, connected to a small jack implanted in the skin, that can be used to refill it with charges. Medunit charges can not be carried around and it is required to connect it to a recharging station, that can be found in almost all medical facilities or inside the medbay of the shinokumo.

Medunits are military tech and are only found in highly equipped specialist forces. It can be difficult to get your hand on them and they are quite expensive.

Medunits can be charged with medical boosts, healing and cures and provides the same features as a medkit and an injector combined in one cyberware upgrade. While it does not require inventory slots and is better than the equipment alternatives at first glance, having all features in one, it can only be used on the character itself, costs attribute flux to use, is more expensive to charge up and requires vortex points to install.

CM Using one charge requires one combat action
FR Free usage

L	LR	VC	PU	CHARGES	AF	SL	C
1	10	1	1	1	1 / Charge	1	20.000
2	--	--	--	2	1 / Charge	1	5.000
3	--	--	--	3	1 / Charge	1	5.000
4	--	1	2	4	1 / Charge	2	5.000
5	--	--	--	5	1 / Charge	2	5.000
6	--	--	--	6	1 / Charge	2	5.000
7	--	1	3	7	1 / Charge	3	5.000
8	--	--	--	8	1 / Charge	3	5.000
9	--	--	--	9	1 / Charge	3	5.000

Available charges

- Healing [Heals 20% of your shadow]
- Anti Poison [Cures any poison effects]
- Adrenaline [Triples your movement range for 2 turns]
- Dopamine [Gives two additional combat actions for 2 turns]
- + all charges available for the injector

One charge costs 500 C on the free market or 300 C in the medbay with a shipdoctor on the shinokumo.



CYBEREYES



Detection

Cybereyes

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Replaces biological eyes with cyberware eyes..

L	VC	PU	DR	SL	C
1	3	1	3	1	5.000
2	--	2	5	2	2.000
3	--	3	7	2	2.000
4	--	4	9	3	2.000
5	--	5	11	3	2.000

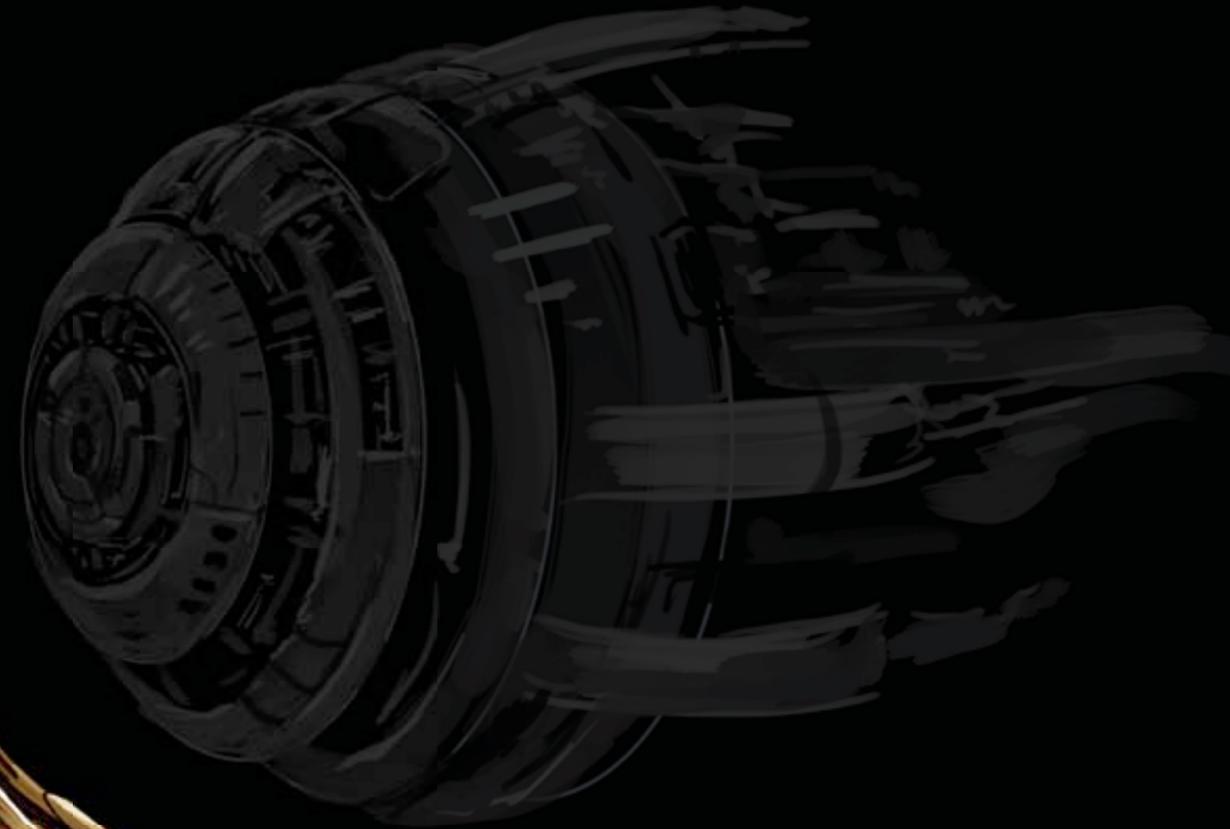
The eyes are the most powerful detection sensor in characters and replacing them grants huge advantages with lots of modifications to upgrade the system and also adding skills, that can be used in all kinds of circumstances. The cybereyes increase your detection range [DR].

The eyes are directly wired to the brain, capacity and power core and are far more powerful than biological eyes. Upgrading the eyes with modifications will make them more efficient and increase the detection range, but will also unlock special skills, that come preinstalled on the modifications, that can be quite helpful in the every day life in Ionar. Modifications will not coast any extra vortex and are simply implemented in the already implanted cybereyes cyberware. These modifications can not be installed in biological eyes and require cybereyes.

1D6 Perception check [D6PC]

Modifications provide perception skills, that allow players to make 1D6 dice throw checks scanning the environment. If a character hits a success but gather only some informations, the VM decides which informations will be given to the players. Each check can only be done once by each character.

- 1 = failed, no information
- 2 = failed, no information
- 3 = success, some information
- 4 = success, some information
- 5 = success, all information
- 6 = success, all information





CYBEREYES MODIFICATIONS



Detection

Infrared

ACT	PAS	A	R	AR	BC	MC	EJC
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
0	2
SL	C
2	2.000

Enables characters to see heat signatures.

CM D6PC to look at 3 CZ behind a wall to check for lifeforms
FR D6PC to look at a radius of 10-20 meters behind a wall to check for lifeforms

Increases detection by 2.
Requires cybereyes cyberware.

X-Ray

ACT	PAS	A	R	AR	BC	MC	EJC
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
0	3
SL	C
3	4.000

Enables characters to see through a single wall they are next to.

CM D6PC to look at CZ behind wall
FR D6PC to look at small radius of 5-10 meters behind a wall

Increases detection by 1.
Requires cybereyes cyberware.

Zoom Lense

ACT	PAS	A	R	AR	BC	MC	EJC
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
0	1
SL	C
1	2.000

Enables characters to zoom in and spot things outside their detection range.

CM D6PC for 1 AF, to see if they spot something in the distance
FR D6PC to check if they get information on something in the distance.

Increases detection by 1.
Requires cybereyes cyberware.

Night Vision

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
0	2
SL	C
1	2.000

Enables characters to see in complete darkness. Characters get no mallus from badly lit environments.

Increases detection by 1.
Requires cybereyes cyberware.

Glowing Eyes

ACT	PAS	A	R	AR	BC	MC	EJC
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

VC	PU
0	1
SL	C
1	1.000

Makes the eyes glow in any chosen color when activated and provides a light source that grants vision in 5 CZ range in the dark. Activating / deactivating costs one combat action.

Increases detection by 1 when activated.
Increases detectability by 5 when activated.
Requires cybereyes cyberware.

Microscope

ACT	PAS	A	R	AR	BC	MC	EJC
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

VC	PU
0	1
SL	C
2	3.000

Enables characters to investigate tiny objects for clues with a D6PC.

Increases detection by 1.
Requires cybereyes cyberware.



CYBEREYES MODIFICATIONS



Detection

Cyberware Scanner

ACT	PAS	A	R	AR	BC	MC	EJC
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
0	2
SL	C
2	4.000

Enables characters to scan what kind of cyberware an NPC has. Shows Aegis, SDJ, Hacking and Specialities, may reveal unique CW.

CM D6PC to scan a character for cyberware
FR D6PC to scan a character for cyberware

Increases detection by 1.
Requires cybereyes cyberware.

Vitals Scanner

ACT	PAS	A	R	AR	BC	MC	EJC
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
0	2
SL	C
1	3.000

Enables characters to scan for vitals of a character. Gives informations about the maximum shadow and / or current shadow of a character.

CM D6PC to determine the shadow of a character
FR D6PC to determine the shadow of a characters

Increases detection by 1.
Requires cybereyes cyberware.

Weapon Scanner

ACT	PAS	A	R	AR	BC	MC	EJC
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
0	2
SL	C
1	3.000

Enables characters to scan for weapons or cyberware weapon systems on a character. Will give informations about the damage and / or damage class.

CM D6PC to determine the damage of a characters
FR D6PC to determine the damage of a characters

Increases detection by 1.
Requires cybereyes cyberware.

Fingerprint Scanner

ACT	PAS	A	R	AR	BC	MC	EJC
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
0	1
SL	C
1	1.000

Enables characters to scan for fingerprints. Can save fingerprints in the capacity. Fingerprints can be identified with a fitting database.

CM D6PC to scan for fingerprints
FR D6PC to scan for fingerprints

Increases detection by 1.
Requires cybereyes cyberware.

Electronic Scanner

ACT	PAS	A	R	AR	BC	MC	EJC
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
0	2
SL	C
1	3.000

Enables characters to scan for electronic devices. Detects devices carried by characters, security systems, hidden terminals, electric circuits and network panels. Cyberware and traps will not be detected by this modification.

CM D6PC to check for electronic devices on a characters
FR D6PC to check for electronic devices on a characters

Increases detection by 1.
Requires cybereyes cyberware.

Trap Scanner

ACT	PAS	A	R	AR	BC	MC	EJC
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
0	2
SL	C
1	4.000

Special modification that can detect traps, no matter how well hidden they are.

CM D6PC to check for traps in detection range, requires one combat action
FR D6PC to check for traps in sight

Increases detection by 1.
Requires cybereyes cyberware.



CYBERNOSE



Detection

Cybernose

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

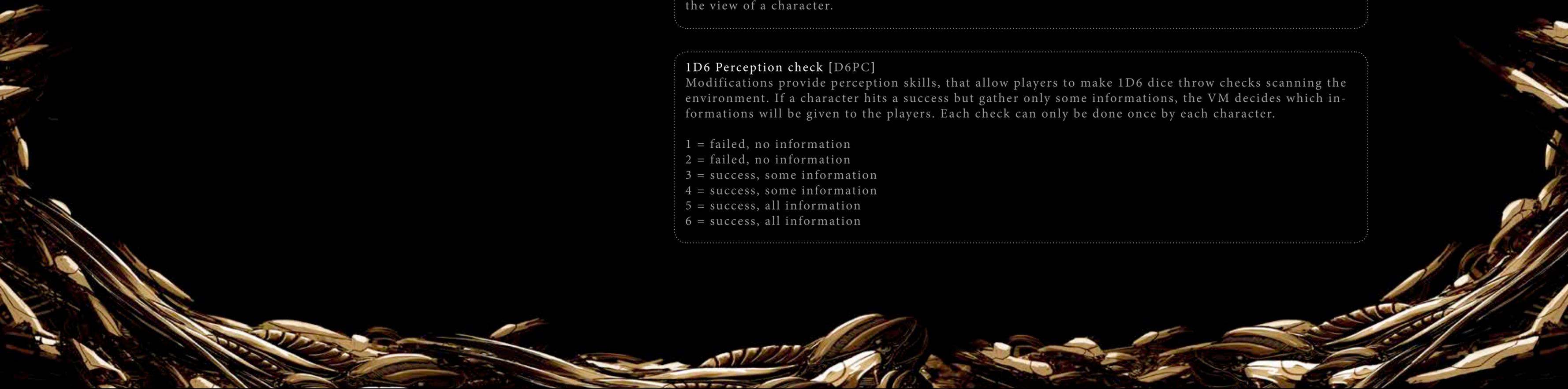
Advances biological scent receptors with cyberware.

L	VC	PU	DET	SL	C
1	1	2	1	1	3.000
2	--	--	2	2	1.000
3	--	--	3	2	1.000
4	--	--	4	3	1.000
5	--	--	5	3	1.000

The cybernose cyberware does not replace the actual nose, it is a set of two small devices implanted inside the nasal cavities, that enhance the capabilities of the characters scent receptors. Of course players can replace their actual nose with a red blinking ball, but that will probably have no effect on the gameplay mechanics, aside from being mocked and easily spotted in combat. The nose is an important tool for detection and although not as powerful as the eyes, it can detect things that stay hidden from the view of a character.

1D6 Perception check [D6PC]
 Modifications provide perception skills, that allow players to make 1D6 dice throw checks scanning the environment. If a character hits a success but gather only some informations, the VM decides which informations will be given to the players. Each check can only be done once by each character.

- 1 = failed, no information
- 2 = failed, no information
- 3 = success, some information
- 4 = success, some information
- 5 = success, all information
- 6 = success, all information





CYBERNOSE MODIFICATIONS



Detection

Scent Filter

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
0	1
SL	C
1	2.000

Filters out all harmful materials from inhaled air.

Increases detection by 1.
Requires cybernose cyberware.

Scent Enhancer

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
0	1
SL	C
1	2.000

Increases the nuances that can be detected by smell.

Increases detection by 1.
Requires cybernose cyberware.

Scent Analyzer

ACT	PAS	A	R	AR	BC	MC	EJC
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
0	1
SL	C
1	3.000

Makes it possible to distinguish between different scents and analyze single sources.

CM D6PC to check for the existence hidden enemies
FR D6PC to analyze scents

Increases detection by 1.
Requires cybernose cyberware.

Scent Locator

ACT	PAS	A	R	AR	BC	MC	EJC
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
0	2
SL	C
1	3.000

Makes it possible to locate the sources of scents.

CM D6PC to check for the location of hidden enemies
FR D6PC to locate sources of scents

Increases detection by 1.
Requires cybernose cyberware.



CYBEREARS



Detection

Cyberears

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

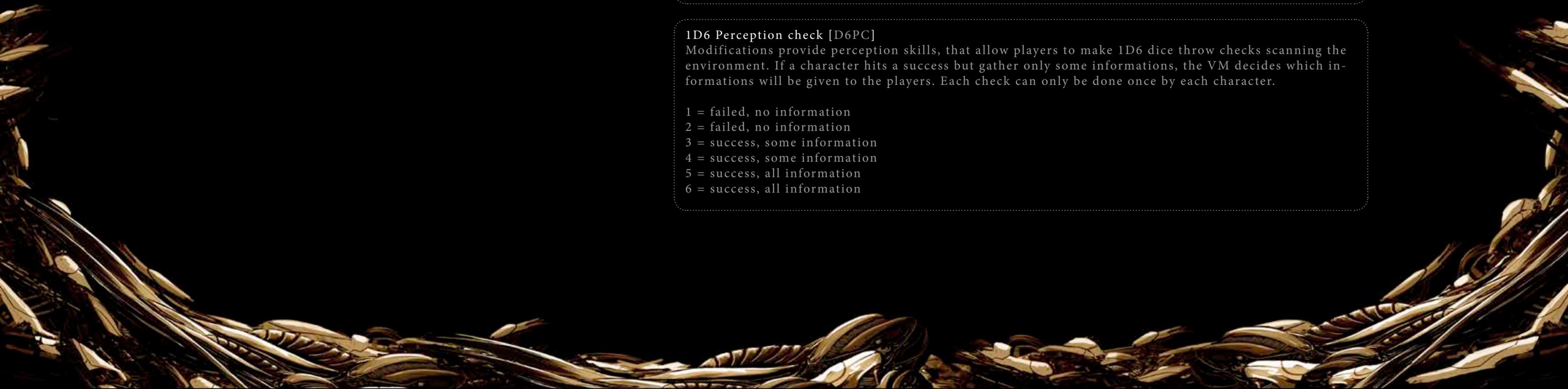
Replaces biological ears with cyberware ears.

L	VC	PU	DET	SL	C
1	1	2	1	1	5.000
2	--	--	2	2	2.000
3	--	--	3	2	2.000
4	--	--	4	3	2.000
5	--	--	5	3	2.000

The cyberears implant replaces the cochlea and several other parts of the hearing system with cyberware, while leaving the outer ear untouched, making it impossible to spot with the eye. The biggest upside of this implant, according to recipients, is being able to turn down the volume and completely ignoring the upstairs neighbors having a jumping jack contest in sabots at four o'clock in the morning. Oh, and it also improves your hearing, sometimes, when you need it.

1D6 Perception check [D6PC]
 Modifications provide perception skills, that allow players to make 1D6 dice throw checks scanning the environment. If a character hits a success but gather only some informations, the VM decides which informations will be given to the players. Each check can only be done once by each character.

- 1 = failed, no information
- 2 = failed, no information
- 3 = success, some information
- 4 = success, some information
- 5 = success, all information
- 6 = success, all information





CYBEREARS MODIFICATIONS



Detection

Noise Filtering



VC	PU
0	1
SL	C
1	2.000

Filters out background noise and disturbing sounds.

Increases detection by 2.
Requires cyberears cyberware.

Noise Enhancer



VC	PU
0	1
SL	C
1	2.000

Enhances quiet noises and makes them distinguishable.

Increases detection by 1.
Requires cyberears cyberware.

Noise Locator



VC	PU
0	2
SL	C
1	2.000

Makes it possible to locate the origin of sounds.

CM D6PC to locate hidden enemies
FR D6PC to locate the source of a noise

Increases detection by 1.
Requires cyberears cyberware.

Voice Analyzer



VC	PU
0	1
SL	C
1	3.000

Analyzes NPC voices and detects irregularities.

CM D6PC to determine the type of enemy making noise
D6PC to detect irregularities, may detect lies
FR D6PC to determine to whom a voice belongs to
D6PC to detect irregularities, may detect lies

Increases detection by 1.
Requires cyberears cyberware.



CYBERSKIN

Detectability



Cyberskin

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>					

VC	PU
4	2
SL	C
1	10.000

Upgrades your skin / feathers / pelt with cyberware. Nanobots place millions of small devices directly under your skin, that generates different kind of fields, that have influence on your visibility. The field is not limited to the skin itself and can manage to surround feathers, pelt and clothes, but it can not include exosuit equipment.

Decreases detection by 3

Anti Reflection

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>					

VC	PU
0	2
SL	C
1	5.000

Your character reduces the reflection of light on itself and is harder to spot.

Decreases detection by 4
Requires cyberskin cyberware.

Skin Pore Modifier

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>					

VC	PU
0	1
SL	C
1	3.000

Changes the pores of your skin, making it harder to be spot.

Decreases detection by 2.
Requires cyberskin cyberware.

Sweat Glance

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>					

VC	PU
1	2
SL	C
1	3.000

Replaces key sweat glance systems to reduce your scent.

Decreases detection by 2.

Light Absorber

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>					

VC	PU
0	2
SL	C
1	4.000

Absorbs incoming light waves and makes your character harder to spot.

Increases detection by 3.
Requires cyberskin cyberware.

Color Adaptor

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>					

VC	PU
0	5
SL	C
2	10.000

Your character can adapt the color of your environment.

Decreases detection by 5.
Requires cyberskin cyberware.



CYBERHAND

Main Implant / Tools



Cyberhand

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
2	2
SL	C
1	5.000

Replaces biological hand with cyberware.

Replacing the hand with cyberware, does not have an immediate effect on the gameplay, but allows certain tools to be installed into it. When deciding to go for this CW, you should wait until you can afford to install the upgrades right away, otherwise the cyberhand is completely useless.

You can replace both hands individually.

Each cyberhand provides the possibility to install 2 modifications.

Screwdriver

ACT	PAS	A	R	AR	BC	MC	EJC
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
--	1
SL	C
1	1.000

Screw or unscrew bolts.

CM One bolt requires one combat action
FR Free usage

Requires cyberhand cyberware.

Heater

ACT	PAS	A	R	AR	BC	MC	EJC
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
--	1
SL	C
1	1.000

Boils water. Can boil one combat zone in one turn.

CM Activating / Deactivating requires one combat action
FR Free usage

Requires cyberhand cyberware.



CYBERHAND



Tools

Lighter

ACT	PAS	A	R	AR	BC	MC	EJC
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
--	1
SL	C
1	1.000

Create a flame from one of your fingers. Or just set the whole hand on fire.

CM Activating / Deactivating requires one combat action
FR Free usage

Requires cyberhand cyberware.

Welder

ACT	PAS	A	R	AR	BC	MC	EJC
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
--	3
SL	C
1	3.000

Can weld metallic materials.

CM Welds 1 meter per combat action
FR Free usage

Requires cyberhand cyberware.

Thermometer

ACT	PAS	A	R	AR	BC	MC	EJC
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
--	1
SL	C
1	1.000

Measures the temperature of anything in the range of 10 meters or 2 CZ.

CM Can measure one target
FR Free usage

Requires cyberhand cyberware.

Microlight

ACT	PAS	A	R	AR	BC	MC	EJC
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
--	1
SL	C
1	1.000

Small light source that is able to light up tiny areas you want to investigate.

CM Activating / Deactivating requires one combat action
FR Free usage

Requires cyberhand cyberware.

Chemical Analyzer

ACT	PAS	A	R	AR	BC	MC	EJC
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
--	3
SL	C
2	5.000

Installs a small device into the hand, making it possible to analyze materials for their chemical structures

CM Activating / Deactivating requires one combat action
FR Free usage

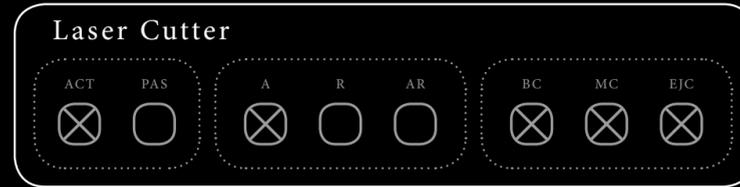
Requires cyberhand cyberware.



CYBERHAND



Laser Cutter



This device is a quite small, but highly efficient laser, that manages to concentrate a lot of energy into a single spot. It is a cyberhand upgrade and is installed into the palm, making it highly practical to use, as it requires no tools to be carried around. Due to the fact that the device is a bit larger and reaches up into the arm, one initial vortex point is required to be spent when it is installed, but all further upgrades are just modification of the original implant and require no additional vortex.

The laser cutter lets characters cut through ports, making it possible to crack them, without having to spend any time with the lock mechanism and just use brute force to open up pathways. The upside is, this device will require no flux to be spend during combat, but it may take a while to weld open a port, so the team may have to protect the one, who is responsible for making a breakthrough.

In case you do not want to spend vortex on this device, there is an alternative equipment with the same functionality, that will require inventory slots though, as it has to be carried around.

Requires cyberhand cyberware

L	VC	PU	AF	DMG	SL	C
I	1	1	--	1D6	1	5.000
II	--	2	--	2D6	1	5.000
III	--	3	--	3D6	2	5.000
IV	--	4	--	4D6	2	5.000
V	--	5	--	5D6	3	5.000
VI	--	6	--	6D6	3	5.000
VII	--	7	--	7D6	3	5.000



CYBERFEET

Movement / Detectability



Cyberfeet

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>				

VC	PU
2	2
SL	C
1	5.000

Replaces your feet with with cyberware. Allows additional modifications to be installed.

Suckling

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>				

VC	PU
--	2
SL	C
1	3.000

Installs devices in your feet, that allow you to stuck yourself to walls and obstacles, running them up and down as you please.
CM Move along the walls in CZs
FR Climb up buildings and obstacles
Requires Cyberfeet cyberware.

Silent Footsteps

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>				

VC	PU
--	--
SL	C
1	3.000

Dampens the sound created by your footsteps.
Decreases detection by 2.
Requires Cyberfeet cyberware.

Grip

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>				

VC	PU
--	--
SL	C
1	1.000

Increases your movement by 1.
Requires Cyberfeet cyberware.

Jump Booster

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>				

VC	PU
--	1
SL	C
1	2.000

Increases your jumping range by 2 CZ.
Requires Cyberfeet cyberware.



CYBERLEGS



Movement

Cyberlegs

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
3	2
SL	C
1	5.000

This implant replaces the muscle tissue and meat parts of your legs with cyberware, making them stronger and more durable. The original bone system stays in place and is not replaced. The CW can be upgraded with multiple modifications, boosting its capabilities even further.

Increases your movement by 2

Turbine Booster

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
--	2
SL	C
2	5.000

Increases your movement by 3

Requires Cyberlegs cyberware

Hydraulic Pump

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
--	2
SL	C
1	4.000

Increases your movement by 2

Requires Cyberlegs cyberware

Advanced Joints

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
--	1
SL	C
1	3.000

Increases your movement by 1

Requires Cyberlegs cyberware

Power Distributor

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
--	2
SL	C
1	4.000

Increases your movement by 2

Requires Cyberlegs cyberware



SPECIAL DETECTION



Detection

Vibration Detector



VC	PU
1	2
SL	C
2	7.000

Makes it possible to detect vibrations in the ground. The vibrations could be from enemy movement or any other source and can be checked for with a D6PC, which may reveal some informations about the source.

CM D6PC to look for vibrations
FR D6PC to look for vibrations

Increases detection by 2.

Sonar



VC	PU
1	5
SL	C
2	10.000

Makes it possible to detect hidden enemies in water and swamp CZ. Removes any detection mallus in water and swamp CZ.

CM D6PC to look for objects in all water environments
FR D6PC to look for objects in all water environments

Increases detection by 2.

Radio Scanner



VC	PU
1	3
SL	C
2	7.000

Makes it possible to intercept radio signals, trnasmitted by unen-
crypted devices.

CM D6PC to pick up on transmitted radio signals
FR D6PC to pick up on transmitted radio signals

Increases detection by 2.

Taste Enhancer



VC	PU
1	1
SL	C
1	2.000

Installs additional taste buds to increase the capabilities of your tongue.

CM D6PC to determine elements included in the tested material
FR D6PC to determine elements included in the tested material

Increases detection by 1.



SPECIAL DETECTABILITY



Detectability

Noise Canceller

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>				

VC	PU
1	2
SL	C
1	3.000

Creates counter sound waves, that overlay existing sounds and cancels them out.

Decreases detection by 2.

Aerodynamic Regulator

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>				

VC	PU
1	3
SL	C
2	3.000

Reduces the noise production by your body, by controlling the air flow around it.

Decreases detection by 2.

Aroma Generator

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>				

VC	PU
1	1
SL	C
1	3.000

Creates aroma that counters your own scent to camouflage your emissions and adapt to the environment.

Decreases detection by 2.

Scent Damper

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>

VC	PU
1	2
SL	C
1	3.000

Reduces „scents“ emitted by your body.

Decreases detection by 2.

Isolation

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>

VC	PU
1	2
SL	C
1	3.000

Isolates noises from your body, like heartbeat and stomach.

Decreases detection by 2.

Silent Joints

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>

VC	PU
1	2
SL	C
1	5.000

Further upgrades all joints of your body to reduce noise, by altering the fluid production.

Decreases detection by 3.



NETWORK

Social / Network / Communication



ISN Network Uplink



VC	PU
1	2
SL	C
2	5.000

Connect to the ISN network from anywhere inside civilization, cities, vessels, spacestations, or near them in the wild. With this device it is not required to create an SDJ connection to connect to the ISN. Server nodes, that are not connected to the ISN will not be accessible though.

CM Requires a full combat turn to connect
FR Free usage

ISN Satellite Uplink



VC	PU
1	5
SL	C
3	10.000

Connect to the ISN network in remote locations with no civilization or vessel in reach, that provides a connection

CM Requires a full combat turn to connect
FR Free usage

Shinokumo Main Uplink



VC	PU
1	1
SL	C
1	2.000

Connect directly to the shinokumo and download / upload data. This allows players to swap out skills during combat that are stored on the shinokumo. Since it is limited to be used with a single vessel, the requirements are comparable low.

CM Requires a full combat turn to switch data.
FR Free usage

Creditchip



VC	PU
--	1
SL	C
1	1.000

This device lets players perform financial transactions without requiring cash money. It is so common and cheap, that it does not require vortex to be spend, as the design required it to be available to everyone.

CM Perform financial transactions
FR Perform financial transactions

Shinokumo Vessels Uplink



VC	PU
1	1
SL	C
1	2.000

This device lets you connect to drones and landers deployed by the shinokumo and remotely control them. Since it is limited to be used with a single system, the requirements are comparable low.

CM Sending a command to a vessel requires one combat action
FR Free usage



UTILITY

Tools



Exosuit Jack [EJ]



VC	PU
2	2
SL	C
1	3.000

A jack, that lets you connect your exosuit equipment to your cyberware system and wear exosuit equipment, without the loss of the functionality of the CW. Not all exosuit equipment is able to make use of the connector and you have to look at the descriptions, to see if it is compatible.

Floodlight



VC	PU
1	3
SL	C
1	3.000

Provides massive amount of light in a whole area. Activating / deactivating requires one action during combat. The light gets installed at the side of your head.

CM Increases detectability by 60. Lights 20 CZ in both directions
FR Provides light and makes your character easier to spot.

Spotlight



VC	PU
1	2
SL	C
1	3.000

A light that provides punctual lumination. Activating / deactivating requires one action during combat. The light gets installed at the side of your head.

CM Increases detectability by 30. Lights 10 CZ in one direction
FR Provides light and makes your character easier to spot

Dragonbreath



VC	PU
1	1
SL	C
1	5.000

Installs small flamethrower devices in your mouth and lets you breath fire.

CM Deals WD to any target on the same CZ.
FR You look cool when doing it and literally spit out hot mixtapes.

Hazard Flasher



VC	PU
1	2
SL	C
1	3.000

Installs a warning light on top of your head, that detracts into the head, when not active. It draws attention and is spottable from far distances. Activating / deactivating requires one action during combat.

CM Increases detectability by 150, when it is switched on.
FR Makes you easy to spot from far distances.



VOCAL CHORDS



Speech

Vocal Chord

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
2	1
SL	C
1	5,000

Replaces the vocal chords with cyberware. Allows modifications to be installed.

Grants an additional bending willpower dice in all categories

Voice Imitator

ACT	PAS	A	R	AR	BC	MC	EJC
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>					

VC	PU
--	1
SL	C
1	3,000

This device enables you to imitate known voices of NPCs or other characters.

CM Imitate the voice of other characters
FR Imitate the voice of other characters

Harmony

ACT	PAS	A	R	AR	BC	MC	EJC
<input checked="" type="checkbox"/>							

VC	PU
--	2
SL	C
1	3,000

This device improves your abilities to create harmonic sounds, improving the ability of a character to hit notes and sing.

CM Sing
FR Sing

Voice Enhancer

ACT	PAS	A	R	AR	BC	MC	EJC
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>					

VC	PU
--	4
SL	C
2	10,000

Boosts the volume of your voice to unnatural amounts, making it possible to be heard over long distances. You can still speak normally and control the volume of your voice.

CM [Roar] Roar loudly. 50% chance on all enemies in DR to scare them away for 1 turn, leading to them running away from your character. CD 6



ORGANS

Abilities



Heart

ACT	PAS	A	R	AR	BC	MC	EJC
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
3	3
SL	C
3	10.000

Replaces the heart with cyberware. As a result of this, you are able to control your bloodflow and your pulse, making it possible to boost your characters oxygen supply for a short amount of time and increasing your movement capabilities. This ability can be used once after resting and requires a full night of sleep to be ready to use again. Requires one combat action to activate.

CM Movement +5 for 4 turns.

Lung

ACT	PAS	A	R	AR	BC	MC	EJC
<input checked="" type="checkbox"/>							

VC	PU
3	3
SL	C
3	10.000

Replaces the lung with cyberware. As a result of this, you are able to breath any kind of gases without harming your character.

CM Blow gases away on the same CZ as your character
FR Use extreme lung power for whatever you plan to do

Stomach

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
3	3
SL	C
3	10.000

Replaces the whole stomach with cyberware. As a result of this, you are able to consume poisonous food, use salt water to hydrate your character and consume anything that would otherwise be considered as unhealthy while being able to extract flux energy from it. The amount of bonus flux is decided by a D6.

Liver

ACT	PAS	A	R	AR	BC	MC	EJC
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

VC	PU
1	2
SL	C
3	10.000

Replaces the liver with cyberware. As a result of this you can consume any amount of alcohol, even toxic kinds of alcohol, that would otherwise have an impact on your vision, among other fluids, without any harm to your character.



MINING

Resources



Rock Spot Locator



The rock locator gives players the chance to find rock spots in their environment. Can only be done in locations, where rocks may actually be found. With increasing level, your success rises in finding rock spots.

Requires cybereyes cyberware

L	VC	PU	AF	CHANCE	SL	C
I	1	1	5	1D6	1	1.000
II	--	2	5	2D6	1	1.000
III	--	3	5	3D6	2	1.000
IV	--	4	5	4D6	2	1.000
V	--	5	5	5D6	3	1.000
VI	--	6	5	6D6	3	1.000
VII	--	7	5	7D6	3	1.000

Mineral Detector



The resource detector determines, how many rocks you find in a rock spot, that are worth your efforts and that can be harvested from. With increasing level, your success rises and more rocks will be found at rock spots.

Requires cybereyes cyberware

L	VC	PU	AF	CHANCE	SL	C
I	1	1	5	1D6	1	2.000
II	--	2	5	2D6	1	2.000
III	--	3	5	3D6	2	2.000
IV	--	4	5	4D6	2	2.000
V	--	5	5	5D6	3	2.000
VI	--	6	5	6D6	3	2.000
VII	--	7	5	7D6	3	2.000

Mining Laser



The mining laser allows players to harvest crystals and ores from rocks found in Ionar. These minerals are used by crafters for all kinds of items and devices. Selling them to the right person may bring some coins to your pocket. All over the solar system, you can find various NPC interested in rare minerals and if they are not interested in trading or buying them, they may be requested in quests and these crystals and ores are valuable mission items. With increasing level, your chance of successfully extracting minerals rises.

Requires cyberhand cyberware

L	VC	PU	AF	CHANCE	SL	C
I	2	1	10	1D6	1	5.000
II	--	2	10	2D6	1	5.000
III	--	3	10	3D6	2	5.000
IV	--	4	10	4D6	2	5.000
V	--	5	10	5D6	3	5.000
VI	--	6	10	6D6	3	5.000
VII	--	7	10	7D6	3	5.000



SKILLS





SKILLS

Introduction



Skills

Skills are software running on the installed cyberware, that allow players to take advantage of the wonders of technology.

To use a skill, it is required to purchase a level one version of it and copy it into the players capacity. Skills in the backup can not be used, but can be stored there for later use.

Copying skills into the capacity is simply done by connecting a character with the SDJ [standard data jack] to a source, which also requires a SDJ. Sources without SDJ can not be connected to.

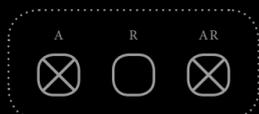
To get a skill to level three, all previous levels have to be installed first. Upgrading a skill does not require additional capacity or other requirements. Higher levels are running the same software, using more efficient algorithms

Copying skills

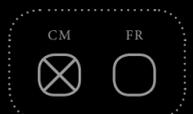
Skills are interchangeable and only need to be bought once, other characters can simply copy the software to their capacity. The skills may also be stored in the shinokumo or any other available data devices.

Different divisions can even copy skills from other divisions, but they are not able to run them on their cyberware.

Skill name



CAP 0 PR 0 AR 0



A [Action]

Skill can be used as an action in combat mode.

R [Reaction]

Skill can be used as a reaction in combat mode.

AR [Attribute reaction]

Skill can be used as attribute reaction in combat mode.

CAP [Capacity requirement]

Amount of capacity the skill requires to be saved in your cyberware.

PR [Power requirement]

Amount of power your reactor core can produce. The power is not consumed, with 10 power on the reactor multiple skills requiring 10 power can be used.

AR [Attribute requirement]

Amount of primary attribute required to use this skill. The attribute required is not consumed, with 10 attribute points, multiple skills requiring 10 attribute can be used.

CM [Combat mode]

These skills can be used in combat mode.

Useage of these skills will trigger combat mode if used in free roam.

Unless you are in a conversation with an NPC who wants to see what kind of cool stuff you can do, or any other specific situation, using a CM skill will trigger aggression of surrounding characters and will activate combat mode. NPCs react differently, peaceful characters will flee the scene and combat characters will react according to the VMs choice, but usually simply attack the group.

As long as characters are not detected and remain hidden, the useage of combat skills will obviously not trigger combat mode of other NPCs.

FR [Free roam]

Free roam skills can not be used in combat mode, unless they are CM skills too..

Combat mode is not triggered, if this skill is used in free roam mode. Not every skill useage will be seen as an aggression and some will be fine to use in free roam mode.

AF [Attribute flux]

Using skills requires player characters to spend attribute flux.

Attribute flux does not regenerate automatically. It is completely refilled after resting and can be refilled with consumeables while being awake.

Higher level skills are cheaper to use and less taxing on your attribute flux reserves.

The attribute cyberupgrades are defining how much energy can be channeled from your power core into the use of skills, while the flux prism bottlenecks the output, defining how efficient this energy is released in bursts and how much damage it deals.

CD [Cooldown]

Each skill has a cooldown before it can be used again. The maximum cooldown of skills is 6, the lowest is 1 and determines the amount of turns the skill can not be used, before it is ready again.

After using a skill, a dice is placed on the skill sheet, with a number facing up, equal to the amount of cooldown. During the turn the skill is cast, the dice is placed and remains unchanged. At the very end of each following turn, after actions and reactions have resolved, the cooldown is reduced by one and the dice is rotated to the correct number until there is a „one“ on the dice. When cooldown is reduced to zero and the dice rotates away from the „one“, the dice gets removed and the skill is ready to be used again.

Buying Skills

Since a lot of skills need to be individually made by IT specialists, you have to order all skills based on your flux speciality of the character division and possible checks have to be made, if the seller is up to the task of providing you the skill. The waiting time can range from a few minutes by modifying existing software up to several days for complex tasks. VM decides currently.



GENERAL SKILLS



Preinstalled

Basic attack



Perform one basic attack on any target.

Move



Move x CZ with a maximum equal to your movement.

Jump



Jump over CZ for a maximum distance of your movement minus one.

Primary Absorb



Spent 2 AF to deny 1D6 damage. This effect is a last resort and can be used any amount of time. Players can still perform a reaction in addition to a primary absorb.

Swim



Move through water up to x CZ, with x being half your movement, rounded down.

Dive



Dive in water or swamp. Your detectability is reduced by 10 as long as you are submerged. Characters can stay under water for 5 turns. You can use the swim skill while diving.

Pick Up Target



Pick up any target character of your size on the same CZ.

Carry



Carry any picked up target around. Movement is halved, rounded up.





GENERAL SKILLS



Preinstalled

Use

A	R	AR	PR	FR	CM	FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	--	--	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Use anything.

Give

A	R	AR	PR	FR	CM	FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	--	--	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Give an item to any target on the same CZ.

Open

A	R	AR	PR	FR	CM	FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	--	--	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Open any unlocked port.

Throw

A	R	AR	PR	FR	CM	FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	--	--	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Throw any item to any CZ in DR.

Push

A	R	AR	PR	FR	CM	FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	--	--	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Push any target on the same CZ up to one CZ.

Pull

A	R	AR	PR	FR	CM	FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	--	--	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Pull any target on the same CZ up to one CZ.

Pick Up Item

A	R	AR	PR	FR	CM	FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	--	--	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Pick up any item on the same CZ.





NETWORK SKILLS



Matrix activities

Execute

A	R	AR	PR	FR	CM	FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	--	--	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Run a program or give commands to a server with an established SDJ connection.

Search

A	R	AR	PR	FR	CM	FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	--	--	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Search for data.

Download

A	R	AR	PR	FR	CM	FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	--	--	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Download data.

Upload

A	R	AR	PR	FR	CM	FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	--	--	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Upload data.

Delete

A	R	AR	PR	FR	CM	FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	--	--	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Delete data.

Open

A	R	AR	PR	FR	CM	FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	--	--	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Open data.

Modify

A	R	AR	PR	FR	CM	FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	--	--	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Modify opened data and save your modifications afterwards. Modifying on unauthorized systems has a chance of 83% to fail, as the date of last modifications has to be hidden.

Show Properties

A	R	AR	PR	FR	CM	FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	--	--	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Show informations of data, like file size, date of last modifications, etc.

Once you are connected with an SDJ, all actions in the matrix on any system are classified as unauthorized access actions and require the hacking skill to be performed. The only authorized systems in the game are your private properties, like cyberware, the shinokumo, space stations, real estate or anything that belongs to you. Temporary ownership also still requires the hacking skills. All actions on unauthorized systems have a 50% chance to fail.



N P C S K I L L S

Connections



Bending Willpower

^A ^R ^{AR} ^{PR} ^{FR} ^{CM} ^{FR}

20 10

This dialogue attack software, allows players to be quite convincing when bringing up arguments in conversations using knowledge, humor their counterpart with anecdotes or charm their way into the hearts of the masses.

The skill can be leveled up in three categories individually.

While the skill itself looks quite expensive at first glance, remember, non division skills only have to be bought once and can be copied and used by each teammember.

LVL	CAP	ATT	COST	EFFECT
I	1	1D6	15.000	Provides one dice to attack charm willpower.
II	2	2D6	15.000	Provides two dice to attack charm willpower.
III	3	3D6	15.000	Provides three dice to attack charm willpower.
IV	4	4D6	15.000	Provides four dice to attack charm willpower.
V	5	5D6	15.000	Provides five dice to attack charm willpower.
VI	6	6D6	15.000	Provides six dice to attack charm willpower.
VII	7	7D6	15.000	Provides seven dice to attack charm willpower.

LVL	CAP	ATT	COST	EFFECT
I	1	1D6	15.000	Provides one dice to attack humor willpower.
II	2	2D6	15.000	Provides two dice to attack humor willpower.
III	3	3D6	15.000	Provides three dice to attack humor willpower.
IV	4	4D6	15.000	Provides four dice to attack humor willpower.
V	5	5D6	15.000	Provides five dice to attack humor willpower.
VI	6	6D6	15.000	Provides six dice to attack humor willpower.
VII	7	7D6	15.000	Provides seven dice to attack humor willpower.

LVL	CAP	ATT	COST	EFFECT
I	1	1D6	15.000	Provides one dice to attack knowledge willpower.
II	2	2D6	15.000	Provides two dice to attack knowledge willpower.
III	3	3D6	15.000	Provides three dice to attack knowledge willpower.
IV	4	4D6	15.000	Provides four dice to attack knowledge willpower.
V	5	5D6	15.000	Provides five dice to attack knowledge willpower.
VI	6	6D6	15.000	Provides six dice to attack knowledge willpower.
VII	7	7D6	15.000	Provides seven dice to attack knowledge willpower.

Combat

During combat players can try to talk to their enemies to end it peacefully. All characters can use their bending willpower skill to attack an NPC and convince them. Each attack requires on combat action and all characters can attack multiple times the same enemy without any restrictions.

All triggered characters need to be worn down, before the combat mode can be ended. If there is a leader ordering its team, it is enough to convince only the leader, which will be significantly harder or sometimes even impossible though.

NPC may need to be broken down multiple times, before being convinced. An NPC is broken down, when the defense is lowerd to 0. Any form of attack is possible. VM may set special rules for individual NPC.

Gunmen

One time breakdown
30 Willpower
1D6 Defense

Trooper

Two time breakdown
30 Willpower
2D6 Defense

Agents

Three times breakdown
100 Willpower
7D6 Defense



TRAP SKILLS



Connections

Trap Detection

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input checked="" type="checkbox"/> FR
			20	10		

LVL	CAP	COST	EFFECT
I	5	20.000	Automatically detects all traps in DR. Requires the cybereyes cyberware with the trap scanner upgrade to be implanted in the character. as long as this skill is installed, the attribute flux points of the character are permanently reduced by 5 and 5 power of the reactor are permanently in use.

Trap Disarm

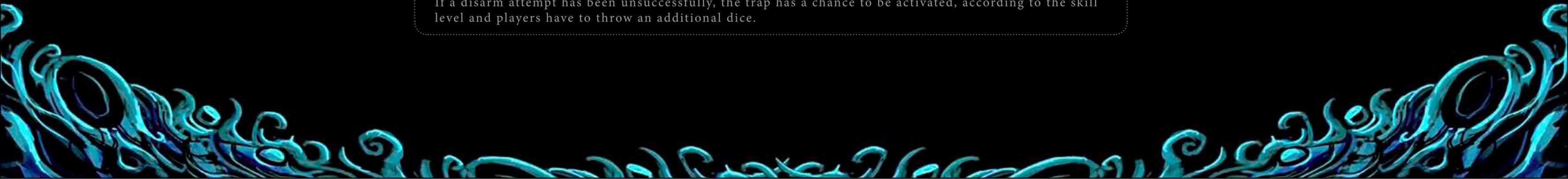
<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input checked="" type="checkbox"/> FR
			20	10		

LVL	CAP	AF	COST	EFFECT
I	1	1	10.000	Gives a 33% chance to disarm a trap in DR. Trap has a 50% chance to be activated.
II	2	1	10.000	Gives a 33% chance to disarm a trap in DR. Trap has a 33% chance to be activated.
III	3	2	10.000	Gives a 50% chance to disarm a trap in DR. Trap has a 33% chance to be activated.
IV	4	2	10.000	Gives a 50% chance to disarm a trap in DR. Trap has a 16% chance to be activated.
V	5	3	10.000	Gives a 83% chance to disarm a trap in DR. Trap has a 16% chance to be activated.
VI	6	3	10.000	Gives a 83% chance to disarm a trap in DR. Trap has a 0% chance to be activated.

The trap detection is quite expensive to keep it running all the time, but will be worth it later in the game, when characters face more advanced battlefields. Knowing where the traps are does not protect you from running into them though, as skills and equipment of enemies can easily push you into them, if you are not positioned correctly.

It may be wise to proceed slowly, disarming every trap in some situations, but it may also be wise to leave the traps alone and to use them against your enemies. How you handle this is up to the playstyle of the players and comes down to the situation you find yourself in.

If a trap is successfully disarmed, the trap does not activate and no additional dice have to be thrown. If a disarm attempt has been unsuccessful, the trap has a chance to be activated, according to the skill level and players have to throw an additional dice.





BADGER SKILLS



Movement

Rumble ball

A	R	AR	PR	FR	CM	FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20	10	<input checked="" type="checkbox"/>	<input type="checkbox"/>

LVL	CAP	AF	CD	COST	EFFECT
I	2	6	5	15.000	Transform into an impenetrable ball and move up to 5 CZ
II	3	5	4	15.000	Transform into an impenetrable ball and move up to 7 CZ
III	4	4	3	15.000	Transform into an impenetrable ball and move up to 10 CZ

Information

Transforming in and out of the rumble ball happens instantly. While being in the ball form, the character is immune to all effects, environmental circumstances and completely resistant against everything. The character can chose not to tranform back and stay in the ball trnasformation for up to 2 turns. As long as in ball form, the character can not perform any other actions and can not make any additonal movements.

All effects that were present before transforming into rumble ball are still present and will not be cancelled.

Warpath

A	R	AR	PR	FR	CM	FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5	5	<input checked="" type="checkbox"/>	<input type="checkbox"/>

LVL	CAP	AF	CD	COST	EFFECT
I	1	5	5	5.000	The badger goes on a stampede and marches forward up to 3 CZ
II	2	4	4	5.000	The badger goes on a stampede and marches forward up to 4 CZ
III	3	3	3	5.000	The badger goes on a stampede and marches forward up to 5 CZ

Information

The badger stomps the ground while marching forward giving every character in the pathway the „slowed“ effect for 1 turn.

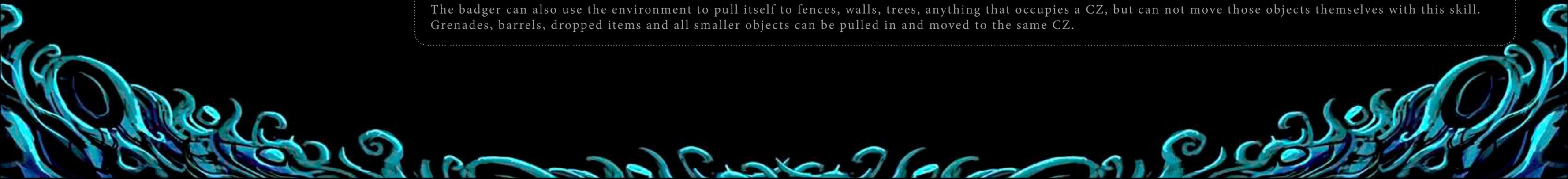
Gravity pull

A	R	AR	PR	FR	CM	FR
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	20	10	<input checked="" type="checkbox"/>	<input type="checkbox"/>

LVL	CAP	AF	CD	COST	EFFECT
I	2	5	6	10.000	Either pulls one target to the same CZ as the badger or pulls the badger to a CZ to a character. 5 CZ pull.
II	3	4	5	10.000	Either pulls one target to the same CZ as the badger or pulls the badger to a CZ to a character. 7 CZ pull.
III	4	3	4	10.000	Either pulls one target to the same CZ as the badger or pulls the badger to a CZ to a character. 10 CZ pull.

Information

The badger can also use the environment to pull itself to fences, walls, trees, anything that occupies a CZ, but can not move those objects themselves with this skill. Grenades, barrels, dropped items and all smaller objects can be pulled in and moved to the same CZ.





BADGER SKILLS



Attack

Triple shot



LVL	CAP	AF	CD	COST	EFFECT
I	2	3	5	5.000	Fires three shots at once dealing three times normal weapon damage.
II	3	2	4	5.000	Fires three shots at once dealing three times normal weapon damage.
III	4	1	3	5.000	Fires three shots at once dealing three times normal weapon damage.

Information

The shots can be fired at up to 3 different targets or at one single target.

Multishot



LVL	CAP	AF	CD	COST	EFFECT
I	3	x	6	20.000	Fires one shot at each enemy in detection range dealing WD. Each shot cost 1 AF
II	4	x	6	20.000	Fires up to two shots at each enemy in detection range dealing WD. Each shot cost 1 AF.
III	5	x	6	20.000	Fires up to three shots at each enemy in detection range dealing WD. Each shot cost 1 AF.

Information

This skill is extremely powerful but also very cost intensive, draining your AF at an immense rate. Multishot can be used as a last resort measurement to deal with huge hordes of enemies. How many shots are fired can not be selected individually. If not enough AF is available to target all enemies, all AF is used up and the badger can chose its targets.

Braching shot



LVL	CAP	AF	CD	COST	EFFECT
I	3	4	6	10.000	Fires one shot ignoring all armor on the target dealing true damage equal to WD.
II	4	3	5	10.000	Fires one shot ignoring all armor on the target dealing true damage equal to WD.
III	5	2	4	10.000	Fires one shot ignoring all armor on the target dealing true damage equal to WD.

Information

This skill breaches through the armor of any target by targeting weak spots on the enemy and precisely focussing all power to that spot.





BADGER SKILLS



Attack

Power shot

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input checked="" type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			5	5		

LVL	CAP	AF	CD	COST	EFFECT
I	1	4	4	5.000	Fires one shot at a target dealing double WD.
II	2	3	3	5.000	Fires one shot at a target dealing double WD.
III	3	2	2	5.000	Fires one shot at a target dealing double WD.

Information

By overpowering the weapon system for a brief moment, the badger can double its firepower for a single shot. The badger throws dice equal to its WD and doubles the result of the dice throw afterwards.

Autofire

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			20	10		

LVL	CAP	AF	CD	COST	EFFECT
I	1	4	4	5.000	Firing a round of multiple shots in one direction with a 50% miss chance dealing WD with each shot.
II	2	3	3	5.000	Firing a round of multiple shots in one direction with a 50% miss chance dealing WD with each shot.
III	3	2	2	5.000	Firing a round of multiple shots in one direction with a 50% miss chance dealing WD with each shot.

Information

The badger starts firing at will, unloading a round of multiple shots into one direction. Each character on the same CZ and in all the CZ behind the first CZ in detection range have to throw a 50% dice to determine if they are hit or not. These are not aimed shots and friendly characters will be hit as well as enemies.

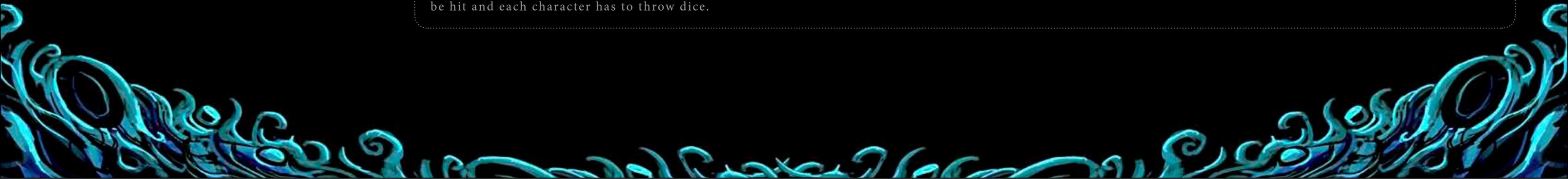
Bouncing shot

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			10	5		

LVL	CAP	AF	CD	COST	EFFECT
I	1	4	4	5.000	Firing a one shot that keeps bouncing 3 times from the walls dealing WD to all targets hit
II	2	3	3	5.000	Firing a one shot that keeps bouncing 5 times from the walls dealing WD to all targets hit.
III	3	2	2	5.000	Firing a one shot that keeps bouncing 7 times from the walls dealing WD to all targets hit.

Information

The bouncing shot can only be used indoors and be targeted at one CZ. Each character in the CZ has as 33% chance to get hit by each bounce, multiple characters can be hit and each character has to throw dice.





BADGER SKILLS



Utility

Reconciliation beam

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input checked="" type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input checked="" type="checkbox"/> FR
			5	5		

LVL	CAP	AF	CD	COST	EFFECT
I	1	7	6	10.000	Heals any target 50% of its maximum shadow. Range 0 CZ.
II	3	5	5	10.000	Heals any target 50% of its maximum shadow. Range 2 CZ.
III	5	3	4	10.000	Heals any target 50% of its maximum shadow. Range 4 CZ.

Information

The badger sends out a regenerative energy beam with high concentration on a single target. May target itself.

Overload

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			10	5		

LVL	CAP	AF	CD	COST	EFFECT
I	1	3	4	5.000	The badger and one target teammate both get two additional actions this turn.
II	3	2	3	5.000	The badger and one target teammate both get two additional actions this turn.
III	5	1	2	5.000	The badger and one target teammate both get two additional actions this turn.

Information

The badger overloads his systems to boost himself and one of its teammates. As a result of that, the badger can not perform any actions next turn.

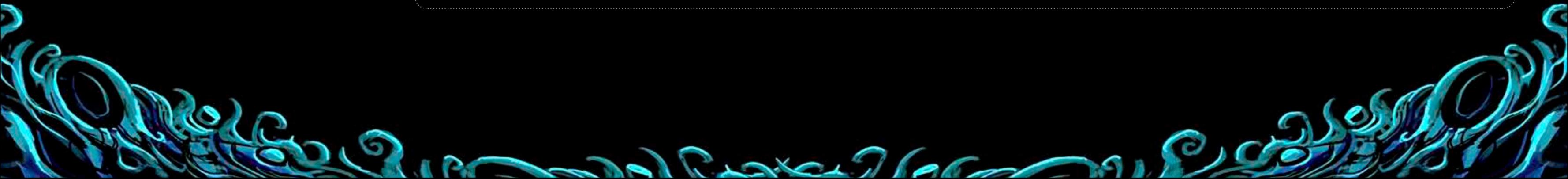
Interceptor

<input type="checkbox"/> A	<input checked="" type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			10	5		

LVL	CAP	AF	CD	COST	EFFECT
I	5	7	6	10.000	The badger shoots down all incoming attacks on a single target.
II	5	5	5	10.000	The badger shoots down all incoming attacks on a single target.
III	5	3	4	10.000	The badger shoots down all incoming attacks on a single target.

Information

All shots fired and objects thrown like grenades can be shot down. Shots fired include projectiles, lasers, an enemy spitting poison, anything that can be targeted and flies through the air. Melee attacks can not be prevented.





BADGER SKILLS



Gravity

Gravity Pressure

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input checked="" type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			20	10		

LVL	CAP	AF	CD	COST	EFFECT
I	1	4	6	10.000	Creates immense gravity on one target CZ, making all characters on the CZ unable to move.
II	3	3	5	10.000	Creates immense gravity on two consecutive CZ, making all characters on the CZ unable to move.
III	5	2	4	10.000	Creates immense gravity on three consecutive CZ, making all characters on the CZ unable to move.

Information

Once activated, the pressure skills does not stop and requires an action to be deactivated. Melee characters may not perform any attacks or use attack skills, ranged characters can still shoot. As long as the skill is active, the badger can not use any skills or perform any actions, except moving.

Giganto Elephanto

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			10	5		

LVL	CAP	AF	CD	COST	EFFECT
I	2	5	6	10.000	Increases the gravity around a single target, dealing WD and preventing any movement for 1 turn.
II	3	4	5	10.000	Increases the gravity around a single target, dealing WD and preventing any movement for 2 turns.
III	4	3	4	10.000	Increases the gravity around a single target, dealing WD and preventing any movement for 3 turns.

Information

The concentrated gravity crushes the target and makes it completely immobile, although it can still use its skills and make attack moves.

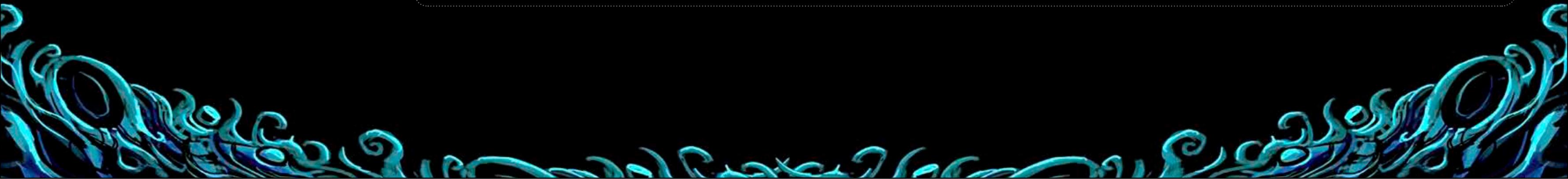
Earth Split

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			30	10		

LVL	CAP	AF	CD	COST	EFFECT
I	3	7	6	20.000	Creates a permanent hole in the floor on one CZ.
II	5	6	6	20.000	Creates a permanent hole in the floor on two consecutive CZs.
III	7	5	6	20.000	Creates a permanent hole in the floor on three consecutive CZs.

Information

This skill creates a vertical force of gravity, that rips the environment apart. It affects all lower levels down to ground level, where it also leaves a hole. As a result of this, in spaceships or stations it will rip a hole into the hull and the internal pressure pushes out all characters in the CA through the hull into outer space.





BADGER SKILLS



Gravity

Boulder Smash



PR 10
FR 5



LVL	CAP	AF	CD	COST	EFFECT
I	1	4	6	10.000	Creates a solid block and shoots it at any target, pushing them back 1 CZ and dealing WD.
II	3	3	5	10.000	Creates a solid block and shoots it at any target, pushing them back 2 CZs and dealing WD.
III	5	2	4	10.000	Creates a solid block and shoots it at any target, pushing them back 3 CZs and dealing WD.

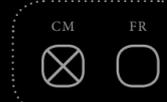
Information

The badger pulls in everything in the environment that is not absolutely tight - metal, sand, rocks, whatever he can find - and compresses it to a solid block, then shoots it at any target.

Earthquake



PR 10
FR 5

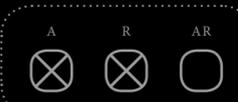


LVL	CAP	AF	CD	COST	EFFECT
I	1	4	6	5.000	Shakes the earth in 3 consecutive CZs, slowing all characters in it for 2 turns.
II	3	3	5	5.000	Shakes the earth in 4 consecutive CZs, slowing all characters in it for 2 turns.
III	5	2	4	5.000	Shakes the earth in 5 consecutive CZs, slowing all characters in it for 2 turns.

Information

Characters not touching the ground are unaffected by this skill. All selected CZ have to be in DR.

Feather



PR 30
FR 15



LVL	CAP	AF	CD	COST	EFFECT
I	3	7	6	15.000	Makes up to 3 characters light as a feather, having them levitating slightly over the ground for 3 turns.
II	4	6	6	15.000	Makes up to 4 characters light as a feather, having them levitating slightly over the ground for 4 turns.
III	5	5	6	15.000	Makes up to 5 characters light as a feather, having them levitating slightly over the ground for 5 turns.

Information

Characters with the feather effect can still move normally and have no restrictions.





BADGER SKILLS



Gravity

Singularity



PR 20
FR 10



LVL	CAP	AF	CD	COST	EFFECT
I	2	4	6	10.000	Creates a blackhole next to one teammate, sucks all enemies to the same CZ in a 1 CZ radius.
II	3	3	5	10.000	Creates a blackhole next to one teammate, sucks all enemies to the same CZ in a 2 CZ radius.
III	4	2	4	10.000	Creates a blackhole next to one teammate, sucks all enemies to the same CZ in a 3 CZ radius.

Information

This micro blackhole collapses after creation and provides only a single pull before vanishing. All characters from up to three adjacent tiles in both directions get pulled to the same CZ as the singularity. It can only be created next to a teammate, channeling the energy required through the teammate inside the detection range of the badger.

Compressed Matter



PR 10
FR 5



LVL	CAP	AF	CD	COST	EFFECT
I	1	3	6	5.000	Forms a small clump of matter, that explodes on contact away from impact. Deals WD to all targets in same CZ.
II	2	2	5	5.000	Forms a small clump of matter, that explodes on contact away from impact. Deals WD to all targets in same CZ.
III	3	1	4	5.000	Forms a small clump of matter, that explodes on contact away from impact. Deals WD to all targets in same CZ.

Information

The clump can be hit by melee characters, who receive no damage due to the explosion being directed away from impact. It will fall apart in multiple small projectiles, flying away at high speed, damaging all characters on the same CZ. The clump can also be targeted by ranged characters and any skill that requires a target.

Spike Wall



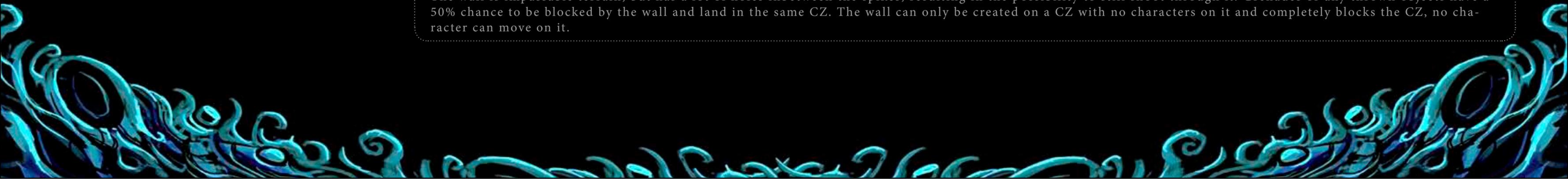
PR 10
FR 5



LVL	CAP	AF	CD	COST	EFFECT
I	2	4	4	5.000	Creates a wall that deal WD to all characters coming in contact with it. Lasts 2 turns.
II	3	3	3	5.000	Creates a wall that deal WD to all characters coming in contact with it. Lasts 3 turns.
III	4	2	2	5.000	Creates a wall that deal WD to all characters coming in contact with it. Lasts 4 turns.

Information

The wall is impassable terrain, but has a lot of holes inbetween the spikes, resulting in the possibility to still shoot through it. Grenades or any thrown objects have a 50% chance to be blocked by the wall and land in the same CZ. The wall can only be created on a CZ with no characters on it and completely blocks the CZ, no character can move on it.





BADGER SKILLS



Gravity

Ground Clasp

A	R	AR	PR	FR	CM	FR
⊗	○	⊗	30	20	⊗	○

LVL	CAP	AF	CD	COST	EFFECT
I	1	3	3	5.000	Closes holes in the floor in up to 2 consecutive CZ.
II	2	2	2	5.000	Closes holes in the floor in up to 3 consecutive CZ.
III	3	1	1	5.000	Closes holes in the floor in up to 4 consecutive CZ.

Information

Pulls in matter to close up holes in any environment.

Matter Shield

A	R	AR	PR	FR	CM	FR
⊗	○	⊗	20	10	⊗	⊗

LVL	CAP	AF	CD	COST	EFFECT
I	1	5	5	5.000	Sorrounds the badger and one target with one layer of matter, blocking damage from any source.
II	2	4	4	5.000	Sorrounds the badger and one target with two layers of matter, blocking damage from any source.
III	3	3	3	5.000	Sorrounds the badger and one target with three layers matter, blocking damage from any source.

Information

Whenever a character would receive damage from any source, one layer will be removed and the damage is negated. Characters sorrounded by the shield can still perform any actions. The shield runs out when leaving a combat area or when it is destroyed. The shield layers can stack.

Splinters

A	R	AR	PR	FR	CM	FR
⊗	○	○	10	5	⊗	⊗

LVL	CAP	AF	CD	COST	EFFECT
I	1	4	4	5.000	Enchants the weapon system of one target with splinters, doubling the damage for the next 2 attacks.
II	2	3	3	5.000	Enchants the weapon system of one target with splinters, doubling the damage for the next 2 attacks.
III	3	2	2	5.000	Enchants the weapon system of one target with splinters, doubling the damage for the next 2 attacks.

Information

The splinters sorround the weapon and follow its trail, battering into any target on the trail. The amount of splinters is limited, if an attack skill is used targeting more than two characters, only the first two targets receive additional damage.





BADGER SKILLS



Gravity

Raise Ground



PR 20
FR 10



LVL	CAP	AF	CD	COST	EFFECT
I	1	5	6	10.000	Raises the ground and completely blocks a CZ. All characters on the CZ get pushed away.
II	2	3	6	10.000	Raises the ground and completely blocks a CZ. All characters on the CZ get pushed away.
III	3	1	6	10.000	Raises the ground and completely blocks a CZ. All characters on the CZ get pushed away.

Information

The skill can be used again to lower a raised CZ and return it to its original state. Characters on the same CZ have to throw a 50% dice to determine in which direction they are pushed. The skill fills a CZ completely with matter and makes it impassable.

Diamond Prism



PR 10
FR 5



LVL	CAP	AF	CD	COST	EFFECT
I	1	3	6	5.000	Create a prism on one CZ in DR that splits all attacks and effects to the CZ and the 2 adjacent CZs when targeted.
II	2	2	5	5.000	Create a prism on one CZ in DR that splits all attacks and effects to the CZ and the 4 adjacent CZs when targeted.
III	3	1	4	5.000	Create a prism on one CZ in DR that splits all attacks and effects to the CZ and the 6 adjacent CZs when targeted.

Information

When targeted the prism will redirect and split everything that is targeted at it to all characters in its range. The prism stays in place for 4 turns.

Tumble



PR 20
FR 10



LVL	CAP	AF	CD	COST	EFFECT
I	1	7	6	15.000	Lifts all enemies in one CZ in the air, throws them into random directions 3 CZ away dealing WD.
II	2	6	5	15.000	Lifts all enemies in one CZ in the air, throws them into random directions 5 CZ away dealing WD.
III	3	5	4	15.000	Lifts all enemies in one CZ in the air, throws them into random directions 7 CZ away dealing WD.

Information

All enemies have to throw a 50% dice to determine the direction they are thrown at.





BADGER SKILLS

Malus



Hinder

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			10	5		

LVL	CAP	AF	CD	COST	EFFECT
I	1	3	6	10.000	Reduces the movement of any target in DR to 1 for 2 turns.
II	2	2	6	10.000	Reduces the movement of up to two targets in DR to 1 for 2 turns.
III	3	1	6	10.000	Reduces the movement of up to three target in DR to 1 for 2 turns.

Information

The badger uses gravity to slow down the targets.

Shatter

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			10	5		

LVL	CAP	AF	CD	COST	EFFECT
I	1	3	6	5.000	Reduces the armor by 3 of any target in DR for 2 turns.
II	2	2	6	5.000	Reduces the armor by 5 of any target in DR for 3 turns.
III	3	1	6	5.000	Reduces the armor by 7 of any target in DR for 4 turns.

Information

The badger creates gravitational holes in the armor of the target, making it possible to deal more damage to it.

Weaken

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			10	5		

LVL	CAP	AF	CD	COST	EFFECT
I	1	3	6	5.000	Reduces the accuracy of any target in DR, giving it a 50% chance to miss for 3 turns.
II	2	2	6	5.000	Reduces the accuracy of up to 2 targets in DR, giving them a 50% chance to miss for 3 turns.
III	3	1	6	5.000	Reduces the accuracy of up to 3 targets in DR, giving them a 50% chance to miss for 3 turns.

Information

The badger messes with the movement apparatus of the targets and their weakened bodies have a harder time to perform combat actions.





BADGER SKILLS



Summons

Scarab

A	R	AR	PR	FR	CM	FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20	10	<input checked="" type="checkbox"/>	<input type="checkbox"/>

LVL	CAP	AF	CD	COST	EFFECT
I	3	6	6	5.000	Summons a small metal scarab in target CZ in DR, that can infiltrate network circuits and transmit data for 3 turns.
II	4	4	6	5.000	Summons a small metal scarab in target CZ in DR, that can infiltrate network circuits and transmit data for 5 turns.
III	5	2	6	5.000	Summons a small metal scarab in target CZ in DR, that can infiltrate network circuits and transmit data for 7 turns.

Information

The scarab can move up to 5 CZ each turn, has 10 shadow, 2 DR and has 2 actions, moving and connecting to a circuit. Scarabs can perform only one action per turn. They can dig and chew themselves through the floor or through walls. Once it reaches a CZ with a network circuit on it, it requires one turn to connect to the circuit. The scarab lasts 6 turns, plus additional turns once it has infiltrated a network circuit. Players can control only one summon.

Golem

A	R	AR	PR	FR	CM	FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	30	20	<input checked="" type="checkbox"/>	<input type="checkbox"/>

LVL	CAP	AF	CD	COST	EFFECT
I	4	10	6	15.000	Summons a golem in target CZ in DR, with 20% of the badgers shadow. Deals melee WD.
II	6	7	6	15.000	Summons a golem in target CZ in DR, with 20% of the badgers shadow. Deals melee WD.
III	8	3	6	15.000	Summons a golem in target CZ in DR, with 20% of the badgers shadow. Deals melee WD.

Information

Golems have a 50% chance to push back any target one CZ and apply the slow effect with their melee attack and a 50% chance to push back any target one CZ and apply the slow effect when hit. Golems have the same stats as the caster. Golems last 6 turns and the badgers combat actions are reduced by one, as long as the golem is alive. May be unsummed for one combat action. Players can control only one summon.

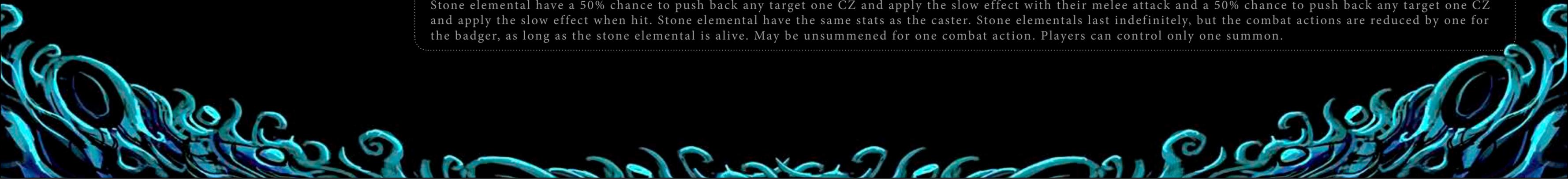
Stone Elemental

A	R	AR	PR	FR	CM	FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	40	30	<input checked="" type="checkbox"/>	<input type="checkbox"/>

LVL	CAP	AF	CD	COST	EFFECT
I	8	10	6	30.000	Summons a stone elemental in target CZ in DR, with 50% of the badgers shadow. Deals double melee WD.
II	10	9	6	30.000	Summons a stone elemental in target CZ in DR, with 50% of the badgers shadow. Deals double melee WD.
III	12	8	6	30.000	Summons a stone elemental in target CZ in DR, with 50% of the badgers shadow. Deals double melee WD.

Information

Stone elemental have a 50% chance to push back any target one CZ and apply the slow effect with their melee attack and a 50% chance to push back any target one CZ and apply the slow effect when hit. Stone elemental have the same stats as the caster. Stone elementals last indefinitely, but the combat actions are reduced by one for the badger, as long as the stone elemental is alive. May be unsummed for one combat action. Players can control only one summon.





SPARTAN SKILLS



Movement

Dash



LVL	CAP	AF	CD	COST	EFFECT
I	1	3	2	5.000	Dashes forward up to 5 CZ.
II	2	2	1	5.000	Dashes forward up to 7 CZs.
III	3	1	0	5.000	Dashes forward up to 10 CZs.

Information

Dashing is considered as flying through the air and no contact to the floor is being made during the dash except the start and end CZ.

Slice Dash



LVL	CAP	AF	CD	COST	EFFECT
I	1	5	5	10.000	Dashes forward up to 5 CZ. Deals WD to all enemies in all CZ passed through including start and end CZ
II	2	4	4	10.000	Dashes forward up to 7 CZs. Deals WD to all enemies in all CZ passed through including start and end CZ
III	3	3	3	10.000	Dashes forward up to 10 CZs. Deals WD to all enemies in all CZ passed through including start and end CZ

Information

Dashing is considered as flying through the air and no contact to the floor is being made during the dash except the start and end CZ.

Shield dash



LVL	CAP	AF	CD	COST	EFFECT
I	1	4	4	5.000	Dashes forward up to 5 CZ, with the shield in front of the body, pushing one target character back all the way.
II	2	3	3	5.000	Dashes forward up to 7 CZ, with the shield in front of the body, pushing one target character back all the way.
III	3	2	2	5.000	Dashes forward up to 10 CZs, with the shield in front of the body, pushing one target character back all the way.

Information

Characters pushed back land on the same CZ as the spartan.





SPARTAN SKILLS



Movement

Mapuru Dash

<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
A	R	AR

PR	FR
20	10

<input checked="" type="radio"/>	<input checked="" type="radio"/>
CM	FR

LVL	CAP	AF	CD	COST	EFFECT
I	1	3	2	15.000	Dashes towards any target in 1/2 DR rounded up and negates any damage dealt to the target.
II	2	2	1	15.000	Dashes towards any target in DR range and negates any damage dealt to the target.
III	3	1	0	15.000	Dashes towards any target and negates any damage dealt to the target.

Information

The spartan dashes to any character, positions itself between the enemy and the target and activates the mapuru shield, blocking all incoming damage and attacks. The shield is only active until end of turn.

Double Dash

<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
A	R	AR

PR	FR
20	10

<input checked="" type="radio"/>	<input type="radio"/>
CM	FR

LVL	CAP	AF	CD	COST	EFFECT
I	1	4	4	10.000	The spartan dashes forwards up to 5 CZs dealing WD to a single target and dashing back to its original CZ.
II	2	3	3	10.000	The spartan dashes forwards up to 7 CZs dealing WD to a single target and dashing back to its original CZ.
III	3	2	2	10.000	The spartan dashes forwards up to 10 CZs dealing WD to a single target and dashing back to its original CZ.

Information

The double dash requires a target to be used. Dashing is considered as flying through the air and no contact to the floor is being made during the dash except the start and end CZ.

Cutting dash

<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
A	R	AR

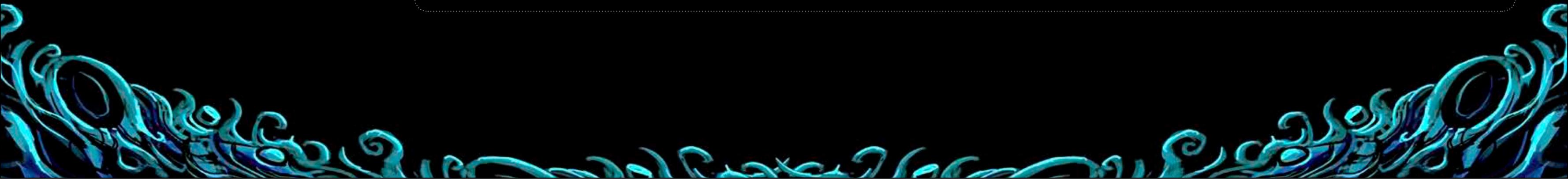
PR	FR
30	15

<input checked="" type="radio"/>	<input type="radio"/>
CM	FR

LVL	CAP	AF	CD	COST	EFFECT
I	2	7	6	10.000	Dashes forward up to 5 CZ, cutting one target on each CZ for double WD.
II	4	6	5	10.000	Dashes forward up to 10 CZ, cutting one target on each CZ for double WD.
III	6	5	4	10.000	Dashes forward to any CZ in detection range, cutting one target on each CZ for double WD.

Information

Dashing is considered as flying through the air and no contact to the floor is being made during the dash except the start and end CZ.





SPARTAN SKILLS



Movement

Electro Dash

A R AR **PR** **FR**
 30 20 CM FR

LVL	CAP	AF	CD	COST	EFFECT
I	3	7	6	15.000	Dashes forward up to 5 CZs, leaving a trail of electric charges, dealing 2x WD to all characters in the CZs after 2 turns.
II	4	6	5	15.000	Dashes forward up to 7 CZs, leaving a trail of electric charges, dealing 2x WD to all characters in the CZs after 2 turns.
III	5	5	4	15.000	Dashes forward up to 10 CZs, leaving a trail of electric charges, dealing 2x WD to all characters in the CZs after 2 turns.

Information

The electric charges will be placed in the starting CZ as well as the ending CZ and all in between.

Monster Dash

A R AR **PR** **FR**
 30 20 CM FR

LVL	CAP	AF	CD	COST	EFFECT
I	3	5	6	25.000	Charge for 2 turns then dash forward up to 5 CZ dealing WD to all enemies with a 50% chance to land a killing blow.
II	5	7	6	25.000	Charge for 2 turns then dash forward up to 7 CZ dealing WD to all enemies with a 50% chance to land a killing blow.
III	7	9	6	25.000	Charge for 2 turns then dash forward up to 10 CZ dealing WD to all enemies with a 50% chance to land a killing blow.

Information

During the charge time the spartan can not perform any actions, reactions and can not move. All characters in the CZ the spartan dashes through including the starting CZ and end CZ are being hit by WD and have a chance to instantly die from a killing blow, ignoring all armor and resistances. If a target is hit by a killing blow, it will die and the damage can not be prevented by skills, the attack can not be dodged.

Kesi Giri

A R AR **PR** **FR**
 30 20 CM FR

LVL	CAP	AF	CD	COST	EFFECT
I	3	5	6	20.000	Dashes towards an enemy in DR and slices it for WD with a 33% chance to cut the enemy in half and kill it.
II	5	7	6	20.000	Dashes towards an enemy in DR and slices it for WD with a 50% chance to cut the enemy in half and kill it.
III	7	9	6	20.000	Dashes towards an enemy in DR and slices it for WD with a 66% chance to cut the enemy in half and kill it.

Information

The kesi giri move ignores armor and can not be prevented by shields or skills, except dodging abilities. If the target is hit and the kesi giri lands a successful kill move, the target will die instantly as the skill cuts through everything.





SPARTAN SKILLS



Attack

Swingblade



PR 10
FR 5



LVL	CAP	AF	CD	COST	EFFECT
I	1	4	4	5.000	The spartan swings its blade, dealing WD to up to 3 enemies on the same CZ.
II	2	3	3	5.000	The spartan swings its blade, dealing WD to up to 4 enemies on the same CZ.
III	3	2	2	5.000	The spartan swings its blade, dealing WD to up to 5 enemies on the same CZ.

Information

The spartan can select the targets it wants to hit.

Twister



PR 10
FR 5



LVL	CAP	AF	CD	COST	EFFECT
I	1	6	6	10.000	The spartan rotates its upper body one time and deal WD to all characters in the same CZ.
II	2	5	5	10.000	The spartan rotates its upper body two time and deal two times WD to all characters in the same CZ.
III	3	4	4	10.000	The spartan rotates its upper body three times and deal three times WD to all characters in the same CZ.

Information

Friendly characters will be hit as well as enemy characters. Each twist requires its own dice roll.

Skewer



PR 15
FR 10



LVL	CAP	AF	CD	COST	EFFECT
I	1	5	6	10.000	The spartan rams its blade into an enemy in the same CZ, ignoring armor and dealing WD.
II	2	3	4	10.000	The spartan rams its blade into an enemy in the same CZ, ignoring armor and dealing WD.
III	3	1	2	10.000	The spartan rams its blade into an enemy in the same CZ, ignoring armor and dealing WD.

Information

By locating a weakness in the enemies armor, the spartan is able to crush through the enemies defenses and deal a blow with full damage.





SPARTAN SKILLS



Utility

Spear Of Apollon

<input checked="" type="checkbox"/> A	<input checked="" type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input checked="" type="checkbox"/> FR
			10	5		

LVL	CAP	AF	CD	COST	EFFECT
I	1	4	4	5.000	Shoots a concentrated energy lightning out the spartans spear, healing any target in DR for 20% of its shadow.
II	2	3	3	5.000	Shoots a concentrated energy lightning out the spartans spear, healing any target in DR for 30% of its shadow.
III	3	2	2	5.000	Shoots a concentrated energy lightning out the spartans spear, healing any target in DR for 40% of its shadow.

Information

The target gets 20% of its own original shadow restored.

Haste

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input checked="" type="checkbox"/> FR
			20	10		

LVL	CAP	AF	CD	COST	EFFECT
I	1	9	6	5.000	All friendly characters in DR can move four additional CZ and get +1 combat action for two turns.
II	2	6	5	5.000	All friendly characters in DR can move four additional CZ and get +1 combat action for two turns.
III	3	3	4	5.000	All friendly characters in DR can move four additional CZ and get +1 combat action for two turns.

Information

Any characters under the slow effect will have the effect removed, but will get no additional haste bonus granted.

Thundergun

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			20	10		

LVL	CAP	AF	CD	COST	EFFECT
I	1	5	6	10.000	Adds a lightning stun effect to the spartans gun and one additional teammates gun in DR for one attack.
II	2	4	5	10.000	Adds a lightning stun effect to the spartans gun and one additional teammates gun in DR for two attacks
III	3	3	4	10.000	Adds a lightning stun effect to the spartans gun and one additional teammates gun in DR for three attacks.

Information

Enemies hit by a weapon under the thundergun effect will be stunned for one turn and can not perform any actions. The effect lasts for 3 turns or until all attack triggers have been used up This effect does not stack, multiple hits from thundergun attacks will have the same stun duration.





SPARTAN SKILLS



Utility

Dome



PR 10 FR 5



LVL	CAP	AF	CD	COST	EFFECT
I	2	5	6	10.000	Creates a shield around the spartan and one target, preventing 50% of all incoming damage for 1 turn.
II	3	4	5	10.000	Creates a shield around the spartan and one target, preventing 50% of all incoming damage for 2 turns.
III	4	3	4	10.000	Creates a shield around the spartan and one target, preventing 50% of all incoming damage for 3 turns.

Information

The dome is stationary and characters moving out of the dome to another CZ do not remain shielded. This shield does not half all incoming damage, it reduces the damage that would affect the target after aegis calculation. Damage reduction is rounded down.

Electrify



PR 15 FR 10



LVL	CAP	AF	CD	COST	EFFECT
I	1	4	5	5.000	Electrifies the body of one target for 3 turns, stuns all enemies coming in contact with the target for 1 turn.
II	2	3	4	5.000	Electrifies the body of one target for 3 turns, stuns all enemies coming in contact with the target for 1 turn.
III	3	2	3	5.000	Electrifies the body of one target for 3 turns, stuns all enemies coming in contact with the target for 1 turn.

Information

Unless the target has immunity against electricity [faraday cyberware for example] it will get stunned for the duration of the electrification. Characters that are not immune have a 33% chance of ending the effect each round.

Spear Of Light



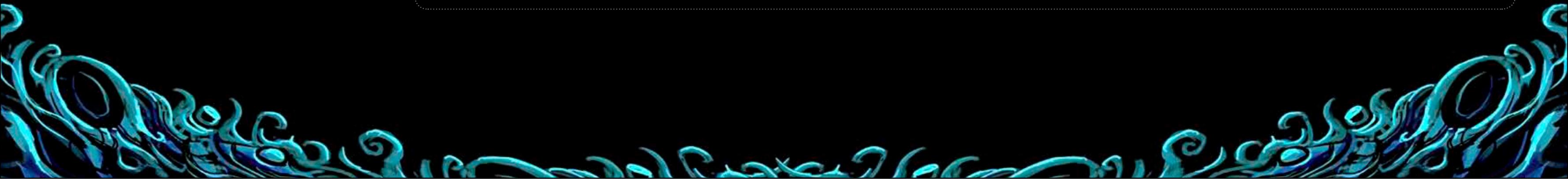
PR 10 FR 5



LVL	CAP	AF	CD	COST	EFFECT
I	1	1	2	5.000	Creates a beam of light increasing DR of all teammates by 2
II	2	1	1	5.000	Creates a beam of light increasing DR of all teammates by 4
III	3	1	0	5.000	Creates a beam of light increasing DR of all teammates by 6

Information

While the beam increases the detectability of the team, as it provides an excellent light source, it also dazzles enemies due to its brightness. These two effects cancel each other out. The beam does not deactivate itself and the spartan may not use its weapon or skills





SPARTAN SKILLS



Electricity

Lightning Bolt

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input checked="" type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			10	5		

LVL	CAP	AF	CD	COST	EFFECT
I	1	3	4	5.000	Creates a bolt of lightning dealing WD to a single target in DR. Target has 50% chance to get stunned for 1 turn.
II	2	2	3	5.000	Creates a bolt of lightning dealing WD to up to two targets in DR. Target has 50% chance to get stunned for 1 turn.
III	3	1	2	5.000	Creates a bolt of lightning dealing WD to up to three targets in DR. Target has 50% chance to get stunned for 1 turn.

Information

Each additional target can be only one CZ away from the previously selected target.

Storm Cloud

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			20	10		

LVL	CAP	AF	CD	COST	EFFECT
I	1	3	4	5.000	Creates a highly electrified cloud in one CZ in DR, that unloads all energy after 2 turns, dealing WD.
II	2	2	3	5.000	Creates a highly electrified cloud in two consecutive CZ in DR, that unloads all energy after 2 turns, dealing WD.
III	3	1	2	5.000	Creates a highly electrified cloud in three consecutive CZ in DR, that unloads all energy after 2 turns, dealing WD.

Information

All characters in the CZ receive the same damage and only one dice has to be thrown to determine the damage. All characters in the storm cloud have to throw a 50% dice to decide if they get stunned for 2 turns, when the storm cloud unloads.

EMP Wave

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			20	10		

LVL	CAP	AF	CD	COST	EFFECT
I	1	3	4	5.000	Creates an electric wave, dealing WD to everyone in the CZ and the next adjacent CZ in both directions.
II	2	2	3	5.000	Creates an electric wave, dealing WD to everyone in the CZ and the next 2 adjacent CZ in both directions.
III	3	1	2	5.000	Creates an electric wave, dealing WD to everyone in the CZ and the next 3 adjacent CZ in both directions.

Information

All characters in the range of the skill have a 59% chance to get stunned for one turn and a 50% chance to get pushed back one CZ. Characters on the same CZ have to throw a 50% dice to determine the direction they are pushed in. Faraday cyberware prevents all effects of the skill.





SPARTAN SKILLS



Electricity

Bird Cage

<input checked="" type="checkbox"/> A	<input checked="" type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	30	15	<input checked="" type="checkbox"/>	<input type="checkbox"/>

LVL	CAP	AF	CD	COST	EFFECT
I	3	7	6	20.000	Creates an impassable dome on 3 CZ around the spartan, trapping anyone inside it for 2 turns.
II	4	6	5	20.000	Creates an impassable dome on 5 CZ around the spartan, trapping anyone inside it for 3 turns.
III	5	5	4	20.000	Creates an impassable dome on 7 CZ around the spartan, trapping anyone inside it for 4 turns.

Information

The dome is impenetrable, all projectiles, attacks or objects are unable to pass through the dome. Characters can not move through the dome. The dome is created with the center of the dome being the spartans location upon casting.

Lightning Touch

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input checked="" type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	20	10	<input checked="" type="checkbox"/>	<input type="checkbox"/>

LVL	CAP	AF	CD	COST	EFFECT
I	1	5	6	10.000	Touches one target dealing WD, catapulting it back 7 CZ in any direction
II	2	4	5	10.000	Touches one target dealing WD, catapulting it back 9 CZ in any direction
III	3	3	4	10.000	Touches one target dealing WD, catapulting it back 11 CZ in any direction

Information

The target has to be on the same CZ, the spartan can decide in which direction the target is pushed back. Targets being catapulted away with the lightning touch do not touch the ground during their flight and land on the last CZ. If the combat area is smaller than the distance and the target collides with an obstacle, the target receives an additional WD and has a 50% chance to be stunned for one turn.

Lightning Bond

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20	10	<input checked="" type="checkbox"/>	<input type="checkbox"/>

LVL	CAP	AF	CD	COST	EFFECT
I	1	5	6	10.000	A lightning beam connecting the spartan and one teammate, dealing WD to all in between for 3 turns.
II	2	4	5	10.000	A lightning beam connecting the spartan and one teammate, dealing WD to all in between for 4 turns.
III	3	3	4	10.000	A lightning beam connecting the spartan and one teammate, dealing WD to all in between for 5 turns.

Information

The target teammate has to be in detection range to use the skill. The bond can not be broken, no matter how far the characters move away from each other. Each character on the same CZ as the 2 teammates as well as all characters in between get dealt WD each turn.





SPARTAN SKILLS



Electricity

Electric Bowl



PR 10
FR 5



LVL	CAP	AF	CD	COST	EFFECT
I	1	4	4	5.000	Creates an electric bowl on one CZ for 3 turns. Unloads energy when attacked dealing WD on the CZ.
II	2	3	3	5.000	Creates an electric ball on one CZ for 3 turns. Unloads energy when attacked dealing WD on 3 CZ.
III	3	2	2	5.000	Creates an electric ball on one CZ for 3 turns. Unloads energy when attacked dealing WD on 5 CZ.

Information

Can be cast in detection range. Any attack from a teammate will create an energy overload, leading to a burst of energy on the same CZ. If more than one CZ is affected, the center will be the location of the ball. The energy burst affects all characters.

Lightning Storm



PR 30
FR 20



LVL	CAP	AF	CD	COST	EFFECT
I	4	7	6	30.000	Creates an lightning storm in 3 CZ for 3 turns, dealing WD with a 50% chance to stun for one turn in each turn.
II	5	6	5	30.000	Creates an lightning storm in 4 CZ for 4 turns, dealing WD with a 50% chance to stun for one turn in each turn.
III	6	5	4	30.000	Creates an lightning storm in 5 CZ for 5 turns, dealing WD with a 50% chance to stun for one turn in each turn.

Information

All characters in the CZ in which the storm is active receive the damage and have a chance to get stunned.

Energy Transfer



PR 10
FR 5



LVL	CAP	AF	CD	COST	EFFECT
I	4	7	6	5.000	Gives target character 3 additional actions for this turn, the spartan can not perform any more actions this turn.
II	5	6	5	5.000	Gives target character 3 additional actions for this turn, the spartan can not perform any more actions this turn.
III	6	5	4	5.000	Gives target character 3 additional actions for this turn, the spartan can not perform any more actions this turn.

Information

The spartan can not target itself.





SPARTAN SKILLS



Malus

Overload System

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			10	5		

LVL	CAP	AF	CD	COST	EFFECT
I	1	3	6	5.000	Removes all fire and heat resistance from any target in DR for 2 turns.
II	2	2	6	5.000	Removes all fire and heat resistance from up to two targets in DR for 2 turns.
III	3	1	6	5.000	Removes all fire and heat resistance from up to three target in DR for 2 turns.

Information

The spartan electrifies systems and stuns organs responsible for heat absorption, making it possible to pierce through the resistances with fire.

Tron Charge

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			30	20		

LVL	CAP	AF	CD	COST	EFFECT
I	1	4	6	10.000	Messes with the electrons in any target in DR for 2 turns, doubling all damage it receives.
II	2	3	6	10.000	Messes with the electrons in any target in DR for 2 turns, tripling all damage it receives.
III	3	2	6	10.000	Messes with the electrons in any target in DR for 2 turns, quadrupling all damage it receives.

Information

All characters in the CZ in which the storm is active receive the damage and have a chance to get stunned.

Flickering Trons

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			10	5		

LVL	CAP	AF	CD	COST	EFFECT
I	2	5	6	10.000	Messes with the visuals of any target in DR for 2 turns. Target attacks random targets and moves randomly.
II	3	4	6	10.000	Messes with the visuals of up to 2 targets in DR for 2 turns. Targets attacks random targets and moves randomly.
III	4	3	6	10.000	Messes with the visuals of up to 3 targets in DR for 2 turns. Targets attacks random targets and moves randomly.

Information

The targets sees blinkign and flickering lights all over the place, making it unable to identify targets and disoriented.





SPARTAN SKILLS



Summons

Will-o'-the-Wisp



PR 20
FR 10



LVL	CAP	AF	CD	COST	EFFECT
I	3	6	6	5.000	Summons a small flying wisp in target CZ in DR, that can infiltrate power circuits for 3 turns.
II	4	4	6	5.000	Summons a small flying wisp in target CZ in DR, that can infiltrate power circuits for 5 turns.
III	5	2	6	5.000	Summons a small flying wisp in target CZ in DR, that can infiltrate power circuits for 7 turns.

Information

The wisp can move up to 5 CZ each turn, has 10 shadow, 2 DR and has 2 actions. Infiltrating a circuit requires one combat action. Once the circuit has been infiltrated, the wisp can provide power or overload systems and cut the power off for its remaining life cycle. The wisp lasts 6 turns, plus additional turns once it has infiltrated a power circuit. Players can control only one summon.

Sparkle Fox



PR 30
FR 20



LVL	CAP	AF	CD	COST	EFFECT
I	4	10	6	15.000	Summons a sparkle fox in target CZ in DR, with 20% of the spartans shadow. Deals ranged WD.
II	6	7	6	15.000	Summons a sparkle fox in target CZ in DR, with 20% of the spartans shadow. Deals ranged WD.
III	8	3	6	15.000	Summons a sparkle fox in target CZ in DR, with 20% of the spartans shadow. Deals ranged WD.

Information

Sparkle foxes have a 50% chance to stun its target with its attacks and a 50% chance to stun when hit. Sparkle foxes have the same stats as the caster. Sparkle foxes last 6 turns and the spartans combat actions are reduced by one, as long as the sparkle fox is alive. May be unsummed for one combat action. Players can control only one summon.

Lightning Elemental



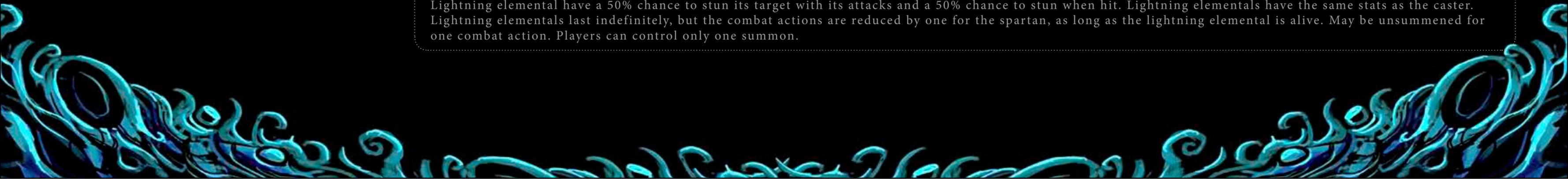
PR 40
FR 30



LVL	CAP	AF	CD	COST	EFFECT
I	8	10	6	30.000	Summons a lightning elemental in target CZ in DR, with 50% of the spartans shadow. Deals double melee WD.
II	10	9	6	30.000	Summons a lightning elemental in target CZ in DR, with 50% of the spartans shadow. Deals double melee WD.
III	12	8	6	30.000	Summons a lightning elemental in target CZ in DR, with 50% of the spartans shadow. Deals double melee WD.

Information

Lightning elemental have a 50% chance to stun its target with its attacks and a 50% chance to stun when hit. Lightning elementals have the same stats as the caster. Lightning elementals last indefinitely, but the combat actions are reduced by one for the spartan, as long as the lightning elemental is alive. May be unsummed for one combat action. Players can control only one summon.





V O O D O O S K I L L S



Movement

Teleport



LVL	CAP	AF	CD	COST	EFFECT
I	1	4	6	5.000	Teleports up to 5 CZ.
II	2	3	5	5.000	Teleports up to 7 CZ.
III	3	2	4	5.000	Teleports up to 10 CZ.

Information

The voodoo dematerializes its body and rematerializes it at another CZ. To teleport, the voodoo needs vision of its destination, to avoid materializing into any objects or preexisting matter.

Pole vault



LVL	CAP	AF	CD	COST	EFFECT
I	1	3	4	5.000	The voodoo uses its staff to paul vault forward 3 CZ.
II	2	2	3	5.000	The voodoo uses its staff to paul vault forward 5 CZ.
III	3	1	2	5.000	The voodoo uses its staff to paul vault forward 7 CZ.

Information

The voodoo pushes itself with the paul vault away from the ground. This skill does only work on solid ground.

Slide



LVL	CAP	AF	CD	COST	EFFECT
I	1	3	4	5.000	The voodoo slides over the floor, moving up to 3 CZ.
II	2	2	3	5.000	The voodoo slides over the floor, moving up to 5 CZ.
III	3	1	2	5.000	The voodoo slides over the floor, moving up to 7 CZ.

Information

Sliding over the floor requires a solid underground. Unless there are obstacles like bushes, even grass or sand counts as solid and makes the slide possible.





V O O D O O S K I L L S



Movement

Switch Port



LVL	CAP	AF	CD	COST	EFFECT
I	1	5	6	10.000	Switches the position with one target teammate in DR.
II	2	4	5	10.000	Switches the position with any target in DR.
III	3	3	4	10.000	Switches the position with any target.

Information

Combat mode will only be triggered if the skill is used on a target, that is not consenting to the skill.

Chain Port



LVL	CAP	AF	CD	COST	EFFECT
I	1	9	6	20.000	Teleports up to 5 CZ forward for three rounds. Deals WD to one target on same CZ after teleport
II	2	7	6	20.000	Teleports up to 7 CZ forward for three rounds. Deals WD to one target on same CZ after teleport.
III	3	5	6	20.000	Teleports up to 10 CZ forward for three rounds. Deals WD to one target on same CZ after teleport.

Information

Once the chain port has been activated it can not be cancelled and the voodoo has to teleport each round. The voodoo releases a burst of energy on materializing and damages one target.

Double Port



LVL	CAP	AF	CD	COST	EFFECT
I	1	9	6	20.000	The voodoo teleports to target CZ in DR dealing WD to one taarget and immediately teleports back to its original CZ.
II	2	7	6	20.000	The voodoo teleports to target CZ in DR dealing WD to one taarget and immediately teleports back to its original CZ.
III	3	5	6	20.000	The voodoo teleports to target CZ in DR dealing WD to one taarget and immediately teleports back to its original CZ.

Information

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V O O D O O S K I L L S



Movement

Chaos Port

A	R	AR	PR	FR	CM	FR
⊗	⊗	○	10	5	⊗	⊗

LVL	CAP	AF	CD	COST	EFFECT
I	1	3	4	5.000	All characters on the same CZ as the voodoo get teleported to random locations
II	2	2	3	5.000	All characters on the same CZ as the voodoo get teleported to random locations
III	3	1	2	5.000	All characters on the same CZ as the voodoo get teleported to random locations

Information

All characters have to throw a 50% dice to determine the direction they are ported to and a 1D6 to determine the distance.

Callback

A	R	AR	PR	FR	CM	FR
⊗	⊗	○	10	5	⊗	⊗

LVL	CAP	AF	CD	COST	EFFECT
I	1	3	4	10.000	Teleports up to one teammate in DR to the same CZ as the voodoo.
II	2	2	3	10.000	Teleports up to two teammates in DR to the same CZ as the voodoo.
III	3	1	2	10.000	Teleports up to three teammates in DR to the same CZ as the voodoo.

Information

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Chaos Dodge

A	R	AR	PR	FR	CM	FR
○	⊗	○	10	5	⊗	⊗

LVL	CAP	AF	CD	COST	EFFECT
I	1	3	4	5.000	Teleports the voodoo to a random location, dodging all incoming attacks.
II	2	2	3	5.000	Teleports the voodoo to a random location, dodging all incoming attacks.
III	3	1	2	5.000	Teleports the voodoo to a random location, dodging all incoming attacks.

Information

The voodoo has to throw a 50% dice to determine the direction it is ported to and a 1D6 to determine the distance.





V O O D O O S K I L L S



Attack

Slam

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input checked="" type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			20	10		

LVL	CAP	AF	CD	COST	EFFECT
I	1	4	6	5.000	Slams the staff on the ground, pushing all characters away one CZ and dealing WD.
II	2	3	5	5.000	Slams the staff on the ground, pushing all characters away one CZ, dealing WD and slowing them.
III	3	2	4	5.000	Slams the staff on the ground, pushing all characters away two CZ, dealing WD and slowing them.

Information

The voodoo creates so much power in his slam, that the ground starts shaking and a shockwave goes out, affecting all characters in the same CZ and the two CZ next to the voodoo. Characters on the same CZ have to throw a 50% dice to determine which direction they are pushed at.

Staff Punch

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			5	5		

LVL	CAP	AF	CD	COST	EFFECT
I	1	4	4	5.000	The voodoo punches one target into the face in the same CZ, dealing WD and pushing it away one CZ.
II	2	3	3	5.000	The voodoo punches one target into the face in the same CZ, dealing WD and pushing it away two CZ.
III	3	2	2	5.000	The voodoo punches one target into the face, dealing WD and pushing it away three CZ.

Information

The target must be on the same CZ or on the two CZ next to the voodoo. If the target is on the same CZ, the voodoo decides in which direction it pushes its target.

Spinner

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			10	5		

LVL	CAP	AF	CD	COST	EFFECT
I	1	6	6	10.000	Spins the staff around, dealing WD to all enemies in the same CZ.
II	2	5	5	10.000	Spins the staff around, dealing double WD to all enemies in the same CZ.
III	3	4	4	10.000	Spins the staff around, dealing triple WD to all enemies in the same CZ.

Information

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V O O D O O S K I L L S



Utility

Chain Aid

A	R	AR	PR	FR	CM	FR
⊗	⊗	○	20	10	⊗	⊗

LVL	CAP	AF	CD	COST	EFFECT
I	1	4	5	5.000	Creates a healing wave jumping to up to 3 targets with 5 CZs distance healing for 10% of maximum shadow.
II	2	3	4	5.000	Creates a healing wave jumping to up to 5 targets with 5 CZs distance healing for 10% of maximum shadow.
III	3	2	3	5.000	Creates a healing wave jumping to up to 7 targets with 5 CZs distance healing for 10% of maximum shadow.

Information

The chain aid can jump to the same target multiple times and can only jump to friendly targets. When there are multiple targets the wave can jump to, each character has to throw a dice, the one with the highest dice throw becomes the target. The targets can not have more than 4 CZ between them.

Aegis Amplifier

A	R	AR	PR	FR	CM	FR
⊗	⊗	○	20	10	⊗	⊗

LVL	CAP	AF	CD	COST	EFFECT
I	1	5	6	5.000	Amplifies the aegis of the voodoo plus one teammate in DR giving 10 additional base aegis for 2 turns.
II	2	4	5	5.000	Amplifies the aegis of the voodoo plus one teammate in DR giving 15 additional base aegis for 2 turns.
III	3	3	4	5.000	Amplifies the aegis of the voodoo plus one teammate in DR giving 20 additional base aegis for 2 turns.

Information

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Hydrogen Cloud

A	R	AR	PR	FR	CM	FR
⊗	⊗	○	20	10	⊗	⊗

LVL	CAP	AF	CD	COST	EFFECT
I	1	6	6	10.000	Creates an explosive cloud on one CZ. Deals WD on explosion to all characters in the CZ.
II	2	5	5	10.000	Creates an explosive cloud on two CZs. Deals WD on explosion to all characters in the CZs.
III	3	4	4	10.000	Creates an explosive cloud on three CZs. Deals WD on explosion to all characters in the CZs.

Information

The cloud remains until it explodes or is removed in another way. The cloud can be targeted with spells and attacks. The cloud explodes when coming in contact with electricity or fire. Characters with the burning status effect for example will trigger the explosion as well as an electric fence present.





V O O D O O S K I L L S



Fire

Wall Of Fire

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			20	10		

LVL	CAP	AF	CD	COST	EFFECT
I	1	5	6	10.000	Creates wall of fire in one CZ for 3 turns in DR, dealing WD each turn to all characters on the CZ.
II	2	4	5	10.000	Creates wall of fire in two consecutive CZ in DR for 3 turns, dealing WD each turn to all characters on the CZ.
III	3	3	4	10.000	Creates wall of fire in three consecutive CZ in DR for 3 turns, dealing WD each turn to all characters on the CZ.

Information

Characters on the CZ get the burning status effect.

Engulf

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input checked="" type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			20	10		

LVL	CAP	AF	CD	COST	EFFECT
I	1	5	6	5.000	Engulfs the voodoo and up to one teammate in fire for 3 turns, dealing WD to all characters making contact.
II	2	4	5	5.000	Engulfs the voodoo and up to one teammate in fire for 4 turns, dealing WD to all characters making contact.
III	3	3	4	5.000	Engulfs the voodoo and up to one teammate in fire for 5 turns, dealing WD to all characters making contact.

Information

Characters with the cryo cooling cyberware will receive no damage and the burning status will have no effect. Characters without the cyberware will receive WD for the duration of the spell.

Fireball

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input checked="" type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			20	10		

LVL	CAP	AF	CD	COST	EFFECT
I	1	7	6	10.000	Shoots a fireball at one target in DR, dealing WD to all character on the same CZ. Gives burning status for 3 turns.
II	2	6	5	10.000	Shoots a fireball at one target in DR, dealing double WD to all character on the same CZ. Gives burning status for 3 turns.
III	3	5	4	10.000	Shoots a fireball at one target in DR, dealing tripple WD to all character on the same CZ. Gives burning status for 3 turns.

Information

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V O O D O O S K I L L S



Fire

Blazing Gun

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			20	10		

LVL	CAP	AF	CD	COST	EFFECT
I	1	5	6	10.000	Enchants weapon system of any target in DR, adds WD plus burning status for 1 turns on all weapon related attacks.
II	2	4	5	10.000	Enchants weapon system of any target in DR, adds WD plus burning status for 2 turns on all weapon related attacks.
III	3	3	4	10.000	Enchants weapon system of any target in DR, adds WD plus burning status for 3 turns on all weapon related attacks.

Information

The WD added is equal to the voodoo's WD, not the WD of the target.

Burning Touch

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input checked="" type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			30	15		

LVL	CAP	AF	CD	COST	EFFECT
I	1	6	6	15.000	Grabs and holds any target on the same CZ and sets it on fire, dealing WD and giving burning status.
II	2	5	5	15.000	Grabs and holds any target on the same CZ and sets it on fire, dealing WD and giving burning status.
III	3	4	4	15.000	Grabs and holds any target on the same CZ and sets it on fire, dealing WD and giving burning status.

Information

The skill does not end and releasing the target from the grab requires a combat action. As long as the skill is active, the voodoo can not move and can not use any actions, except teleporting skills. The grabbed target will teleport with the voodoo. The target can not move or use movement skills, but may still use all other skills and perform actions.

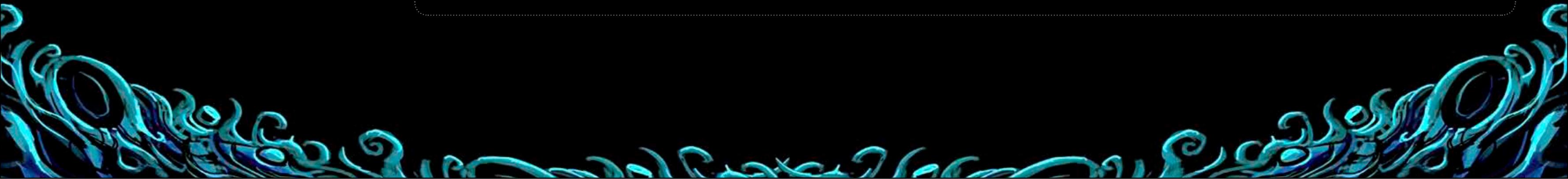
Ring Of Fire

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			20	10		

LVL	CAP	AF	CD	COST	EFFECT
I	1	6	6	10.000	Creates a ring of fire on the current CZ, that moves 1 CZ away from the middle for 1 turns dealing WD.
II	2	5	5	10.000	Creates a ring of fire on the current CZ, that moves 1 CZ away from the middle for 2 turns dealing WD.
III	3	4	4	10.000	Creates a ring of fire on the current CZ, that moves 1 CZ away from the middle for 3 turns dealing WD.

Information

This skill deals damage to all characters on the regarding CZ. Heat resistant characters will not be affected.





V O O D O O S K I L L S



Fire

Burning Floor



PR 40 FR 20



LVL	CAP	AF	CD	COST	EFFECT
I	2	9	6	20.000	Sets the floor on fire in consecutive 7 CZ for 2 turns. Everything touching the ground gets WD each turn..
II	4	7	6	20.000	Sets the floor on fire in consecutive 9 CZ for 3 turns. Everything touching the ground gets WD each turn.
III	6	5	6	20.000	Sets the floor on fire in consecutive 11 CZ for 4 turns. Everything touching the ground gets WD each turn.

Information

Characters levitating, flying or with heat resistance / cryo cooling will not get damaged.

Candle Light Dinner



PR 20 FR 10



LVL	CAP	AF	CD	COST	EFFECT
I	2	5	6	10.000	Creates a charming flame at one location, luring in all enemies in 3 adjacent CZ for 1 turn.
II	3	4	6	10.000	Creates a charming flame at one location, luring in all enemies in 4 adjacent CZ for 2 turn.
III	4	3	6	10.000	Creates a charming flame at one location, luring in all enemies in 5 adjacent CZ for 3 turn.

Information

Enemies seeing the flame will be attracted to it and move towards the flame, performing no other actions during the turn the candle is active.

Fireroll



PR 30 FR 15



LVL	CAP	AF	CD	COST	EFFECT
I	2	7	6	10.000	Sets one CZ next to the voodoo on fire. The fire will move one CZ each turn, dealing WD to all characters
II	3	6	6	10.000	Sets one CZ next to the voodoo on fire. The fire will move one CZ each turn, dealing WD to all characters
III	4	5	6	10.000	Sets one CZ next to the voodoo on fire. The fire will move one CZ each turn, dealing WD to all characters

Information

The fireroll can only be cast on a CZ next to the voodoo's position and will move in the direction it was originally cast in and stays active as long as it is in range of the voodoo's detection range.





V O O D O O S K I L L S



Fire

Soul Burn

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			40	20		

LVL	CAP	AF	CD	COST	EFFECT
I	2	9	6	20.000	Sets one enemy in DR on fire dealing WD and reduces its maximum shadow for an additional 10% each turn for 2 turns.
II	4	7	6	20.000	Sets one enemy in DR on fire dealing WD and reduces its maximum shadow for an additional 10% each turn for 3 turns.
III	6	5	6	20.000	Sets one enemy in DR on fire dealing WD and reduces its maximum shadow for an additional 10% each turn for 4 turns.

Information

Once the effect wears off, the original maximum shadow is restored. Reducing the maximum shadow also reduces the current shadow for the same amount.

Spreading Fire

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			40	20		

LVL	CAP	AF	CD	COST	EFFECT
I	2	9	6	20.000	Sets one enemy on fire dealing WD. For 2 turns all characters on the same CZ will receive WD.
II	4	7	6	20.000	Sets one enemy on fire dealing WD. For 3 turns all characters on the same CZ will receive WD.
III	6	5	6	20.000	Sets one enemy on fire dealing WD. For 4 turns all characters on the same CZ will receive WD.

Information

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Combustion

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			40	20		

LVL	CAP	AF	CD	COST	EFFECT
I	2	6	6	10.000	Sets one target in DR on fire and deals WD, all characters on the same CZ get pushed away one CZ in a random direction.
II	4	5	4	10.000	Sets one target in DR on fire and deals WD, all characters on the same CZ get pushed away two CZ in a random direction.
III	6	4	4	10.000	Sets one target in DR on fire and deals WD, all characters on the same CZ get pushed away three CZ in a random direction.

Information

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V O O D O O S K I L L S



Fire Malus

Overheat System



PR 10
FR 5



LVL	CAP	AF	CD	COST	EFFECT
I	1	3	6	5.000	Removes all lightning and electric resistance from any target in DR for 2 turns.
II	2	2	6	5.000	Removes all lightning and electric resistance from up to two targets in DR for 2 turns.
III	3	1	6	5.000	Removes all lightning and electric resistance from up to three targets in DR for 2 turns.

Information

The voodoo overheats crucial systems in any targets, rendering them unable to function properly as the heat increases the resistance too much, that electric charges can not be redirected anymore, which leaves the targets vulnerable to all lightning attacks. Immunity can not be removed.

Fever



PR 10
FR 5



LVL	CAP	AF	CD	COST	EFFECT
I	1	4	6	5.000	Reduces the movement of an enemy by 2 until end of combat.
II	2	3	6	5.000	Reduces the movement of an enemy by 4 until end of combat.
III	3	2	6	5.000	Reduces the movement of an enemy by 6 until end of combat.

Information

Enemies with zero or negative movement have a 50% chance to move one CZ when trying to move.

Glow



PR 10
FR 5



LVL	CAP	AF	CD	COST	EFFECT
I	1	3	6	5.000	Increases detectability of any target by 5 until end of combat.
II	2	2	6	5.000	Increases detectability of any target by 7 until end of combat.
III	3	1	6	5.000	Increases detectability of any target by 10 until end of combat.

Information

Target starts glowing from fine burning particles created around it.





V O O D O O S K I L L S



Summons

Firefly

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			20	10		

LVL	CAP	AF	CD	COST	EFFECT
I	3	6	6	5.000	Summons a small glowing firefly with 3 DR in target CZ in DR, that can be used for scouting, provides light.
II	4	4	6	5.000	Summons a small glowing firefly with 5 DR in target CZ in DR, that can be used for scouting, provides light.
III	5	2	6	5.000	Summons a small glowing firefly with 7 DR in target CZ in DR, that can be used for scouting, provides light.

Information

The firefly can move up to 5 CZ each turn, has 10 shadow, 2 DR and has 2 actions. The firefly is easily detectable, but since everyone loves a firefly, usually nobody gets suspicious and it is free to roam. Everything the firefly sees, gets transmitted to the voodoo and is visible for the team. The firefly lasts 6 turns. Players can control only one summon.

Fire Devil

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			30	20		

LVL	CAP	AF	CD	COST	EFFECT
I	4	10	6	15.000	Summons a fire devil in target CZ in DR, with 20% of the voodoo's shadow. Deals ranged WD.
II	6	7	6	15.000	Summons a fire devil in target CZ in DR, with 20% of the voodoo's shadow. Deals ranged WD.
III	8	3	6	15.000	Summons a fire devil in target CZ in DR, with 20% of the voodoo's shadow. Deals ranged WD.

Information

Fire devils have a 50% chance to apply burning effect on its target with its attacks and a 50% chance to apply burning effect when hit. Fire devils have the same stats as the caster. Fire devils last 6 turns and the voodoo's combat actions are reduced by one, as long as the fire devil is alive. May be unsummed for one combat action. Players can control only one summon.

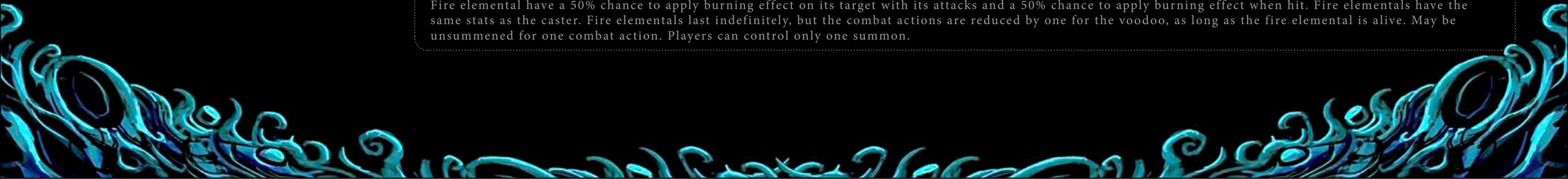
Fire Elemental

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			40	30		

LVL	CAP	AF	CD	COST	EFFECT
I	8	10	6	30.000	Summons a fire elemental in target CZ in DR, with 50% of the voodoo's shadow. Deals double melee WD.
II	10	9	6	30.000	Summons a fire elemental in target CZ in DR, with 50% of the voodoo's shadow. Deals double melee WD.
III	12	8	6	30.000	Summons a fire elemental in target CZ in DR, with 50% of the voodoo's shadow. Deals double melee WD.

Information

Fire elementals have a 50% chance to apply burning effect on its target with its attacks and a 50% chance to apply burning effect when hit. Fire elementals have the same stats as the caster. Fire elementals last indefinitely, but the combat actions are reduced by one for the voodoo, as long as the fire elemental is alive. May be unsummed for one combat action. Players can control only one summon.



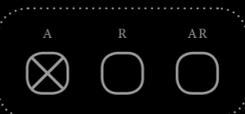


GHOST SKILLS

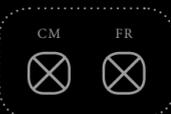


Movement

Energy Warp



PR 10
FR 5



LVL	CAP	AF	CD	COST	EFFECT
I	1	4	4	5.000	Moves forward up to 5 CZ dragging all characters in the encountering CZ behind.
II	2	3	3	5.000	Moves forward up to 7 CZ dragging all characters in the encountering CZ behind.
III	3	2	2	5.000	Moves forward up to 9 CZ or to any CZ in detection range dragging all characters in the encountering CZ behind.

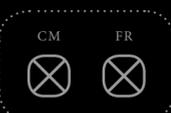
Information

The energy warp drags all characters, friendly as well as enemies in a suction of air behind the ghost. All characters pulled with the energy warp land in the CZ behind the ghost.

Ghostwalk



PR 10
FR 5



LVL	CAP	AF	CD	COST	EFFECT
I	1	4	4	5.000	Moves forward up to 5 CZs passing through characters, giving everyone the chilled status in the CZs.
II	2	3	3	5.000	Moves forward up to 7 CZs passing through characters, giving everyone the chilled status in the CZs.
III	3	2	2	5.000	Moves forward up to 9 CZ or to any CZs in DR passing through characters, giving everyone the chilled status in the CZs.

Information

The ghost transforms into a nano swarm, moving through objects ignoring obstacles and giving all characters on each CZ it passes through the chilled status effect, including the starting and ending CZ. Electrified obstacles or force fields can not be surpassed.

Windwalk



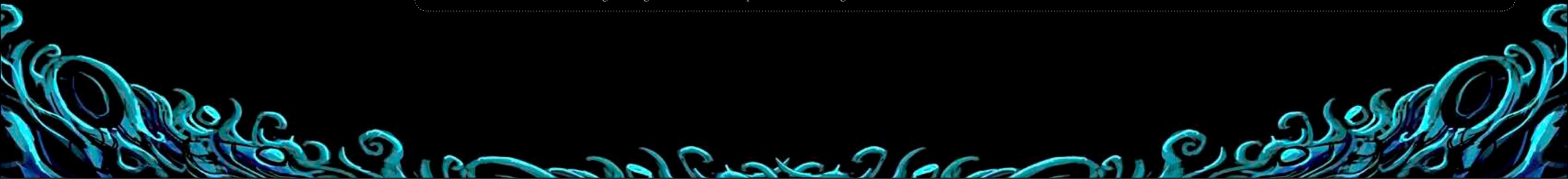
PR 10
FR 5



LVL	CAP	AF	CD	COST	EFFECT
I	1	4	4	10.000	Moves forward up to 5 CZ. All teammates in the travelled CZ get +2 CZ movement for the next turn.
II	2	3	3	10.000	Moves forward up to 7 CZ. All teammates in the travelled CZ get +3 CZ movement for the next turn.
III	3	2	2	10.000	Moves forward up to 9 CZ or to any CZ in DR. All teammates in the travelled CZ get +4 CZ movement for the next turn.

Information

All friendly characters in all CZ including the starting and ending CZ can move an additional 2/3/4 CZ with their basic movement action during the next turn. Characters have to be in the regarding CZ when the spell is cast, to get the effect.





G H O S T S K I L L S



Attack

Bounce

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			10	5		

LVL	CAP	AF	CD	COST	EFFECT
I	1	4	4	5.000	Deal WD to any target in DR, the sickle bounces to one additional target on the same CZ dealing WD.
II	2	3	3	5.000	Deal WD to any target in DR, the sickle bounces to two additional target up to one CZ apart dealing WD.
III	3	2	2	5.000	Deal WD to any target in DR, the sickle bounces to three additional target up to two CZs dealing WD.

Information

Each additional target needs to be in range of the target before for the sickle to bounce. If there are only two targets, the sickle will bounce between them. Each hit requires an individual dice throw.

Boomerang Slice

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			20	10		

LVL	CAP	AF	CD	COST	EFFECT
I	1	7	6	10.000	The ghosts throws its sickle 2 CZ, dealing WD to all characters in the CZs on throw and on return.
II	2	6	5	10.000	The ghosts throws its sickle 3 CZ, dealing WD to all characters in the CZs on throw and on return.
III	3	5	4	10.000	The ghosts throws its sickle 4 CZ, dealing WD to all characters in the CZs on throw and on return.

Information

The sickle expands it's radius, cutting through all characters in the CZs except the one the voodoo is standing on. When the sickle hits its maximum range, it turns around and cuts all characters again on the way back.

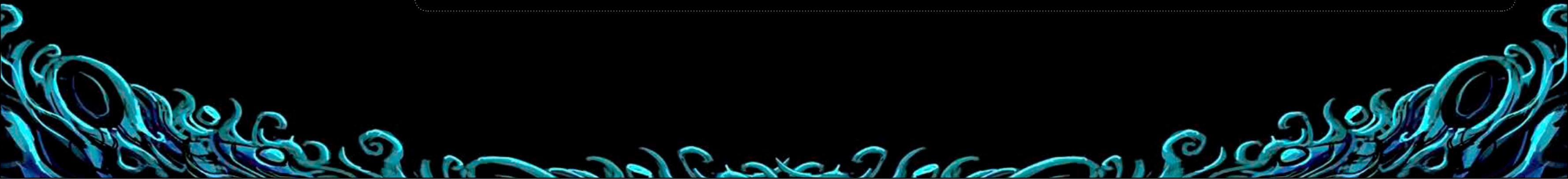
Whirl

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
			20	10		

LVL	CAP	AF	CD	COST	EFFECT
I	1	5	5	10.000	The sickle rotates around a single target, slicing it 2 times for WD, before returning
II	2	4	4	10.000	The sickle rotates around a single target, slicing it 3 times for WD, before returning.
III	3	3	3	10.000	The sickle rotates around a single target, slicing it 4 times for WD, before returning.

Information

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G H O S T S K I L L S



Attack

Sawmill



PR 10
FR 5



LVL	CAP	AF	CD	COST	EFFECT
I	1	4	4	5.000	Throws the sickle at one CZ where it remains spinning for 2 turns, dealing WD to all enemies each turn.
II	2	3	3	5.000	Throws the sickle at one CZ where it remains spinning for 3 turns, dealing WD to all enemies each turn.
III	3	2	2	5.000	Throws the sickle at one CZ where it remains spinning for 4 turns, dealing WD to all enemies each turn.

Information

The sickle hovers in the air, expanding its blades and hitting all enemies while spinning. Each round all characters on the CZ get hit by individual WD dice throws.

Buzz Saw



PR 20
FR 10



LVL	CAP	AF	CD	COST	EFFECT
I	3	7	6	15.000	The sickle travels vertically to maximum DR in one direction, dealing WD to one character on each CZ.
II	4	6	5	15.000	The sickle travels vertically to maximum DR in one direction, dealing double WD to one character on each CZ.
III	5	5	4	15.000	The sickle travels vertically to maximum DR in one direction, dealing tripple WD to one character on each CZ.

Information

Since the sickle alignment is vertical, only one target gets hit on each CZ, while dealing more damage at the same time. Each targets damage gets defined by an individual dice throw. Which targets are hit is random. All characters have to throw dice, the one with the lowest dice throw gets hit.

Shredder



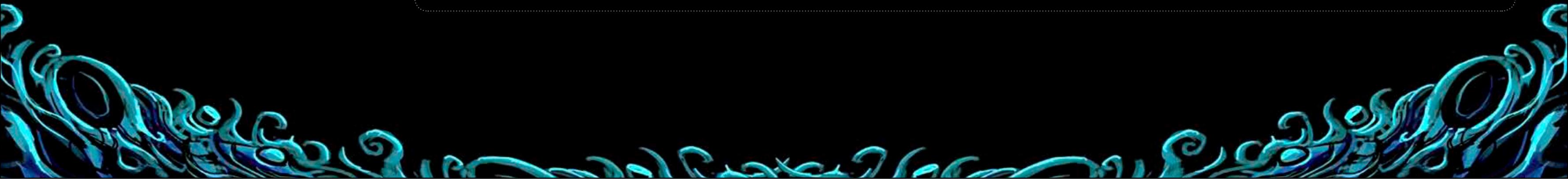
PR 20
FR 10



LVL	CAP	AF	CD	COST	EFFECT
I	2	5	6	10.000	Deals WD to all targets on the same CZ.
II	3	4	5	10.000	Deals double WD to all targets on the same CZ.
III	4	3	4	10.000	Deals tripple WD to all targets on the same CZ.

Information

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G H O S T S K I L L S



Utility

Mindcontrol



PR 40
FR 20



LVL	CAP	AF	CD	COST	EFFECT
I	1	9	6	20.000	Control one target in DR for 1 turn.
II	2	7	6	20.000	Control one target in DR for 2 turns.
III	3	5	6	20.000	Control one target in DR for 3 turns.

Information

Enemies have a 33% chance to deny the effect each turn and end the mindcontrol. Controlled enemies perform all their combat actions during the enemies turn and their reactions during the team turn.

Terror



PR 30
FR 15



LVL	CAP	AF	CD	COST	EFFECT
I	1	7	6	15.000	All enemies in DR get scared and run away for 1 turn.
II	2	6	6	15.000	All enemies in DR get scared and run away for 2 turn.
III	3	5	6	15.000	All enemies in DR get scared and run away for 3 turn.

Information

All enemies run into the opposite direction of the voodoo's location. If enemies are on the same CZ as the voodoo, they have to throw a 50% dice to determine which direction they are running at. Scared enemies can not perform any actions or use skills for the duration of the effect and use up all their movement capabilities.

Illusion



PR 20
FR 10



LVL	CAP	AF	CD	COST	EFFECT
I	1	7	6	10.000	Creates one illusion of any target in DR.
II	2	6	6	10.000	Creates one illusion of each of two targets in DR.
III	3	5	6	10.000	Creates one illusion of each of three targets in DR.

Information

Illusions follow their original around, copying all actions. Characters attacking a target with an illusion have a 50% chance to attack the illusion instead of the original. Illusions have 20% of the originals hitpoints, have the same aegis level than the original but no aegis. Illusions last until they are destroyed.





G H O S T S K I L L S



Wind

Freezing Gust



PR 30
FR 15



LVL	CAP	AF	CD	COST	EFFECT
I	1	7	6	15.000	Freezes everything in up to 2 CZ. All characters get frozen for one turn.
II	2	6	6	15.000	Freezes everything in up to 4 CZ. All characters get frozen for one turn.
III	3	5	6	15.000	Freezes everything in up to 6 CZ. All characters get frozen for one turn.

Information

The freezing gust also affects the environment, freezing water tiles for 5 turns. Characters with the thermal heating cyberware or immunity to cold / ice are not affected by the frozen status. Frozen renders a character completely unable to perform any actions, exactly like stun, but the effect can be negated by fire or heat.

Levitate



PR 20
FR 10



LVL	CAP	AF	CD	COST	EFFECT
I	1	4	6	10.000	The ghost and plus one additional target levitate for the next 5 turns.
II	2	3	6	10.000	The ghost and plus three additional targets levitate for the next 5 turns.
III	3	2	6	10.000	The ghost and plus five additional targets levitate for the next 5 turns.

Information

Creates airflow around its designated targets, lifting them up in the air. Characters inside the airflow can influence it to move normally. Levitating characters do not touch the ground, but hover very close over the floor. This status does not allow characters to fly over fences or walls, but makes it possible to ignore terrain obstacles like water and holes.

Tornado



PR 20
FR 10



LVL	CAP	AF	CD	COST	EFFECT
I	1	4	6	10.000	Creates a tornado on one CZ in DR, making all characters in the CZ unable to perform any actions.
II	2	3	6	10.000	Creates a tornado on two adjacent CZ in DR, making all characters in the CZs unable to perform any actions.
III	3	2	6	10.000	Creates a tornado on three adjacent CZ in DR, making all characters in the CZs unable to perform any actions.

Information

Once activated, the tornado skill does not stop and requires an action to be deactivated. Characters in the tornado zone can not perform any actions. The ghost can not use any skills or perform any actions for the duration of the skill.





GHOST SKILLS



Wind

Breeze

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input checked="" type="checkbox"/> FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10	5	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

LVL	CAP	AF	CD	COST	EFFECT
I	1	3	3	5.000	Blows away all gases in up to 3 CZ in DR and replaces them with breathable air.
II	2	2	2	5.000	Blows away all gases in up to 5 CZ in DR and replaces them with breathable air.
III	3	1	1	5.000	Blows away all gases in up to 7 CZ in DR and replaces them with breathable air.

Information

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Negative Pressure

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10	5	<input checked="" type="checkbox"/>	<input type="checkbox"/>

LVL	CAP	AF	CD	COST	EFFECT
I	4	7	6	10.000	Creates negative pressure between two targets in DR colliding them in the middle and dealing WD.
II	5	6	5	10.000	Creates negative pressure between two targets in DR colliding them in the middle and dealing double WD.
III	6	5	4	10.000	Creates negative pressure between two targets in DR colliding them in the middle and dealing tripple WD.

Information

If there is an equal number of CZ between the targets, a 50% dice decides which CZ the targets land on.

Jetstream

<input checked="" type="checkbox"/> A	<input type="checkbox"/> R	<input type="checkbox"/> AR	PR	FR	<input checked="" type="checkbox"/> CM	<input type="checkbox"/> FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20	10	<input checked="" type="checkbox"/>	<input type="checkbox"/>

LVL	CAP	AF	CD	COST	EFFECT
I	1	4	6	5.000	Creates a stream of wind in 10 CZ in one direction for 3 turns, influencing the movment of all characters.
II	2	3	5	5.000	Creates a stream of wind in 20 CZ in one direction for 3 turns, influencing the movment of all characters.
III	3	2	4	5.000	Creates a stream of wind in 30 CZ in one direction for 3 turns, influencing the movment of all characters.

Information

The stream starts on the ghosts location and ends in the direction of choice of the ghost. The ghost can chose in which direction the jetstream is blowing. All characters in the jetstream can move +4 CZ in the direction of the jetstream and -4 CZ in the opposite direction of the jetstream.





G H O S T S K I L L S



Wind

Vacuum



PR 20 FR 10



LVL	CAP	AF	CD	COST	EFFECT
I	1	3	3	10.000	Removes all oxygen in up to 3 CZ for 2 turns, dealing WD to all characters each turn and adding slow effect.
II	2	2	2	10.000	Removes all oxygen in up to 4 CZ for 3 turns, dealing WD to all characters each turn and adding slow effect.
III	3	1	1	10.000	Removes all oxygen in up to 5 CZ for 4 turns, dealing WD to all characters each turn and adding slow effect.

Information

Characters with oxygen supplies or no need to breath air are unaffected by this skill.

Lift Crush



PR 30 FR 15

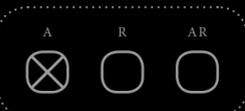


LVL	CAP	AF	CD	COST	EFFECT
I	2	7	6	20.000	Lifts all chars in 2 CZ in the air, then crushing them on the floor dealing WD and stuning them for 1 turn.
II	3	6	6	20.000	Lifts all chars in 3 CZ in the air, then crushing them on the floor dealing WD and stuning them for 1 turns.
III	4	5	6	20.000	Lifts all chars in 4 CZ in the air, then crushing them on the floor dealing WD and stuning them for 1 turns.

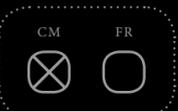
Information

The ghost creates a massive upstream of wind, lifting everyone in the CZ in the air. All characters in the CZ will be affected. Only CZ in casting range can be selected and the CZ have to be adjacent. Characters will land on their origin.

Smashing Blow



PR 20 FR 10



LVL	CAP	AF	CD	COST	EFFECT
I	2	7	6	20.000	Lifts one target in the air and crushes it into the ground up to 2 CZ away, dealing WD and stunning for 3 turns.
II	3	6	5	20.000	Lifts one target in the air and crushes it into the ground up to 3 CZ away, dealing WD and stunning for 3 turns.
III	4	5	4	20.000	Lifts one target in the air and crushes it into the ground up to 4 CZ away, dealing WD and stunning for 3 turns.

Information

The ghost creates an upstream around one target, lifting it up and crushing it on the ground



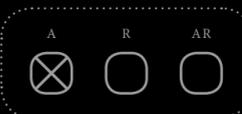


G H O S T S K I L L S



Wind

Lung Collapse



PR 20 FR 10

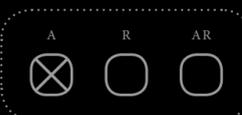


LVL	CAP	AF	CD	COST	EFFECT
I	1	3	3	10.000	Compresses air in the lung of one target in DR, target is unconscious for 2 turns. Target has 16% chance to die instantly.
II	2	2	2	10.000	Compresses air in the lung of two targets in DR, targets are unconscious for 2 turns. Target has 33% chance to die instantly.
III	3	1	1	10.000	Compresses air in the lung of three targets in DR, targets are unconscious for 2 turns. Target has 50% chance to die instantly.

Information

Characters that do not rely on breathing air or have other air supply are not affected by this skill.

Compression



PR 30 FR 20

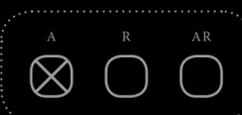


LVL	CAP	AF	CD	COST	EFFECT
I	3	6	6	10.000	Compresses air in 3 CZ in DR, pushing all characters on the middle CZ dealing WD.
II	4	5	5	10.000	Compresses air in 5 CZ in DR, pushing all characters on the middle CZ dealing WD.
III	5	4	4	10.000	Compresses air in 7 CZ in DR, pushing all characters on the middle CZ dealing WD.

Information

The characters heavily bump into each other, harming them and combined with the effect of the compressed air receive damage.

Air Twister



PR 20 FR 10



LVL	CAP	AF	CD	COST	EFFECT
I	3	6	6	10.000	Twists one target in DR around dealing WD. The target has a 50% chance to miss its next attack.
II	4	5	5	10.000	Twists two targets in DR around dealing WD. The targets have a 66% chance to miss their next attack.
III	5	4	4	10.000	Twists three targets in DR around dealing WD. The targets have a 83% chance to miss their next attack.

Information

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G H O S T S K I L L S



Wind

Bubble



PR 20 FR 10



LVL	CAP	AF	CD	COST	EFFECT
I	1	3	6	5.000	Creates a bubble of air around one target in DR, deflecting all incoming attacks for 1 turn.
II	2	2	5	5.000	Creates a bubble of air around one target in DR, deflecting all incoming attacks for 2 turns.
III	3	1	4	5.000	Creates a bubble of air around one target in DR, deflecting all incoming attacks for 3 turns.

Information

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Weapon Of Air



PR 20 FR 10



LVL	CAP	AF	CD	COST	EFFECT
I	1	3	6	5.000	Applies a pushback effect of 3 CZ on the next attack of one target in DR.
II	2	2	5	5.000	Applies a pushback effect of 5 CZ on the next attack of one target in DR.
III	3	1	4	5.000	Applies a pushback effect of 7 CZ on the next attack of one target in DR.

Information

The effect can be applied to any target in detection range. This skill enchants the weapon system of the target, pushing back anything that gets hit by the target for the duration of the effect in the direction of the targets choice.

Updrift



PR 20 FR 10



LVL	CAP	AF	CD	COST	EFFECT
I	1	3	6	10.000	Lifts up everything on target CZ and throws it into random directions 2 CZ away, dealing WD.
II	2	2	5	10.000	Lifts up everything on target CZ and throws it into random directions 4 CZ away, dealing WD.
III	3	1	4	10.000	Lifts up everything on target CZ and throws it into random directions 6 CZ away, dealing WD.

Information

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G H O S T S K I L L S



Wind

Overload System

A	R	AR	PR	FR	CM	FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10	5	<input checked="" type="checkbox"/>	<input type="checkbox"/>

LVL	CAP	AF	CD	COST	EFFECT
I	1	3	6	5.000	Removes all lightning and electric resistance from any target in DR for 2 turns.
II	2	2	6	5.000	Removes all lightning and electric resistance from up to two targets in DR for 2 turns.
III	3	1	6	5.000	Removes all lightning and electric resistance from up to three targets in DR for 2 turns.

Information

The voodoo overloads crucial systems in any targets, rendering them unable to function properly as the heat increases the resistance too much, that electric charges can not be redirected anymore, which leaves the targets vulnerable to all lightning attacks.

Fata Morgana

A	R	AR	PR	FR	CM	FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20	10	<input checked="" type="checkbox"/>	<input type="checkbox"/>

LVL	CAP	AF	CD	COST	EFFECT
I	1	4	6	5.000	All characters on 3 adjacent CZ have 50% chance to walk into a random direction on their next turn and do nothing else.
II	2	3	6	5.000	All characters on 4 adjacent CZ have 50% chance to walk into a random direction on their next turn and do nothing else.
III	3	2	6	5.000	All characters on 5 adjacent CZ have 50% chance to walk into a random direction on their next turn and do nothing else.

Information

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Bait

A	R	AR	PR	FR	CM	FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10	5	<input checked="" type="checkbox"/>	<input type="checkbox"/>

LVL	CAP	AF	CD	COST	EFFECT
I	2	5	6	15.000	Tricks the mind of all characters in one CZ to attack one target in DR for 1 turn.
II	3	4	6	15.000	Tricks the mind of all characters in one CZ to attack one target in DR for 1 turn.
III	4	3	6	15.000	Tricks the mind of all characters in one CZ to attack one target in DR for 1 turn.

Information

The targets sees blinkign and flickering lights all over the place, making it unable to identify targets and disoriented.





G H O S T S K I L L S



Summoning

Butterfly

A	R	AR	PR	FR	CM	FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20	10	<input checked="" type="checkbox"/>	<input type="checkbox"/>

LVL	CAP	AF	CD	COST	EFFECT
I	3	6	6	5.000	Summon an undetectable butterfly in target CZ in DR, granting +1 movement and +1 DR to all in DR. Can be used to scout.
II	4	4	6	5.000	Summon an undetectable butterfly in target CZ in DR, granting +1 movement and +1 DR to all in DR. Can be used to scout.
III	5	2	6	5.000	Summon an undetectable butterfly in target CZ in DR, granting +1 movement and +1 DR to all in DR. Can be used to scout.

Information

The butterfly can move up to 5 CZ each turn, has 10 shadow, 2 DR and has 2 actions. The butterfly is transparent and barely visible for anyone who knows what they are looking for, but appears to be just a smear on the eye. Everything the butterfly sees, gets transmitted to the ghost and is visible for the team. The butterfly lasts 6 turns. Players can control only one summon.

Fearie

A	R	AR	PR	FR	CM	FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	30	20	<input checked="" type="checkbox"/>	<input type="checkbox"/>

LVL	CAP	AF	CD	COST	EFFECT
I	4	10	6	15.000	Summons a fearie in target CZ in DR, with 20% of the ghosts shadow. Deals ranged WD.
II	6	7	6	15.000	Summons a fearie in target CZ in DR, with 20% of the ghosts shadow. Deals ranged WD.
III	8	3	6	15.000	Summons a fearie in target CZ in DR, with 20% of the ghosts shadow. Deals ranged WD.

Information

Fearies have a 50% chance to lift its target for one turn with its attacks and a 50% chance to lift an attacker for one turn when hit. Fearie have the same stats as the caster. Fearies last 6 turns and the ghosts combat actions are reduced by one, as long as the fearie is alive. May be unsummed for one combat action. Players can control only one summon.

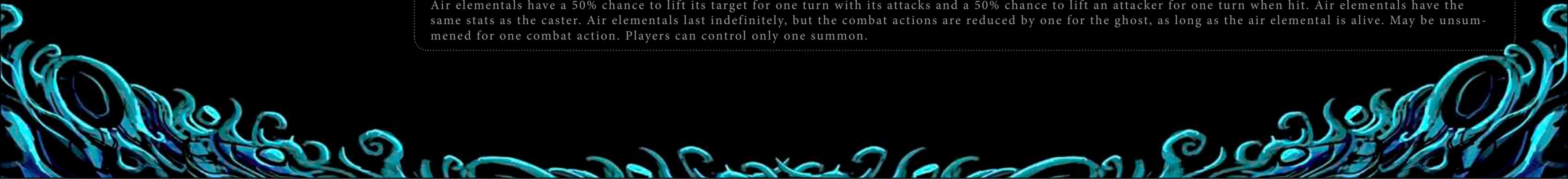
Air Elemental

A	R	AR	PR	FR	CM	FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	40	30	<input checked="" type="checkbox"/>	<input type="checkbox"/>

LVL	CAP	AF	CD	COST	EFFECT
I	8	10	6	30.000	Summons an air elemental in target CZ in DR, with 50% of the ghosts shadow. Deals double melee WD.
II	10	9	6	30.000	Summons an air elemental in target CZ in DR, with 50% of the ghosts shadow. Deals double melee WD.
III	12	8	6	30.000	Summons an air elemental in target CZ in DR, with 50% of the ghosts shadow. Deals double melee WD.

Information

Air elementals have a 50% chance to lift its target for one turn with its attacks and a 50% chance to lift an attacker for one turn when hit. Air elementals have the same stats as the caster. Air elementals last indefinitely, but the combat actions are reduced by one for the ghost, as long as the air elemental is alive. May be unsummed for one combat action. Players can control only one summon.





STATUS EFFECTS



STATUS EFFECTS



This feels weird ...

Status Effects

Some skills may have variations from these effects, but in case no further clarification is made about the effect, these standard status effects take place.

The duration of the status effects depends on the skill that was used.

Some status effects may have varying durations depending on cyberware and equipment or even be completely denied by them.

Most of the time these effects run out over time and wear off, but some remain indefinitely and need to be removed by the players.

STATUS EFFECTS

Slowed

Movement is reduced to 1
Actions per turn are reduced to 1
Target can not perform any reactions

Stunned

Target can not perform any actions
Target can not perform any reactions

Chilled

Movement is reduced to 1
Actions per turn are reduced to 1
Removed by heat based effects

Frozen

Target can not perform any actions
Target can not perform any reactions
Removed by heat based effects

Burning

Targets max shadow reduced by 10%
Targets current shadow reduced by 10%
Removed by cold based effects
No effect on heat resistant targets

Poisoned

Deals WD each turn
Does not stack
WD determined by strongest poisoning
Unlimited, until remove

Blinded

DR reduced to 1
50% chance to miss on everything

Focussed

DR increased by 5

Beasted

+20% max / current shadow

Adrenaline

+1 combat action

Dopamine

+2 movement

Haste

+4 movement
+1 combat action



STATUS EFFECTS

Permanent Effects



Permanent Effects [PE]

While normal status effects have smaller effects on characters, going through stressful situations, harming your body, becoming unconscious, being hit by powerful enemies, there are all kinds of things that can have a lasting effect on your character, that cannot simply be removed by having a good night sleep or pumping some nano bots into your veins.

Permanent effects can still be removed and will not entirely cripple a character for its remaining lifespan, but to do this you may have to visit a hospital or any similar medical facility, that can help patching you up.

Each of these permanent effects can stack up to five times on your character.

These permanent effects help bring an additional tactical layer to the game and the VM can bring players into more dangerous situations, raise the stakes if a run goes to easy and overall increase the difficulty of challenges players may face.

Receiving Permanent Effects

There are some systems like the prison system currently in the game, that will have rules for how to add PE.

Final bosses and special enemies also have the ability to apply PE to your characters.

Aside from that, the VM always has the option to have players undergo checks, that will fit to the storyline and behavior of the characters, to see if they are influenced by their action in the unforeseen future.

Chances To Increase PE Level

When checking for how many PE will be added to a character, there are different scenarios. When making those checks, warn players before for their behavior. If they are well rested, a night of lost sleep may be totally fine. If they have fought for a whole day and then decide to go out partying for two nights in a row, without sleeping, there should be consequences.

Small

Characters have undergone inconveniences for a period of 12-24 hours.
16% chance in the respective PE

Medium

Characters have undergone inconveniences for a period of multiple days.
33% chance in the respective PE for each day, up to 3 checks for each PE

Big

Characters have undergone inconveniences for an extended period of time.
50% chance in the respective PE, checks for all 5 levels have to be made for each PE

Unconscious

Characters have become unconscious in combat mode. Being captured in any other way in free roam mode as part of the story does not account for this and is in the hands of the VM.
33% chance to add one fatigue
16% chance to add one sanity

Sanity

The mental health of a character is represented in the sanity permanent effect.

Sanity effects the useage of all divison skills, plus the basic attack skill.

After using any skill, the character has to throw additional dice according to the level of sanity. The outcome of the dice throw is dealt as true damage to the character and as normal WD to all WD based skills to the targets the skill is targeted at. Skills that do not deal any WD to enemies, will not deal additional damage and only the true damage on the character gets accounted.

Trap disarm gets an additional 50% chance to activate the trap and deals no additional damage.

Bending willpower skill is reduced by two levels in all categories and deals no additional damage.

Malus

This permanent effect represents the functionality of your character, that may be under the influence of an illness or poisoning effect, that can not be simply removed and differs from normal status effects.

All dice throws of the character get their maximum result limited by the amount of malus the character is under.

This means, a character with one malus throws its dice normally, but all dice with a result of 6 will be reduced to 5. All other dice results remain unaffected.

A character with two malus, would get all dice throws of 5 and 6 automatically reduced to 4, with all lower results being unaffected. And so on.

A character with 5 malus will have all its dice throws result in 1, no matter what the result of the dice throw is.

Fatigue

The physical health of a character is represented by this permanent effect.

This could be the result of missing too much sleep over an extended period of time, your character fighting for 12 hours a day multiple days in a row, your character being captured and tortured or other circumstances that may affect the health status of your character.

For each point of fatigue, players get their maximum shadow reduced by 10% with a maximum of 50% with the highest level of fatigue.

The loss of health gets rounded up, each shadow that gets minimally affected, will be a loss of the full health point. If your health gets reduced by 1,01 shadow by fatigue, it will result in you losing 2 shadow.

Removing PE

Getting rid of PE can not be achieved by equipment or while out in the field, it requires players to visit facilities with the proper trained medicals ready to take care of you. It does not really matter if it is a hospital or any form of doctor, the only thing that may differ is the price you will have to pay for the services, In case of an emergency you are put into, in which you are forced to visit a shady street doctor, you have a small chance of him messing up though on each attempted level removal.

Hospital

500 C per PE level [no barter]

Any Doctor

500 C per PE level [barter]

Shady Doctor

500 C per PE level [barter]
16% chance to have no effect and increase sanity by one.

PERMANENT EFFECTS



INVENTORY & EQUIPMENT



EXOSUITS



Overview

Exosuits

Exosuits are providing characters with stats, that give an alternative to being forced into spending vortex, but come with a few downsides, that make them inferior to cyberware. Nonetheless, it is possible to build your whole character around using them, in case you want to focus your vortex spending on other upgrades. They also offer a temporary solution to gear up, until you have collected enough vortex, to replace the exosuit with the right CW. Maybe your teammates have already the right CW to combat tougher opponents, but you wanted to get some other upgrades first and an exosuit may be what you are looking for, as it helps you survive the heavy gunfire you are about to encounter.

Wearing Exosuits

Exosuits are separated into two parts. The bodysuit and the mask. Each can be worn individually without the other, as well as both at the same time. Bodysuits come with a standard mask, but can be combined with any available mask on the market.

Masks provide characters with an internal display, that allows players to visualize their environment and have all kinds of advantages. Since all informations get filtered and delivered through the mask to the character, A lot of cyberware is not functional, while wearing a mask. Cybereyes are not helpful, when they stare at a display.

The bodysuits cover your whole body, but are compatible with some CW, like the weapon systems. A lot of CW is not functional, while wearing a bodysuit.

Always keep in check, what kind of CW you are running, before putting on exosuit equipment and don't forget to turn it of, to free up power to be used with other systems.

Exosuits in Ionar

Exosuit equipment is completely legal, as it provides no danger to anyone, aside from protecting the wearer. Masks are very common and worn all the time by a lot of people, maybe for watching a movie while walking around, facetimeing with your friends, using „Augmented Reality“ to improve your daily life, breath more healthy air due to the filtering system, there are many reasons for wearing masks and you can see all the time in the public.

Downsides to wearing exosuits

As mentioned before, CW is superior to exosuits, but costs vortex. Wearing an exosuit on the other hand, has disadvantages, that can affect your gameplay, aside from not being able to use certain CW.

Free Roam

While masks are completely common,, bodysuits on the other hand, may raise some questions, when encountering NPC. Everyone sees you are wearing a battlearmor, dialogues may be disrupted as they may get suspicious and going in undercover or unnoticed somewhere is basically impossible. But, since exosuits are completely legal, as they only protect yourself and have no offensive power, you will not run into any real problems.

Equipment

Exosuits count as equipment and if you are captured or if there are other circumstances, they can be taken away from you.

Inventory

Exosuits have installed inventory compartments, but you can not equip a military body inventory and they provide less room.

Cyberware Compatibility

BC [Bodysuit Compatible]

Cyberware that is compatible with a bodysuit, keeps functioning normally, while wearing a bodysuit.

MC [Mask Compatible]

Cyberware that is compatible with a mask, keeps functioning normally, while wearing a mask.

EJC [Exosuit Jack Compatible]

When having an exosuit jack [EJ] cyberware implant, you can connect your cyberware system with exosuit parts - bodysuits and masks - and keep the functionality of cyberware systems, that are EJ compatible [EJC]. Keep in mind, that the exosuit part needs to have an EJ as well, otherwise it can not be connected.

It is not possible to keep CW running, while having exosuit parts equipped, that do not have an EJ, if the CW has no BC or MC.

Exosuit with an exosuit jack, always has „EJ“ at the beginning of its product name.

Some CW may stop functioning, even with an EJ.



EXOSUITS



EXOSUITS

Bodysuit



Gladiator

This exosuit was developed to protect the wearer from all kinds of threats, that may occur, making it a very durable companion on a variety of tasks. Originally targeted and researched for the military field, the Gladiator has found its way into the market of a wide range of jobs. Being protected from wildlife is a necessity for many workers out in the field and there are also a lot of tasks, that need to be done and put people in risky situations. Maybe it's just some rocks falling down, when working in mining areas or the danger of falling debris on construction sites.

Boni

The Gladiator provides characters with aegis.

Malus

The Gladiator increases the detectability by 2.

Gladiator Mask [Included]

+2 Detection.

L	C	L	C
X1	1.000	XD1	24.000
X2	2.000	XD2	28.000
X3	3.000	XD3	32.000
X4	4.000	XD4	36.000
X5	5.000	XD5	40.000
X6	6.000	XD6	44.000
X7	7.000	XD7	48.000
L	C	L	C
XC1	8.000	XM1	54.000
XC2	10.000	XM2	60.000
XC3	12.000	XM3	66.000
XC4	14.000	XM4	72.000
XC5	16.000	XM5	78.000
XC6	18.000	XM6	84.000
XC7	20.000	XM7	90.000

Example

Exosuits are available for males and females. They will be fitted for each character and body type individually. This is just an example visualization of what a fitted Gladiator exosuit may look like.

GLADIATOR



EJ Assassin

Surprisingly, this exosuit was a result of scientists researching better ways to study wildlife and it wasn't a military development. Of course the military took notice of the development and it has since been used to equip special forces, but it is still used in the initial field, it was developed for. Assassin suits are legal to obtain and wear, but you may get into serious trouble, when using their capabilities in the wrong places, which is basically everywhere inside of civilized areas, unless you have a really good reason for doing it.

Boni

Included cloaking system

EJ Assassin Mask [Included]

Required for cloaking

CZ	C
2	12.000
4	24.000
6	36.000
8	48.000
10	60.000
12	72.000
14	84.000

Cloak [Skill installed in the EJ Assassin]

A	R	AR	CM	FR
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

AF EFFECT
 10 Activates the cloaking
 -- Deactivates the cloaking

CM Detectability -20
 FR Invisibility

Example

Exosuits are available for males and females. They will be fitted for each character and body type individually. This is just an example visualization of what a fitted Assassin exosuit may look like.

EJ ASSASSIN





EXOSUITS

Masks



RISPO

Rispo
The Rispo is a standard mask that increases DR.

Rispo I
Detection +5
5.000 C

Rispo II
Detection +7
7.000 C

Rispo III
Detection +10
10.000 C



INDY

EJ Indy
Exosuit Jack included

The mask comes with an included trap detection. All traps in DR will automatically be detected. The mask requires 10 power to keep running, while equipped.

10.000 C



VULT

EJ Vult
Exosuit Jack included

The Vult has the special ability to reset the cooldown on a skill.

The Vult has 3 Charges, that need to be recharged at the Shinokumo reactor / in the engine bay, once they are used up.

7.000 C



PUNA

EJ Puna
Exosuit Jack included

As long as you wear the puna, summonings do not reduce your available actions during combat.

5.000 C



SYMB

Symb
Exosuit Jack included, not compatible

This mask has an EJ included, but does not provide you with CW bonuses, that are EJC. The EJ is necessary to keep the power running in the Symb and all data will be lost, if the EJ connection is broken.

Increases your backup storage capacity by 50.000.

10.000 C



I N V E N T O R Y

Equipment



Inventory

Carrying a backpack around would hinder your movement and make it impossible to do a lot of actions required in the world of vortex flux.

Carrying around a lot of inventory would have the same effect, you can not stay agile while being burdened with weight.

To keep mobile and your character fully functional, shoulder belts have been invented, that allow you to carry weight close to you body and do not alter your center of gravity in any way.

A normal belt would be quite cheap to produce and easily affordable, the belts a character requires to march into combat with are a different story though.

Fire resistant, bulletproof, water proof, adjustable, there are many situations a belt needs to withstand without being damaged while also being highly flexible and stretchable to have no impact on the agility and flexibility of the character wearing it.

These special military body inventories can not be compared to ordinary clothing and are really expensive, made from the finest materials available. There are different kinds of belts available, with different kinds of compartments making it possible to individualize them to your personal needs.

As additional space, you can install cyberware compartments into your body, which are excellent for smuggling since they are made to be integrated in your body and due to that nearly undetectable. The cyber compartments offer smaller space than the belt and very limited amount of storage room, but in combination with a belt, you can carry a few items around without problems.

Transporting Goods

In case you need to transport goods that do not fit in your limited character inventory, there are options to increase your transporting capabilities. The Shinokumo has a build in drone system, that allows you to deploy transport drones with you on jobs, following you around and being able to lift bigger and or heavier objects that require transportation.

Those drones should only be used when necessary, because they increase your detectability range and also can be shot down or captured, making them a liability for a lot of tasks.

If you need to transport something even bigger, the shinokumo has a garage built in, that allows you to deploy a lander, if you have one. Landers are small non combat vehicles capable of collecting even heavy load if necessary. You can deploy the lander before your mission for travelling purposes, but you should park it in safe distance from any action and only start collecting loot, after you have cleared the area by foot and secured the premises. While using the lander you are an easy target, easy to spot and a lander explosion can be quite damaging to the passengers.

As last option, the shinokumo has a loading bay with winches and cranes, being capable of storing very huge objects. This option should only be used, when you can absolutely guarantee for the safety of your ship, because getting your ship stolen, damaged or destroyed, may leave you to certain death with no escape or makes it impossible to carry out many missions.

If all those options are not enough, you need to hire cargo ships to do the job for you, if you have the right amount of pocket money.



Belt

The belt comes with four compartment slots and an two big compartment slots. A belt or chest belt is required to attach compartments.
5.000 C [4 Compartments / 2 Big compartments]

Chest belt

The chest belt comes with seven compartment slots. A belt or chest belt is required to attach compartments.
5.000 C [7 Compartments]

Leg Straps

The leg straps provide room for two additional compartment slots and require a belt to be attached to.
2.000 C [2 Compartments]

Compartment

Provides 50 inventory slots
50 IS / 3.000 C / compartment

Big Compartment

Provides 100 inventory slots
100 IS / 5.000 C / compartment

Inventory slots [IS]

Items require multiple inventory slots, having 50 inventory slots does not mean you can carry 50 items, it means you can carry one item that requires 50 IS, or 5 items that require 10 IS.

50 IS roughly equal 500 ml / 0.5 kg.

Most grenades for example require 50 IS, while medkits require 100 IS and since you have only a maximum of 2 compartments with 100 IS available, you can not cram them into the smaller apartments and the amount you can carry is limited.



GRENADES

Equipment



Grenades

These small weapons are extremely powerful, dealing more damage than regular attacks or providing special unique effects, with the downside of coming at a high price and having to be restocked in the inventory taking up space.

Delay Time

All grenades will either explode on impact or detonate after the delay time runs out.

All grenades have a maximum delay time of 7 turns.

Grenade detonations will go on the combat stack in the turn their delay time reaches zero.

Area Of Effect

The area of effect is the amount of CZ that are affected by the grenade with the center being the target CZ the nade was thrown at.

Damage

Grenades get charged by the weapon prism, which allows them to store more energy than the amount of energy that gets released by attacks dealing regular WD. Due to their heavy concentration of energy, they are extremely unstable and it is not possible to defuse a grenade that has been activated.



Smoke Bomb

Fills up CZ with smoke reducing detection rate of all characters in the respective CZ by 10 and blocking detection from characters outside the affected area.

Area of effect	7
Damage	--
Price	500 Crypto

Flash Grenade

Blinding all characters in the radius of the grenade, reducing their detection to zero for 2 turns.

Area of effect	7
Damage	--
Price	500 Crypto

Remote Controlled Detonator

Can be installed on a CZ and remotely activated by cyberware.

Area of effect	3
Damage	5 x WD
Price	1000 Crypto

Imploder

Creates backdraft, pulling all characters onto the detonation center CZ in the area of effect.

Area of effect	5
Damage	WD
Price	1000 Crypto

NADES



GRENADES

Equipment



Explosive Grenade

Explodes and deals damage in the area of effect.

Area of effect	7
Damage	3 x WD
Price	500 Crypto

Bubble

Creates a bubble that deals no damage but pushed all characters out of the detonation zone. Characters at the center of the explosion have to throw dice to determine in which direction they are pushed.

Area of effect	5
Damage	3 x WD
Price	750 Crypto

Incinerator

All characters in the area of effect get initial damage upon explosion equal to three times WD. The respective CZ are set on fire for 2 turns, dealing WD each turn to all characters in the area of effect.

Area of effect	7
Damage	3 x WD / WD
Price	750 Crypto

Shadow Bomb

Restores 20% of the maximum shadow of all friendly characters in the area of effect upon explosion.

Area of effect	7
Damage	--
Price	1.000 Crypto

Laser Barrier

Creates a laser barrier for 3 turns, that blocks all movement in one combat zone dealing damage to anyone coming in contact with the barrier. Characters on the same CZ receive no damage until they move.

Area of effect	1
Damage	3 x WD
Price	1.000 Crypto



HEALTH SHOTS



Equipment

医疗包

Health shots

These small devices contain a highly sophisticated nano swarm, that specialises in repairing damage dealt to biological matter and restoring it to its original state.

Upon usage the whole swarm is released into the bloodstream of the target and the device becomes useless afterwards. Health shots can not be recharged and are throwaway items.

Since the swarm was developed to work as quickly as possible at full capacity, it becomes useless after seconds, as all energy has been used up and the remaining nanobots will be deposed over time by the body in the most natural way without doing harm to the host, as all parts of the bots are made of biodegradable materials.

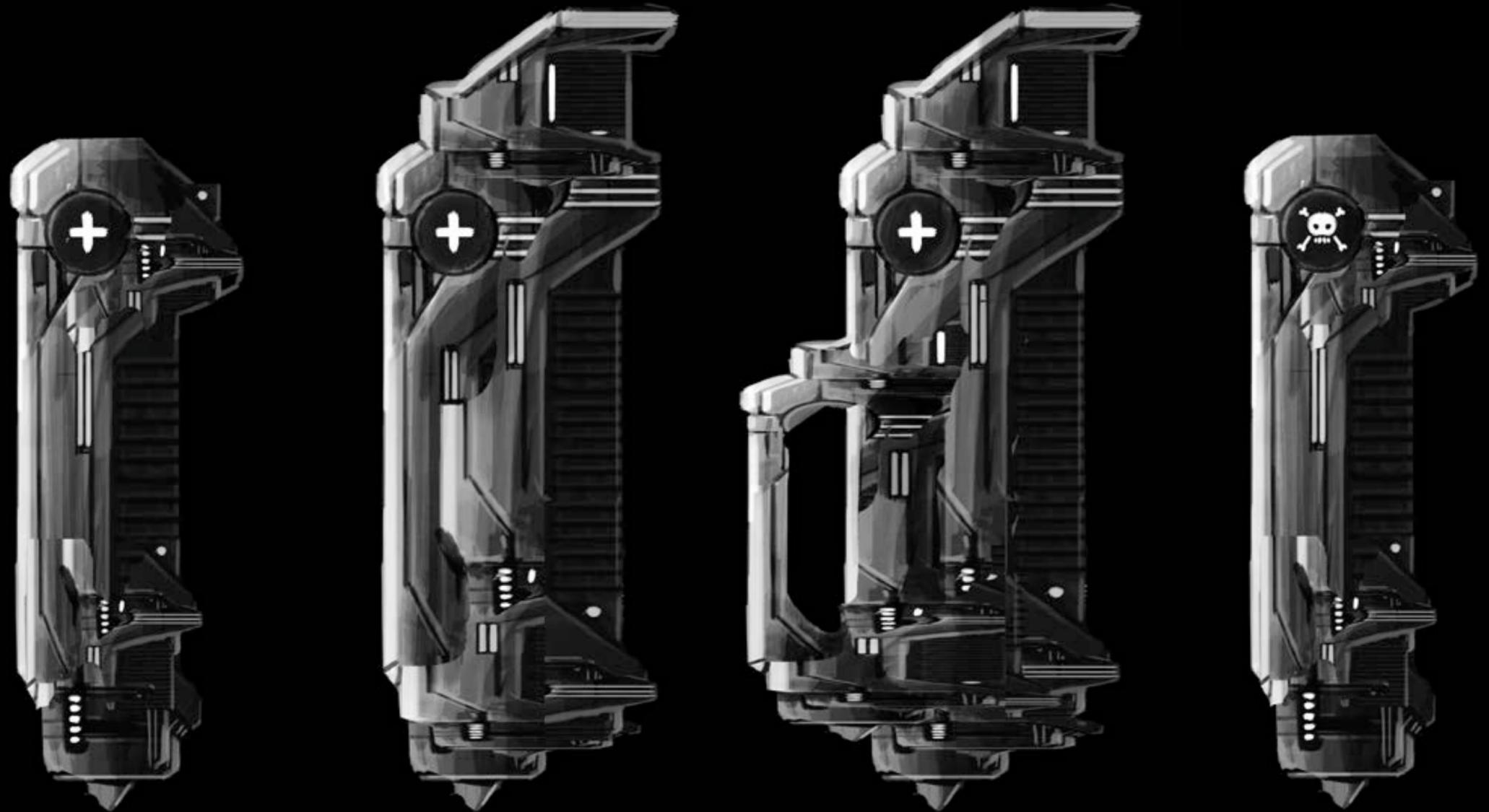
Popularity In Ionar

Health shots are very common in Ionar and used for all kinds of purposes. If you accidentally cut yourself with a knife, it may be a bit overkill to use even a Quarter Shot, but if you have enough money or depend on your hands to work, even small problems like this will be solved immediately.

Health Shots can even heal broken bones and are very popular among athletes and sport enthusiasts, as they guarantee their fitness.

Medkits / Injectors

Professionals usually simply use the more expensive Medkits and Injectors, as they follow the same principles as the Health Shots, but provide the huge advantage of being able to be refilled and reused.



Quarter Shot

Restores 20% of the targets shadow.

10 IS
100 C

Half Shot

Restores 50% of the targets shadow.

20 IS
300 C

Full Shot

Restores 100% of the targets shadow.

30 IS
500 C

Antidote Shot

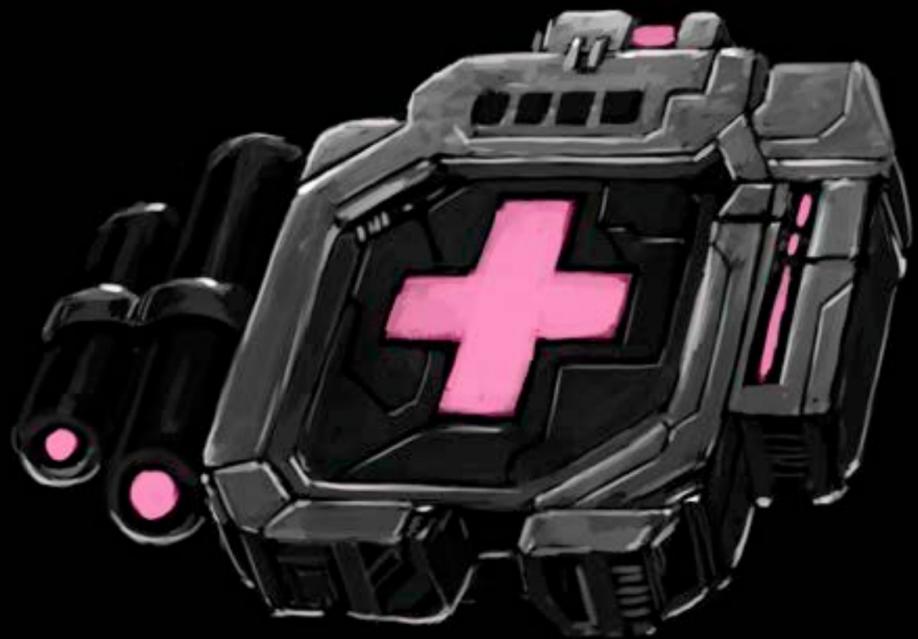
Cures any form of poisoning

10 IS
200 C



M E D K I T / I N J E C T O R

Let me through, i'm a doctor!



Medkit

The medkit can fully heal one character from zero health and can be programmed to release healing in predetermined boosts that can be divided in multiple boosts. Medkits have to be configured beforehand and the boost settings can not be changed during combat. Using a medkit requires one combat action.

Possible boosts

10% / 20% / 30% / 40% / 50% / 60% / 70% / 80% / 90% / 100%

All boosts in the medkit must add up to the maximum percentage a medkit can heal. A level 1 medkit with a 100% boost has only one boost, a medkit with only 10% boosts has 10 boosts.

Other examples for a level 1 medkit:

[30% / 70%] or [10% / 10% / 10% / 70%] or [10% / 20% / 30% / 40%] or [....]

Level 1

100% / 5.000 C / 100 IS

Level 2

200% / 15.000 C / 100 IS

Level 3

300% / 30.000 C / 100 IS



Injector

This device can be loaded with different capsules, higher levels can have multiple capsules loaded ready to be used. Loaded capsules do not require inventory space.

Level 1

1 loaded capsule / 5.000 C / 50 IS

Level 2

2 loaded capsule / 10.000 C / 50 IS

Level 3

3 loaded capsule / 15.000 C / 50 IS

Level 4

4 loaded capsule / 20.000 C / 50 IS

Level 5

5 loaded capsule / 25.000 C / 50 IS

CHARGES / CAPSULES

Medkit Charge [Medkit]

Refills 100% of the medkit. A level 3 medkit requires three 100% refills to be fully charged when completely empty.
1.000 C

Small Health Shot Capsule [Injector]

Heals one target for 10% of its hitpoints.
100 C / 10 IS

Medium Health Shot Capsule [Injector]

Heals one target for 20% of its hitpoints.
200 C / 10 IS

Large Health Shot Capsule [Injector]

Heals one target for 10% of its hitpoints.
300 C / 10 IS

Small Flux Capsule [Injector]

Replenishes 10 flux points of one target.
500 C / 10 IS

Medium Flux Capsule [Injector]

Replenishes 20 flux points of one target.
1.000 C / 10 IS

Large Flux Capsule [Injector]

Replenishes 30 flux points of one target.
2.000 C / 10 IS

Large Flux Capsule [Injector]

Replenishes 40 flux points of one target.
4.000 C / 10 IS

Anti Poison Capsule [Injector]

Cures one target from all poison status effects.
100 C / 10 IS

Heat Resistance Capsule [Injector]

Makes one target resistant to heat for 5 turns.
100 C / 10 IS

Cold Resistance Capsule [Injector]

Makes one target resistant to cold for 5 turns.
100 C / 10 IS

Adrenaline Capsule [Injector]

Gives one target one additional combat action for 2 turns.
500 C / 10 IS

Dopamine Capsule [Injector]

Gives one target +2 movement for 2 turns.
300 C / 10 IS

Focus Capsule [Injector]

Gives one target +5 detection for 2 turns.
400 C / 10 IS

Beast Capsule [Injector]

Gives one target +20% max shadow for 5 turns.
700 C / 10 IS

Beast Capsule [Injector]

Gives one target +20% max shadow for 5 turns.
700 C / 10 IS

Medbay Charge

All charges cost 50% less in the medbay with medic. Medkits and Injectors [Health Shots only] can be charged for free in a medbay level III with a medic.



GADGETS

Equipment



Camera [Requires cybereyes cyberware]
 Can be installed on walls and remotely controlled. Sends out video data to your interface and informations about the location it was installed in.

Cameras have a self destruction sequence installed and can destroy themselves on command remotely.

2.000 C
 30 IS



Hacking breach [Requires cybereyes cyberware]
 Can be used to breach a gate barrier when hacking any system. These little devices can be very helpful, but are also vrey expensive to use, as they can only be used once and are useless trash afterwards.

2.000 C
 10 IS



Laser cutter [Requires cybereyes cyberware]
 This device functions in the same way as the laser cutter cyberware upgrade for the cyberhand. The upside is, it does not require players to spend vortex and is cheaper, but it will require inventory space and has to be carried around.

Using the laser cutter requires two combat actions and can only be done once each turn. Taking the laser cutter out of the inventory and putting it back is included in these combat actions and no additional combat actions are required to perform these actions.

100 IS



The laser cutter can be upgraded and each level costs 3.000 C. A level 7 version would cost 21.000 C.

Level	Damage	Price
I	1D6	3.000 C
II	2D6	3.000 C
III	3D6	3.000 C
IV	4D6	3.000 C
V	5D6	3.000 C
VI	6D6	3.000 C
VII	7D6	3.000 C

Cutting Ports

The laser cutter allows players to cut open ports by brute force.

GADGETS

Gadgets

Gadgets are small devices helpful in special situations. Often times there are multiple options how to solve a problem and

with the right cyberware most gadgets are unnecessary, but if you are not equipped for the job yet and have to find quick solutions, these devices may be exactly what you need.



SHINOKUMO



SHINOKUMO

Overview



Ship Combat [Player Vessel]

Combat in space is strictly prohibited by the UIP as it is seen as an outer world conflict that can mess with the stability of the system. Since the civilization in Ionar is so advanced and ships are travelling underground, in the oceans, across the ground, in higher altitudes of the atmospheres, in orbit and in outer space, it was very hard to draw a clear line, where space begins and where planetary conflicts end. Due to that, the UIP came to the conclusion, that all non ground combat has to be categorized as a threat to the stability of Ionar and will be shut down by them immediately.

As a result of that, there are no conflicts taking place in air or space and the UIP has the only true spaceforce in the system. Stations and ships often still have weaponry and defensive turrets installed, in case someone breaks the code of law and the need to defend themselves comes into place, but it has been thousands of years since the last space battle took place. Nobody wants to mess with the UIP and people have found ways around the law to take out their conflicts.

As long as you are fighting on the ground, onboard a spaceship or a station, the UIP handles it as none of their business. Space pirates simply enter your ship, kill everyone onboard and leave. Death found a way back to the playground as if nothing had happened and is happily hanging out with its friends.

Shinokumo [Player Vessel]

In the beginning of the game players escape a prison station on a vessel named „Shinokumo“. It is barely functional and gets you to the first UIP space harbor in orbit of one of the planets of your choice, where you end up with a non functioning shipwreck after barely making the trip and crash landing. The spacecraft isn't lost though, buying a new ship of this category would be so expensive, that it is

completely out of range for players and not an option.

Part of the gameplay will be repairing, upgrading and taking care of the Shinokumo, as well as gathering resources to make all this possible.

The ship is not a combat ship, it is a stealth ship that tries to fly under the radar and stays

undetected. Ship combat is not integrated in the game, but, this vessel will give players a whole wide range of gaming options and possibilities.

Using other forms of transportation will still be necessary, even with a fully upgraded ship, because there are no-fly-zones and different situations, where it is simply beneficial to rely on public transportation and alternatives.

Experience

Working on your ship grants experience rewards.

Ship Systems

Each level increase or repair of a system / room grants experience to all characters.
500 XP

Crew

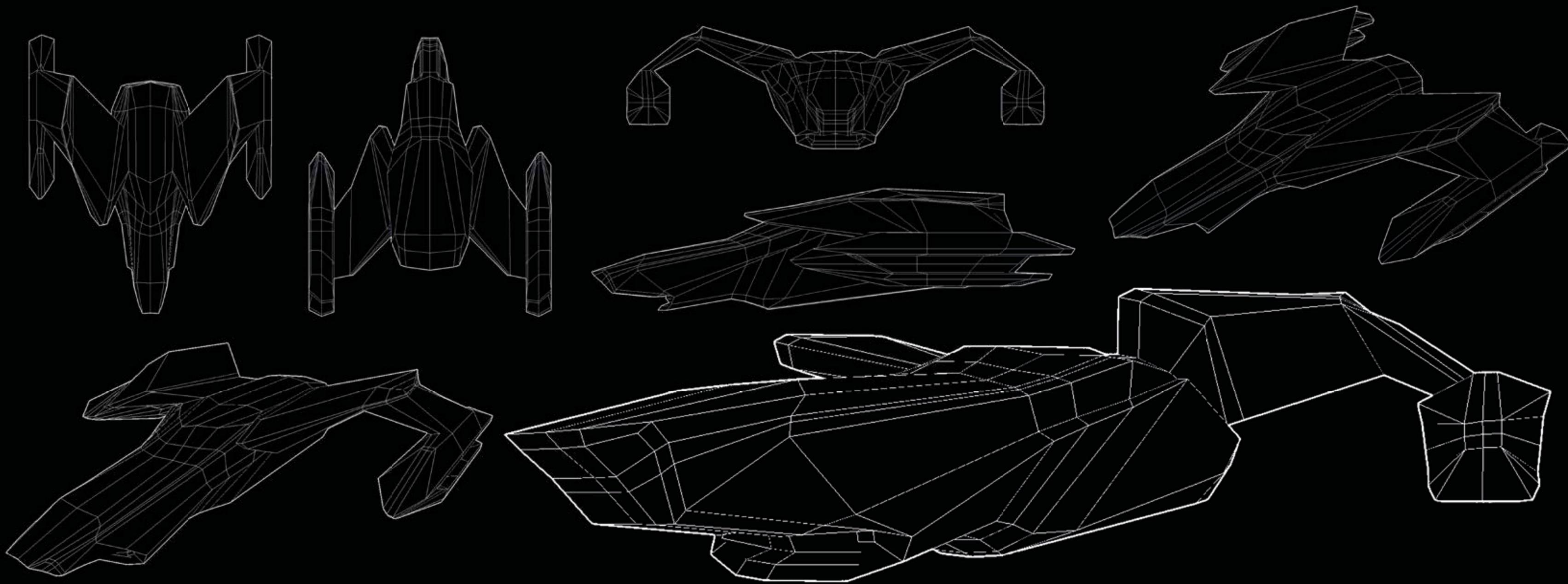
Each newly hired crew member grants experience to all characters.
1.000 XP / Member





SHINOKUMO

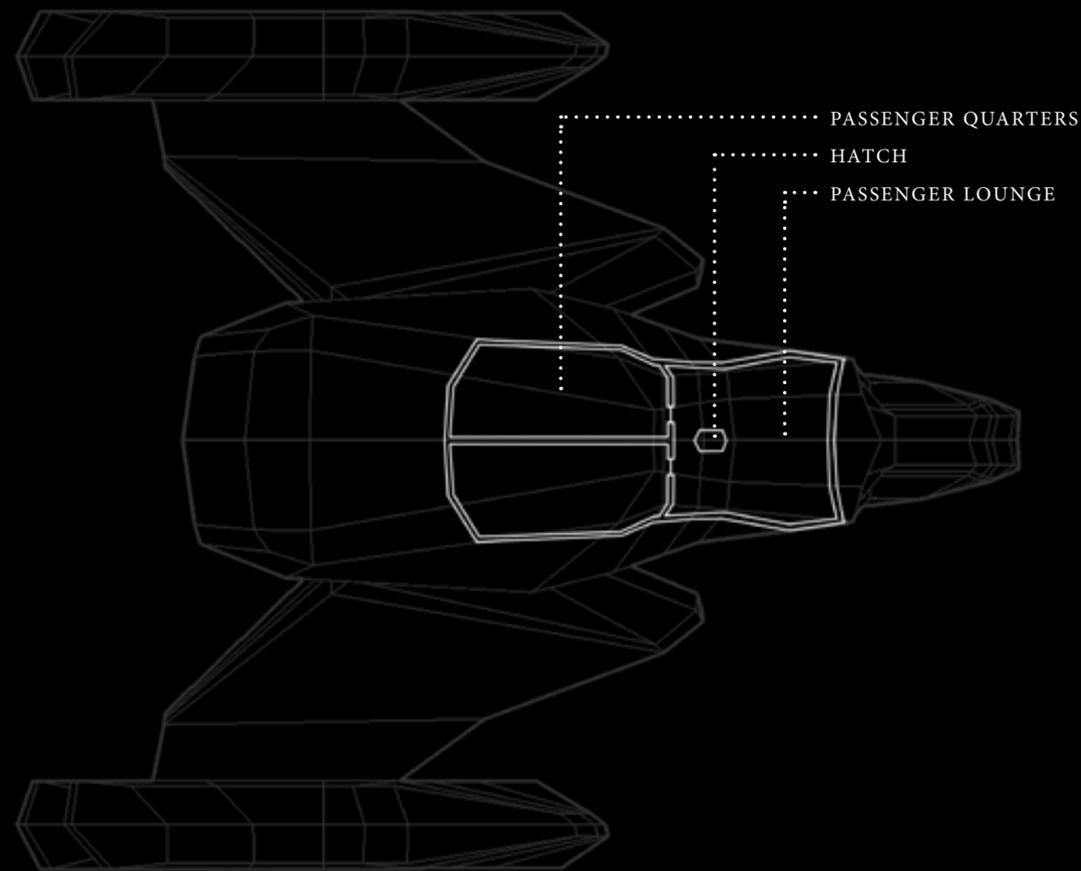
Blueprints





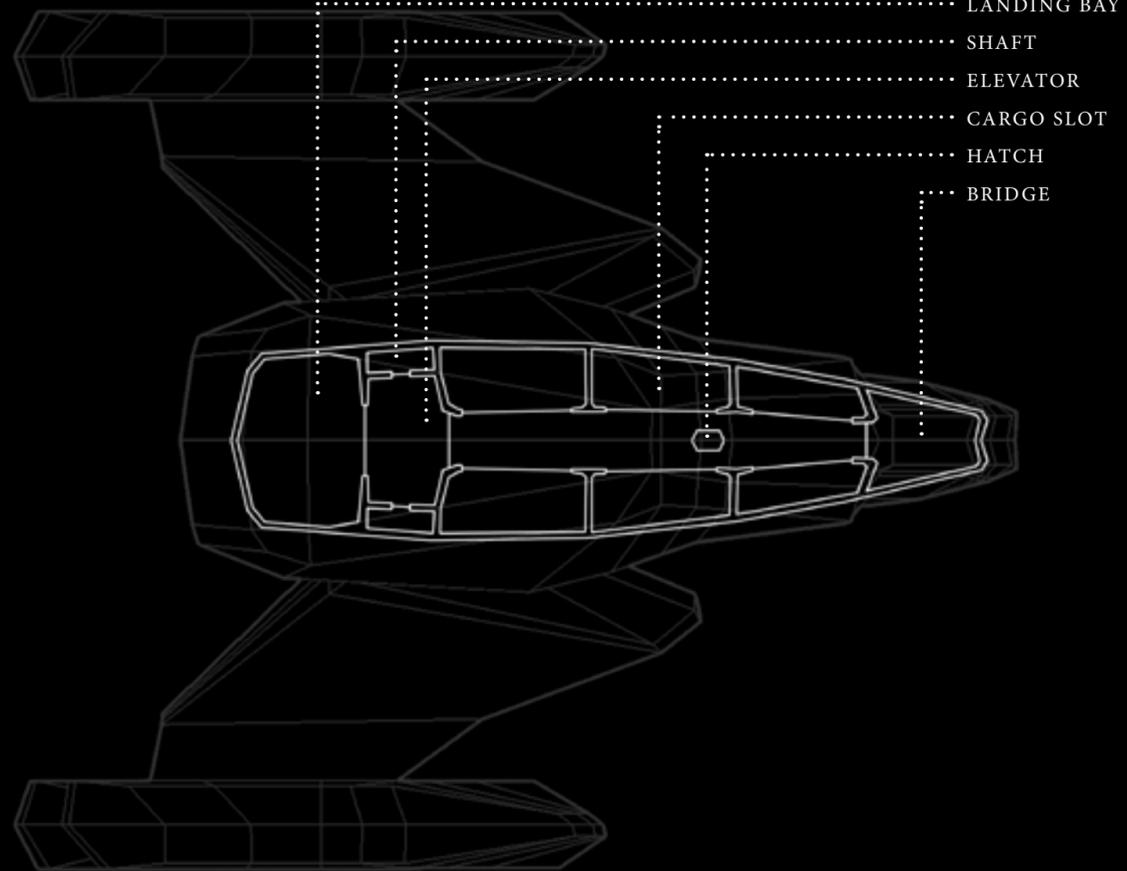
SHINOKUMO

Blueprints



Deck Zero

The lowest deck is situated under the first main deck and provides two large passenger cabins with 10 beds each. The passenger quarters have sanitary facilities and provide all necessary functionalities for a comfortable travel. Each passenger is provided with a locker for their luggage and the beds are separated in cubicles with a curtain to provide privacy. The deck can only be reached with a hatch through the passenger lounge, that is well hidden and makes it possible to smuggle people without anyone noticing. The passenger lobby provides additional space for the travelers to hang out or store additional luggage that does not fit into the quarters.



Deck I

The first main deck can be entered through the landing bay port, which is the main entrance to the ship and the only entrance big enough for smaller vehicles. Directly next to the landing bay is the elevator, big enough for those said vehicles to transport cargo on to other decks, connecting deck I to IV. There are two shafts with staircases next to the elevator and the floor can be closed off on each deck to make the elevator a solid room. The six cargo slots and the landing bay on this deck extend to deck II and are open rooms, high enough for making it easier to maneuver larger objects and stack wares on top of each other. The bridge is also spans over two decks.

Bridge
The main control center of the ship with access to all ship systems, communication and piloting seats.

Elevator
Connects Deck I - IV.
Wide doors provide enough room to maneuver vehicles inside the ship.

Landing Bay
Connects Deck I - IV.
Wide doors provide enough room to maneuver vehicles inside the ship.

Hatch
Connects Deck Zero and Deck I with a ladder.

Passenger Lobby
A small lobby for the passengers to hang out in, that also provides additional space for potential cargo.

Passenger Quarters
Two big passenger quarters with room for 10 people each. Sanitary facilities are included.

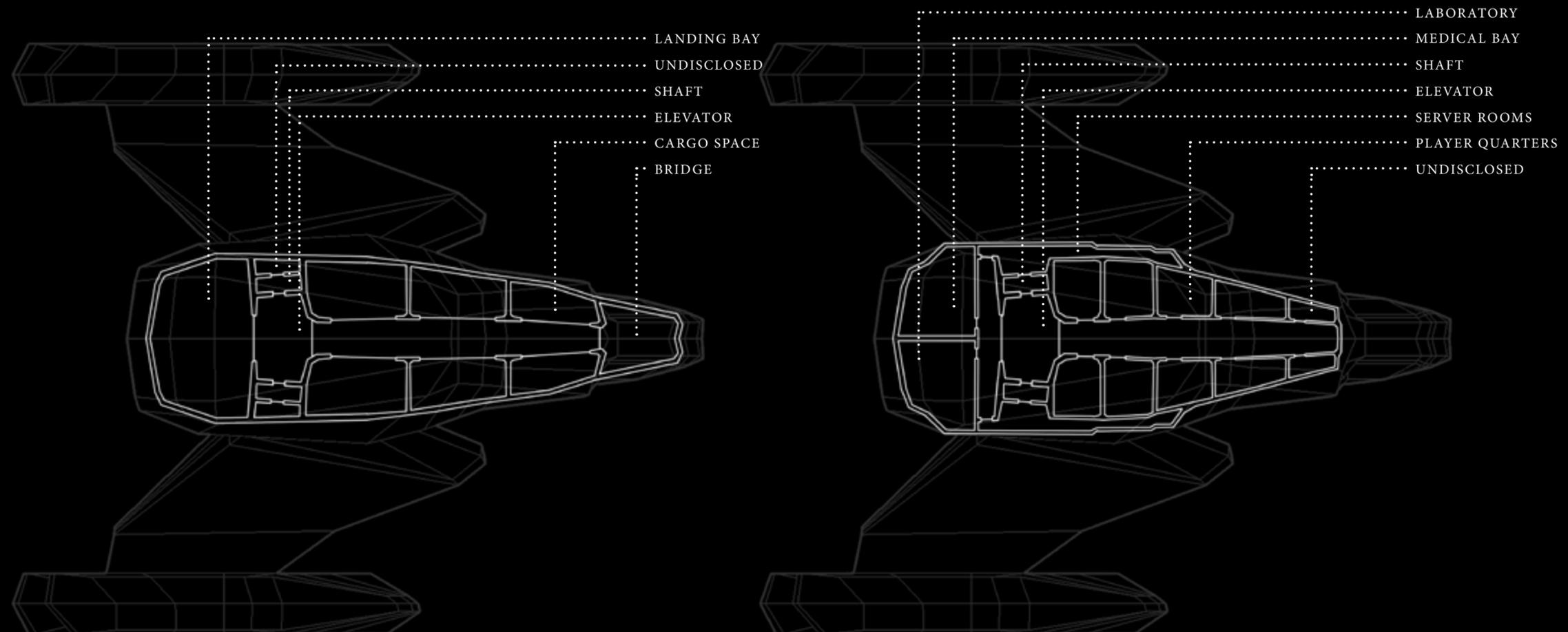
Shaft
Connects Deck I - IV.
Build in ladders in case of a malfunctioning elevator.

Storage Rooms
Connects Deck I - IV.
Wide doors provide enough room to maneuver vehicles inside the ship.



SHINOKUMO

Blueprints



Deck II

Since almost all the rooms from deck I expand to this deck, the layout is almost exactly the same, except the room sizes increase, because of the ship's hull design. On deck I and II you have access to the bridge. The bridge is separated in a ground floor on deck I and a gallery on deck II, which can be reached with stairways going up on both sides of the bridge. On the ground floor are the primary controls like piloting and communication and on the gallery you can find the secondary controls responsible for other functions like the drone system and hull laser.

Deck III

Located on this deck are the eight player quarters, that are slightly differently shaped, but pretty much the same size. Each quarter has its own sanitary facilities and provides comfortable living space. The medical bay is on the same deck to provide instant care for injured crew members and short travel distances. The main hallway is wide and allows small vehicles to travel inside the Shinokumo to transport heavy load right to the medbay or to the crew quarters.

Bridge

The main control center of the ship with access to all ship systems, communication and piloting seats.

Cargo Space

Connects Deck I - IV.
Wide doors provide enough room to maneuver vehicles inside the ship.

Elevator

Connects Deck I - IV.
Wide doors provide enough room to maneuver vehicles inside the ship.

Laboratory

Connects Deck I - IV.
Wide doors provide enough room to maneuver vehicles inside the ship.

Landing Bay

Connects Deck I - IV.
Wide doors provide enough room to maneuver vehicles inside the ship.

Medical Bay

The main control center of the ship with access to all ship systems, communication and piloting seats.

Player Quarters

Connects Deck I - IV.
Build in ladders in case of a malfunctioning elevator.

Server Rooms

Connects Deck I - IV.

Wide doors provide enough room to maneuver vehicles inside the ship.

Shaft

Connects Deck I - IV.
Build in ladders in case of a malfunctioning elevator.

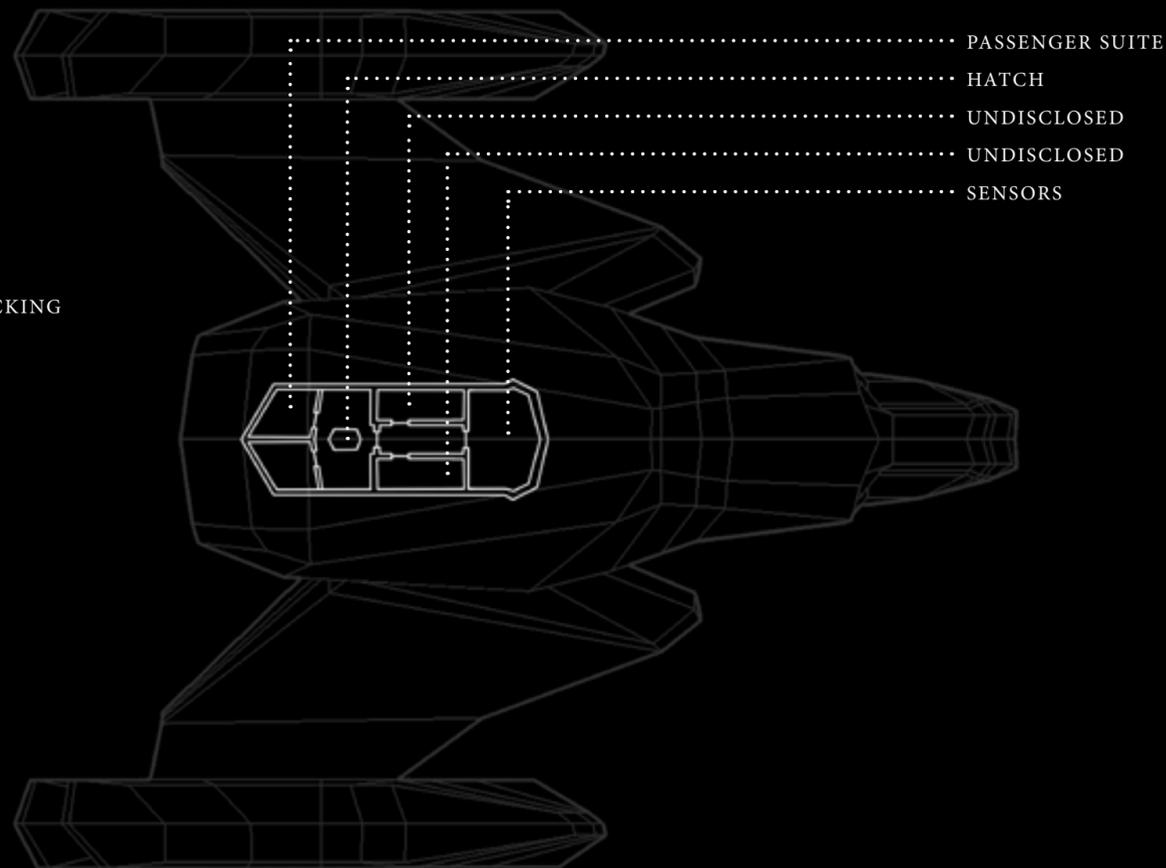
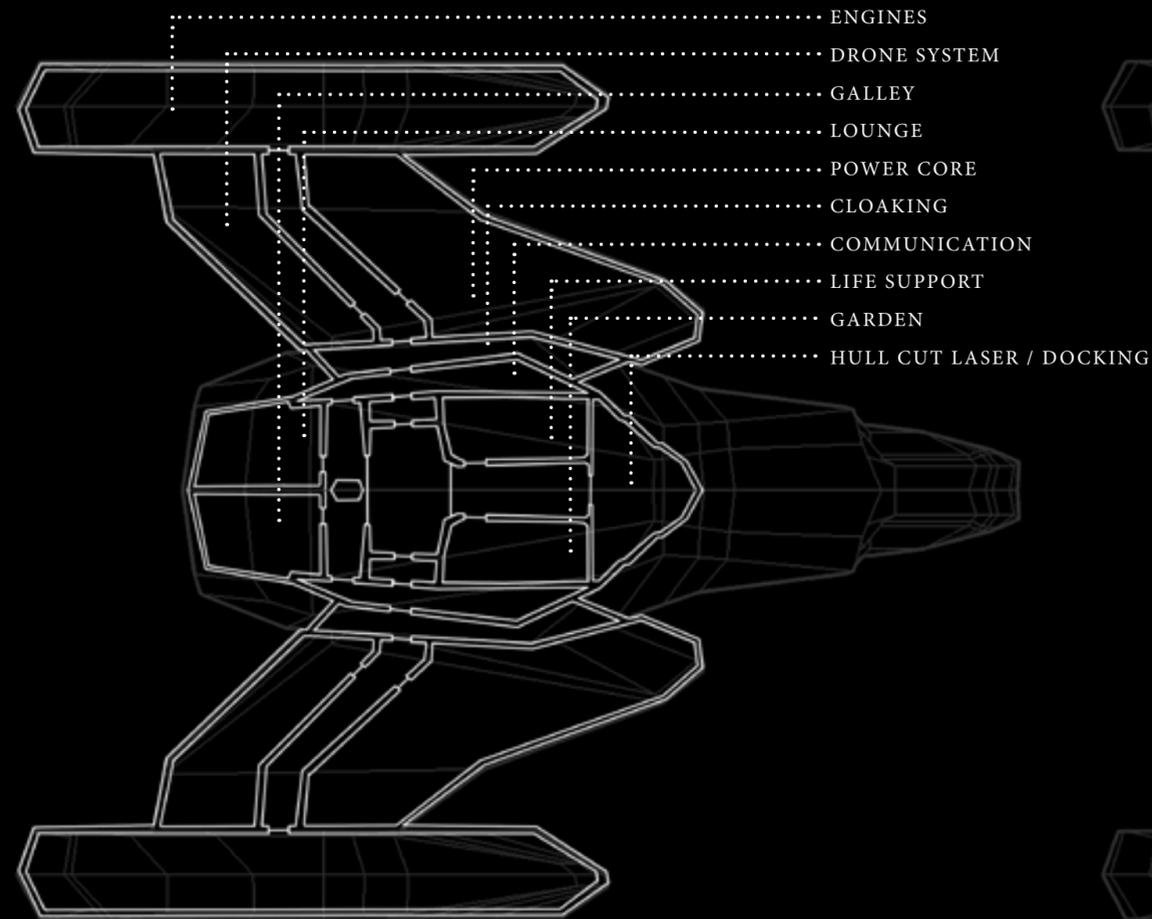
Undisclosed

Rooms with no defined purpose yet.



SHINOKUMO

Blueprints



Deck IV

The only deck that provides entrance to the wings and respective rooms. This deck provides plenty of different systems, the galley and lounge with the garden are providign living spaces, while the other systems are crucial for the functionality of the shinokumo. The wings incline and span over multiple decks. To get work done in the engines, power core and drone systems, a bit of climbng around can be necessary. The hull cut laser was installed on a deck that provides access to the elevator and a tube expands from the hull, connecting ships with the shiokumo.

Deck V

Accessible through a hatch, on top of the ship. sometimes called the attic, as it is quite cozy up here. There are two passengers suites, each with a double bed providing space for two people to comfortable hang out and sleep in. The deck also has a crucial system for the ship, the sensor control system, that is connected to all kinds of small devices around the hull, ranging from cameras to very complex sensory devices, that provide vision and informations abotu the sorroundings of the ship.

Drone System

From here the drones can be launched, leaving the ship through tubes that provide direct exits through the hull.

Engines

The engine rooms span over multiple decks and have several galleries seperating the floors.

Cloaking

The cloaking system is located here.

Communication

The ships communcation systems are here.

Galley

Provides the crew and passengers with food and drinks.

Garden

Allows special food to be grown and harvested. Also provides oxygen supporting the life support.

Hull Cut Laser / Docking

The hull cut laser to create neat little holes into any ship or station, that can be docked on and entered from here to infiltrate them.

Life Support

Provides the ship with oxygen, heat and everything you need to survive in outer space.

Lounge

A big lounge for the crew and passengers to enjoy their meals and hang out.

Passenger Suite

Luxurious quarters for passengers, that are smaller than crew quarters, but except the size almost identical.

Power Core

The power cores in the wings supply the ship with the necessary energy to keep everything running.

Sensors

The sensors are the eyes and the ears of the shinokumo.

Undisclosed

Rooms with no defined purpose yet.



SHINOKUMO

Upgrades



DECK ZERO

Passenger quarters

The shinokumo provides several rooms that can be restored to have guests on board and transport passengers. These quarters offer safe travel for persons on board, that can not be granted when cramping people in other compartments of the ship. Players can do rescue missions, transport prisoners or simply play taxi if they feel like it. Passenger quarters mostly do not provide the greatest luxury and are designed to provide space for as many people as possible, but there are two more luxurious suits that can be rented out or can be used for special guests.

Cubicle Beds

Big sleeping room with a restroom

Rooms	PR	BL	Space	Cost / Room
2	10	I	10	10.000

DECK I

Landing Bay

In the landing bay you can store your lander and secure it for safe travelling. The landing bay has room for 2 landers, but it may be wise to have only one on board, in case you need to transport a vehicle for a mission.

Level	PR	BL	Space	Cost
Zero	--	--	--	Installed
I	20	I	1 Lander	50.000
II	40	II	2 Lander	50.000

Cargo Slot

Upgrading the cargo slots makes it possible to transport advanced wares in them. Cooling and freezing are necessary for food transports and isolation protects wares from radiation and being damaged, required for electrical devices. At the beginning cargo slots are damaged and not useable until upgraded to the first level. The ship has 6 cargo slots.

Level	PR	BL	System	Space	Cost
--	--	--	--	--	--
I		--		10 Ton	5.000
II	5	I	Cooling	10 Ton	10.000
III	10	II	Freezing	10 Ton	15.000
IV	15	III	Isolation	10 Ton	20.000

Bridge

The bridge is the heart of ship and you can control any system on board the shinokumo from here. Systems may require a bridge level [BL] to be functional.

Level	PR	Cost
Zero	--	Installed
I	20	5.000
II	40	10.000
III	60	15.000

DECK III

Medbay

The medical bay provides players with the option to heal themselves on their own ship. Once the medbay is installed, players heal automatically when sleeping in their quarters. With a doctor on board, the amount of healing is doubled. Players may also visit the doctor once a day to heal for 10% of their shadow total.

Level	PR	BL	Heal	Bonus	Cost
--	--	--	--	--	--
I	10	I	10%	Heal Fatigue	10.000
II	20		20%		40.000
III	30		30%	Heal Insanity	75.000
IV	40		40%		125.000
V	50		50%	Heal Malus	250.000

Player Quarter

Upgrading the quarters makes the characters better rested when sleeping on the ship and grants temporary bonuses for the next fight. Each upgrade provide a higher level of luxury of all facilities and furniture.

Level	PR	BL	Bonus	Cost / Room
Zero	--	--	--	Installed
I	10	I	AF +1	5.000
II	20		AF +2	10.000
III	30		AF +3	15.000
IV	40		AF +4	20.000
IV	50		AF +5	25.000

Server room

The ship has its own data center installed in two server rooms that is required to run the ships systems, but can also be used to store data that can be accessed by all crew members, but is not accessible for passengers.

Level	PR	BL	Capacity	Cost
I	10	--	1.000	installed
II	20		2.000	10.000
III	30		3.000	10.000
IV	40	I	4.000	10.000
V	50		5.000	10.000
VI	60		6.000	10.000
VII	70		7.000	10.000
VIII	80	II	8.000	10.000
IX	90		9.000	10.000
X	100		10.000	10.000
X	110		11.000	10.000
XII	120	III	12.000	10.000
XIII	130		13.000	10.000
XIV	140		14.000	10.000
XV	150		15.000	10.000



SHINOKUMO

Upgrades



DECK IV

Engines

Upgrading the engines reduces travel time as well as making it possible to catch other vessels flying around.

To catch vessels you your engine needs to be one level higher than the one of your target. If you need to board a ship with the same engine level, you will have to catch them when they are not travelling.

Level	PR	BL	Speed	Cost
--	--	--	--	--
I	50	I	100	15.000
II	100		200	30.000
III	150	II	300	45.000
IV	200		400	60.000
V	250	III	500	75.000
VI	300		600	90.000
VII	350		700	105.000

Cloaking

When approaching a vessel, you throw dice according to your cloaking level and the vessel throws dice according to the scanner level. If the claking dice is higher than the detetction throw, the shinokumo stays undetected.

Level	PR	BL	Dice	Cost
--	--	--	--	--
I	10	I	1D6	10.000
II	20		2D6	20.000
III	30	II	3D6	30.000
IV	40		4D6	40.000
V	60	III	5D6	50.000
VI	70		6D6	60.000
VII	80		7D6	70.000

Galley

The galley can be repaired and upgraded to provide the crew with fresh food. To use the kitchen it is necessary to hire a cook, who takes care of buying all the ingredients and preparing the meals.

Consumed meals provide flux bonuses for the next fights that stay in place until consumed.

Level	PR	BL	Bonus	Cost
--	--	--	--	--
I	5		+ 1 AF / MF	5.000
II	10		+ 2 AF / MF	5.000
III	15		+ 3 AF / MF	5.000
IV	20		+ 4 AF / MF	5.000
V	25		+ 5 AF / MF	5.000
VI	30		+ 6 AF / MF	5.000
VII	35		+ 7 AF / MF	5.000

The cookie machine provides players with equipment rations that can be taken with them into combat. Each ration comes with 5 cookies in a box. The cook needs different levels [CL] to be able to produce the different kind of cookies. There is no limit to the amount of production. Ingredients are provided by the cook.

Level	PR	CL	BL	Bonus	Cost
--	--	--	--	--	--
I	5	3		+ 5 AF / MF	10.000
II	10	5		+ 10 AF / MF	10.000
III	15	7		+ 15 AF / MF	10.000

Hull Cut Laser / Docking Bay

With this device it is possible to cut holes into hulls of other vehicles, to then use the docking bay and enter them without anyone noticing. To cut through a hull of a vessel, an equal or higher level of the hull cut laser is required.

Level	PR	BL	Cost
Dock	--	--	Installed
I	5	I	10.000
II	10		10.000
III	15	II	10.000
IV	20		10.000
V	25		10.000
VI	30	III	10.000
VII	35		10.000

Drone System

Each drone slot [DS] provides room for one drone. Drones can be deployed to transport goods to heavy to be carried around by characters.

Level	BL	PR	DS	Cost
--	--	--	--	--
I	I	5	1	20.000
II		10	2	30.000
III		15	3	40.000
IV	II	20	4	50.000
V		25	5	60.000
VI		30	6	70.000
VII	III	35	7	80.000
V		40	8	60.000
VI		45	9	70.000
VII		50	10	80.000

Power reactor

The power reactor provides energy to all systems on board the shinokumo, including the engines. If there is not enough power to keep all systems running, the ones hanging on the power grid can be deactivated and reactivated at any time by simply switching them on and off without delay time. The only system that can not be shut off, but only rebooted, is the server room, as it is required for the functioning of all other systems.

Level	BL	Power	Cost
I		50	installed
II		100	10.000
III		150	10.000
IV		200	10.000
V		300	10.000
VI		350	10.000
VII	I	400	10.000
VIII		450	10.000
IX		500	10.000
X		550	10.000
X		600	10.000
XII	II	650	10.000
XIII		700	10.000
XIV		750	10.000
XV		800	10.000
XVI		850	10.000
XVII	III	900	10.000
XVIII		950	10.000
XIX		1000	10.000
XX		1050	10.000
XXI		1100	10.000



SHINOKUMO

Upgrades



DECK V

Sensors

When a cloaked ship approaches the shinokumo, it will remain undetected, if it has a higher cloaking level than the sensors level of the shinokumo. If the ship has an equal or lower level, players can attempt to outrun the ship or prepare for combat.

Level	PR	BL	Speed	Cost
--	--	--	--	--
I	10	I	100	10.000
II	20		200	20.000
III	30	II	300	30.000
IV	40		400	40.000
V	50	III	500	50.000
VI	60		600	60.000
VII	70		700	70.000

Passenger Suite

There are two passenger suites available that are a bit more luxurious than the passenger quarters on the lowest deck. They are designed to fit two passengers comfortably, in case you have special guests on board. The suites have sanitary facilities included and provide enough space to relax and hang out in.

Rooms	PR	BL	Space	Cost / Room
2	5	I	2	10.000

Hull

At the start of the game the hull is heavily damaged and barely capable of holding the ship together, while leaking small amounts of oxygen, making it unsafe to use for space travel. Repairing and upgrading it will make it possible to land on planets to sustain atmosphere pressure, grants the ability to dive with the ship or withstand impacts to make it possible to travel through the asteroid belt.

Level	BL	Durability	Cost
--	--	Leaking oxygen	--
I	I	Space	20.000
II		--	30.000
III		Planet	40.000
IV		--	50.000
V		Diving	60.000
VI		--	70.000
VII		Asteroid field	80.000

Drones

Drones come with various functions, durabilities, capabilities and sizes produced by different companies, fitting for the purpose they were made for.

To deploy drones in combat, it is required to have a pilot on board the shinokumo, who takes over the controls, while taking commands from the squad at the site. Players will be able to use the drones to their liking.

Pilots can command a different amount of drones simultaneously during combat, depending on their level [PL] and the bridge level [BL]. When out of combat, pilots can control an unlimited amount of drones to collect goods.

PL	BL	Drones
--	--	--
I	1	1
II		1
III	2	2
IV		2
V	3	3
IV		3
IIV		3

Drones are not exactly cheap and easy to take out, it is not wise to take them with you during combat in most cases, as their main purpose is to transport wares, once the area is secured, but in certain situations they can be helpful to overcome a critical situation.

Drones can be deployed during missions or during combat and require one combat action from a character to contact the pilot and give the order.

Deploying drones during missions requires some time for them to arrive at your location.

Each CA you passed adds one turn until they arrive. If players travelled in free roam mode, the VM decides how long it will approximately take for the drones to arrive. When passing hostile territory VMs can make players throw dice to determine if the drone arrives safely. The chances depend on the situation and may vary from 16% to 83%.

There are currently 4 drone types available.

Carrier [C]

Transports up to 200 kg of solid mass.
5.000 C

Tanker [T]

Transports up to 200 kg of fluids.
5.000 C

Scout [S]

Increases the DR by 10 for all characters in the CA when deployed.
5.000 C

Birdseye [B]

Has a DR of 50. The area of the DR of the drone will be added to the characters DR.
5.000 C

Shadow

20

Actions

2

SDJ

3

Aegis

--

Detectability

10

Hack

3

Movement

F4



SHINOKUMO



Lander

Lander [Transport Shuttle]

This small vehicle is capable of transporting of up to 12 people at the same time while carrying cargo in the back. The lander operates in space as well as on the surface and can also resist massive water pressure making it a viable option for underwater travel. Due to its construction design of being resistant to basically all environments and with the main purpose of transportation, there are no weapon systems integrated in the vehicle.

Price
200.000 C

Capacity
2 pilots in the cockpit
10 passengers in the passenger area

Cargo Capacity
1 cargo slot with a 1 ton capacity

Damaged lander [Transport Shuttle]

The lander can take damage after heavy usage and VMs can make the players having to make a probability dice throw on parts of the lander breaking down.

Chance something gets damaged
Probability throw decided by the VM

Damage
1 = 500 C Repair cost
2 = 1.000 C Repair cost
3 = 1.500 C Repair cost
4 = 2.000 C Repair cost
5 = 2.500 C Repair cost
6 = 3.000 C Repair cost

Repairing lander [Transport Shuttle]
Repairs can be made by local repair shops, by the landing bay auto repair or by hired mechanics on board the shinokumo.



LANDER



N P C C R E W

Overview



Crew member slots [Hire]
 - IT Specialist [Server room]
 - Mechanic [Engines]
 - Medic [Medlab]
 - Pilot [Bridge]
 - Cook [Galley]

NPC living space [Crew]
 NPC Crew members need their respective facility at level one before being hired, since they do not require extra quarters and the facilities include private rooms. Most of the time you will find your NPCs hanging out in their respective facilities, but they also like to hang out in their living room, wander around the ship and talk with the other NPCs, eat something in the kitchen or ask for permission to leave the ship while the ship is docked or landed somewhere.

NPC cost [Crew]
 NPC crew members on board get basic income from the government, but still want their cut on the missions you make, as they are part of the crew and working for you. If their loyalty aka individual reputation goes up to 21, crew members will work for you for free.

10% payout of all financial mission rewards or loot per crew member

Having a full crew of 5 hired members on board means, all money received from missions will be reduced by 50% and the rest will go to your crew. XP and all other rewards will not be reduced.

NPC Quests [Individual reputation]
 One of the advantages of having NPC on board is receiving quests from them, since they have their own life and their own problems. Maybe the cook wants some special fish, maybe someone has a family member in distress, your crew members on board have all kinds of needs that will be rewarded with individual reputation if taken care of. Players have the option of finding people in distress and helping them out on missions to recruit already loyal people that maybe do not even require payment, or hire crew they do not know and befriend them later on while they are on board.

NPC Perks [Individual reputation]
 Each NPC gives a fixed bonus and one additional perk bonus, that can be selected from four different perks.

Fighter
 Crafter
 Bonus
 Trader

Once an NPC reaches level 7, you can chose an additional perk for them.

NPCs can be retrained and the perks can be switched for 10.000 C.

NPC Levels [Experience]
 NPCs can be sent on NPC tasks if the ship has landed or docked somewhere. Players do not need to make choices what kind of task the NPC completes, it is an automated process and NPCs will occupy themselves on their own. If you are in the desert, they may go running, train their body, search for plants, explore the environment. If you are in a city they may help out at a hospital or fix some devices for the population.

Level	Reward	XP
I	100 C	30
II	200 C	60
III	300 C	90
IV	400 C	120
V	500 C	150
VI	600 C	180
VII	700 C	210

All NPC start at level 0, no matter their qualifications and max out at level 7. Once NPCs reach their maximum level, they get an additional perk.

Each NPC task completed gives 1D6 XP points and requires an NPC to be three days off duty.

Crypto rewards of NPC tasks will be payed out to each member of the playgroup.

NPCs can not die while on a task.

NPCs have a very very low probablity of sending out a distress call needing to be rescued. It can happen, but in 99% of the cases they return to the ship safely.

NPCs return automatically to the location from which they were send out, if the ship has not moved, they will automatically return to their duty. If you flew away you have 3 days to return to the location to pick up the NPC, otherwise they will be gone and will refuse to go back to their duty.

NPCs can be called back in case of emergency, but require 4 hours to return to the ship and all XP or rewards from the task will be lost.

NPC CREW





NPC CREW BONUS AND PERKS



Crew

COOK

Cook [Crew]

Having a cook onboard unlocks the option to use the galley and supply the players with fresh food as well as rations, that can be taken with you on missoins. The cook buys all ingredients and prepares the meals. Required for galley to operate.

Fighter perk [Cook]

33% Chance of stabbing one intruder with quite a large kitchen knife upon arrival of enemies on board
Players receive XP for the kill

Crafter perk [Cook]

50% Chance to receive a food ration per character once per day

Bonus perk [Cook]

200% food efficiency of all food coming from the galley

Trader perk [Cook]

50% price reduction on all food rations bought, free consumption of food in any restaurant

IT SPECIALIST

IT Specialist [Crew]

Having an IT specialist onboard unlocks the options to use cloaking, the ships data storage and the hull cut laser. The IT specialist manages all computers on board the ship and maintains the system software.

Fighter perk [IT Specialist]

33% Chance of electrifying one intruder by overloading a near system upon arrival of enemies on board
Players receive XP for the kill

Crafter perk [IT Specialist]

16% chance to receive one hacking breach device per day

Bonus perk [IT Specialist]

+3 server room levels

Trader perk [IT Specialist]

10% price reduction on all bought skills

MECHANIC

Mechanic [Crew]

To make any upgrades or repairs on the ship, having a mechanic on board is required. A mechanic also unlocks the options to use the lander and drone system, while a pilot is still required to operate them.

Fighter perk [Mechanic]

33% Chance of drilling a hole into the head of one intruder upon arrival of enemies on board
Players receive XP for the kill

Crafter perk [Mechanic]

66% chance of receiving one random grenade per day

Bonus perk [Mechanic]

+2 drones

Trader perk [Mechanic]

10% price reduction on all cyberware bought

MEDIC

Medic [Crew]

Having a medic on board unlocks the medlab and all its functionality, providing the crew with cures and health benefits. The medic takes care of restocking the medical supplies in the storage.

Fighter perk [Medic]

33% Chance of throwing a syringe filled with a deadly mix at one intruder upon arrival of enemies on board
Players receive XP for the kill

Crafter perk [Medic]

50% chance of reaceiving one random charge for medkit or injector per character per day

Bonus perk [Medic]

10% shadow [hp] boost for the next fight when sleeping on board the shinokumo

Trader perk [Medic]

50% price reduction on all medical supplies bought and free usage of all hospital or doctor services

PILOT

Pilot [Crew]

Having a pilot on board unlocks the ability to use the lander and drone systems during missions, as well as having ship mobility while not on board.

Fighter perk [Pilot]

33% Chance of shooting one intruder out of an airlock upon arrival of enemies on board
Players receive XP for the kill

Crafter perk [Pilot]

50% Chance of finding crates, when travelling between planets, granting 100 C for each character

Bonus perk [Pilot]

+1 scanner level

Trader perk [Pilot]

10% price reduction on all ship upgrades



GAME SYSTEM



D I C E T H R O W S

Game system



Combat Game Design

The game was designed to require a minimal amount of dice throws [DT]. Some people may like the realism in making five different DT just to calculate a single gun shot, but this game was designed to have a more fast paced approach with less DT and less luck based combat. Luck is part of the game, but **player decisions are supposed to be far more important** during gameplay and coordinating with your teammates is a key factor to success.

Don't underestimate the game mechanics by having simplified DT rules and only few combat classes with fixed weapon systems, combat areas can get really complex and complicated later on in the game. The game follows a chess like approach, where you have a simple game principle with an unlimited amount of possibilities. It was designed to be easy to understand but providing tons of depth with the possibilities to make combat combos with multiple different characters using different skills at the same time to set up a chain of actions.

How complicated your actions during gameplay are going to get depends on the VM and the players, how you decide to play the game.

Dice Throws [DT]

During the game you will have to do different kind of DT to define your success in various actions.

The game was designed to entirely work with D6 dice, no special dice have to be bought to play the game. A D6 is a six sided standard die. A D20 would be a die with twenty sides, dice like these are not required.

The number before the d6 defines how many dice you are allowed to use. A 3D6 would give you three dice to throw.

Dice Chance

There are all kinds of probabilities in the game in different game rules, that are decided by DT.

83% = 1D6 = 2, 3, 4, 5, 6

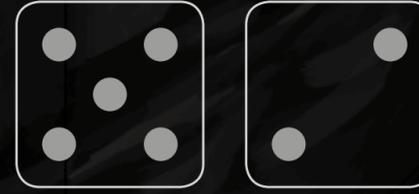
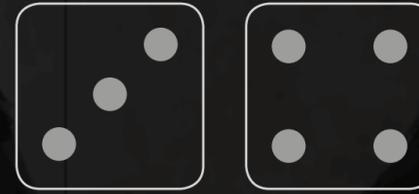
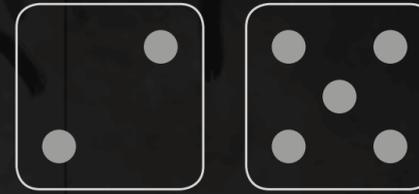
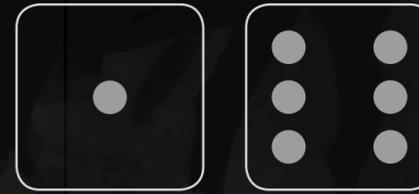
66% = 1D6 = 3, 4, 5, 6

50% = 1D6 = 4, 5, 6

33% = 1D6 = 5, 6

16% = 1D6 = 6

If you have a 50% chance to succeed, getting a 1, 2 or 3 will fail and getting a 4, 5 or 6 will be a successfull hit.



Dice Damage

There are different damage classes in the game, modifying the DT when you level up and you will deal thousands of damage with a single DT later in the game, but the game was designed to make it possible to make all DT with a maximum of seven dice, or in other words up to 7D6.

1D6 = 1-6

2D6 = 2-12

3D6 = 3-18

4D6 = 4-24

5D6 = 5-30

6D6 = 6-36

7D6 = 7-42

The damage will be modified later on but calculations will be easy and you won't have to calculate numbers in the thousands or hundred thousands when fighting an enemy, the game was designed to keep the calculations as simple as possible.

Calculating DT

The amount of dice you throw during the game are all pre-determined through your character stats and there is no need for complicated calculations of extra dice you may be able to through in certain situations.

You will not be able to avoid doing some basic math though, as the dice have to be added up and you have to do some counting, but there has been a strong intent during the construction of the game to keep it as simple as possible.

DICE THROWS



FREE ROAM VS COMBAT MODE

Game system



Free Roam

Exploring the world of vortex flux is done in free roam mode, it is not turn based and runs in real time, although obviously not actual „real“ time. Time can be accelerated and skipped, if you go to sleep you will wake up in the next moment and several hours have passed.

How time is skipped is in the hands of the vortex master, if he fills up the story with events and details or if there are parts were just nothing happens and everything is fast forwarding.

Skills and actions are differently handled in free roam than in combat mode, be aware of different game rules.

Combat initiation is different in free roam than in combat mode and you can get ambushed easily.

If you are in free roam and an enemy initiates combat on you, they always get the first turn and detection or detectability, that are used to calculate initiative in combat mode, get completely ignored.

Combat Mode

When exploring areas that are expected to have enemies the game usually switches to combat mode and becomes turn based. When you break into a building the combat mode may start when you opened the door and entered it, or it may start when you are still in front of the yard, having to cut through the fence and kill some guards protecting the building.

Combat mode can be switched on by two three different parties.

The players can switch into combat mode any time while in free roam. You can switch to combat mode while talking to a person or while walking on the street and seeing a target across the road.

The vortex master can initiate combat mode any time, informing the players that they are are now in combat mode, without having to give reasons or explain why. Either the players are under attack or they entered an area that is supposed to be explored in combat mode.

NPCs can switch to combat mode anytime, when they see you or when you talk to them and the players can not prevent that.

The character or group of characters going into combat mode first, always get the first turn and are in action mode, the other party goes into reaction mode first and gets the second turn. Because of this, it is always good to switch to combat mode first, if you have the feeling that the mood of a monster or character you are in dialogue with is changing and you might get attacked. Of course this involves also the risk of having interpreted the situation wrong, that there was no danger of combat and you start fighting people it would have been better not to and talk it out or solve the situation differently.

When to use which mode?

Usually you explore the solar system in free roam and only switch into combat mode when you are entering a fight. The problem is, you always want to be in combat mode before the fight starts, not just right in the exact moment the first shots are fired.

This is the reason why you are in free roam, travelling to your destination and once you land on a building for example and enter it to extract a hostage, the combat mode switches on until you leave the building. All exploring on site is now done in combat mode.

The thing is, what if you are meeting with a gangster boss, who wants to talk to you? The players are invited to his house and have two options, come in peace in free roam or show up guns blazing, because going in in combat mode means you will have your weapons drawn and pointed. It is the players choice if they are risking running into an ambush or show teeth when showing up. It can be wise to use combat mode, even if the players do not intend to fight.

Having combat mode active, does not necessarily mean there will be a fight. Only triggered enemies will attack you in combat mode and it is always possible to talk to NPC who are not yet triggered. Talking to triggered enemies is only possible with the „Bending Willpower“ skill.

Coming in with drawn guns can reduce your probability of a peaceful conversation, but you may also get respect from someone not willing to risk a fight, when you are making clear you are up for it. If enemies become triggered, is up to the VM. Remember, wild animals do not care if you try to talk to them, this only accounts for NPC you actually could have a dialogue with.



COMBAT AREAS & ZONES



Combat

Combat Area [CA]

When the game switches from free roam to combat mode, players immediately enter a CA.

A CA consists of multiple combat zones [CZ] that are lined up.

CA can have an unlimited amount of CZ.

Characters can move only in two directions inside a CA, forward or backward.

Combat Area Exit / Entrance

Exits / Entrances can be at the end of the CA or in the middle of them.

Exits / Entrances at the end of a CA can either extend the CA [when opening a door for example] or lead to a new CA.

Exits in the middle of a CA always lead to a new CA.

All players leave or enter a CA as a group, splitting up is not possible.

All characters have to be on the same exit CZ, conscious or unconscious, to leave a CA.

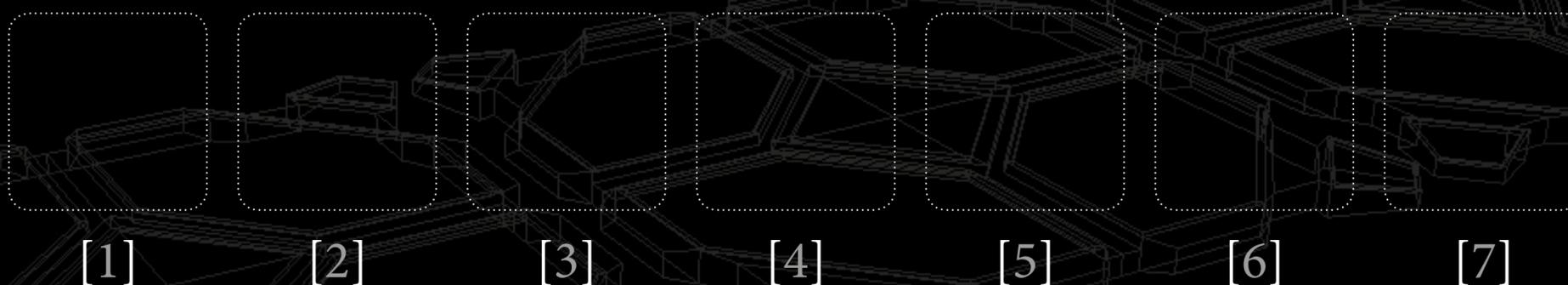
As long as there is an enemy on the exit CZ, players can not leave the CA.

Enemies can follow characters into different CA, they are not bound to a CA.

Enemies can enter a CA at any time through an exit / entrance.

COMBAT AREA [CA]

COMBAT ZONE [CZ]



Combat Zone [CZ]

CZs can be occupied by multiple characters, unless stated otherwise, there is no limit in the rules.

CZ have no fixed size, VMs decide how they set up CZ [5-10 meters is a good orientation, but this may vary, a small closet is one CZ as well as a smaller room. A 10 meter logn room could be one, could be two CZ, VM decides.]

Occupied CZ can be passed through by other characters, unless stated otherwise.

Creating Combat Areas

When creating CA use common sense. Even though CZ can be occupied by multiple characters, you probably won't find five 10 meter tall fully armed mechs in the tiny broom closet CZ.

You dont have to be consistent with CZ, a 20 meter long room can have two, three, four or even five or six CZ, it really depends on how you want to structure the area, maybe there is a very narrow hole players have to jump over in a 5 meter long room, which would usually

be one CZ, but you need three CZ to properly prtrait this CA. Do not try to be accurate to the sorrounding, try to create interesting, fun and enjoyable areas for players to fight in.

You can either plan out CA by putting the CZ in a predetermined order or alternatively simply grab different ones of your liking and mix them through before laying them out. You can easily create CA on the fly, without having to plan everything out. You can also write down the amount of CZ you want every CA to have beforehand, in case you want some planning.

You can place them top down on the table and turn them around according to the detection range of the characters or simply lay them out beforehand and let only the enemies pop up, in case that you do not want to worry about that in combat and feel like it disrupts the gameflow.

CA can also always be extended and once play-groups progress through some CZ you can remove the ones in the back, in case you do not need them anymore and add new ones to the front.



INITIATIVE

Detection systems



Initiative

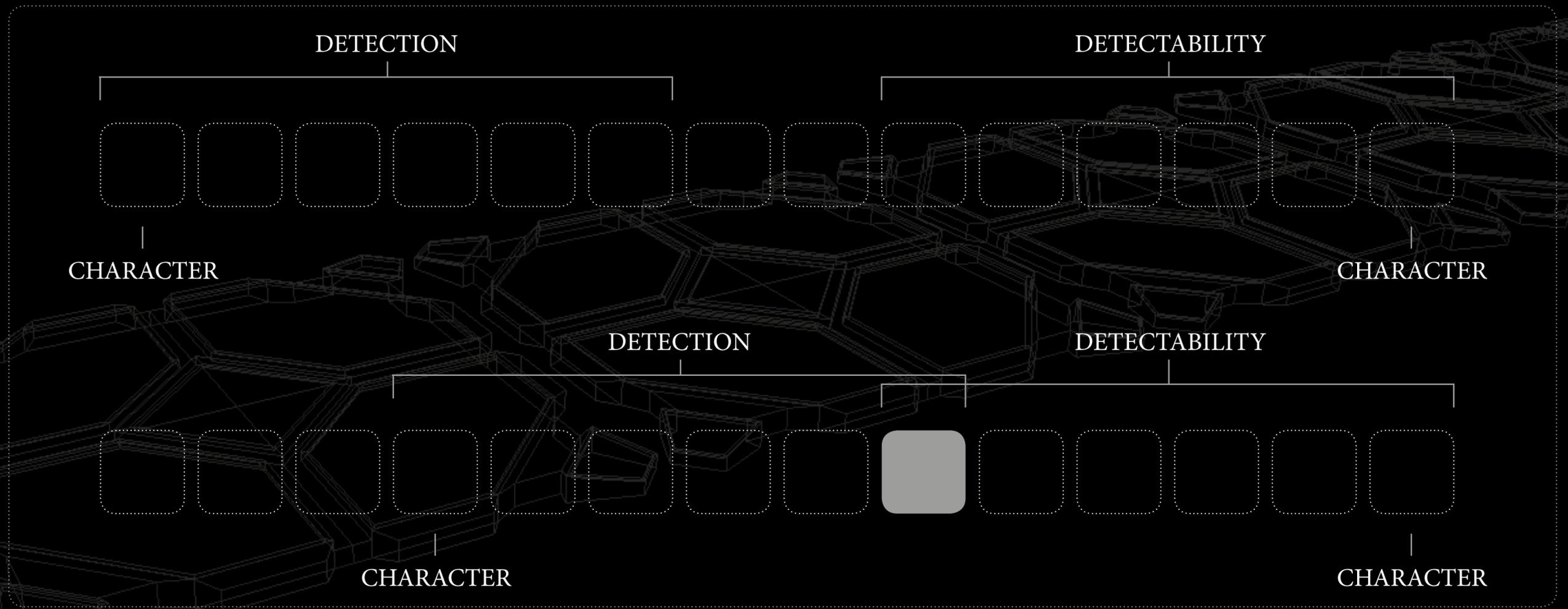
The initiative is not calculated by luck or dice throws. If one character walks into the detection range of another and gets detected, he loses the initiative.

If both characters have the same detectability and detection, leading to them detecting each other at the same time, the character that is moving loses the initiative.

If both are moving and detecting each other at the same time, the enemy will always get the first turn.

There are two types of initiative initialization. Connected and unconnected. If you get detected by a connected enemy, all members of the connected team will get to make their turn.

Your group is regarded as connected, meaning, if one of you detects an enemy, your whole team can make its moves until it is the enemies turn.



Small combat areas

In case the combat area is so small, both characters detect each other at the same time, the team with the character with the highest detection starts first. If there is a tie and two characters have the same detection, the detectability is being taken into account. Both teams

check which of the characters has the highest detectability and gets detected first and then the other team gets the initiation.

In case there is a tie after detection and detectability, both teams throw 1D6 until one of the teams has a higher dice result than the other and gets the initiation.



COMBAT ZONE SURFACE



Detection systems

Combat Zone Surface

There are several basic surfaces all combat zones are taking part at. These are the most common CZ where most of the fights take place and have a passive influence on all actions of characters. The basic CZ surfaces are ground, water, swamp and hole.

Active Combat Zone Surface

Active CZ have all kinds of functions, that are sometimes in place and function passively, but mostly get triggered by traps and detectors, if they are not already active from the start anyway.

Unlike normal CZ, these CZ can move, have effects, switch their status and players need to be aware of their changing surroundings at all times. Active CZ can be deadly and dangerous.

Combat Zone Modifiers

Depending on conditions, all CZ in a combat area can be under the influence of modifiers, that have different effects on the whole CA.

SURFACE

Ground

Ground CZ can be of any material you can stand on, earth, metal, glass, wood, sand, stone and so on, there are no differences in game mechanics regarding different materials. Ground CZ are the standard CZs and the most common.

Contains land based enemies

Water

Characters can not stand in water CZs and are swimming. As long as characters are in water CZ, they can perform only one action per turn and no reaction.

Movement is reduced to one CZ
Detection reduced by 50% rounded up.
Contains enemies dependent on water

Swamp

Swamp CZ are a mix of ground and water CZ. Characters can stand in them, but are standing to the hips in water.

Movement is reduced to one CZ
Detection reduced by 25% rounded up.
Contains enemies dependent on water and can contain land based enemies

Hole

These CZ are holes in the ground. Characters on these CZ fall down and receive deadly damage. Player characters get their shadow reduced to zero and get unconscious. Characters falling in holes can not be rescued during combat mode and have to be picked up later.

Cover modifier [COV]

Each CZ that allows players to stand on can have a cover modifier. A cover modifier gives every character on the CZ a chance to dodge all attacks. Damage skills that target a character can be dodged. Effect skills like mind control that target characters can not be dodged. Area of effect skills like setting a whole CZ on fire can not be dodged.



A C T I V E C O M B A T Z O N E S



Detection systems

Pressure plate modifier [TRAP]

A CZ with a pressure plate is a trap mechanism and activates a device once stepped on the CZ. Any CZ you can stand on can have this modifier [exceptions: water, holes] The device linked to the pressure plate can be anything, from laser barricades to gun turrets, alarms going off or traps set in motion.

Laser sensor modifier [TRAP]

A CZ with a laser sensor is a trap mechanism and activates a device once stepping on the CZ or passing through it. Any CZ can have this modifier. The device linked to the laser sensor can be anything, from laser barricades to gun turrets, alarms going off or traps set in motion.

Electric fence

A CZ with an electric fence is completely blocked off, killing anyone moving on the CZ. Players can not move through the CZ with movement skills.

An electric fence can be deactivated by cutting power, by a terminal or by hacking the server it is connected to.

Alternatively, players with faraday cyberware receive no damage and can move on the same CZ and cut it open with the laser cutter CW.

Can be triggered by trap or already in place.

Force field

A CZ with a force field is an impassable barrier blocking a complete CZ. Characters coming in contact with the barrier get pushed back 3 CZ.

To pass through a force field it needs to be deactivated, which can be done by cutting power, gaining access to a terminal or hacking the server it is connected to.

Can be triggered by trap or already in place.

Moving platforms

Moving platforms are CZs that have no fixed location and move in patterns. They can consist of multiple CZs in a row and move one CZ each turn in one direction, until they reach the end of their moving range, then turn around and move into the other direction. Usually they are above holes or water, but they can show up anywhere.

Can be triggered by trap or already in place.

Force field prison

Creates a force field prison around the CZ that entraps all characters in the CZ until the force field is deactivated. The force field blocks all movements on or through the CZ and blocks off all projectiles.

Has to be triggered by trap

Sleeper darts

Tranquilizes all characters on the same CZ for 5 turns, rendering them completely unconscious.

Has to be triggered by trap

Laser barricade

A CZ with a laser barricade is completely blocked off, killing anyone moving on the CZ. Players can not move through the CZ with movement skills.

A laser barricade has to be deactivated to be able to pass through, which can be done by cutting power, gaining access to a terminal or hacking the server it is connected to.

Can be triggered by trap or already in place.

Conveyor belt

Most of the time conveyor belts make up a whole combat area, but they can also just be a part of a CA filling just some CZ.

Conveyor belts move one CZ each turn and everything that is on top of them gets moved with them into that direction.

Can be triggered by trap or already in place.

Hatch

A hatch has two states, open and closed. It will switch its state each turn. As long as the hatch is open, it is a hole CZ, as long as its closed it is a ground CZ.

Can be triggered by trap or already in place.

Spring trap

Flings all characters on the CZ into one direction of the VMs choice for 10 CZ.

Has to be triggered by trap

Crystal dust cloud

Creates a dust cloud in 5 CZ with the trigger CZ in the middle, reducing DR by 10 for 3 turns for all characters in range. Crystal dust sticks to the character and the effect can not be prevented by cyberware.

Has to be triggered by trap

Radiation Flash

Creates a flash of lighting, blinds all characters in 7 CZ with the trigger CZ as center. Radiation flash pierces through cyberware and can not be prevented. All effected characters have a 66% miss chance for 3 turns.

Has to be triggered by trap

Spikes

A CZ with spikes on it will have two states. Active and inactive and will switch its state each turn. Spikes will come out of the ground killing any characters on the same CZ and will remain in that state until the next turn, when it deactivates and the spikes vanish into the ground. Players can only move through the CZ during its deactivated state.

Can be triggered by trap or already in place.

Junk press

A press CZ has two states. Closed and open. It will switch its state each turn. As long as it is closed the CZ is blocked and nobody can move through the CZ. As long as it is open it is a normal ground CZ.

Everyone on the CZ during the time it closes will be killed.

Can be triggered by trap or already in place.



COMBAT ZONE MODIFIERS



Combat initiation

DISTURBANCE

Combat Zone Modifiers

These modifiers are optional and allow VM to spice up the game, putting players in new circumstances and bring variations to the battlefield.

These rules are not intended to be used in every combat scenario, needlessly complicating every single fight, they can also be ignored and not be used at all, but in case a VM wants players to experience special scenarios under new circumstances, combat zone modifiers provide options to create rememberable encounters, that differ from the usual combats.

This may be especially the case, if you have been in many battles and want to crank the volume up to 11.

DISTURBANCE

Disturbances on combat zones can be smog, fog, smoke, rain, steam, gas, anything that impairs your vision but still leaves some visibility.

CYBERWARE

Infrared vision cybereyes cyberware negates all negative disturbance effects on your detection.

The detectability modifier can not be denied.

DETECTION DETECTABILITY
-5 -5

POSSIBLE STATUS EFFECTS
Gas [Poisoned]

HEAVY DISTURBANCE

Heavy disturbances are hailstorms, sandstorms, snowstorms, anything that strongly impairs your vision to a point making it really hard to see anything.

CYBERWARE

Denying negative detection modifiers from heavy disturbances requires cybereyes level 3 with the infrared upgrade and two scanner upgrades.

The detectability modifier can not be denied.

DETECTION DETECTABILITY
-10 -10

POSSIBLE STATUS EFFECTS
Hailstorm [Chilled]
Snowstorm [Chilled]

LIGHT

BAD LIGHTING

Bad lighting are very dark places with just some low light remaining or extremely bright places that have a blinding effect on the characters.

CYBERWARE

Effects of dark environments can be denied by cybereyes with the night vision upgrade.

Effects of extremely bright light get cancelled by cybereyes level 3.

The detectability modifier gets denied by all light sources coming from the character.

DETECTION DETECTABILITY
-5 -5

POSSIBLE STATUS EFFECTS
Bright light [Blinded]

PITCH BLACK

Places where no light sources are present at all and everything is pitch black.

CYBERWARE

Effects of pitch black can be denied by cybereyes level 5 with the night vision upgrade.

The detectability modifier gets denied by all light sources coming from the character.

DETECTION DETECTABILITY
-10 -10



NORMAL COMBAT

Combat Turns



Combat

Combat is turn based.

The team that is on the turn is in action mode, the team that is not on the turn, is in reaction mode.

In active mode you can only use actions.

In reactive mode you can only use reactions.

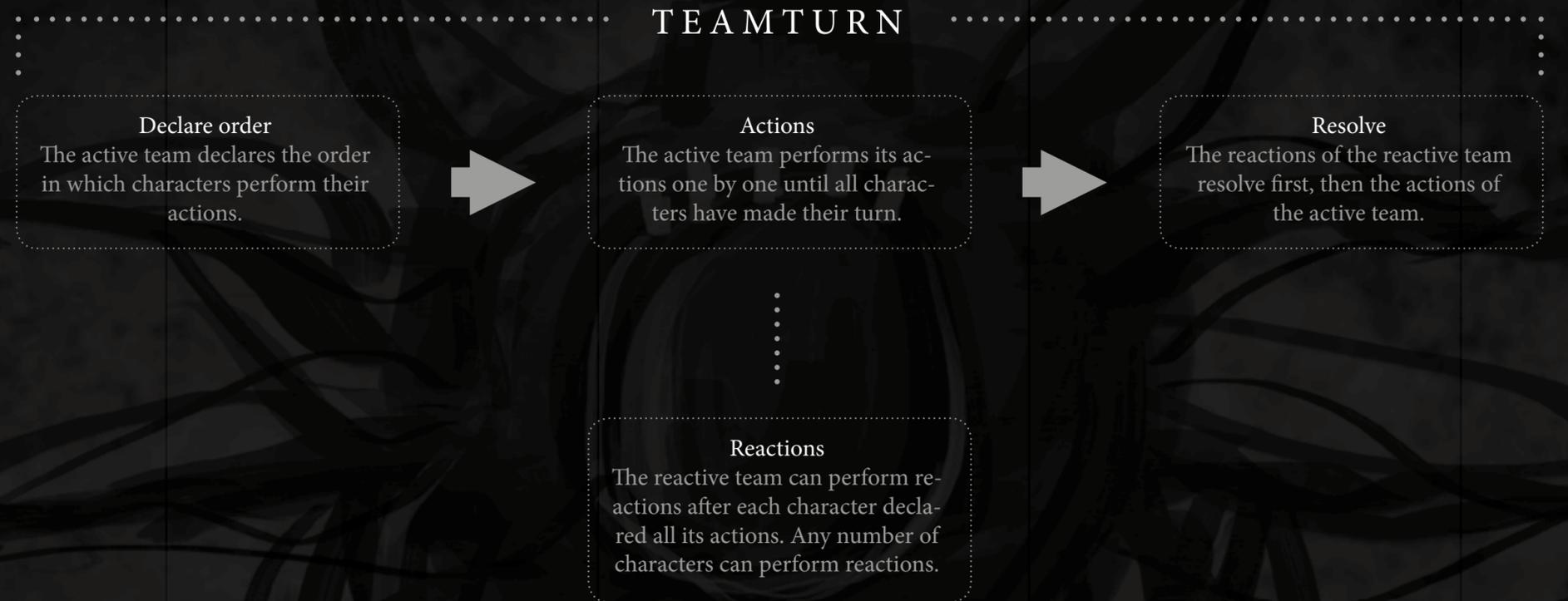
Some action skills can be used as attribute reactions, but they cost double the attribute flux and have a 50% chance to fail.

It is wise to be very cautious using up your attribute flux for reactions, the points may be wasted and should only be used as a last effort in critical situations.

Actions vs Reactions

Characters can perform a different amount of actions, depending on the characters capabilities.

Characters can perform only one reaction or attribute reaction each turn. Characters can not perform reactions during their own teamturn.



Turn vs Teamturn

Each turn consists of two teamturns. Once both teams had their teamturn, a full turn has been made and the next turn starts. Cooldowns and all abilities that refer to turns are referring to a full turn.

COMBAT

Normal Combat vs Combat Stack

Normal combat follows easy steps where every character makes its moves one by one. The combat stack allows multiple players to do things at the same time. Keeping track of all actions going on the combat stack can be complicated, that's why you use it only for certain moves you want to pull off, that otherwise would not be possible using the normal combat mode. In theory the whole combat can be done in the combat stack mode, but if things get dicy with multiple actions, movements, skills going on the stack with large groups of enemies and a full party, it makes combat simply too complicated and is not necessary, as it provides no benefit.

To use the combat stack players announce at the beginning of the round before making any moves, that they plan to open a combat stack with any amount of characters. The characters going on the combat stack now perform their actions at the same time and count as one player. All characters not involved in the combat stack perform their actions normally. A team can order their teamturn in any way they like and the combat stack characters act when it is their turn in the order that was declared at the beginning of the teamturn.

Only enemies with a „group“ trigger can use combat stacks, enemies with the „single“ trigger can not use the combat stack.



COMBAT STACK

Stack System



Stacking

Stacking actions allows players to pull off moves, that would not be possible in normal combat mode and add an additional tactical depth to the combat.

Order

Characters put their actions in an order on the stack, in which they resolve

Players can choose that certain actions following each other on the stack resolve at the same time, these actions are called simultaneous order.

Further explanation on order

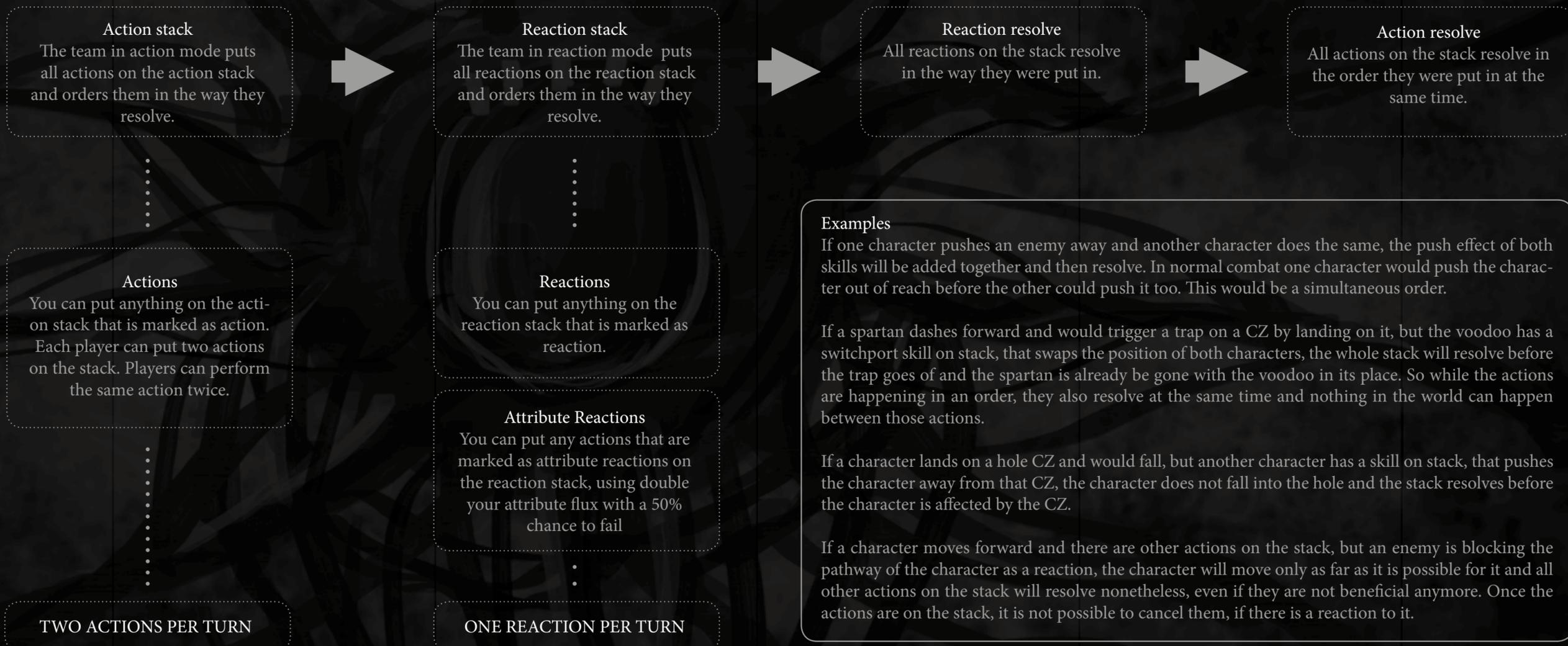
Although the stack resolves in the order, actions on the action stack resolve in a split second, which means they happen basically all at the same time and all damage and all triggered events from the actions will only trigger after the stack has been resolved. There is no actual game time happening between actions on the stack.

What effects this has on the situations is explained in some examples.

Reactions that are blocking a combination from happening are still possible, as the reaction stack resolves before the action stack.

Actions on the action stack can not be cancelled after the stack has been confirmed

TEAMTURN



Examples

If one character pushes an enemy away and another character does the same, the push effect of both skills will be added together and then resolve. In normal combat one character would push the character out of reach before the other could push it too. This would be a simultaneous order.

If a spartan dashes forward and would trigger a trap on a CZ by landing on it, but the voodoo has a switchport skill on stack, that swaps the position of both characters, the whole stack will resolve before the trap goes off and the spartan is already be gone with the voodoo in its place. So while the actions are happening in an order, they also resolve at the same time and nothing in the world can happen between those actions.

If a character lands on a hole CZ and would fall, but another character has a skill on stack, that pushes the character away from that CZ, the character does not fall into the hole and the stack resolves before the character is affected by the CZ.

If a character moves forward and there are other actions on the stack, but an enemy is blocking the pathway of the character as a reaction, the character will move only as far as it is possible for it and all other actions on the stack will resolve nonetheless, even if they are not beneficial anymore. Once the actions are on the stack, it is not possible to cancel them, if there is a reaction to it.



ENDING COMBAT

Leave / Flee / Character Death



Ending combat mode

There are multiple ways to end combat mode by choice. Players will always be asked by the VM if they want to end combat mode and the game never switches automatically back to free roam without the players having a say in it. Once combat mode has started, the players have to end it.

Triggered enemies

Combat mode can not always be deactivated though. As long as there are triggered enemies that have detected at least one characters of the group and are aggroed, combat mode may not be ended.

There are three options now, with the first option being killing everything that is triggered, then ending combat mode.

Players can try to flee from a combat with triggered enemies around, which is not the same as ending combat mode and has consequences.

Alternatively players can end the combat by dying, which is probably not the best tactic.

Fleeing Combat

Characters may only flee from combat, when they are near an exit, which means being at the very end of a combat area in the last combat zone on either side. Characters can only flee as a group. Players have to throw a 50% dice for the whole group to determine if the attempt was successful. An attempt can be made once per turn.

No triggered enemies

When there is no triggered enemy, that has detected the group, combat mode can always be ended by choice and players may switch into free roam mode. This may be the case when being on a mission and exploring a facility and no enemies are around, although it is recommended to stay in combat mode, when exploring hostile territory, even when there is no one to be seen in most situations.

THE END IS JUST ANOTHER BEGINNING





CHARACTER DEATH



What happens, when you die?

Characters Death

Characters can not die. If your hitpoints reach zero, you become unconscious. If the whole group becomes unconscious, the fight is over and players have to deal with the consequences of passing out in a dangerous territory. Even though your character isn't gone, the aftermath has big consequences and can set you back immensely, it is not a fun experience. If even one character is left, it can heal or bring the knocked out characters to a safe place.

There are multiple DT deciding what happens to players after a group is defeated.

It is important that careless behavior has consequences and „dying“ is something you want to avoid at all costs, but there is no point in punishing the player with completely losing a character they invested a lot of time in. Players should be encouraged to know they can risk something, without losing everything they worked for, while also being aware that there are serious consequences for being careless.

Everything that is lost due to a death can be replaced, but it will take extra time and may make certain jobs impossible for a while, meaning it can be extra hard to get back on your feet.

When all characters are unconscious a distress signal is send out that can be picked up by various persons.



Consequences

Cyberware

33% chance on all cyberware to be damaged and needing to be replaced

Data

16% chance on all saved data in your capacity to be lost

Equipment

83% chance on all equipment to be lost

Every single cyberware [except the vortex flux pandora] data and equipment will have to undergo a dice throw.

Reputation

Players lose 1d6 reputation.

Money

All cash money will be gone.

After „death“ Scenarios

Rescue

The characters are rescued by someone responding to the distress signal. Characters have to throw dice to determine who they get rescued by.

33% chance on being rescued by an ambulance [10.000 debt for the ride per char]

33% chance on being rescued by someone random [loss of all equipment]

33% chance on being rescued by a good samaritan [no consequences]

Captured

Characters are captured by an organization, group, syndicate and have to escape their imprisonment [loss of all equipment].

Imprisoned

Characters are imprisoned by the authorities, having to pay a fee and buy themselves out [10.000 per person] or try to escape the prison cells by themselves.

Which scenario will happen

The VM makes the decision if one of the possible scenarios is taking effect, if it is important for the storyline, or if the characters have to make a 33% DT, to determine the outcome.

Alternative death modes

If players want to have a bigger challenge and don't like not being able to die, they are free to play with alternative death modes. It is not advised to do so, but that is your decision.

If there is ever an official main campaign with storyline released, these alternative death modes are restricted from being used in the campaign.

Perma Death

Characters who died, can not be resurrected and are eliminated from the game. Players have to create new characters if they want to continue playing. Players have to retrieve and install the vortex flux pandora module, that was integrated in their original body.

Clone Death

The consciousness gets uploaded into the network, creating backups of the characters personality and all the data stored in the capacity.

Players keep all their money in the bank accounts.

Clones can be made with the backed up data, without any of the cyberware. Players have to retrieve and install the vortex flux pandora module, that was integrated in their original body.

50% of the experience of the original body will be restored in the new body.



FOOD

Nom Nom



FIRST WE FEAST AND THEN WE START EATING



Food and eating

From the start of the game all characters have food materializers installed in their stomach, making eating unnecessary.

This device automatically supplies the characters with food, by transforming energy into proteins, vitamins, nutrients and everything that a body is craving for, directly where they are needed.

The device is not completely common and usually only installed in people needing to make prolonged journeys regularly without having to rely on food supply.

The quality of the food generated by the device is not as high as eating fresh products, but it comes with the nice luxury of not having to rely on meals.

In case you decide to eat anyway, the device detects and analyzes the incoming rations automatically throttling down its own production.

Eating fresh products grants bonuses to your attribute flux until you go to sleep / the day is over.

Various food

There are many other not listed food sources, players can go hunting or find berries. To determine how effective the food is, d6 dice are thrown. Vortex masters can alternatively set costs or effectiveness of the food to their liking in special cases.

Cantine

AF +1d6 / 10 C per meal

Fast Food

AF +1d6 / 10 C per meal

Restaurant

AF +2d6 / 20 C per meal

Luxury Restaurant

AF +3d6 / 50 C per meal

Home Cooked

AF +3d6 / 0 C per meal

Fresh Fruits

AF +3d6 / 30 C per meal

Energy Cocktails

AF + 3d6 / 50 C per meal

Shinokumo Cantine

Various

Various Food

Various



COOKIES

Nom Nom Equipment



Macaroons

These cookies are coconut based and delicious. They may not be the absolute top of the crop, but they are still very good cookies.

Cookies come in boxes of 5.

Consuming a cookie requires one combat action.

5 Cookies / Box
+5 Flux / Cookie
500 C / Box
50 IS / Box

Caramel Swirl

These cookies are filled with a nice creamy paste of caramel, making the tongue dance to the rythm of tastes that are unfolding.

Cookies come in boxes of 5.

Consuming a cookie requires one combat action.

5 Cookies / Box
+10 Flux / Cookie
1.000 C / Box
50 IS / Box

Chocolote Cruncher

These cookies are the creme de la creme of the cookies, with big chunks of dark chocolate and a really intense flavor.

Cookies come in boxes of 5.

Consuming a cookie requires one combat action.

5 Cookies / Box
+15 Flux / Cookie
2.000 C / Box
50 IS / Box

IF THERE
IS LIFE
THERE ARE
COOKIES

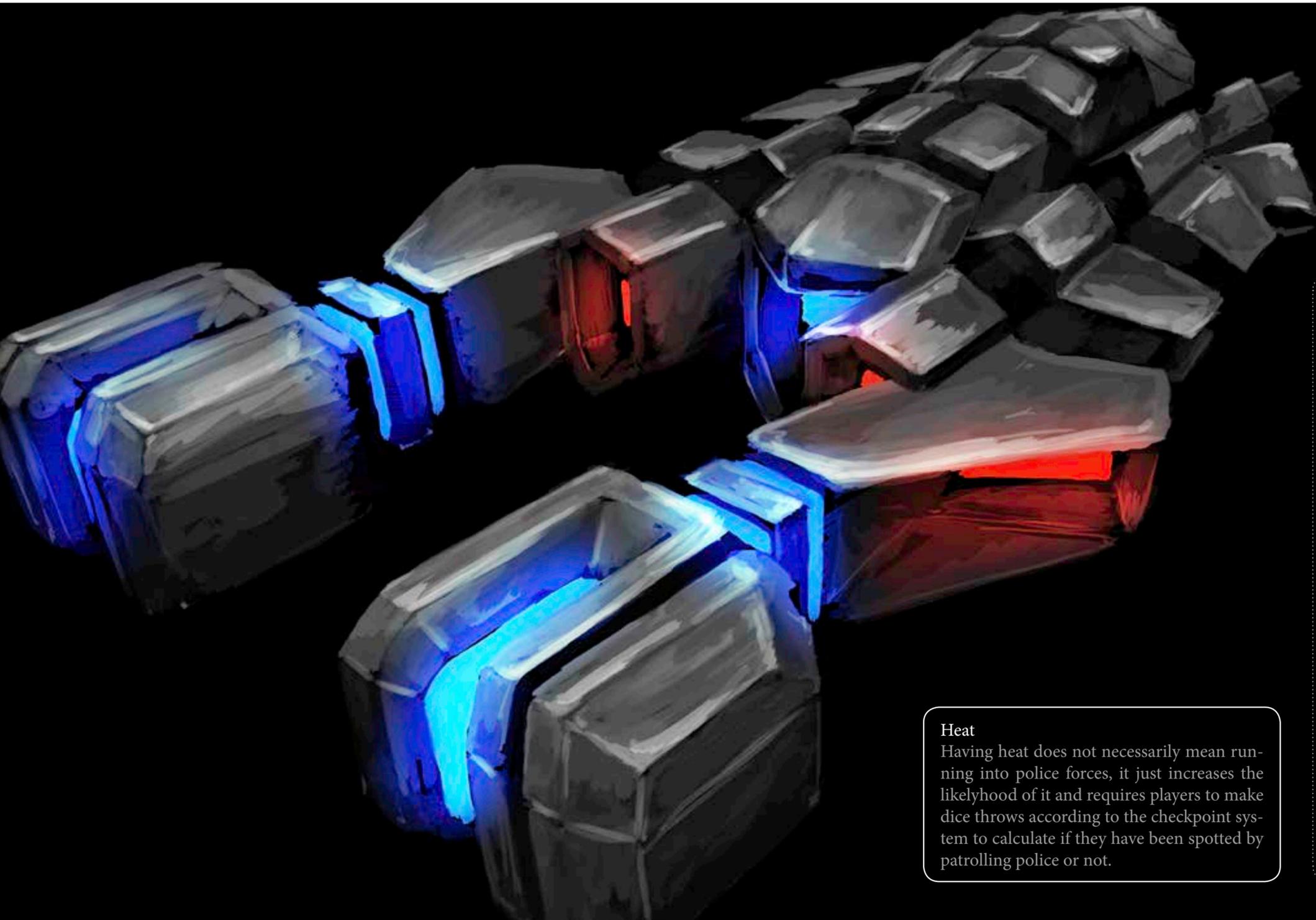




H E A T



Whoop, whoop! That's the sound of the police!



Heat

Having heat does not necessarily mean running into police forces, it just increases the likelihood of it and requires players to make dice throws according to the checkpoint system to calculate if they have been spotted by patrolling police or not.



HEAT

Dealing with police

Your activities outside the law can increase your heat level, making it harder and harder to avoid running into police forces.

Luckily, the police is basically just another syndicate, comparable to a criminal organization, corruption has weakened the executive order and getting out of jail, removing your heat level, clearing your police records, actions like these just require connections and some pocket money.

There are good cops out there, but they are mostly focussed on dealing with the syndicates and are fighting the mafias, they aren't too concerned with single individuals not connected to organized crime and are often willing to have a blind eye for the ones helping them out with their major concerns. If you can get rid of some big fishes for them, they are more than wel-

coming to people not taking it too serious with the law. Truly lawful good people are very rare to find and really the exception. If you will ever encounter cops like that, just wait a bit until their shift has ended and talk to the next cops taking over.

The police takes care of all regular businesses and crimes, military or UIP are never getting involved with your activities, unless you directly confront them.

Even though they are a crime ridden corrupt organization and sometimes seem unorganized, do not underestimate encounters with them.

The lower tier cops don't have the best equipment and cyberware, but in the higher ranks, there are some really dangerous teams and individuals, capable of dealing with the biggest threats on a day to day basis.

There is one major police station in every city, as well as on many stations, especially the big ones. Additionally there are smaller stations scattered all over the cities that have mostly lower ranked officers on duty, taking care of the most simple tasks.

Police forces have four different ranks and the ranks are sent out according to threat level.

Going on a chase with police forces is next to impossible, once you encounter them, they will already be in control of the situation and the only two options are defeating them in combat or accepting an arrest.

On the other hand, in case you ever need to get inside a certain prison and have no chance getting into it any other way, being arrested by the police can have its benefits.



H E A T

Whoop, whoop! That's the sound of the police!



Generating heat

Heat is generated by fighting in different areas of Ionar, with varying results depending on the heat zones. Not all fights necessarily are generating heat, there is almost always luck involved and being careful about the location where to start a fight.

Heat gets automatically generated and the outcome can not be influenced by completing missions completely stealthed and undetected. There is always the chance of some hidden undetected scanner or cameras, someone watching from afar via satellite, someone being bored with binoculars, an undetected guard standing in some corner quite a bit distance a far, taking a break and not being on the scene, so even the stealthiest mission can be spotted and there is no guarantee of generating no heat, there is always a small risk involved.

Additionally to the normal chance of generating heat by fighting in different heat zones, there are security systems and enemies automatically creating heat, when being confronted with them, giving players no chance of luck to prevent it from happening.

Heat zone I [0% heat chance]

Fighting in remote locations or locations that are cut of from public view, does not increase your heat.

Examples for these zones are wilderness, caves, sewers, junkyards, subway tunnels [outside of the subway], parts of harbors, abandoned space stations, on board the shinokumo, basically everything that can be labeled as remote location and even if not exactly remote, does not raise suspicion. Strange sounds coming from a junkyard is nothing unusual, even if it is in the city, as long as you are out of sight.

Heat zone II [16% heat chance]

Fights in locations that are cut off from the public, but may have a chance of witnesses.

Examples for these zones are dark back alleys, closed bars, construction sites, remote mansions, dark corners of space stations, small space vessels, everything that provides a lot of cover, but can stil be detected if unlucky.

Heat zone III [33% heat chance]

Fighting in closed spaces, that have no cameras or security forces, have a low chance of increasing heat.

Examples for this are flats, houses, most living spaces, medium sized space vessels, with a low crew count, train cabins, inside locked rooms in space stations or ships, everything that is closed off from the public eye, but still may have witnesses, neighbors or people sending out distress calls, that noticed you.

Heat zone IV [50% heat chance]

Fighting in locations that are not directly visible, but do not provide proper cover are 50/50 luck if someone sees you or not.

Examples for this are rooftops, side roads, backyards in populated areas, hallways in space stations and ships, light secured corporate buildings, small shops, and all kinds of locations where you are not directly in vision but in range of witnesses.

Heat zone V [66% heat chance]

Fights in locations that are likely for you to get spotted, but still have a chance of getting away undetected.

Examples for this are medium secured corporate facilities, parks, most average shops, factories, universities, libraries and everything that is open for the public but provides some chance of getting out undetected.

Heat zone VI [83% heat chance]

Fighting in locations that have security systems, guards and are protected, as well as locations that are open for the public. It is almost certain that you are increasing your heat level, but a small chance remains, that due to some miracle nobody could identify you or you did not get captured by security systems.

Examples for this are shops, restaurants, heavily secured corporate facilities, space stations, streets, basically all public places with people around.

Heat zone VII [100% heat chance]

Fighting in these locations will always increase your heat, no matter how well you avoided or shut down security systems, killed all witnesses or did whatever was necessary to stay hidden.

Examples for this are corporate headquarters, banks, all shops with expensive goods, hospitals, government buildings, market places, everything that is classified at the highest security level with the strongest surveillance.

Heat amount

How many dice have to be thrown on heat zone chances is up to the vortex master. There are no general rules for it.

Did the group enter silently through the backdoor and just killed a guard to access a safe? Or did the group massacre everyone in a building complex, making a nice firework show for the neighborhood with grenades and explosives, while blasting „Purple Rain“ over the speakers after hacking the security system?

Heat is only generated when acts against other inhabitants of ionar are performed. Any harm that is being done against an ionarian, will result in heat generation, stealing, assault, killing, no matter how strong your actions are.

Heat will not be generated when killing critters or enemies, that are not ionarian inhabitants.

When someone hires you to kill some rats in his garage, you can create a firework and burn the garage down, no heat will be generated.

When you kill the pet of someone, even though it was a critter, harm is done to an ionarian and heat will be generated.

Use logic here, in the end the VM decides.



H E A T



Whoop, whoop! That's the sound of the police!

Heat levels

Depending on the heat level, different police forces are sent out and with increasing heat, players have to face more and tougher enemies.

Characters with low levels will be forced to surrender if they are encountering police at the higher heat levels, because they were partying too hard. High end late game characters will be able to fight even with the toughest police forces and beat them.

The heat level troops that are being deployed are just a rough orientation for VMs of how the system is supposed to work. The amount of troops sent out should be adjusted individually and is completely in the hands of the VM. VMs may choose to deploy more troops instead of stronger ones too. If you decide the team is facing 30 lvl 1 cops, then 30 lvl 1 cops it is. Ask yourself, what kind of fight do you want the players to have? Should they have a chance or do I want to capture them?

Heat level I [16% Chance to encounter]

2 lvl 1 cops

Heat level II [16% Chance to encounter]

4 lvl 1 cops

Heat level III [16% Chance to encounter]

4 lvl 1 cops

2 lvl 2 cops

Heat level IV [33% Chance to encounter]

4 lvl 1 cops

4 lvl 2 cops

Heat level V [33% Chance to encounter]

4 lvl 2 cops

2 lvl 3 cops

Heat level VI [33% Chance to encounter]

4 lvl 2 cops

4 lvl 3 cops

Heat level VII [50% Chance to encounter]

4 lvl 3 cops

2 lvl 4 cops

Heat level VIII [50% Chance to encounter]

4 lvl 4 cops

2 police mechs

Heat level IX [50% Chance to encounter]

4 lvl 4 cops

4 police mechs

Heat checkpoints

Once you have heat, you have to throw dice when travelling for every „checkpoint“ you pass. If the dice throw is unsuccessful, players have to face police forces according to the heat level. As long as one dice throw is unsuccessful forces will show up.

Wilderness	--
Travels inner city [CD]	2D6
Entering / leaving city	1D6
Entering / leaving planet	1D6
Planet to planet [PD]	1D6
Space station to space station	1D6
Travels in a populated space station	2D6

Encountering police

Police encounters are always fought out in combat mode.

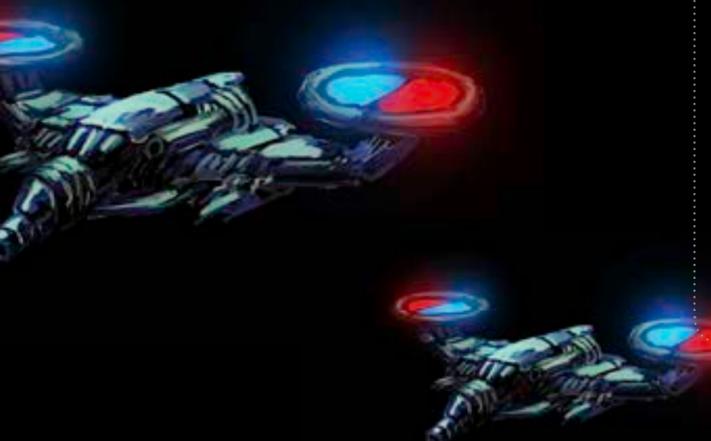
If the vehicle is big enough, police will enter the vehicle and you have to deal with them onboard the vessel you are currently at.

If the vehicle is not big enough for them to enter, your vehicle will be stopped, forced to land at the nearest sight, being it a planet or a space station and the fight happens there.

If you are by foot, the game switches to combat mode and the fight starts.

If you travel in a train or other public transportation, combat mode will be initiated either at the station once you are leaving the train or the police will storm the train, if you are not willing to exit the vehicle. Public transportation stopped by the police will not continue their journey and forcing the train driver to leave for the next station will increase the heat by one level and the same scenario will happen at the next station.

To exit combat mode it is necessary to kill all officers, it is not possible to flee from a fight with the police.





H E A T



Whoop, whoop! That's the sound of the police!

Lowering heat

Heat does not lower automatically over time, but you will always have the chance of escaping and the police losing track of you when encountering them and there are several ways to lower it manually decrease the heat.

Police encounter

When encountering police and win the fight against them, there are three possible outcomes

It is possible they lose track of you, even in public places, when you are fading into the crowd after the encounter. In remote places they may have a hard time pursuing you, when you managed to kill the ones that were able to track you down.

On the other hand, it is also always possible they managed to request backup in time, gave informations about your whereabouts and increase their efforts, because you killed some cops.

Successfully fighting the police results in
50% chance of heat increase by one level
50% chance of heat decreases by one level

Hacker

Pay a specialised hacker to lower your heat and delete your police records.

Prices

Lowering heat 3000 C / Level

Bribe

If you have established good relationships with police officers, it is possible to bribe them into helping you out and deleting police records.

Requires at least 12 individual reputation to an officer.

Prices

Lowering heat 5000 C / Level [12 IR]

Lowering heat 2500 C / Level [15 IR]

Lowering heat 1000 C / Level [18 IR]

Lowering heat Free [21 IR]

Hiding

Characters can hide in real estate, in remote places or on board the shinokumo. Slums are providing good opportunities to hide and hiding in them can lower the heat.

When hiding players have to throw dice each week to determine if they were successfully lowering the heat or have been found.

Lowering heat

16% of being found

33% of no change in heat

50% chance of lowering heat by one

Heat





H E A T

Prison



Prison

The law in Ionar regarding punishment of criminal activity is pretty straight forward. The death sentence or any other cruel punishments are seen as unacceptable and prison sentences are the only form of punishment for criminals. There are rare special cases, that get hospitalized in mental institutions, but this is strictly limited to mentally ill people, that can not be helped with even the newest medical treatments and that turn out to have a violent nature, people that can not be helped with classical therapies. These cases are, as mentioned before, very rare, as the medical advancements have managed to find treatments for almost all forms of mental illnesses, that can either be completely cured, or, if that is not possible, at least give the person the opportunity to live a normal life, while being treated with medicine and being under care of the health system.

The prison system is aiming for reintegration and resocializing criminals into the normal life, for them to become valuable members of the society again. Taking away years of a persons life, has been deemed as a cruel punishment, as we each get only one life, and taking away extended periods of time off of that, is seen as a part death sentences, as parts of you get killed and new methods of imprisonment have been developed.

Time Dilation Drugs [TDD]

Prisoners today spend only a few days behind bars and get time dilation drug injections. People under the influence of these drugs, will get their perception of time completely altered, giving them the impression of years and decades passing by, while being in the dream state. During this time they will be monitored and guided by nano bot systems, which help create computed simulations, to create a realistic world in the minds of the prisoners. Rotting away for decades in a dream state without this help, would result in completely insane people, because without any guidance, the mind turns into more and more abstract thinking processes, as the first tests had shown at the beginning of the development of this method. Test subjects were unable to speak, completely drifted off into a vegetative state and brain scans showed, they could not decipher between dreams and reality, with their mind not having any coherent thoughts anymore, going completely rogue and having disconnected thoughts, that had no logical relations to each other and were pure gibberish. Reversing this state turned out to be unsuccessfull, with not even the slightest improvement after decades of research and attempts to help those people. Gladly today with the help of the nano bot simulation, the system works as intended and the results are immensely succesfull. The simulations allow not only to create a functional world for the

prisoners to live in, but also manage to provide extensive therapy and behavior corrections, leading to a close to 100% recovery rate of criminals. There are very rare occasions, one in a million, where the method turns out to be unsuccessfull, but overall it is a safe bet.

The time dilation drugs were researched and developed by the UIP and are administered entirely by UIP agents, with no public access to the drugs. Since the creation of them is so highly complicated and unknown, there is no way to get your hands on them, not even with the best connections on the black market and the only way to get access to them is directly through the UIP, which will be impossible for you, as you can imagine. Not even the police or other official entities outside the UIP have access to them.

With the help of the TDD, it is possible to create any timespan, that seems appropriate for the committed crimes of the prisoner. It is possible to create short spans of a few weeks, as well as thousands of years and since the prison sentences are not actually carried out in real time, the time spans chosen are often way longer, than it would seem appropriate for regular real life sentences. This way the victims or the victims families are satisfied, that a harsh punishment is taking place, while at the same time a succesfull redemption process can be guaranteed.

Prison Effects On Players

Players going to prison are slightly differently affected by the time dilation drugs, compared to the regular prisoners, as the vortex flux pandora cyberware has an effect unknown to the authorities. The VFP shields the character from undergoing the therapy and no alterations to the characters behavior are taking place during the process. The perceived time period of the sentence is also differently, as the players perceive it in realtime and the effects of the time dilation are negated. While this may look like a positive outcome of the situation at first glance, being immune to the treatment, the process of going through this procedure is extremely exhausting on the characters health and depending on the prison sentence, characters have to make DT, to determine the amount of stress they had to experience during prison time.

Dice Throw

For each level of a sentence, players have to throw one die in each category. Level I requires 3 dice, level V 15 dice. Each die has the chance to increase a permanent effect on a character.

66% chance to increase Sanity by one
16% chance to increase Malus by one
83% chance to increase Fatigue by one

16% chance to decrease Reputation by one.

Level I Sentence

The first level sentence is applied for crimes of a lower nature, like stealing, dealing with drugs that are non lethal, illegal gambling, extortion. Crimes that are not endangering anyone with their life, but are still illegal.

Level II Sentence

The second level sentence is applied for more severe crimes, like accidentally causing the death of a person, while not doing it on purpose, still being responsible for it, or dealing with lethal drugs, trading weapons, acts that enable the death of others, while not actively doing the killing yourself.

Level III Sentence

The third level sentence is applied for crimes that are severely, but do not have a wide range of impact, like murdering one or a handful people.

Level IV Sentence

The second highest sentence is applied for crimes of huge impact on society, like mass murderers or terrorists responsible for hundreds of deaths.

Level V Sentence

The highest sentence is applied for crimes of the highest magnitude, like war criminals being responsible for tens of thousands of deaths.





H E A T

Police Forces - Regular



★ FOOTMAN [Trooper]

Footman are the most common regular police troops, patrolling the streets and taking care of everyday business. They have some light armor, that protects them on their normal duties, but are not equipped for extreme combat situations. If they are not busy eating donuts on the street corner and drinking coffee, they are mostly trying to deescalate conflicts, as that is their main duty. In case they fail at preventing situations from escalating or are already conflicted with a situation out of hand, the heavy cavalry is being called, that takes care of the business. Although they are the weakest police troopers, do not underestimate a footman or a group of them, they still present a massive thread and can deal with a lot of situations on their own.

Attack	Range	Trigger
Ranged	DR	D-Group

Speciality
 Immune to blinding effects
 50% chance to deny hacking attempts

X	XC	XD	XM
XP	XP	XP	XP
1.000	4.000	12.000	30.000
Shadow	Shadow	Shadow	Shadow
20	50	100	150
Aegis	Aegis	Aegis	Aegis
2	2	3	3
Damage	Damage	Damage	Damage
2	4	6	7
Movement	Movement	Movement	Movement
3	3	4	4
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
20	30	40	50
Detectability	Detectability	Detectability	Detectability
20	15	10	5
SDJ	SDJ	SDJ	SDJ
4	4	4	4
Hack	Hack	Hack	Hack
4	4	4	4

Autofire Action [X] Reaction [-] Cooldown [0]

Information

Fires three shots at a single target in DR. The attack has a 16% chance to stun the target for one turn.

Baton Action [X] Reaction [-] Cooldown [0]

Information

Deals WD to any target on the same CZ and stuns it for two turns.

Subdue Action [X] Reaction [X] Cooldown [6]

Information

50% chance to subdue a target on the same CZ. A target that has been subdued is taken out of combat and put in a stasis force field.





H E A T

Police Forces - Regular



★ SHIELD OFFICER [Trooper]

Shield officers are heavily armored troops, that are being used to push frontlines and combat in direct line of fire. Their shields manage to block most incoming damage and they are incredible hard to kill. Since hiding behind their shield in the heavy armor makes it harder to keep track of the environment, they are not the best at singling out enemy forces and instead just deal damage to everything in an area they seem as deserving to be shot at. They are not the fastest though and since they have to carry their shield around, their firepower is quite limited.

Attack	Range	Trigger
Ranged	DR	D-Group

Speciality
 Immune to blinding effects
 50% chance to deny hacking attempts
 50% chance to block all WD

X	XC	XD	XM
XP	XP	XP	XP
1.500	6.000	18.000	40.000
Shadow	Shadow	Shadow	Shadow
20	50	100	150
Aegis	Aegis	Aegis	Aegis
4	5	6	7
Damage	Damage	Damage	Damage
2	3	4	5
Movement	Movement	Movement	Movement
3	3	4	4
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
20	25	30	35
Detectability	Detectability	Detectability	Detectability
20	15	10	5
SDJ	SDJ	SDJ	SDJ
5	5	5	5
Hack	Hack	Hack	Hack
5	5	5	5

Autofire Action [X] Reaction [-] Cooldown [0]

Information

Deals WD to all characters on one CZ in DR.

Shield Charge Action [X] Reaction [-] Cooldown [0]

Information

Charges forward up to 7 CZ, blocking all incoming damage. Shield charge may target a character. If the character gets hit by the charge, it is knocked down and stunned for 2 turns.

Subdue Action [X] Reaction [X] Cooldown [6]

Information

50% chance to subdue a target on the same CZ. A target that has been subdued is taken out of combat and put in a stasis force field.





H E A T

Police Forces - Regular



★ ENFORCER [Trooper]

Enforcers are elite troopers with extremely heavy body armor and a big lasergun. They are usually positioned behind shield troopers to provide the necessary firepower and take out any enemy that opposes the law. Only the tallest officers are chosen to wear an enforcer exosuit and they tower over normal officers, which benefits their position behind shield troopers in combat. The size is pretty much the only reason officers are being chosen for the enforcer position, as they are not overly qualified compared to other cops. It's not like they are the best at their job. Regardless you should be wary of them, as they present a huge threat in combat.

Attack	Range	Trigger
Ranged	DR	D-Group

Speciality
 Immune to blinding effects
 50% chance to deny hacking attempts

X	XC	XD	XM
XP	XP	XP	XP
2.000	8.000	20.000	50.000
Shadow	Shadow	Shadow	Shadow
40	80	120	160
Aegis	Aegis	Aegis	Aegis
5	3	6	7
Damage	Damage	Damage	Damage
5	6	7	2x7
Movement	Movement	Movement	Movement
3	3	4	5
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
20	30	40	50
Detectability	Detectability	Detectability	Detectability
20	15	10	5
SDJ	SDJ	SDJ	SDJ
6	6	6	6
Hack	Hack	Hack	Hack
6	6	6	6

Spreadshot Action [X] Reaction [-] Cooldown [0]

Information
 Deals WD to all characters on one CZ in DR. Attack has a 16% chance to stun for one turn.

Aimed Shot Action [X] Reaction [-] Cooldown [0]

Information
 Deals double WD to a single target in DR.

Subdue Action [X] Reaction [X] Cooldown [6]

Information
 50% chance to subdue a target on the same CZ. A target that has been subdued is taken out of combat and put in a stasis force field.



H E A T

Police Forces - Corrupt



★ SPOUSE BEATER [Trooper]

Spouse Beaters are corrupt cops, hiding their identity under pig masks, being involved in all kinds of activities, that are not exactly in the spirit of their position as a public servant, that is supposed to protect the population. The problem with them is, no matter how little you agree with their activities, it is very hard to go against them, as they have the full police force behind them and they are well organized with other pigs. This even makes it hard for good cops, who try to clean the police forces of them. Spouse Beaters live by only one law, themselves. Whatever their opinion may be, will be the only acceptable truth.

Attack Ranged Range DR Trigger D-Group

Speciality Immune to blinding effects 50% chance to deny hacking attempts

X	XC	XD	XM
XP 2.000	XP 8.000	XP 20.000	XP 50.000
Shadow 40	Shadow 80	Shadow 120	Shadow 160
Aegis 5	Aegis 3	Aegis 6	Aegis 7
Damage 5	Damage 6	Damage 7	Damage 2x7
Movement 5	Movement 6	Movement 7	Movement 8
Actions 2	Actions 2	Actions 2	Actions 2
Detection 20	Detection 25	Detection 30	Detection 35
Detectability 30	Detectability 25	Detectability 15	Detectability 10
SDJ 6	SDJ 6	SDJ 6	SDJ 6
Hack 6	Hack 6	Hack 6	Hack 6

Shockwave Punch Action [X] Reaction [-] Cooldown [0]

Information Deals WD to all characters on one CZ in DR.

Knockout Jump Action [X] Reaction [-] Cooldown [0]

Information Jumps forward up to 5 CZ. Knocks down and stuns all characters for two turns on the target CZ dealing WD.

Subdue Action [X] Reaction [X] Cooldown [6]

Information 50% chance to subdue a target on the same CZ. A target that has been subdued is taken out of combat and put in a stasis force field.





DISTANCES AND SPEED



Travelling across the solar system

Transportation distances

Although there are different distances between cities and planets, traveling has become so fast and advanced, that all transportations are measured in three different categories.

To travel from one place to another, you have to add all distances together.

For example:

Travelling from one city on a moon to another city on another moon of another planet would require you to add:

1 CD [to get out of orbit]
x MD [to home planet]
x PD [to the other planet]
x MD [to the moon]
1 CD [to the city]

If it is 2 MD for the first moon, 1 MD for the second, 2 PD for the planets, travelling distance would be

2PD 3MD 2CD

Calculating CD on planet arrival / exit

Planets are rotating, you may be on the wrong side of the planet or have to fly a curve to enter orbit. This is the reason why you always have to add CD to your travel time, even if you fly straight from one city on one planet to another city on another planet.

To calculate this you always have to add 50% of the planets orbit CD for start and landing planet to your travel time. Moons all get a single CD added for starting and landing.

Inner city distance [ICD]

Travelling inside a city is measured as inner city distance and the actual travel distance does not matter. Each location can be reached inside a city by travelling one ICD.

City distance [CD]

Travelling on a planet from one place to another is measured in city distance. It doesn't necessarily have to be travel from city to city, it can be any place on a planet to another. Making a complete orbit around a planet takes different times, due to the different planet sizes. How long it takes is measured in city distances.

Qhada
10 CD
Isgra
6 CD
Eltros
8 CD
Terra
4 CD
Shinra
12 CD

Even though moons have slightly different sizes, the difference in travelling is so insignificant, that they are all categorized with one CD.

All Moons
1 CD

Different vehicles have different travel times, due to their maximum speed.

Moon distance [MD]

Moons are closer to their home planets than to the next planet, to see how many MD are added to the travel time, you have to look at the solar system map. The maximum MD is 3 for the moons that are furthest away from the home planet, while the closest moons take 1 MD travel time.

Planet distance [PD]

The maximum PD you can travel in the solar system is 7 PD.

All locations in order for PD calculation

- [0] Hope
- [1] Dyson sphere
- [2] Asteroid belt
- [3] Qhada
- [4] Isgra
- [5] Eltros
- [6] Terra
- [7] Shinra

Travelling from hope to shinra is the maximum distance of 7 PD, to travel from 5 to 7, you need 2 PD and so on.

Space stations

The current game has only space stations in orbits of planets included. A space station in orbit takes 2 CD to reach from the planet surface. Space stations can be directly approached when hopping planets.

To fly from one space station on one planet to another space station on another planet, you always have to add 2 CD for exiting a station and 2 CD for the arrival on another station.

Space stations orbit at a speed of 10 around planets.

Travelling By Foot

One distance unit [DU] are 10 foot distance units [FDU].

Characters travel one FDU per hour., regardless of their movement stat.

To travel from one edge of a city to the opposite edge, it requires 10 hours travel time. To travel smaller distances inside a city, just estimate how long it will take.

Speed

How long it takes to travel each distance is calculated by the speed of the vessel. Vessel speed is measured in distance units per hour. A vessel with [X] speed can travel [X] DU per hour.

Distance units

Each distance has an amount of distance units [DU] it requires to be travelled with a vessel.

Inner City Distance [ICD]
1 DU / 10 FDU
City Distance [CD]
10 DU / 100 FDU
Moon Distance [MD]
100 DU
Planet Distance [PD]
1000 DU

A vessel with 100 speed takes 10 hours to travel one planet distance, 1 hour for one moon distance and 1/10 hour for a city distance.

A vessel with 1000 speed, takes 1 hour to travel one planet distance, 1/10 hour for one moon distance and 1/100 hour for a city distance.

TRAVELLING



MINING

Oh look, it sparkles!



Minerals in Ionar

All over the solar system, you can find valuable and rare minerals, that are being used by the industry to craft items and devices.

Since the terraforming process involved crashing a lot of asteroids into the surfaces of the planets and moons, you may be lucky in quite unexpected locations and minerals are not only found below the surface in deep mines, there are a lot of remains scattered all over Ionar.

The minerals you will find are crystals, which involves all kinds of imaginable gemstones, necessary for chip production in a lot of different industries and ores, which involves all kinds of imaginable metals, ranging from cheap iron to expensive gold.

Experience

Each mined rock gains experience according to the level of the characters. Experience is granted to all characters of a group.

Level	Experience / Character
0 - 20	100
20 - 40	500
40 - 60	1.000
60 - 80	2.000
80 - 99	3.000

Mining

Mining is separated into three processes, that require DT.

First, you have to find rock spots, locations in environments containing rocks, that have a high chance of having minerals hidden inside. This can be done by using a Rock Spot Locator.

Once you located a rock spot, you have to determine how many of these rocks are of value and actually have minerals in them. This can be done using a Mineral Detector.

Once you determined, how many rocks you can harvest in the rock spot, you can start harvesting the minerals with a Mining Laser.

Mineral / Fossil Type

Same as the loot system, yields will be categorized in ores / crystals and fossils with a rarity.

If you are looking for a specific type, each item needs to be checked individually, with a 16% chance to be, what you are looking for.

Finding Rock Spots

When looking for rock spots, you make DT according to your Rock Spot Locator level.

Each Rock Spot Locator die has a 16% chance to find a rock spot. As long as one success throw was hit with the DT, a rock spot has been found. Multiple hits do not increase the amount of rock spots.

Each location you are in, can only be checked once, you can not make DT until you find something.

Detecting Minerals In Rocks

Once you have found a rock spot, you can make DT according to your Mineral Detector level, to determine the amount of rocks in that location.

Each die has a
33% chance to find no rock
33% chance to find one rock
33% chance to find two rocks

You can find a maximum of 14 rocks with the highest level of your Mineral Detector.

Each rock needs to be individually checked for the available resources.
66% chance to contain ore
33% chance to contain crystals

Harvesting Minerals

Once you have found rocks, that look promising, you can start working on them with your Mining Laser. With a higher level laser, you will mine more efficiently and your yield will be bigger.

To fully mine out a rock, you make three DT. In free roam, you can make these in a row. In combat mode, you make one each turn, but be careful, once you start mining, you can not stop until you have finished the rock you are working on. This leaves you vulnerable for three turns and you need your teammates to protect you. After each rock you can decide, if you want to continue and start with another one. Once you start mining a rock, you can not perform any other actions and you are stuck with your mining DT each turn. If you are stunned or pushed away from your position, the mining process of the rock will be lost, no minerals will be harvested and the rock can not be used anymore. You will only receive the minerals, once a rock has been completely finished and mined out after three turns.

Each turn you can decide how you want to mine minerals. You need one die for common minerals, two for uncommon and three for rare. You can split your available dice from the Mining Laser in any way you want.

Example

With 7 dice from the Mining laser, you can make a lot of different attempts
- two rare / one common
- one rare / one uncommon / two common
- two uncommon / three common
- and so on ...

Common

You need one die to mine for common minerals.

1 = no yield
2 = 10 IS nugget
3 = 20 IS nugget
4 = 30 IS nugget
5 = 40 IS nugget
6 = 50 IS nugget

Uncommon

You need two dice to mine for common minerals.

<2 = no yield
3-4 = 10 IS nugget
5-6 = 20 IS nugget
7-8 = 30 IS nugget
9-10 = 40 IS nugget
10-12 = 50 IS nugget

Rare

You need three dice to mine for common minerals.

<3 = no yield
4-6 = 10 IS nugget
7-9 = 20 IS nugget
10-12 = 30 IS nugget
13-15 = 40 IS nugget
16-18 = 50 IS nugget

Fossils

If you roll a maximum hit, 6 / 12 / 18 in the respective category, you receive a fossil of the same rarity with a size of 50 IS.

Drop

All minerals and fossils will be dropped on the ground and need to be picked up afterwards, they won't be transferred to your inventory.

MINING



HACKING



HACKING

10011010101110101



Hacking

The whole ISN runs on server nodes and most of them are connected and part of the network, but there are also server nodes cut off from all networks, which you can only access when present at their location.

Gaining access to server nodes can have multiple advantages, depending on what is controlled or connected to the node.

These nodes are scattered around the solar system and you can find them on board all stations, inside buildings, underground facilities, ships, routers, antennas, network hubs, and so on, they are everywhere. To hack a satellite for example you need to hack the server node inside it, since it is the one controlling the vessel. Everything has a server node, even a small taxi or the toaster next to the fridge.

To gain access to specific nodes, it is required to go through all nodes that are inbetween.

Matrix flux

Hacking a node always requires spending matrix flux.

You need to spend at least one MF to lower the gate defenses by one, of having the chance of a successful hacking attempt.

How many MF are spent on each node, is up to the players.

Server nodes

There are nodes in various sizes and depending on the size it becomes more difficult to gain access to them.

The smallest nodes are quite easy to access, while the biggest ones are tough to crack.

Level	Gate	Dice
I	6	1
II	12	2
III	18	3
IV	24	4
V	30	5



Chance of success

A node with 6 gates, can only be attacked with one dice.

If you spent 1 MF the gates defenses will be lowered by 1 to 5 and you need to roll a 6 for a successful hack.

If you spent 3 MF the gates defenses will be lowered by 3 to 3 and you need to roll a 4, 5 or 6 for a successful hack.

If you spent 6 MF the gate will be hacked and no dice throw is required.

Nodes with more gates, function in the same way. Spending one MF reduces the defense always also by one. Spending 15 MF on a lvl V node with 30 gates, will reduce the defense to 15 and basically means a 50% chance of success, the dice throw needs to add up to 16 or higher to be successful.

Initiating hacking

To start a hacking process you need to be connected via network or directly to the server.

To connect via network you need to have a network cyberlink cyberware upgrade installed.

To connect directly to the server you need to use your standard data jack [SD].

If you are connecting via network, you can directly access the first server node of the facility you are trying to hack.

Hacking process

At least one character needs to be connected to the network or server at all times, otherwise the hacking process is aborted.

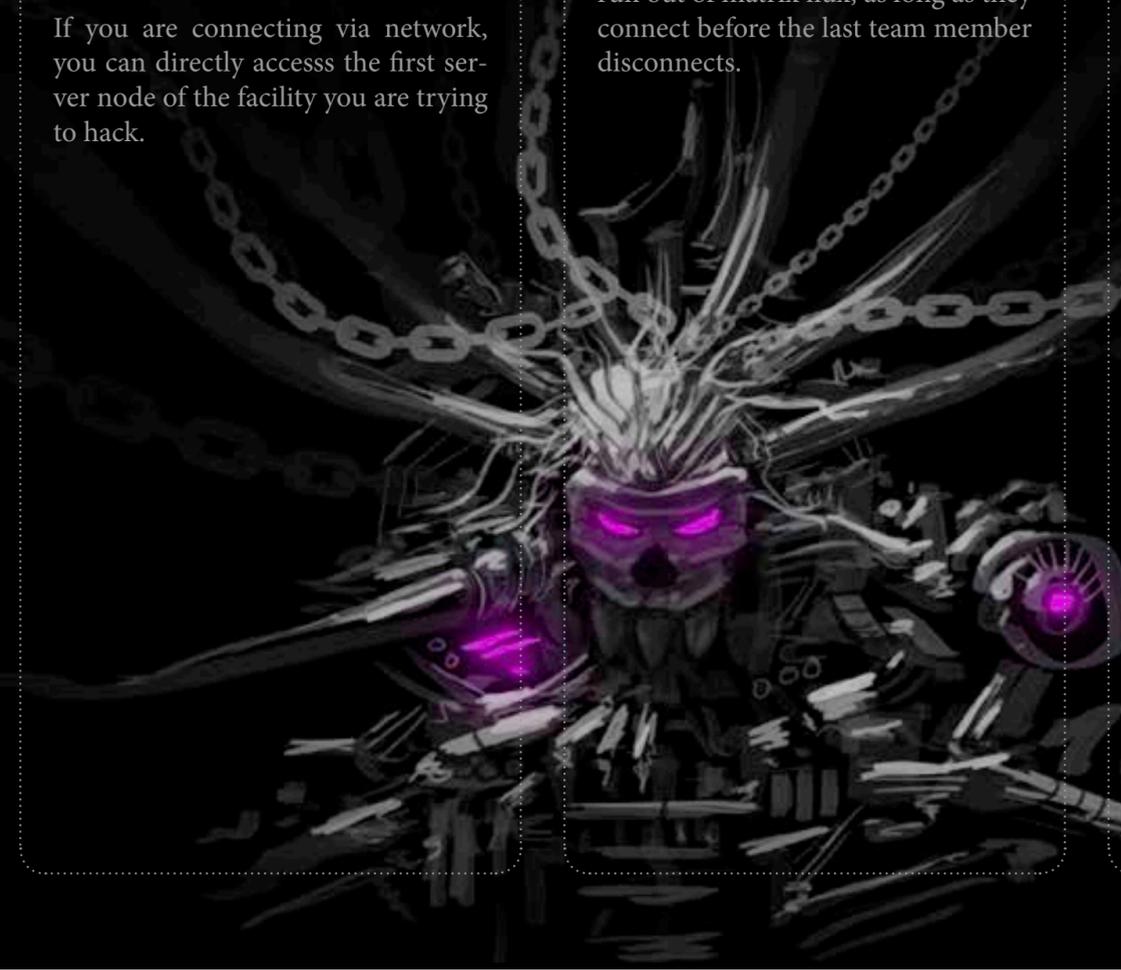
You can hack with as many team members as you want at the same time, or rotate team members, having other players taking over if you run out of matrix flux, as long as they connect before the last team member disconnects.

Failed hacking attempts

If a hacking attempt on a node is unsuccessful, the players have a 50% chance to generate heat.

If a hacking attempt has already been detected by the system and heat was generated, by a failed hacking attempt, cancelling the hacking process will have another 33% chance to generate an additional heat. Additionally each successful hacking attempt has a 16% chance to generate one more heat. Existing heat, that was not gained through the hacking attempt will have no effect, only if the invasion of the system has been detected, players have a chance of generating additional heat.

If the hacking attempt has not generated any heat, cancelling the hack will not have any consequences, as the players have not been detected.





IONAR SPACE NETWORK

The network that connects them all



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Ionar Space Network [ISN]

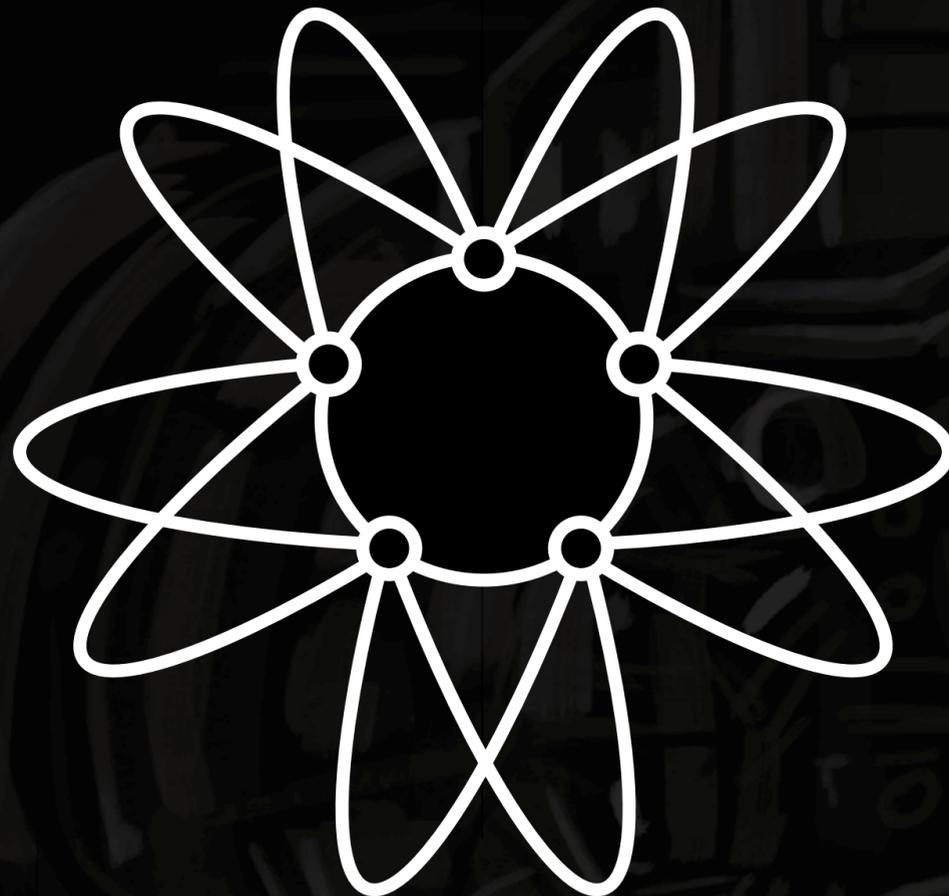
The ISN is the solar wide main network connecting all planets and inhabitants, as well as everything flying through space in the system.

The center of the network is on „Pipeline“, the main communication station orbiting eltros. The network operates through many different stations, having servers and routers with the support of a huge amount of satellites throughout the system. It is completely wireless and provides high speed connections without any noticeable latency or delays even across the furthest distances.

The ISN is considered a basic right and free to use for all inhabitants of ionar.

The network is being used for all communication and is provided by the UIP.

While the network is using encryption and data streams are hard to track, well equipped hackers still manage to circumvent the security measures and infiltrate server nodes. The only exception are UIP servers and transmissions, since they are using special quantum computers to create dynamic encryptions for their activities on the network, which can not be broken with any tools people can find on the market, not even the black market provides this technology.



.I.S.N.

IONAR SPACE NETWORK

SERVICES

Instant messaging [IM]

Send text messages with or without attachments of any size.

Call Conference [CC]

Conference calls with an unlimited amount of people at the same time.

Video Conference [VC]

Video conferences with an unlimited amount of people at the same time.

Holo Conference [HC]

Holographic conferences with an unlimited amount of people at the same time.

Data Transfer Link [DTL]

Sending direct data over the network to a recipient.

Bank Network [BN]

Safely handle your bank accounts and make transactions.

Ionar Space Web [ISW]

The web with millions of pages.

Ionar News Network [INN]

Unbiased no propaganda news network that provides the solar system with the latest informations.

UIP Channel [UIPC]

The government channel

Entertainment Network [EN]

Thousands of TV channels, video and holographic.

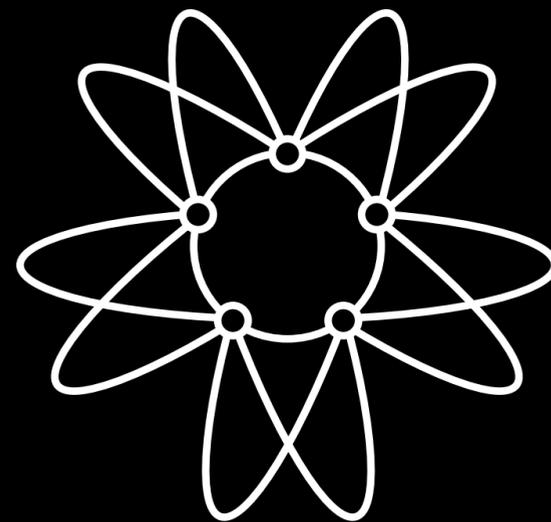
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ISN NETWORK STRUCTURE



The network that connects them all



.I.S.N.

Interplanetary server node [IPSN]
 Space server nodes are small vessels that are routing all data signals between the planets. When players are in outer space, they will automatically connect to one of these server nodes.

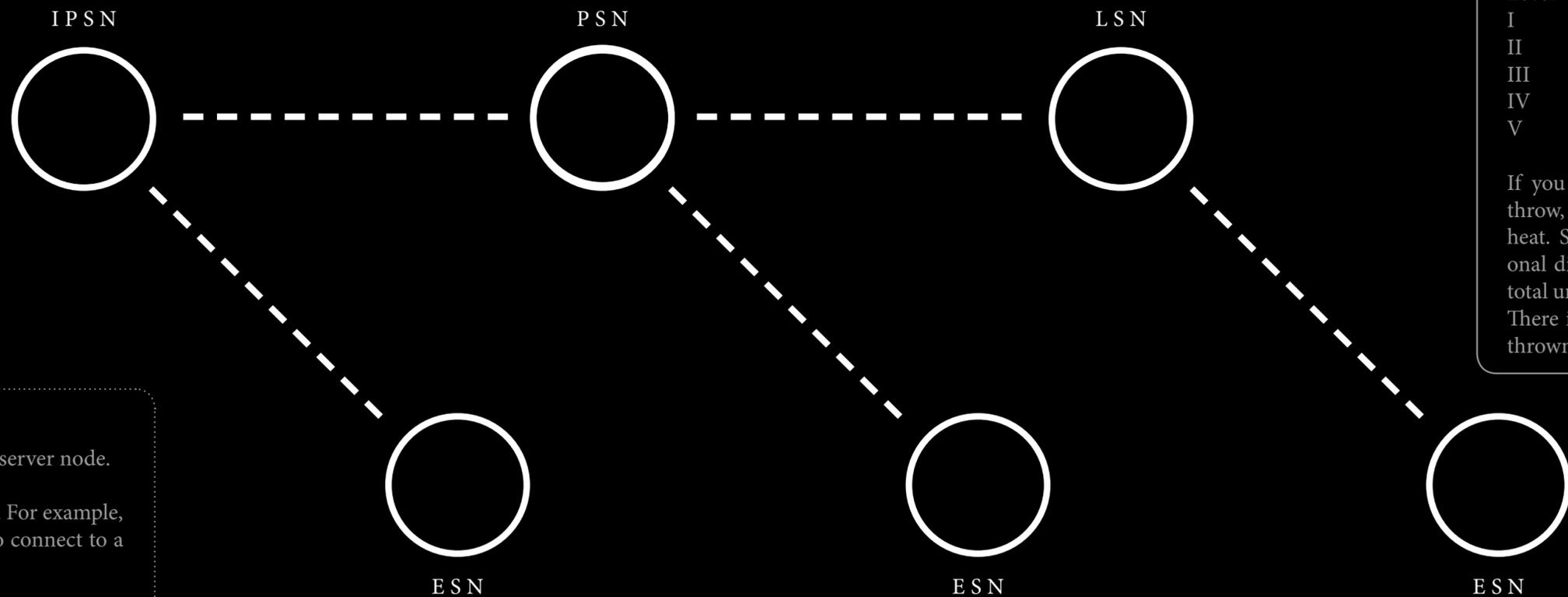
Planetary server node [PSN]
 Each planet has a planetary server, that manages the dataflow between local servers, as well as incoming and outgoing data from the planet to outer sources. When players are in orbit of a planet, they will automatically connect to this server node.

Local server node [LSN]
 The local server is distributing informations across a city or similar sized area. When players are on the surface of a planet, they will automatically connect to a local server node.

Locating Servers
 Once you are on a hacked node, you have to locate the next server before being able to connect to it. Depending on the level of the server, you need a different amount of successes to find its location. Each hacking dice has a 33% chance to land a success. All available dice can be thrown on each try.

Level	Success Required
I	1
II	2
III	3
IV	4
V	5

If you have no successful dice in a dice throw, you have a 33% chance to generate heat. Successes get saved and each additional dice throw with successes adds to the total until the required successes are reached. There is no limit on how often dice can be thrown.



ISN network structure
 When connecting to the ISN players will always get connected to the nearest server node.
 IPSN - Space / PSN - Orbit / LSN - Surface
 To connect to a server of the same category, players have to go one level up. For example, to connect to another LSN while being connected to an LSN, players have to connect to a PSN through the LSN, then to the other LSN.

ESN can be connected to all three types of servers, IPSN, PSN or LSN. To connect to an ESN, players have to hack the server they are connected to, to locate the ESN. All prior connections through the networks can be done without hacking.
 Each connection from one server to another requires one combat action during combat mode.

Exclusive server node [ESN]
 Private server node, that is located on a space station, ship, vessel, any facility in space.

Exclusive server node [ESN]
 Private server node, that is located on a space station, ship, vessel, any facility in orbit.

Exclusive server node [ESN]
 Private server node, that is located in any facility on the surface of a planet.



NETWORK PROGRAMS

Useless information



Trojan

This little program allows access to all functions on a server, even when there is no direct connection the server node established anymore. As long as there has been a connection established to the server with the trojan, this program can be controlled remotely.

Trojans are programmed to leave no trail of them and delete themselves after uploading, making them one time useage tools. Trojans can be stored in the backup and do not have to be stored in the capacity to be used.

Will automatically delete itself after 2 weeks or on command to avoid detection in the long run.

Capacity
20

Cost
5.000

Frybomb

This little program can be uploaded to a server and will fry all systems for a full day, without damaging the data on it. The frybomb can either have a timer set when it launches, or can be activated remotely, as long as a connection to the server storing it is established.

Frybombs are programmed to leave no trail of them and delete themselves after uploading, making them one time useage tools. Frybombs can be stored in the backup and do not have to be stored in the capacity to be used.

Will automatically delete itself after 2 weeks or on command to avoid detection in the long run.

Capacity
10

Cost
5.000

Souvenir

This little program can be uploaded to a server and has data hidden inside, that gets unwrapped on activation. When the data is unwrapped, it eaiter writes adds new data or overwritses existing data with new one. It can be launched with a timer or activated remotely, as long as a connection to the server storing it is established.

Souvenir are specially constructed programs with single use information stored in them, that delete themselves after uploading to avoid leaving a trail.

Will automatically delete itself after 2 weeks or on command to avoid detection in the long run.

Capacity
10 + Data

Cost
5.000

Wiper

This little program can be uploaded to a server and will wipe all data on the server on activation. It can either be set with a timer or activated remotely, as long as a connection to the server storing it has been established.

Wipers, like all damaging tools will leave no trail behind and delete themselves once uploaded, making them single use only tools.

Will automatically delete itself after 2 weeks or on command to avoid detection in the long run.

Capacity
10 + Data

Cost
5.000

Big Brother

This little program can be uploaded to a server and will transmit data to the receiver that is saved on the server or transferred through the server.

Bigbrothers, like all damaging tools will leave no trail behind and delete themselves once uploaded, making them single use only tools.

Will automatically delete itself after 2 weeks or on command to avoid detection in the long run.

Capacity
10 + Data

Cost
5.000

NETWORK SOFTWARE



PASSKEY

Gaining Access



Passkeys

Passkeys are digital encrypted identification files that provide players with the possibility to skip going through tedious efforts to gain access and instead magically unlock doors.

The easiest way to gain access to districts, buildings, vessels, stations, rooms, safes, terminals and servers is getting hand on a passkey.

The only problem is, they are hard to get, quite expensive and each passkey needs to be aquired individually.

Once a passkey is acquired, it can be used an unlimited amount of time.

Passkeys can be stored in backup, but only can be used as long as they are stored in capacity.

Acquiring passkeys

Passkeys can be gained by interacting with NPCs or by hacking into servers and downloading them into your capacity.

Hacking

Passkeys are stored on servers of equal level, meaning it will be harder to to acquirie higher level passkeys, as they are better protected.

Buying

You can talk NPCs into letting them make a copy of their passkey for money. Since privacy is one of the fundamental laws, nobody will find out which passkey someone used to gain access.

Quests

NPCs may give you passkeys as rewards for absolving quests for them and helping them out.

Faking

You can hire specialists to generate passkeys for you, but since they are not original, they will always have a 16%, 33% or 50% chance of failing on usage, depending on the quality. If an attempt fails, players have to deal with the consequences, but will be able to try again.

Levels

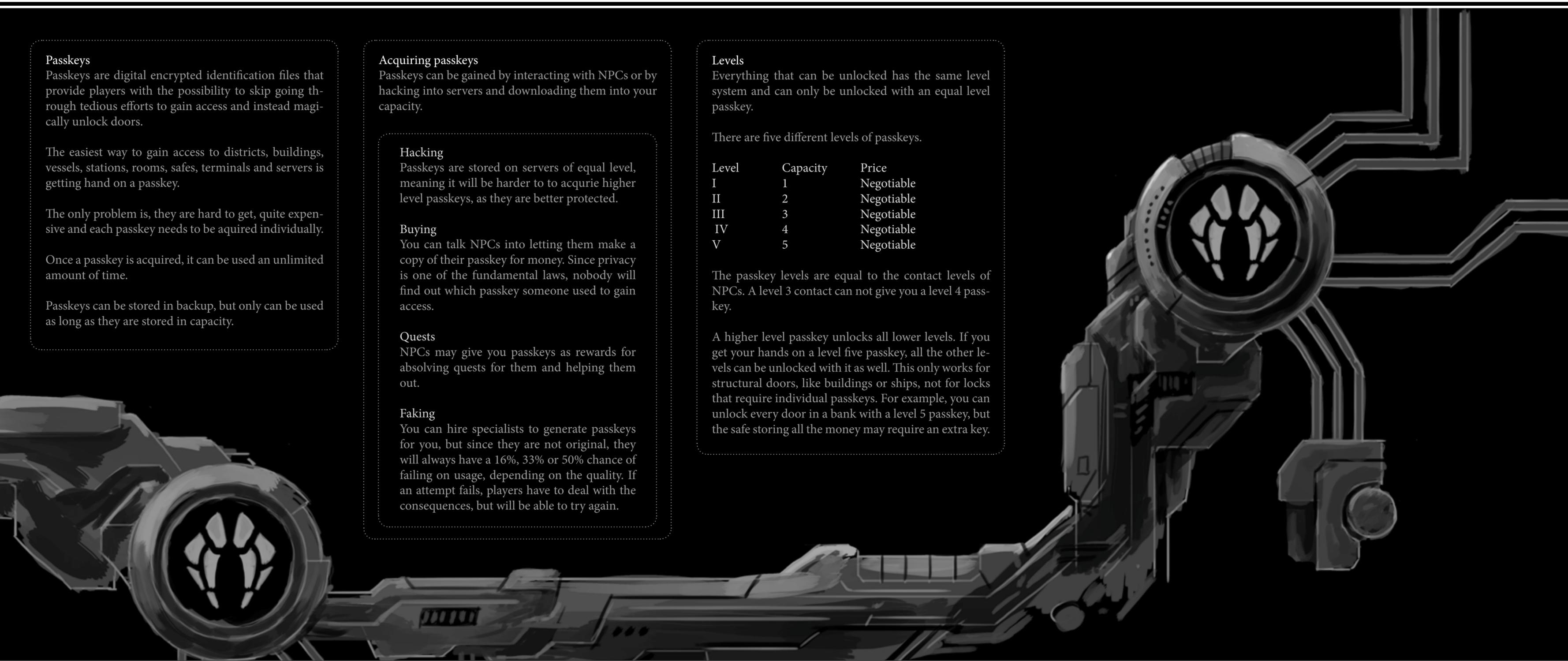
Everything that can be unlocked has the same level system and can only be unlocked with an equal level passkey.

There are five different levels of passkeys.

Level	Capacity	Price
I	1	Negotiable
II	2	Negotiable
III	3	Negotiable
IV	4	Negotiable
V	5	Negotiable

The passkey levels are equal to the contact levels of NPCs. A level 3 contact can not give you a level 4 passkey.

A higher level passkey unlocks all lower levels. If you get your hands on a level five passkey, all the other levels can be unlocked with it as well. This only works for structural doors, like buildings or ships, not for locks that require individual passkeys. For example, you can unlock every door in a bank with a level 5 passkey, but the safe storing all the money may require an extra key.





TERMINAL

Your spacecraft



TERMINAL

Terminal

Terminals are control stations that allow users to manage all devices and servers connected to the system and access all data. While server nodes are highly secured, terminals have very low security, if there is any at all, as they are not accessible for the public.

To get to a terminal, you will have to break into the facility, fight off the security, unlock ports and gain access to their location, which is the hard part, as they can only be found in restricted areas, that require authorization to enter.

Sometimes terminals are unlocked or the password can be found on a sticky note attached to the monitor by a lazy worker and there is no protection at all.

Most of the time

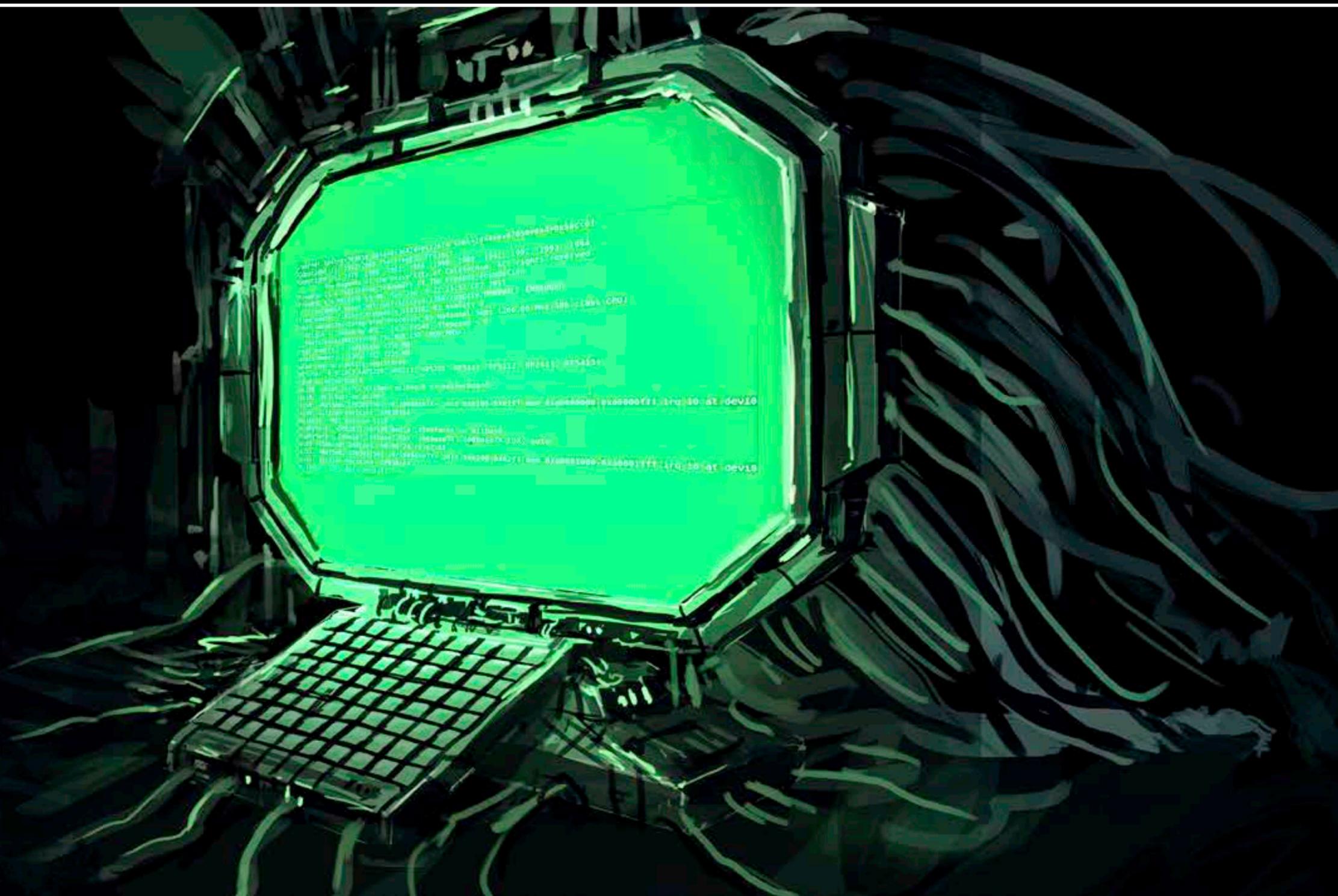
When gaining access to these stations, it is possible to circumvent a lot of security measurements in place and gain direct access to systems, that are supposed to be protected.

Terminal Level

Terminals have the same levels as server nodes and you will have access to all equal level server nodes and to all lower level server nodes from a terminal.

From a level one terminal, that may be used in the lobby of a hotel to register arriving guests, you will maybe be able to control the elevators and front door, but you will not be able to access the level five server nodes that contain the security camera footage and private banking accounts of the hotels manager.

Level	Gate	Dice
I	6	1
II	6	1
III	6	1
IV	6	1
V	6	1





NETWORK CIRCUIT

Your spacecraft



Network circuit

In all buildings, spaceships, spacecrafts, everywhere you find something build and constructed, there are network cables running through the walls, connecting server nodes and systems, with network circuits installed in key points, distributing the data flow. When being able to gain access to network circuits, players can get instant access to all server nodes, terminals, systems, etc. that are connected to the network inside the facility. Some facilities may not be connected to the ISN at all and it may not be necessary to physically getting near a server node to access it, as long as players manage to connect to a network circuit that is in the same network as the server node.

Network circuits are hidden inside walls, but can be detected with electric scanner modifications in the cybereyes cyberware.

When having located a network circuit, they need to be opened with a laser cutter. In case the network circuit has a damaged SDJ, a signal router [equipment] can be installed into the circuit to create a SDJ. There can also be multiple signal routers be installed, in case players want to gain access to the network with more than one player.

It is also possible to install remote signal routers into network circuits, but they are not reusable and will destroy themselves after a set timer runs out. These remote devices can be connected to wireless in a one kilometer radius.

Signal router [SR]

These small devices are able to be attached to network circuits. They have an automated needle like system on the back, that searches for network cables like a mosquito is drilling for blood vessels. Once attached, the signal router will automatically connect to the system and establish an SDJ port, that can be used to connect to the network. Signal routers stay in place, but can be removed and reused, they are small sturdy devices that rarely malfunction and usually last decades before breaking down.

Installing a signal router takes one combat turn.

10.000 C
50 IS

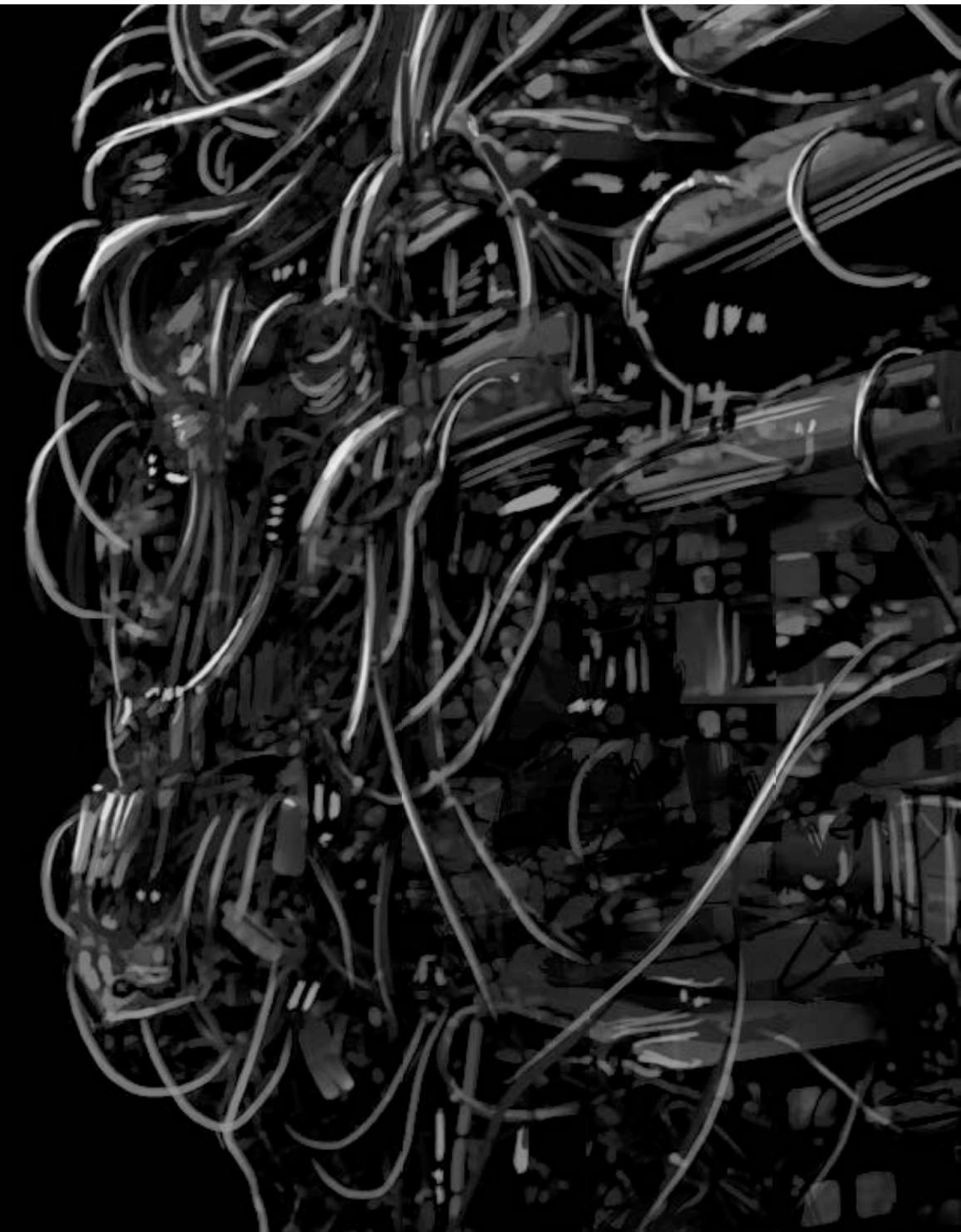


Remote signal router [SR]

These small devices are able to be attached to network circuits. They have an automated needle like system on the back, that searches for network cables like a mosquito is drilling for blood vessels. Once attached, the signal router will automatically connect to the system and establish an SDJ port, that can be used to connect to the network. Signal routers stay in place, but can be removed and reused, they are small sturdy devices that rarely malfunction and usually last decades before breaking down.

Installing a signal router takes one combat turn.

1.000 C
20 IS





ELECTRIC CIRCUIT



Your spacecraft

Electric Circuit

In all buildings, spaceships, spacecrafts, everywhere you find something build and constructed, there are power lines running through the walls, connecting all electrical systems and devices, with electrical circuits installed in key points, distributing the power.

Powercircuits are hidden inside walls, but can be detected with electric scanner modifications in the cybereyes cyberware.

When having located a network circuit, they need to be opened with a laser cutter. In case the power circuit has a damaged SPJ, a power control unit [equipment] can be installed into the circuit to create a SPJ.

It is also possible to install remote power control units into electric circuits, but they are not reusable and will destroy themselves after a set timer runs out. These remote devices can be connected to wireless in a one kilometer radius.

Destroying Circuits

If you have no understanding of what you are doing, there is always the option to destroy circuits, although the outcome may not always be what you had planned.

Destroy circuits can not be repaired and will result in shutting down power to all connected devices.

Power control unit [PCU]

Can be installed in power circuits and allows players to control power circuits that have been infiltrated.

Power control units can be picked up after useage

10.000 C

50 IS



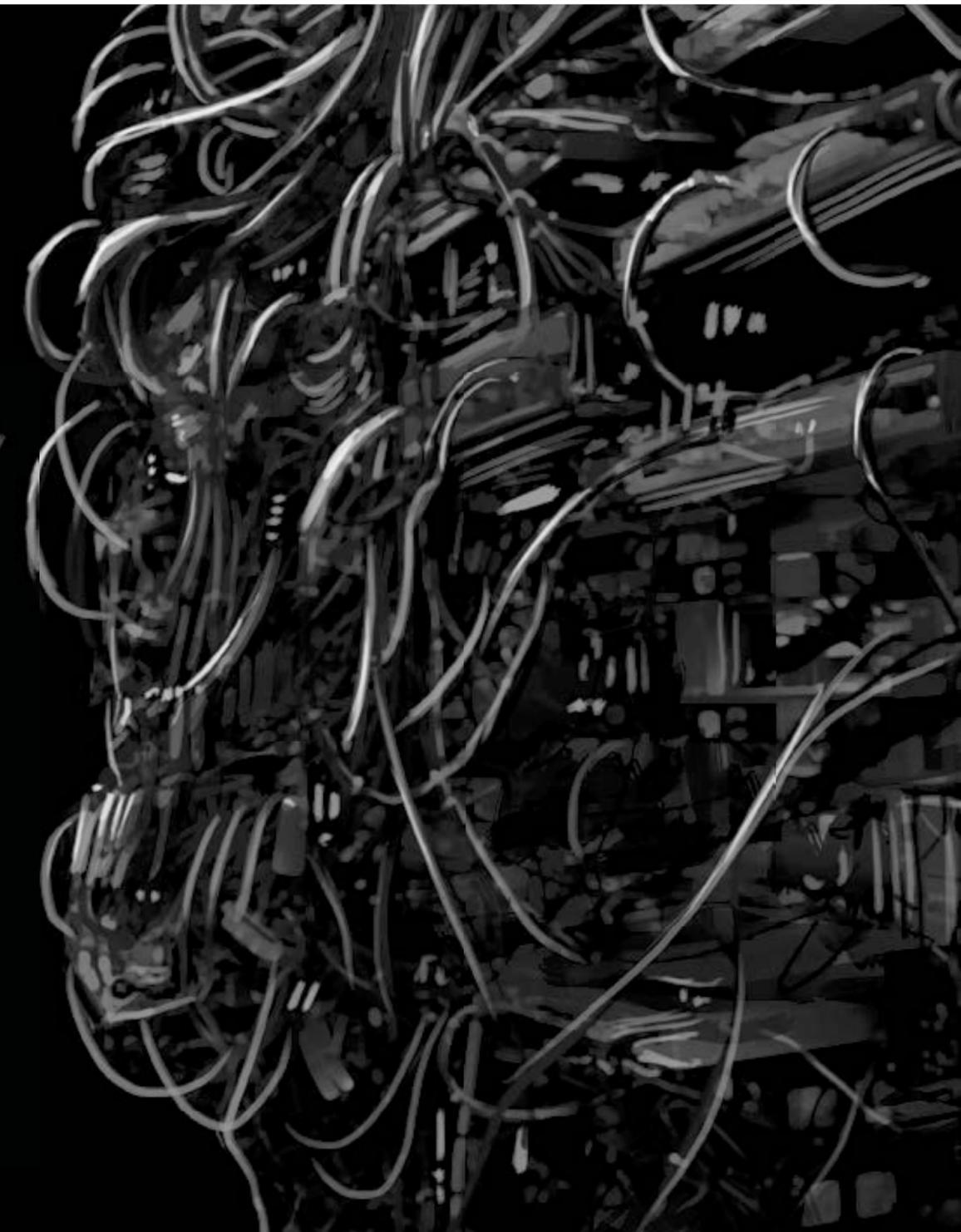
Remote power control unit [RPCU]

Can be installed in power circuits and allows players to remotely control power circuits that have been infiltrated.

Remote power control units have a self destruction sequence installed and can destroy themselves on command remotely.

1.000 C

20 IS





P O R T / L O C K S

The safe is open!



Port / Locks

Ports are a general description in vortex flux for all things you want to open, a door is a port, a lid is a port, a gate is a port, which means safes have ports, chests have ports and again, doors are simply ports. Everything you want to open is a port, every port has a lock.

All ports are powered by electricity and there are two types of ports.

Autoclose

Closed is the natural state of the port and it will automatically close itself when the power is cut.

Autoopen

Opened is the natural state of the port and it will automatically open itself when the power is cut.

There are multiple ways to open a port, depending on the situation not all options may be available to you. The good thing is, if your original plan is not working out, because the port can not be opened that way, you will have alternative tactics open for your choice and you can adapt to the situation.

„Every port in ionar can be opened, but maybe we should have brought lunch, because this may take a while“

Hacking Locks

Hacking locks follows the same game mechanics as hacking server nodes, locks can also have multiple gates that have to be passed.

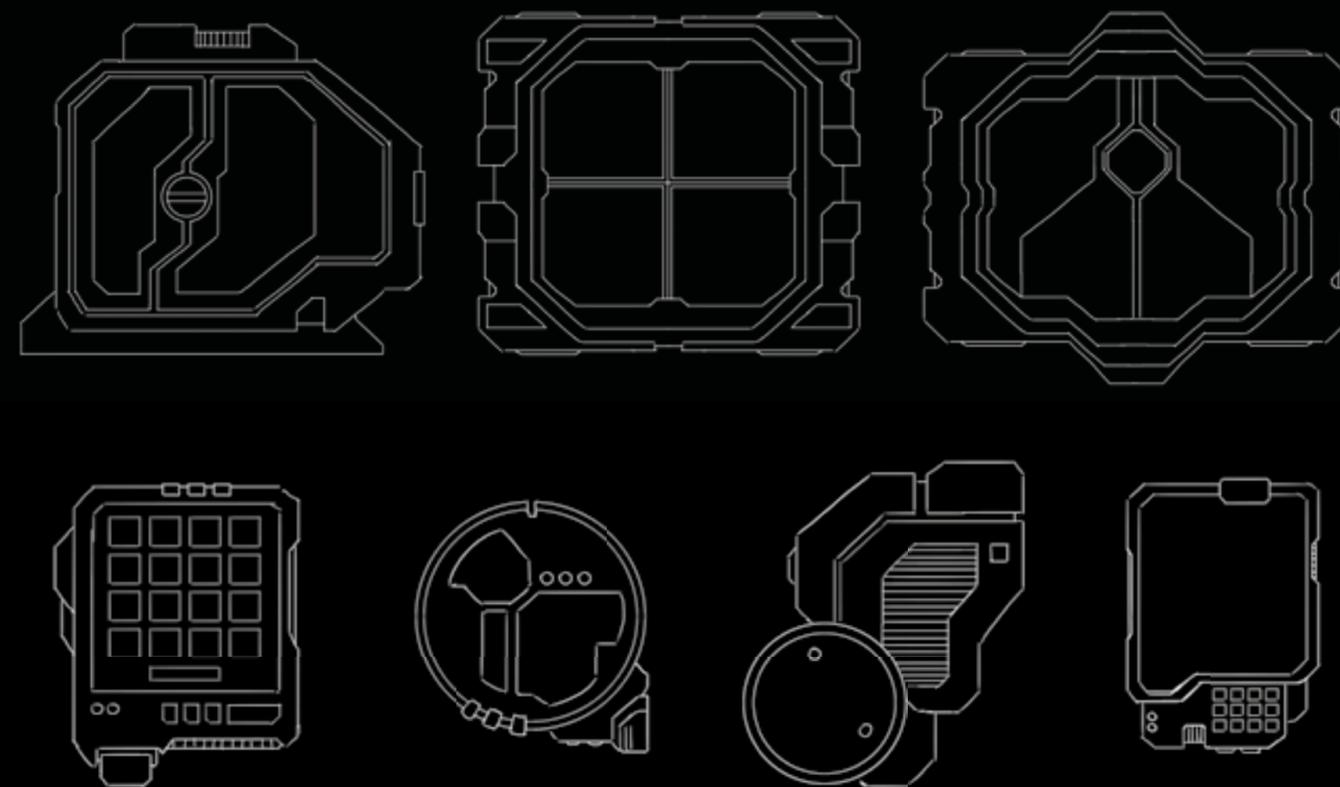
Level	Gate	Dice
I	6	1
II	12	2
III	18	3
IV	24	4
V	30	5

Durability

Cutting a hole into a port can take some time and requires the laser cutter cyberware.

Level	Hitpoints
I	10
II	20
III	30
IV	40
V	50
VI	60
VII	70

PORTS & LOCKS



Unlocking ports

There are multiple ways to open ports, but you will not have all options available at all times. If you can not open a port one way, try to find a solution by looking for other possibilities.

Laser cutter

Doors have hitpoints and can be cut open with a laser cutter. Laser cutters will take a while until you have worn down a defense mechanism and due to that are not suitable for all situation.

Hack

Doors have SDJ installed in them and can be hacked like server nodes. During this process you hack a single lock of a door, while having access to a server would make it possible to control the lock.

Power control

When having access to a power circuit, doors can be opened by cutting the power supply or by routing power to the door.

Remote control

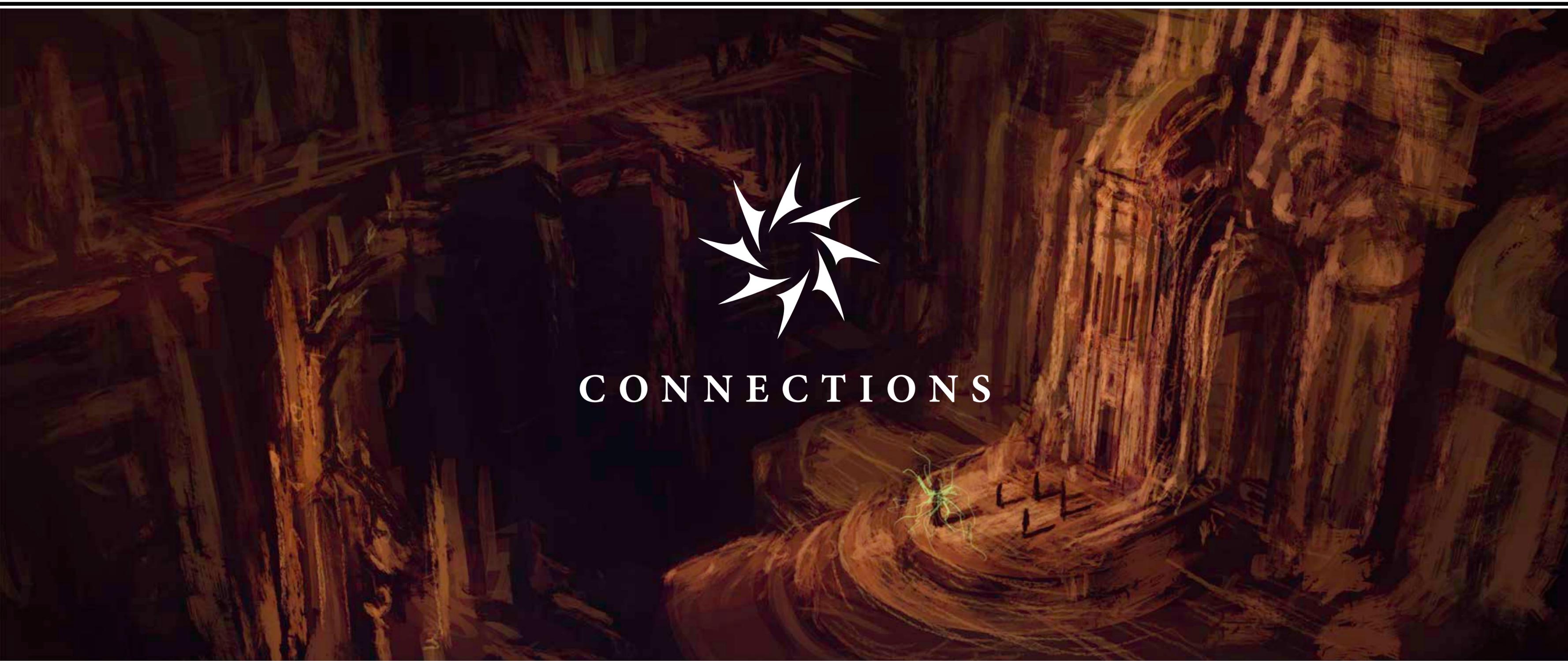
Doors can be opened via terminals or server nodes that are connected to the door. Obviously it is necessary to gain access to those devices first.

Passkey

With the right passkey, doors will open magically for you. Passkeys are digital encrypted files and you need to establish a SDJ connection to the port.



CONNECTIONS





REPUTATION

Public / Underworld Reputation



Public vs individual reputation

Successfully finishing missions and jobs results in gaining reputation, which is an indicator of how famous you are and how people react to you.

Public reputation is the general fame characters have gained and how unknown people react to you. It is also required to buy wares at higher shop levels.

Individual reputation is the indicator for a connection to a single individual NPC and is different for each NPC you meet.

Public Reputation

Each 10 points of public reputation grant characters a reputation level.

A team always has the same public reputation, individual characters can not have different reputations.

Reputation	Rep level	Rep dice
0	Unknown	--
10	I	1D6
20	II	2D6
30	III	3D6
40	IV	4D6
50	V	5D6
60	VI	6D6
70	VII	7D6

Each reputation level grants an additional reputation dice for the whole team. Reputation dice are shared and a group no matter the amount of players can never have more than 7 dice, these are not individual dice. The group selects a player to make a reputation dice throw each time.

Connections

In the world of Vortex Flux it is very beneficial to make connections to NPCs.

Connections are necessary to get quests, complete jobs, contact people, get wares and so on.

Individual Reputation Levels

The Individual Reputation defines how good your relationship with the NPC is.

Individual Reputation [IR]

0 Unknown [does not know you]

3 Face [recognizes you]

6 Name [knows your name]

9 Like [likes you]

12 Favor [is willing to favor you]

15 Friend [consider you their friend]

18 Best friend [consider you their best friend]

21 Catch a bullet [would die for you]

You can get to a maximum of 12 IR by interacting often with an NPC.

To get 15 or 18 IR you need to do quests and help out the NPC.

To get to 21 IR you need to save the life of his whole family or something equal in a quest, achieving this level of reputation with a character is very rare and hard.

Increasing reputation

Players increase their reputation steadily throughout the game by successfully completing missions. Not all missions will give reputation and the amount of reputation gained varies, depending on the complexity of the task.

Players should be careful though, because it is also possible to lose reputation, if missions fail or if the actions are not for the good of the people. Mass murdering innocent people will decrease the reputation.

The general rule is, helping out individual NPCs and catering to their needs will grant individual reputation, while missions or campaigns that are of a bigger scale and for the good of a lot of people are granting public reputation. Helping out an NPC and freeing their cellar of rats will grant individual reputation, freeing a school or university with hundreds or thousands of students and teachers from a gang that is terrorizing them, will grant public reputation.

VMs will have to decide how to structure their campaigns and how much reputation is earned throughout them.

One good way already implemented in the game to increase reputation is by freeing districts of their oppressors.

Slum district transformation

+2 Reputation

Occupatum district transformation

+4 Reputation



INITIATION

NPC Interaction



Contact Level

Each character has a contact level. Contact level zero never has initiative, you can phone in at any help desk or information center of any big company. To get to the highest level, you need to work your way up, although it is possible to skip levels. By establishing contacts with higher level individuals you may be able to get advanced access to informations and quests.

A person working in one company on a planet can establish contacts to equal level +1 individuals on other planets working for the same company. If you have a hard time reaching a contact, you may have an easier time on another planet, remember, they are all connected.

Contact level [NPC initiation dice]

[0] Welcoming	0D6
[1] Low level authority	1D6
[2] Mid level authority	2D6
[3] High level authority	3D6
[4] Subordinate to boss	4D6
[5] Boss	5D6

Initializing contact to a NPC

Any form of communication attempt will require players to make dice checks, if the NPC is willing to open up for a conversation.

Players will have an amount of dice equal to their reputation level available and NPCs will throw an amount of dice equal to their contact level.

If the added amount of all dice together from the players throw is bigger than the added amount of all dice from the the NPC throw, contact has been established and a conversation is opening up.

Once a connection has been established and NPCs are open to talk, the NPCs can be added to the contact list, as they will be open to talk from now on, as long as they have time and are not busy otherwise.

If the players fail to get more cumulated points, the NPCs will refuse to open a conversation.

Players can attempt to open a conversation with an NPC only once. If they have failed, they need to establish contact to NPCs close to the designated target and convince them to introduce them to the person they are looking for.

Status

Characters may have different contact statuses influencing how hard it is to establish a connection.

Some are really chatty persons and are open to talk to anybody, some may be lonely and happy to talk to someone, others are ignorant and will talk to nobody unless they are introduced by a friend or a trusted person.

Additionally the status may change depending on the situation the character is in. If you meet someone in a bar or at a party, they may have a temporary modified contact level.

If someone is in a bad mood or uninterested in new people, the contact level may as well not matter at all and they will straight up ignore anyone approaching them.

Status	Modifiers
Open	Initation dropped to 0D6
Chatty	- 1D6 Contact level
Bad mood	+1D6 Contact level
Furious	+3D6 Contact level
Ignorant	No initiation possible

Denying combat initiation

Public reputation can also be helpful when getting in an unwanted conflict with NPCs.

When an NPC wants to initiate combat mode on a team of players to attack them, they can throw their reputation dice to try and deny the conflict.

Players have a 33% chance to land a success hit on each dice. How many success hits are required to deny the conflict is up to the VM, if the conflict can be avoided at all, which may sometimes not be the case.

In case NPCs are trying to fight each other, it is also possible for players to step in and settle an argument using the same game mechanic, by throwing public reputation dice.

This is one of the upsides of having gained reputation in the public in ionar, nobody will listen to reasoning of someone they do not know, but the voice of someone respectable, may be heard. Depending on the situation, preventing a conflict you are not involved in and peacefully protecting an NPC can lead to an individual reputation bonus.





D I A L O G U E

Initiation



Free dialogue vs willpower dialogue

Dialogues are narrated by the VM as long as players are in free dialogue mode, there is no fixed rule set and the conversation just takes place.

When players have certain objectives and want to force an objective during conversations, players can switch into combat dialogue mode, which lets them attack the willpower of their chat partner.

This could be the case if you have a conversation and think the NPC is hiding informations or you want to talk them into doing something for you they are not convinced of.

It is also possible to increase the individual reputation with combat dialogue.

Combat mode may be activated only once a day on an NPC and is limited to the group member leading the conversation with the NPC. Other group members can not chip in.

Willpower skill

Attacking someones willpower requires the characters to have the **bending willpower** skill installed. Without the software, players can only use normal conversations.

The software works on all divisions and all characters, it is only required to be purchased once and can then be copied to your liking.

Willpower

NPCs have three different willpower vulnerabilities, humor, knowledge and charm. Some characters like to laugh, others are grim and are impressed by knowledge, and some like getting compliments. It is also possible for NPCs to be irresponsible to all three or to be vulnerable by more than one.

Willpower does not regenerate and can be broken down multiple times. Each time willpower is broken successfully, it refills completely to its original state.

An NPC could have for example

Humor 50

Knowledge 70

Charm 100

Players have no information about the amount of willpower required to break down a character. It is up to the VM and the players to find out in free dialogue mode, what the character may be susceptible at.

Attacking willpower

Players have to decide which willpower to attack and throw an amount of dice according to their social skills. Only one character may throw dice and attacks can only be done only once per meeting and only once per day.

Willpower will get lowered according the cumulated points of all dice. When successfully lowering the willpower of one character to zero, all excess damage collected by the dice throw will be lost and the willpower resets to its original state. Players have now collected one willpower point they can spent. These points are not lost and players can safe them up to use more than one at any time they are in contact with the NPC again.

Willpower points

Once the willpower is broken down, characters have three options on what action to take and how to spent their willpower points.

Depending on the type of action players want to take, it may require to break down the willpower of an NPC multiple times and collect multiple willpower points.

Information

The NPC will give the players an information they are looking for.

[1] Standard information

[2] Advanced information

[3] Secret information

Action

The NPC will do something for the players.

[1] Simple favor

[2] Advanced favor

[3] Extreme favor

Reputation

[1] The individual reputation increases by one.





SHOPPING AND TRADING





CURRENCY

Money money



Crypto

The whole solar system operates with a singular currency, that is being used without exception. There are some traders preferring goods or even demand goods instead of receiving money, but those are usually an exception.

You can pay everywhere with cash. It is law that every citizen has the right to chose how to pay their bills and there shouldn't be any interference by the governments in this.

This also means in return, you can pay everywhere with your creditchip. Every citizen has an untrackable anonymized and encrypted chip implanted that can be used to pay locally or while connected to the ISN.

Large sums obviously are risky to carry around in your pocket, but it is up to you how you want to handle your business.

Creditchip cyberware

Almost everyone in the solar system has an implanted creditchip, that allows citizens doing transactions without having to rely on cash

Cash

Aside from a few exception, cash payments are still widely standard payment method in the solar system.



Cash Money In Circulation

Paper 1 c | 2 c | 5 c | 10 c | 20 c | 50 c | 100 c | 200 c | 500 c | 1.000 c | 2.000 c | 5.000 c | 10.000 c
Coins 1 cc | 2 cc | 5 cc | 10 cc | 20 cc | 50 cc | 1 c | 2 c | 5 c | 10 c

CURRENCY



SHOPS

Buying wares



Shop Level

Shop levels determine the quality of items players are able to buy there.

Shop Level 1

Traders with bad connections
Cyberware X
Level 1 Skills
Security X
Required reputation: 0

Shop Level 2

Traders with average connections
Cyberware XD
Level 2 Skills
Security XC
Required reputation: 10

Shop Level 3

Traders with excellent connections
Cyberware XM
Level 3 Skills
Security XM
Required reputation: 30

Higher level shops have put a lot of work into building a reputation and a trustworthy relationship with their customers and are looking to keep it that way. They are not reliant on random people walking into their store and are aiming to provide the best quality possible. To maintain their status, they are more selective about who to sell their wares to, as it guarantees them not running into any problems and also getting paid. You will find all lower level skills and cyberware at these shops too, a shop with XD cyberware is indicating the highest level of wares they have to offer, including all lower levels.

Wares availability

Most items are always available in stores. For cyberware, skills, shinokumo upgrades and trading materials, it is necessary to check if they are in store.

The items you have to check are rare goods, that are not always in stock. You have to throw dice to see if the wares are currently available or not. What kind of wares are available is dependent on the shop level. Having a high individual reputation with the shopkeeper gives you a higher chance of getting the wares you are looking for.

Standard Item Check

All dice have a 16% chance to land a success. **Only one single success is necessary for the item to be available.**

To check an item for its availability, players throw their reputation dice + their individual reputation dice + one free dice. Meaning, players always have one dice, with a maximum of 14 dice. The dice can be thrown one by one.

Individual Reputation Dice

IR 3	1 Dice
IR 6	2 Dice
IR 9	3 Dice
IR 12	4 Dice
IR 15	5 Dice [33% chance on success]
IR 18	6 Dice [33% chance on success]
IR 21	100% Chance of availability

VMs may also use this game mechanic for other rare goods that are not listed here, that players are trying to find. Not every single item is set in the rules and it is up to the VM to decide, if something is hard to get.

Note to VM

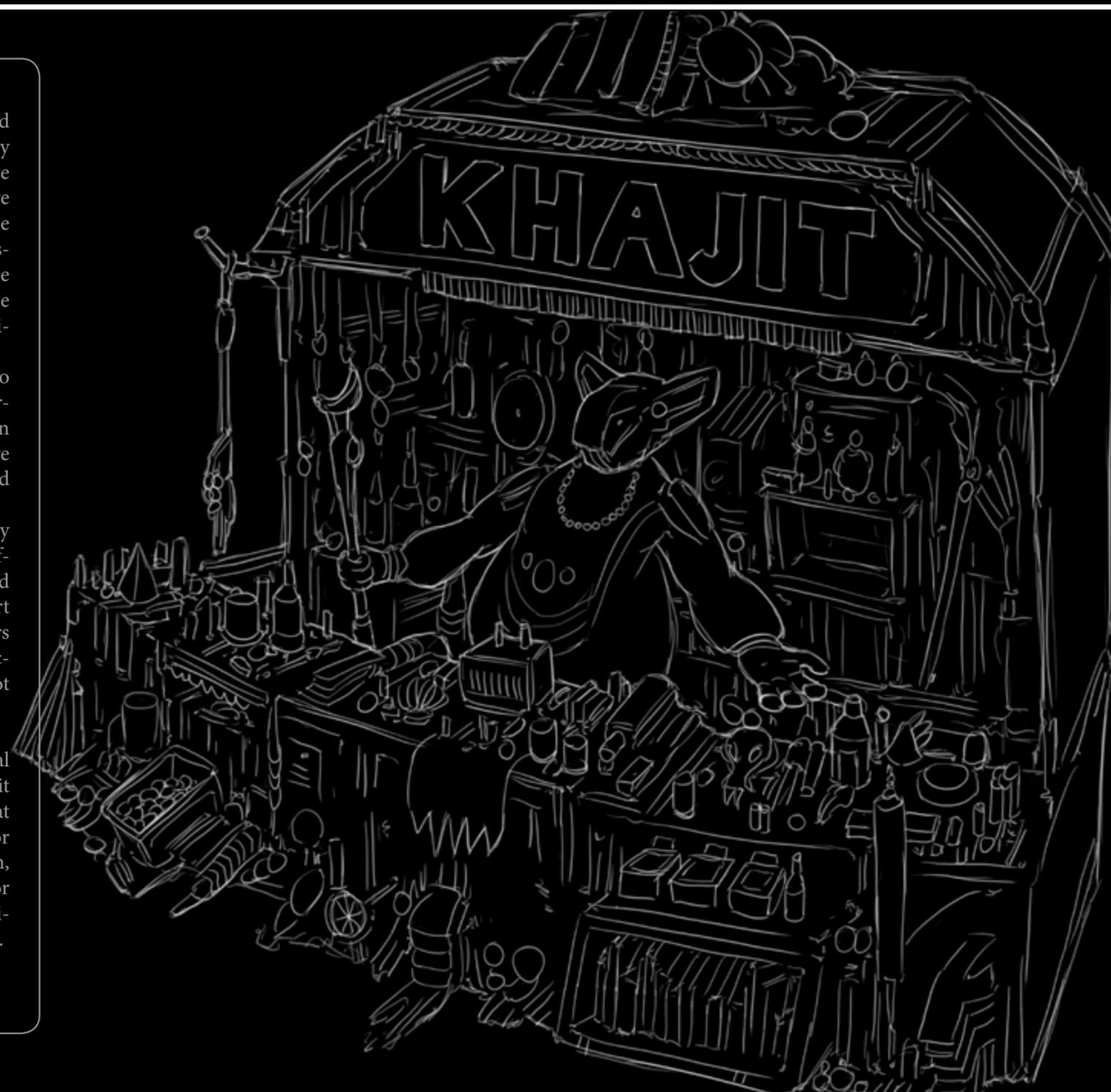
These shop rules are not forced features that have to be used every single time. Having to throw dice for every single skill or cyberware can maybe get a bit tiring for some playgroups, but with the shop system you have a tool to make some skills rare or unavailable at the time of the visit and make shop visits more interesting.

On the other hand, you can also use the system to make wares permanently unavailable at certain shops and force players to venture out and explore more shops to find what they are looking for.

As a rule of thumb you can go by the philosophy: having to visit different shops to find an item and exploring the world should be part of the game, but making players run around for hours without success and getting frustrated is not the intention.

In case you implement special vendors into your adventures, it probably does not make sense at all to have players throw dice for certain wares when visiting them, as it would make little sense for them to not have those wares available, although it can be hilarious.

In the end, the VM decides.





SHOPS

Bartering and Selling



Buying price bartering

Every shop you visit is open for bartering, with the occasional exception, in case the VM decides the NPC trader is not opening up to haggle over the price.

Bartering is a simple process, players can throw their reputation dice and their individual reputation dice to try and lower the price.

Each dice has a 16% chance to lower the price by 5%, multiple hits are possible. In case players manage to land 4 successful throws, the price will be lowered by 20%.

There may be restrictions by the shop, a trader can decide he will not lower the price any more than 10% of the original price, but that is up to the VM to decide.

With the reputation dice and the individual reputation dice, players have a maximum of 14 dice available to them, so the maximum possible price reduction is 70%.

Shops will not bother to barter about every single item and will only barter about the whole trade deal. Players can only barter once per day over a trade deal, or with a 24 hour cooldown, in case they visit the shop at 23:55 h.

Individual Reputation Dice

IR 3	1 Dice
IR 6	2 Dice
IR 9	3 Dice
IR 12	4 Dice
IR 15	5 Dice [-10% on price, plus bartering]
IR 18	6 Dice [-10% on price, plus bartering]
IR 21	7 Dice [-20% on price, plus bartering]

Selling check

In case players want to sell wares to a shop, they may have to make a check first, if the shop is even interested. Maybe the shop is low on money, maybe they are not interested in the item, maybe they already ordered the same item and do not need more, maybe they do not trust the seller and are not sure about the wares they are receiving, there are many reasons why a shop may reject to buy something.

To check if a shop is open for buying wares, players use their reputation dice and their individual reputation dice, giving them a total of 14 maximum die throws.

Each dice has a 33% chance to land a success, only one single success throw is needed for the buyer to be interested.

Individual Reputation Dice

IR 3	1 Dice
IR 6	2 Dice
IR 9	3 Dice
IR 12	4 Dice
IR 15	5 Dice [50% chance on success]
IR 18	6 Dice [50% chance on success]
IR 21	100% chance to be interested, will buy anything

VM Note

Especially in the beginning it may get frustrating, nobody wanting to buy your wares and not being able to sell. Players should be encouraged to establish connections to NPC, but the VM also may simply decide, that they find someone interested in the wares. Players should not wander around for hours and get frustrated, because they want to sell an orange.

Selling price bartering

Shops will buy wares for 50% of their market value, but it is possible to increase the selling price by bartering. Once the shop is interested and players have bartered over the price, it is still possible to reject the deal, in case players do not like the outcome of their haggling and want to try again at another shop.

To barter over the price, players can throw their reputation dice and their individual reputation dice to try and increase the selling price.

Each dice has a 16% chance to increase the price by 5%, multiple hits are possible. In case players manage to land 4 successful throws, the price will be increased by 20%.

Shops will not bother to barter about every single item and will only barter about the whole trade deal. Players can only barter once per day over a trade deal, or with a 24 hour cooldown, in case they visit the shop at 23:55 h.

It is not possible to increase the price above 90% of the market value, because traders need to make a profit too and they are no idiots, with the occasional exception, in case the VM decides the players meet a moron. Although the shop of that NPC will probably close very fast in the storyline of that campaign.

Individual Reputation Dice

IR 3	1 Dice
IR 6	2 Dice
IR 9	3 Dice
IR 12	4 Dice
IR 15	5 Dice [33% chance on success]
IR 18	6 Dice [33% chance on success]
IR 21	Always sell for 90% of market value





COMMERCE TRADING WARES



Availability

Commerce trading wares [CTW]

Aside from the small shops and traders on the planets and space stations in ionar, there is also a gigantic market of CTW producing, trading and transporting going on. More often than not, the big logistic companies are involved in all three of those stages.

Good news, everyone, you have a spacecraft. Since the big vessels transporting tens of thousands of tons always have stuff that gets left over, either by overproduction to guarantee a full load can be shipped, or by forgetting a ton here and there, there is a good market for exactly the smaller kinds of deliveries or trading opportunities that are opening up for enthusiastic space travellers.

Sometimes you can buy a few tons that are not needed, and get into the trading business, sometimes you can hire to deliver some tons that need to get somewhere fast.

To get into the CTW business, it is important to make some connections to traders on different planets, so you get jobs or have people to buy and sell from.

The greater the distance from the production place to the recipient, the higher the margin you can get for your wares usually. Some wares are being produced all over the solar system and are not very lucrative for trading. For some rare wares like gold it is always easy to find a buyer.

CTW traders do not allow bartering, they ship millions of tons around, they do not have time to barter about a few tons. They will offer you prices to buy or sell and you can take it or leave. That being said, since they do not care about a few tons, you can often buy way below market value, then sell for a profit. As long as you are selling for 10% under market value, you will always find a buyer somewhere.

Common Materials

Good	Market Value / Ton
Ceramic	30.000
Copper	50.000
Diamond	10.000
Gold	100.000
Graphene	90.000
LYS Glas	90.000
Mancor	140.000
Oil	30.000
Sand [Processed]	10.000
Silicon	50.000
Steel	20.000
Tissue [Standard]	50.000
Tissue [Exolan]	120.000
Titanium	70.000
Wood	10.000

Common Food

Good	Market Value / Ton
Algea	10.000
Cookie	70.000
Fruit [Common]	30.000
Fruit [Exotic]	70.000
Meat [Cow]	120.000
Meat [Chicken]	70.000
Meat [Lamb]	90.000
Meat [Pig]	100.000
Salt	20.000
Seafood [Crab]	150.000
Seafood [Shrimp]	150.000
Seafood [Tuna]	100.000
Spice	60.000
Sugar	80.000
Vegetables [Common]	20.000
Vegetables [Exotic]	50.000

Common Electronics

Good	Market Value / Ton
Antenna	90.000
Battery	250.000
Electro Motor	190.000
Harddisk	150.000
Jack	90.000
Laser	200.000
Mikrochip	300.000
Monitor	220.000
Processor	300.000
Processor [Graphic]	270.000
Processor [Qunatum]	500.000
Power Generator	190.000
Satellite	350.000
Servo	190.000
Solar Panel	170.000
Wiring	110.000

Common Materials

Materials are mined or produced on all planets and moons, even the asteroid belt. Materials are mostly the cheapest category of goods you can find, because they are plentiful and used very carefully for only whats needed, while also being recycled and reused as to an efficeince of over ninety percent. Due to the immense recycling amount being done, only very little new materials are needed to be harvested and the reserves available in the solar system are so rich, they will probably never run out, if the society keeps on being as mindful as they currently are.

Common Food

Food products are relatively expensive, because it is only produced in ways that are not harmful for the environment at all, while providing good care of the animals and plants and making sure the wildlife population stays healthy and does not shrink. Seafood comes mostly from shinra, meat mostly from terra and fruits from eltros. The qhadans are known for their natural bakeries, using the heat of the planet and the isgrans have the biggest spice production. When transporting food it is very important to keep the expiring date of the products in mind, if they have one.

Common Electronics

Electronic products are the most expensive group of wares, since they require a lot of work to produce. These products are needed on all planets and if you can get your hands on them, you will always find someone interested in buying.

There are plenty of other products being traded throughout the solar system, this is just a small selection of the most common goods and requested products.



REAL ESTATE

Overview



Real estate

Having real estate will provide the players with additional options, to rest, hide people, meet with NPCs, and all kinds of activities.

Ownership

In ionar all real estates are owned by the inhabitants, your first living space is provided and built by the government once you turn 20, it is a basic right and every citizen has a home. Since new buildings are constantly built, old ones are torn down or renovated, people die and places get free, people move, and so on, there is a constant fluctuation of ownerships in the real estate market.

If a person dies, the ownership of the real estate goes to the government and sold back to the market. With this money the government finances the building of living spaces for all citizens.

Due to the corruption in ionar, you have to take into account, that these laws are not always enforced and some people are stripped of their home. Some people are forced out by gangs and syndicates and sometimes the death of a person is not properly reported to the officials, resulting in all kinds of shady things going on in the market.

Planetary

All real estate on planets or moons.

Flat

Tier I	20.000 C	2 IC	2 SC
Tier II	50.000 C	4 IC	5 SC
Tier III	100.000 C	6 IC	10 SC

House

Tier I	200.000 C	8 IC	10 SC
Tier II	500.000 C	14 IC	25 SC
Tier III	1.000.000 C	20 IC	50 SC

Warehouse

Tier I	50.000 C	2 IC	50 SC
Tier II	250.000 C	4 IC	250 SC
Tier III	500.000 C	6 IC	500 SC

Commercial

Tier I	1.000.000 C	10 IC	50 SC
Tier II	5.000.000 C	30 IC	300 SC
Tier III	10.000.000 C	70 IC	700 SC

Inhabitant Capacity[IC]

The amount of people who can live in the real estate.

Commercial facilities and warehouses provide apartments and have living space included in them, that can either be used for guards, workers, or by the players.

Space

All real estate in orbit or floating in space.

Flat

Tier I	40.000 C	2 IC	2 SC
Tier II	100.000 C	4 IC	5 SC
Tier III	200.000 C	6 IC	10 SC

Space station

Tier I	30.000.000 C	300 IC	1500 SC
Tier II	70.000.000 C	700 IC	5.000 SC
Tier III	120.000.000 C	1.200 IC	10.000 SC

Warehouse / Space Garage

Tier I	100.000 C	2 IC	50 SC
Tier II	500.000 C	4 IC	250 SC
Tier III	1.000.000 C	6 IC	500 SC

Commercial

Tier I	2.000.000 C	10 IC	50 SC
Tier II	10.000.000 C	30 IC	300 SC
Tier III	20.000.000 C	70 IC	700 SC

Storage Capacity[SC]

The amount of storage space measured in tons.

In commercial buildings this equals also the amount of workers that can be provided with a working space, or guests you can fit in, if it would be a restaurant, if it is used otherwise.



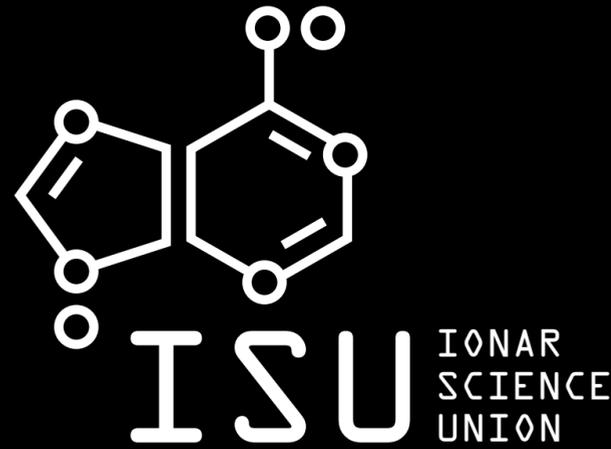


EXPLORATION



EXPLORATION

Ionar Science Union



Ionar Science Union

The Ionar Science Union is an independent research institution. It is financed by the UIP and was founded to collect data about all wildlife in the solar system and help preserving the wildlife. The ISU build the first central library network for all the gathered informations to be catalogued and made publicly available, with five decentralized headquarters in each capitol on every planet working in collaboration.

The ISU are giving out rewards for all DNA collected for each lifeform discovered. Since samples get used up for further testing and since constant testing provides updates on the state of the wildlife and its development, even already catalogued DNA will be rewarded and accepted. To prevent being overloaded with the same few popular species repeatedly and for guaranteeing a wide spread of collected data, each lifeform can only be registered once per person.

Rewards

There are three types of accepted samples by the ISU, DNA bio-material samples, carcasses or living specimen, with each of them giving greater rewards than the one before.

Small [Smaller than humanoids]

DNA Sample	200 XP	1.000 C
Carcass	1.000 XP	5.000 C
Living Specimen	2.000 XP	10.000 C

Medium [Roughly the size of humanoids]

DNA Sample	600 XP	3.000 C
Carcass	3.000 XP	15.000 C
Living Specimen	6.000 XP	30.000 C

Big [Bigger than humanoids]

DNA Sample	2.000 XP	10.000 C
Carcass	6.000 XP	30.000 C
Living Specimen	20.000 XP	100.000 C

Gigantic [Everything too big to transport without a cargo ship]

DNA Sample	6.000 XP	30.000 C
Carcass	1/5th of C	Negotiable
Living Specimen	1/5th of C	Negotiable

Tranquilizing

To capture a living specimen, the target needs to be tranquilized, to guarantee a safe transport.

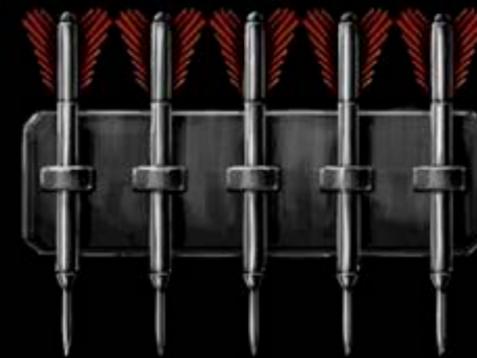
A maximum of 3 Tranquilizer Darts can be thrown at a target at the same time by a character. The target throws defense dice according to its aegis rating. Each defense dice has a 83% chance to deny a dart.

Buying Exploration Equipment

These can only be bought at ISU centers, as the ISU only accepts data collected with their own standardized equipment.

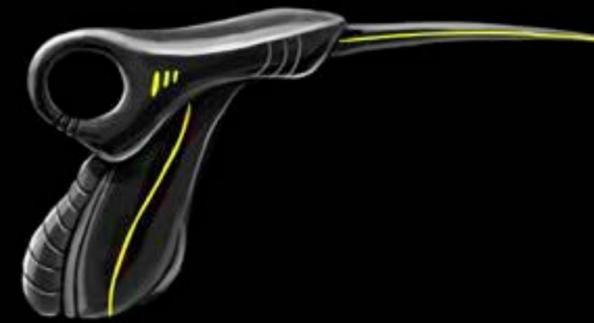
ISU Tranquilizer Darts

Can be thrown at any target in DR and renders it unconscious until end of combat. Rendering it unconscious grants no XP and does not count as a kill.
500 C / 50 IS / 5 Shots



ISU DNA Sampler

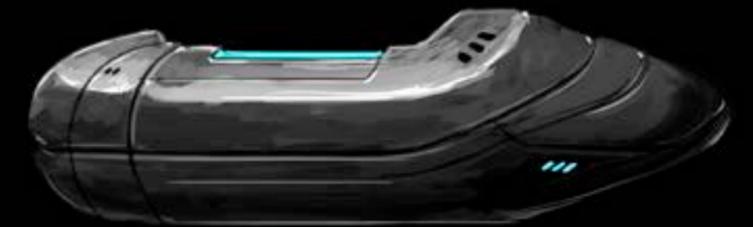
A small device taking a DNA sample of a tranquilized or dead animal. To take a proper sample you will need a few seconds, the target needs to be tranquilized or rendered unable to resist in any other way. DNA samplers have a 66% chance to collect a good sample. The DNA sampler can store up to 3 samples.
2.000 C / 50 IS



ISU Freezing Pod

Allows to safely transport carcasses and preventing any effects of decay. Freezing pods come in various sizes with various weight, making bigger ones harder to transport. Freezing pods can be reused.

- 3.000 C / 50 KG / Small
- 5.000 C / 200 KG / Medium
- 10.000 C / 500 KG / Big



ISU Cage

Allows to safely transport living specimen that have been caught. Cages come in various sizes with various weight, making bigger ones harder to transport. Cages can be reused.

- 3.000 C / 50 KG / Small
- 5.000 C / 200 KG / Medium
- 10.000 C / 500 KG / Big





ONGOING REWARDS



Experience

Visiting Planets [ONGOING]

Each time a playgroup sets foot on a new planet, it gains experience according to their level.

Level	Experience / Character
0 - 20	200
20 - 40	1.000
40 - 60	3.000
60 - 80	9.000
80 - 99	30.000

Visiting Metropolis [ONGOING]

Visiting the mega cities and exploring them grants experience bonuses, that is being tracked over the connection system. The 50 major cities, included in the book with maps, count as metropolis. Simply landing somewhere and walking around, playing tourist, looking at a few architectures, this will not help your character to develop. It is important to participate and get involved into the life in Ionar.

A city counts as visited, if players have managed to make a connection to an NPC in it with an IR of 6.

Metropolis Rewards

With rising character levels, players will receive bigger rewards for visiting new cities. When characters have gathered more wisdom and seen a lot of different cities, they are more trained to look for details and get more out of their impressions, than newly untrained minds, without idea what to focus on. This means, it will not become meaningless later on in the game, to explore different metropolis and players are not forced to do this early on in the game, to get the most out of it.

Level	Experience / Character
0 - 20	200
20 - 40	1.000
40 - 60	3.000
60 - 80	9.000
80 - 99	30.000

Campaign Cities / Towns

In case your own campaign includes visits of smaller cities or towns, you make up on your own, VM may offer players the opportunity to grant 50% of those rewards, as those places are less important and offer less value, but may still be worthwhile to explore and collect memories from.

Reputation / Single Point [ONGOING]

Each reputation point gained by the players, grants all players experience. This will require actions of the players, that help out a large group of people.

Reputation	Experience / Character
0 - 10	200
10 - 20	500
20 - 30	1.000
30 - 40	2.000
40 - 50	3.000
50 - 60	4.000
60 - 70	5.000

Reputation / Level [ONGOING]

Each reputation level gained by the players, grants all players experience. This will require actions of the players, that help out a large group of people.

Level	Experience / Character
I	1.000
II	2.000
III	3.000
IV	4.000
V	5.000
VI	6.000
VII	7.000

Combat / Enemy Type [ONGOING]

Each time a playgroup kills an enemy of a new type [Criticter, Parasite, Mutant, etc.], it gains experience according to their level.

Level	Experience / Character
0 - 20	200
20 - 40	1.000
40 - 60	3.000
60 - 80	9.000
80 - 99	30.000

THE REALM

CONNECTIONS

COMBAT



A C H I E V E M E N T S



Experience

Cyberware / First Implant [Achievement]

The first time a character of a playgroup implants new cyberware into its body, the whole group of characters each gain experience. Upgrading existing cyberware does not count. Only applies once per playgroup.

500 XP / Character

Cyberware / Maximum Power Core [Achievement]

The first time a character of a playgroup completes all power core cyberware upgrades, the whole group of characters, each gain experience. Only applies once per playgroup.

5.000 XP / Character

Shinokumo / First Flight [Achievement]

Managing to repair the Shinokumo to be ready for taking off and making the first flight with it after that, grants experience to all players. [Gamestart / Prison escape run does not count]

5.000 XP / Character

Combat / First Blood [Achievement]

Killing the first enemy during a battle, grants a playgroup with additional experience. A long lasting experience, that will not be forgotten.

200 XP / Character

Cyberware / Maximum Aegis [Achievement]

The first time a character of a playgroup reaches the maximum aegis level in cyberware upgrades, the whole group of characters each gain experience. Only applies once per playgroup.

5.000 XP / Character

Skills / First Install [Achievement]

The first time a character of a playgroup installs a skill into their capacity, the whole group of characters each gain experience. Only applies once per playgroup.

500 XP / Character

Shinokumo / First Landing [Achievement]

Repairing the hull of the Shinokumo up to a level, that it can withstand the pressure of an atmosphere and landing on a planet with the ship, grants experience to all players.

10.000 XP / Character

Combat / Knockout [Achievement]

The first time one character in a playgroup gets down to zero shadow and becomes unconscious, each character in the playgroup gains experience.

500 XP / Character

Cyberware / Maximum Vortex Prism [Achievement]

The first time a character of a playgroup reaches the maximum vortex prism level, the whole group of characters each gain experience. Only applies once per playgroup.

5.000 XP / Character

Skills / Multitalent [Achievement]

The first time a character of a playgroup installs its 10th skill into their capacity, the whole group of characters each gain experience. Only applies once per playgroup.

5.000 XP / Character

Shinokumo / Full Crew [Achievement]

Having managed to gather a full crew on board the Shinokumo, grants all players experience. This will require all crew systems to be repaired first of the ship.

30.000 XP / Character

Combat / Last Man Standing [Achievement]

Winning a fight with all players unconscious and only one player left still standing and fighting, grants all players of a playgroup experience.

5.000 XP / Character

Cyberware / Maximum Flux [Achievement]

The first time a character of a playgroup completes all flux cyberware upgrades, the whole group of characters each gain experience. Only applies once per playgroup.

5.000 XP / Character

Shinokumo / Completion [Achievement]

Having managed to repair all systems and rooms on the Shinokumo, upgrading them all to the maximum level and having a full crew, grants experience to all players.

100.000 XP / Character

Combat / No Bullet [Achievement]

Winning a fight vs at least 5 enemies, without dealing any damage to them through attacks or skills and only using the environment to defeat them, grants all players experience.

20.000 XP / Character

CHARACTER

SHINOKUMO

COMBAT



A C H I E V E M E N T S



Experience

Hacking / First Level I Node [Achievement]

Successfully hack into your first level I server node, without raising heat and staying undetected. Reward grants all characters of a playgroup experience.

500 XP / Character

Hacking / First Level III Node [Achievement]

Successfully hack into your first level III server node, without raising heat and staying undetected. Reward grants all characters of a playgroup experience.

2.000 XP / Character

Hacking / First Level V Node [Achievement]

Successfully hack into your first level V server node, without raising heat and staying undetected. Reward grants all characters of a playgroup experience.

5.000 XP / Character

Hacking / Ghost In The Shell [Achievement]

Successfully hack into four server node in a single hacking attempt, without raising heat and staying undetected. Reward grants all characters of a playgroup experience.

20.000 XP / Character

Heat / Get to heat level III [Achievement]

Bring chaos to Ionar and start a conflict with the police, the first time you raise the heat to level III, all characters of a playgroup gain experience.

1.000 XP / Character

Heat / Get to heat level VI [Achievement]

Bring chaos to Ionar and start a conflict with the police, the first time you raise the heat to level VI, all characters of a playgroup gain experience.

5.000 XP / Character

Heat / Get to heat level IX [Achievement]

Bring chaos to Ionar and start a conflict with the police, the first time you raise the heat to level IX, all characters of a playgroup gain experience.

20.000 XP / Character

Heat / Prison [Achievement]

The first time your playgroup gets arrested and goes to prison, each player gets experience. Maybe don't do it on purpose though, it will happen sooner or later anyway.

2.000 XP / Player

NPC / Liked [Achievement]

The first time a playgroup manages to reach 9 IR with an NPC, each character of the group gains an experience reward. It does not matter in which way the group managed to do that.

1.000 XP / Character

NPC / Friend [Achievement]

The first time a playgroup manages to reach 15 IR with an NPC, each character of the group gains an experience reward. It does not matter in which way the group managed to do that.

2.000 XP / Character

NPC / Catch A Bullet [Achievement]

The first time a playgroup manages to reach 21 IR with an NPC, each character of the group gains an experience reward. It does not matter in which way the group managed to do that.

10.000 XP / Character

Big Whale / Facility [Achievement]

Making your first successful run on any facility of a big whale company, grants all players experience. What kind of mission is irrelevant, a simple visit will not grant this bonus.

1.000 XP / Character

Big Whale / HQ [Achievement]

Making your first successful run on a big whale headquarter, grants all players experience. What kind of mission is irrelevant, a simple visit will not grant this bonus.

30.000 XP / Character

Big Whale / Stolen Data [Achievement]

Making your first successful run on a big whale facility and hacking into a server node stealing data, that is not connected to the ISN, grants all players experience.

5.000 XP / Character

Big Whale / Infiltration [Achievement]

Making your first successful run on a big whale facility, without being detected, grants all players experience. What kind of mission is irrelevant, a simple visit will not grant this bonus.

5.000 XP / Character

HACKING

HEAT

NPC

BIG WHALE



GAME START





GAME START

The Prison Run



Prison Escape

This is a preconstructed intro to the game, that can be used to get the session going and is also the start that would required to be played, in case there will ever be a campaign, as it is important to the storyline.

VM can make up their own start, as it would be boring to play the same every time and you can make up your own stories.

A game start should include

- Character Creation
- Yoru Spacecraft / Living Space
- First game mechanics
- First combats
- Starting money
- First level
- First upgrades
- First dialogue
- First contact
- First individual reputation

The plan of the game is to implement the character creation into an intro storyline and immediately start playing. The game was designed to avoid a whole evening of character creation, before being able to enjoy the actual gameplay and instead being able to jump right into the world of vortex flux. When making your own campaign, try to implement that spirit into your story. Amnesia is a bit like beating a dead horse and used too often, but it provides players with an immediate start and an opportunity to start as a reborn with new life choices.

[SELECT SPECIES]

[SELECT SEX]

The cell is simple, small, just a cryo chamber and emptiness compared with an eldritch mix of a felt silence that is no silence, low frequency vibrations with the occasional far distant sound of metal creaking. No memories of how they got here or who they are. Blank.

As the characters gain their consciousness, they start feeling around in the darkness that gets only broken up by the dim light the cryo chamber is emitting from its console, before going completely black as if it was its last job to wake you up before dying off completely.

The characters start feeling around and one of them manages to open the door, finding the button, to be greeted by a long hallway, darkly lit by some functioning lightsources, while most of them have already lost their will to live and surrendered to the darkness. It was only a matter of time until the last remaining lightsources would take the same path. The hallway looks like a ship interior. Hundreds of cells, one after another, lined up like they are waiting in silence for their funeral. There are no guards to be seen, no movement, no lifeform, no wind, the hallway looks dead, like it is the hallway itself that is being held a funeral for by the cells. The walls show signs of rust and fluids are dripping from the pipes on the ceiling, so-

mewhere steam is escaping one of the pipes a bit down the hallway, it is barely noticeable when listening carefully.

The character escaping its cell notices that on some cells, there is a small red light blinking over the door. These are the cells the other characters woke up in, but can't escape yet. While making its way to the other characters with the plan to free them, the character notices all the other cells are still locked up with different species in each of the cryo chambers still asleep. All attempts to open them up fail, only the one with the red blinking light are active and able to be opened.

Once the character manages to open the last cell of the teammembers, a screeching sound sending shivers down their spines is travelling through the hallway like a shockwave, followed by a rhythmic alarm sound. goes off, softer than the initial screeching but it sounds like the speakers the sound is coming from have been damaged and the alarm is distorted.

[SELECT CLASSES]

A small break in the pulsating alarm leaves enough room for a soft but assertive female voice to be heard, „IMPACT IMMINENT. ONE HOUR REMAINING. EVACUATE THE STATION“. The message repeats after what feels like a minute or two, repeatedly, while counting

down in minutes, for as long as the characters remain on the station.

The first order of business is getting to the bridge of the ship to try to avoid the impact, or if not able to [they won't] find plans of the ship to escape pods or vessels that allow them to escape.

On the way to the bridge they meet some people, dead people, dead skeleton people, not moving dead skeleton people that have been dead a long time. Something has gone wrong on the station, but there is no time to investigate, the alarm is hanging over them like the sword of damocles.

Dry blood is on the walls all over the station, splattered, dark, like some maniac wanted to tattoo the ship with the insides of the victims. Although it must have happened a long time ago, although the marks on the walls are indistinct, they still tell the story.

Rats, not a lot of them, but angry ones, hungry ones, a wonder they are still alive ones and no wonder they have trouble finding food in this hellhole ones, those ones. The characters have to defend themselves and have their first fights, small skirmishes while working their way through to the bridge.

Finally arriving at the bridge, they find out that barely anything is even working on the station, the consoles and terminals are al-

most all dead and broken, no informations can be gathered here and the impact can not be stopped.

The only glimpse of hope is the plans of the station, flickering on the hissing main screen, directing the characters to the ship bay,, twentyone decks lower ,where they find only one barely functional ship, that makes it possible for them to escape the station.

The Shinokumo.

On board the Shinokumo, they are able to detect five planets and several space stations as possible destinations for an emergency escape route.

Once the characters arrive at their selected target, the shinokumo loses power and goes into standby mode, not being able to fly anymore and needing to be repaired first before being able to be used again. The life supporting functions are still working, but aside from that, the engine is dead, hull is damaged, a lot of wiring not working, consoles not running, the ship needs a complete makeover and paintjob. The ship is now parked at a starting location where it remains until repaired.

The characters got their first level during the escape and managed to salvage roughly a thousand crypto per character.

The characters are still feeling a little dizzy, not sure how their health is and their first

agenda is finding a doctor to check them out.

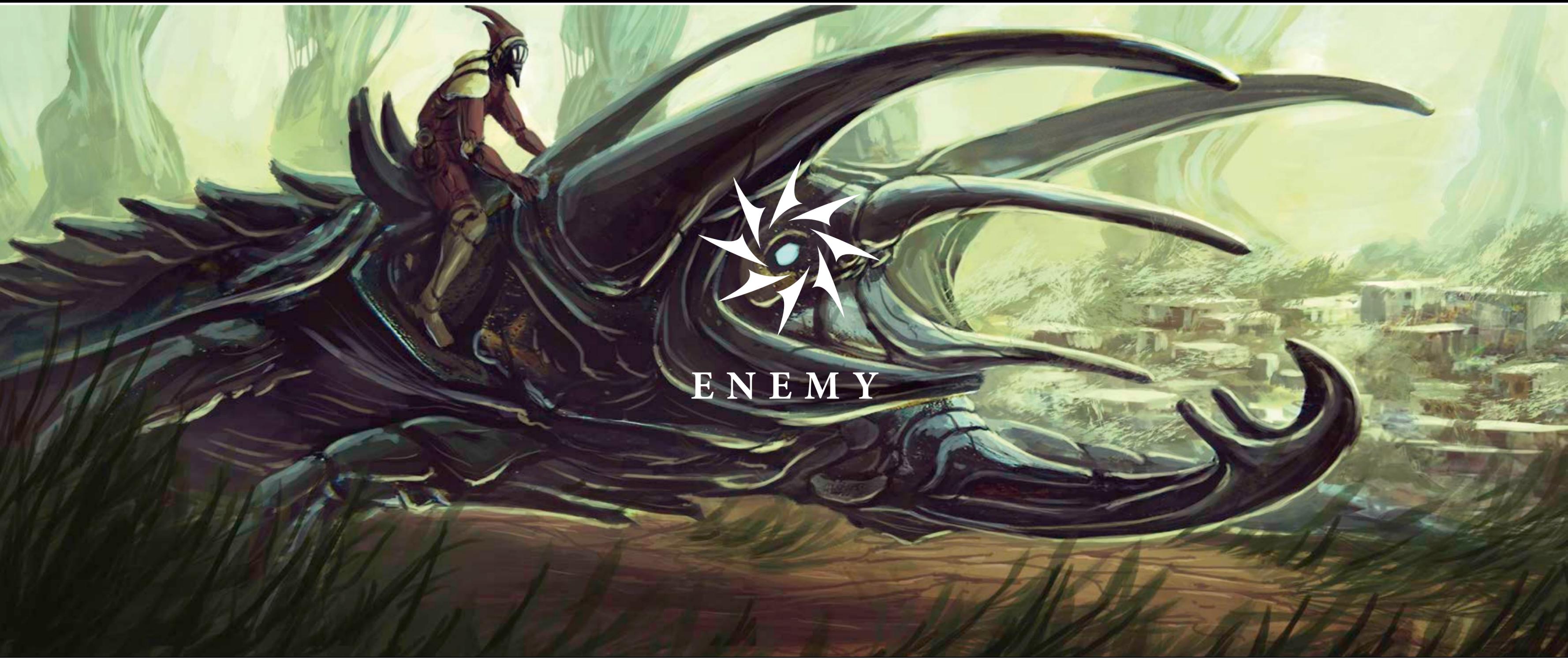
The characters now have a parked home, a living space, the shinokumo, where they can rest and safely return to if they want, since they don't have money to rent anything else. They also have a mission to explore the world and find a cyberdoctor.

[SELECT NAME]

Upon visiting the cyberdoctor, he finds some high tech cyberware in the characters that now gets activated. Players share now each others vision and the vortex flux cyberware is on duty.

Upon explaining their experience to the doctor, she thinks the characters have gotten into a time vortex, which let the ship age rapidly, while they were protected inside their cryo chambers from the effects. Due to the highly modern cyberware, the most logical explanation she can find is for them to be part of some kind of military experiment, that went wrong and got caught in an anomaly, which would also explain the amnesia the characters have without any knowledge of their previous life.

She suggests the characters find a mechanic to repair their ship, as it is the first and most important crew member on their upcoming task to find out their origin.



ENEMY



E N E M Y

Overview



Attack

There are ranged or melee enemies. Ranged characters can make attacks based on their DR.

Range

Defines how much range a character has. An enemy with zero range can attack only characters on the same CZ, a character with one range can attack targets on the same CZ as well as the two adjacent CZ.

Trigger

Enemies have different triggers engaging them in combat, depending on their type.

Group trigger means, all enemies of the same type or part of the group will get triggered in the CA. For example, jackals that are acting as guard dogs for troops are part of the same group.

„D“ signals the option for a dialogue.

Speciality

Enemies can have all kinds of special abilities or immunities, that are being listed in this category. Keep a look out for them before engaging in combat.

XP

The amount of experience a group receives for killing an enemy. Experience is split between all characters and everyone receives the same amount, regardless of who landed the finishing blow.

Shadow

The amount of hitpoints an enemy has.

Aegis

Amount of defense dice thrown to prevent damage.

Damage

The amount of attack dice a character has that determine the WD. Enemies can have different damage classes, which are defined at the top of the chart.

Movement

The amount of CZ a character can move each turn. GX are ground based enemies that can move X CZ each turn. FX are flying enemies that can move X CZ each turn. UX are enemies that move only when burrowed. SX are enemies that move in water and swamp CZ.

Actions

The amount of actions a character can perform each turn. Some enemies can perform an additional reaction.

Detection

The amount of CZ a character can detect enemies in.

Detectability

The amount of CZ a character can be detected in.

SDJ

The amount of attack and defense dice for SDJ connections.

Hack

The amount of attack and defense dice for hacking attempts.



Critter

Critters include all animal and plant based lifeforms roaming around in the solar system. Most of these are wildlife, but it is also possible for them to be tamed and released.

Critters are the least intelligent form of enemies that mostly rely on instincts.



Parasite

Parasites are undetectable enemies, that can show up at any point and attach themselves to characters, hurting them or giving them all kinds of status effects.



Mutants

Mutants are lifeforms, that mutated by accident or are results of experiments executed by scientists. Depending on the original lifeform, they can be highly intelligent and even be organized, but most of the time their mental state deteriorated due to the mutation. Mutants are unpredictable and often ignore logic.



Gunmen

Gunmen are the lowest class of soldiers with rudimentary cyberware and weapon systems.



Trooper

Troopers are advanced soldiers and the standard forces in Ionar.



Agent

Agents are special forces soldiers, highly equipped with the newest cyberware and weapon systems, making them extremely powerful.



Drone

Drones are mostly automated combat systems moving in patterns and patrolling the combat areas, but you may find remote controlled ones too.



Mechs

Mechs are combat vehicles mostly controlled by an AI, but there are also variations with a pilot or even remote controlled ones.



Behemoth

Behemoths are enemies so big and powerful you can not take them down with regular weaponry, if at all. Some can be beaten by tricks, others you will always have to simply avoid not to be accidentally crushed, eaten or killed in another way.



Security

Security involves a wide range of defensive devices, that are automated systems with the sole purpose to deal with all intruders into facilities.

Enemy Stats

The stats of enemies are not set in stone and are orientations for VMs. Not every enemy is the same as the next one and variations may occur, leading to enemies that have grown bigger or smaller than usual. It is totally fine to go with the standard stats for enemies, but if it makes sense in the storyline for players to encounter enemies, that are not quite fitting to their current power level, but are important for the storytelling, it is totally fine to let players encounter variations.

It is also good to make alterations to the enemies, to give players more reasons to be more aware of their opponent, as fighting an enemy may result in routines, if the players have encountered the same enemy before and making variations can lead to a more interesting gameplay.

When making alterations to enemies it should be taken care of that the spirit of them stays the same. Agents for example are supposed to be extremely tough opponents and watering them down makes little sense, but a single old and crippled agent could very well be a little less dangerous, while still having the threatening aura of that enemy class.



LOOT

Look, you dropped something!



Loot

Defeating enemies results in various items to be dropped, known as loot. It can be sold to generate income or can be part of quests, in case NPC request the delivery of certain items. In case you need it for a mission, it may also be possible to buy the item on the markets, but you may not always be lucky in that regard and have to get your hands dirty to acquire it yourself.

The type of loot dropped by an enemy, depends on the enemy type [Criticter / Parasite / Mutant / Gunman / ...]

The value of the loot dropped depends on the enemy class [X / XC / XD / XM].

Higher level enemies drop more valuable items, that are less common.

What kind of loot is dropped, is completely random and in case you are looking for a certain one, you may have to defeat certain enemies multiple times.

Each enemy has a 16% chance to drop the item you are looking for

Unless you are looking for a specific item, the loot has a general type and it is not classified, what exactly the loot is.

In case you already have loot with a general type and require a certain item, you can check the loot in your inventory / storage one by one, with a 16% chance on each item, to be what you are looking for.

When enemies have two loot options, there is a 50/50 chance for either one of them being dropped.

Loot Type

All loot of a general type in a class is worth the same. Classifying what exactly the item is you have found, does not increase its value.

Body Part

What kind of body parts the enemy drops is not classified and depends on the enemy. Enemies with this loot may drop pelts, teeth, tails, different bones, skulls, barks, horns and whatever you can imagine the enemy to drop. It is completely irrelevant, what kind of body part is being dropped, unless you require a certain item for a job.

Cyberparts

What kind of cyberparts the enemy drops is not classified and depends on the enemy. Enemies with this loot may drop all kinds of parts of cyberware. These parts are left overs from destroyed CW, that can still be used to build new ones. Enemies can not drop fully intact CW, that could be reused. It is completely irrelevant what kind of cyberpart is being dropped, unless you require a certain item for a job.

Electronics

What kind of electronics the enemy drops is not classified, but since drones, mechs and security are mostly build from the same materials, it is not necessarily relevant. Special cases may occur. Electronics can be microchips, capacitors, conductors, jacks, servos, boards and whatever you can imagine the enemy to drop. It is completely irrelevant, what kind of electronics part is being dropped, unless you require a certain item for a job.

Loot Size

The amount of inventory space required for loot depends on the size of the enemy. This part is simplified and not realistic - for game design purposes.

Smaller than characters

Loot size: 10 IS / 100g

Roughly the size of characters

Loot size: 25 IS / 250g

Bigger than characters

Loot size: 50 IS / 500g

Type	Loot	X	XC	XD	XM
Criticter	Body part	100 C	200 C	300 C	400 C
Parasite	Body part	100 C	200 C	300 C	400 C
Mutant	Body part	100 C	200 C	300 C	400 C
Gunman	Cyberparts / Cash	200 C	400 C	800 C	1000 C
Trooper	Cyberparts / Cash	300 C	600 C	900 C	1200 C
Agent	Cyberparts / Cash	1000 C	2000 C	3000 C	4000 C
Drone	Electronics	200 C	400 C	800 C	1000 C
Mech	Electronics	300 C	600 C	900 C	1200 C
Security	Electronics	300 C	600 C	900 C	1200 C

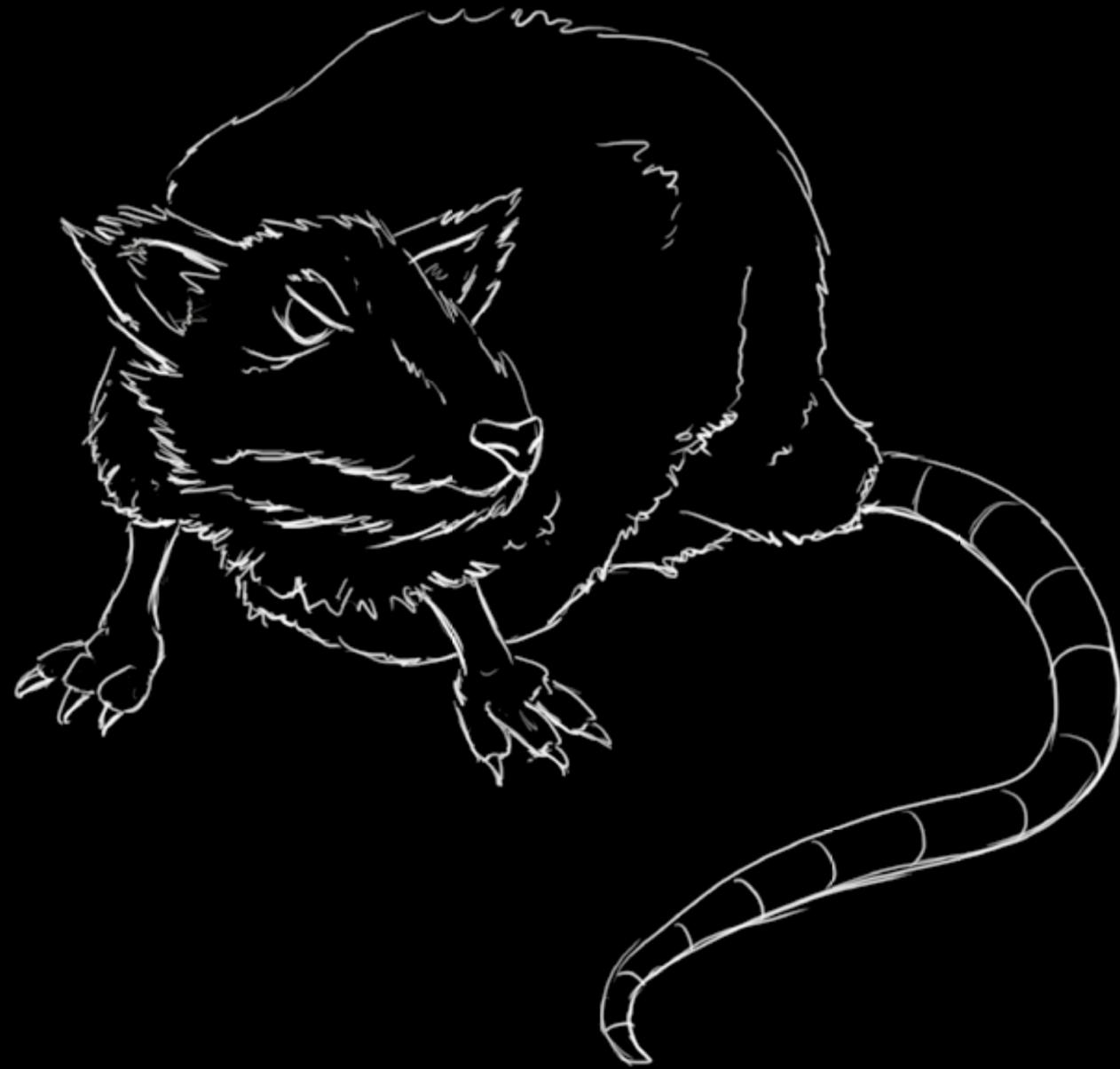
DROP THE
BASS? NO,
WAIT!
DROP
THE
LOOT!



CRITTER



Enemy



★ RAT

Rats are pesky critters, infiltrating almost the whole solar system. Somehow they manage to sneak into any facility and are even widely spread across nature. Their production rate simply seems to be more effective than any attempts of getting rid of them.

Attack	Range	Trigger
Melee	0	Single

Speciality

--

X-1	X-2	X-3	X-4
XP 100	XP 200	XP 500	XP 1,000
Shadow 5	Shadow 10	Shadow 25	Shadow 50
Aegis 0	Aegis 0	Aegis 0	Aegis 0
Damage 1	Damage 1	Damage 1	Damage 1
Movement G2	Movement G2	Movement G3	Movement G3
Actions 2	Actions 2	Actions 2	Actions 2
Detection 10	Detection 10	Detection 10	Detection 10
Detectability 5	Detectability 5	Detectability 5	Detectability 5
SDJ --	SDJ --	SDJ --	SDJ --
Hack --	Hack --	Hack --	Hack --

Bite Action [X] Reaction [-] Cooldown [0]

Information

Bites any target on the same CZ, dealing WD.

Leap Action [X] Reaction [-] Cooldown [2]

Information

Jumps forward up to 5 CZ in DR and deals WD to any target.

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C R I T T E R



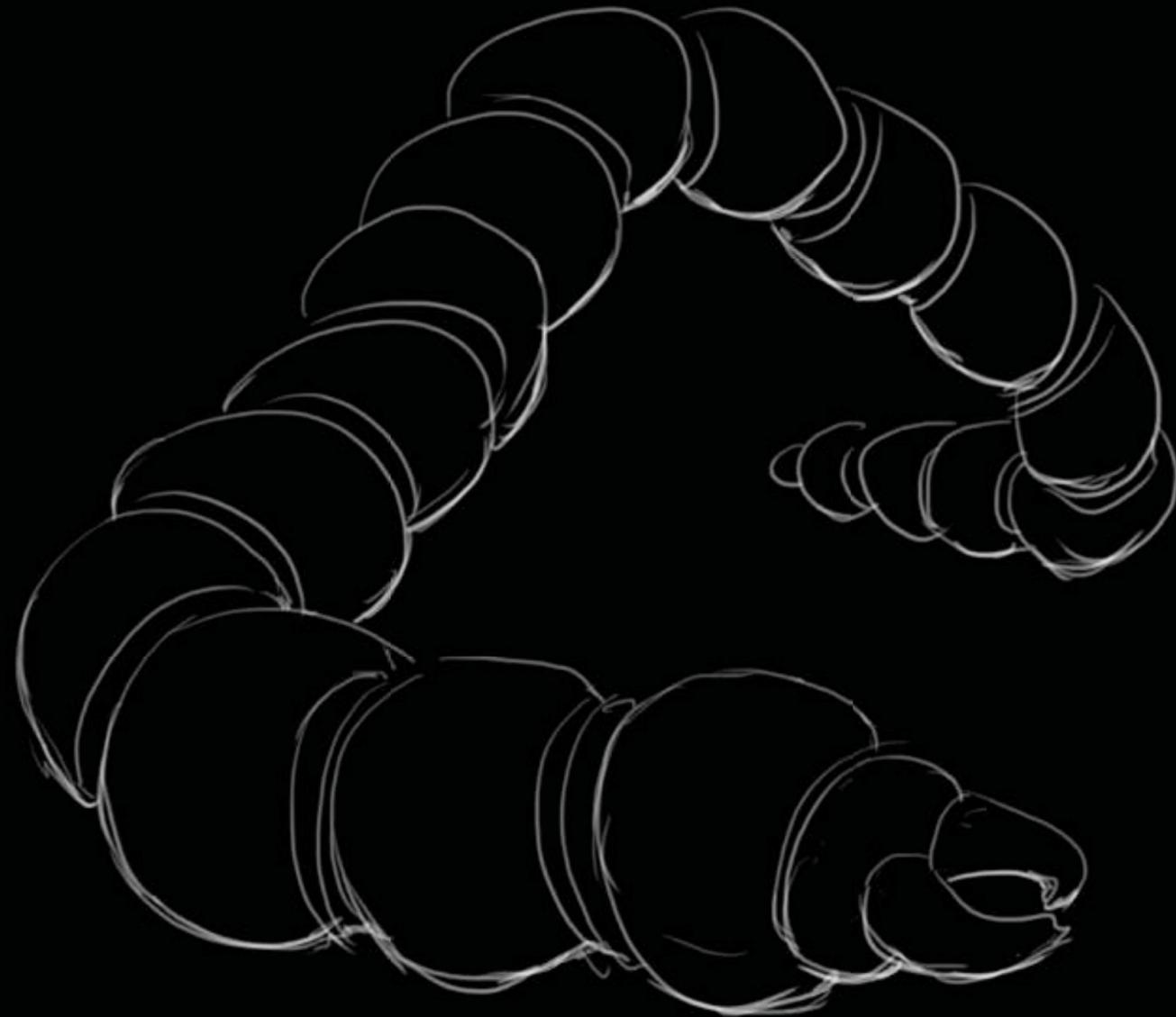
Enemy

★ MEEEL

Meels are strange worms, they burrow and eat dirt, but come out to the surface to crawl around as well, but they are quite suspicious as it is not entirely clear what their motivation is aside from finding new food sources of plants and dead animals or finding another meel to create more meels. But then again, what more do you need than eating and finding a mate?

Attack	Range	Trigger
Melee	2	Single

Speciality
--



X-1	X-2	X-3	X-4
XP 200	XP 500	XP 750	XP 1,200
Shadow 10	Shadow 20	Shadow 30	Shadow 40
Aegis 1	Aegis 1	Aegis 1	Aegis 1
Damage 1	Damage 2	Damage 2	Damage 2
Movement G1	Movement G2	Movement G3	Movement G4
Actions 2	Actions 2	Actions 2	Actions 2
Detection 10	Detection 10	Detection 10	Detection 10
Detectability 20	Detectability 20	Detectability 20	Detectability 20
SDJ --	SDJ --	SDJ --	SDJ --
Hack --	Hack --	Hack --	Hack --

Bite Action [X] Reaction [-] Cooldown [0]

Information

Bites any target in range, dealing WD and adding poison status.

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CRITTER



Enemy



★ SLIME

Slimes were first classified as mutants, as they seem to be strangely unnatural, but nobody could find any animal or plant related to them, they could have mutated from. There are no genetic similarities to any living lifeforms, yet they somehow exist and crawl around, covering bio matter they find on the ground with their slime and start absorbing it. They have no organs and seem to be just a pulp of ... slime, that somehow shows rudimentary forms of intelligence, that can barely be described as that and are more forms of automatism. They are still higher developed than politicians though, as they manage to avoid giving redundant speeches filled with lies.

Attack	Range	Trigger
Melee	0	Single

Speciality
--

X-1	X-2	X-3	X-4
XP 200	XP 500	XP 750	XP 1,200
Shadow 100	Shadow 150	Shadow 200	Shadow 300
Aegis 0	Aegis 0	Aegis 0	Aegis 0
Damage 1	Damage 1	Damage 2	Damage 2
Movement G1	Movement G1	Movement G1	Movement G1
Actions 2	Actions 2	Actions 2	Actions 2
Detection 5	Detection 5	Detection 5	Detection 5
Detectability 20	Detectability 20	Detectability 20	Detectability 20
SDJ --	SDJ --	SDJ --	SDJ --
Hack --	Hack --	Hack --	Hack --

Splatter Action [X] Reaction [-] Cooldown [0]

Information

Covers any target in DR with slime dealing WD and slowing it for one turn.

Regenerate Action [X] Reaction [-] Cooldown [4]

Information

Regenerates 20% of its maximum shadow.

--

--





C R I T T E R



Enemy



★ COLON

Colons are quite large bugs, living in colonies and usually always show up in bigger numbers. They spray pheromones and scent marks to inform the other colons of their whereabouts and their situation, so you can always expect reinforcements to arrive out of nowhere, when you start to mess with one of them. The individual colon does not show high intelligence and usually only has one job, which usually is attacking anyone coming into their territory to create more food laying around that can be transported back to their hive.

Attack	Range	Trigger
Melee	0	Group

Speciality

--

X-1	X-2	X-3	X-4
XP 500	XP 1.000	XP 1.500	XP 2.000
Shadow 50	Shadow 70	Shadow 90	Shadow 110
Aegis 2	Aegis 2	Aegis 2	Aegis 2
Damage 1	Damage 1	Damage 2	Damage 2
Movement G2	Movement G3	Movement G4	Movement G5
Actions 2	Actions 2	Actions 2	Actions 2
Detection 15	Detection 15	Detection 15	Detection 15
Detectability 20	Detectability 20	Detectability 20	Detectability 20
SDJ --	SDJ --	SDJ --	SDJ --
Hack --	Hack --	Hack --	Hack --

Bite Action [X] Reaction [-] Cooldown [-]

Information

Bites any target on the same CZ, dealing WD and adding poison status.

Poison spray Action [X] Reaction [-] Cooldown [2]

Information

Vomits out a beam of poison over 3 CZ in front of it.

--

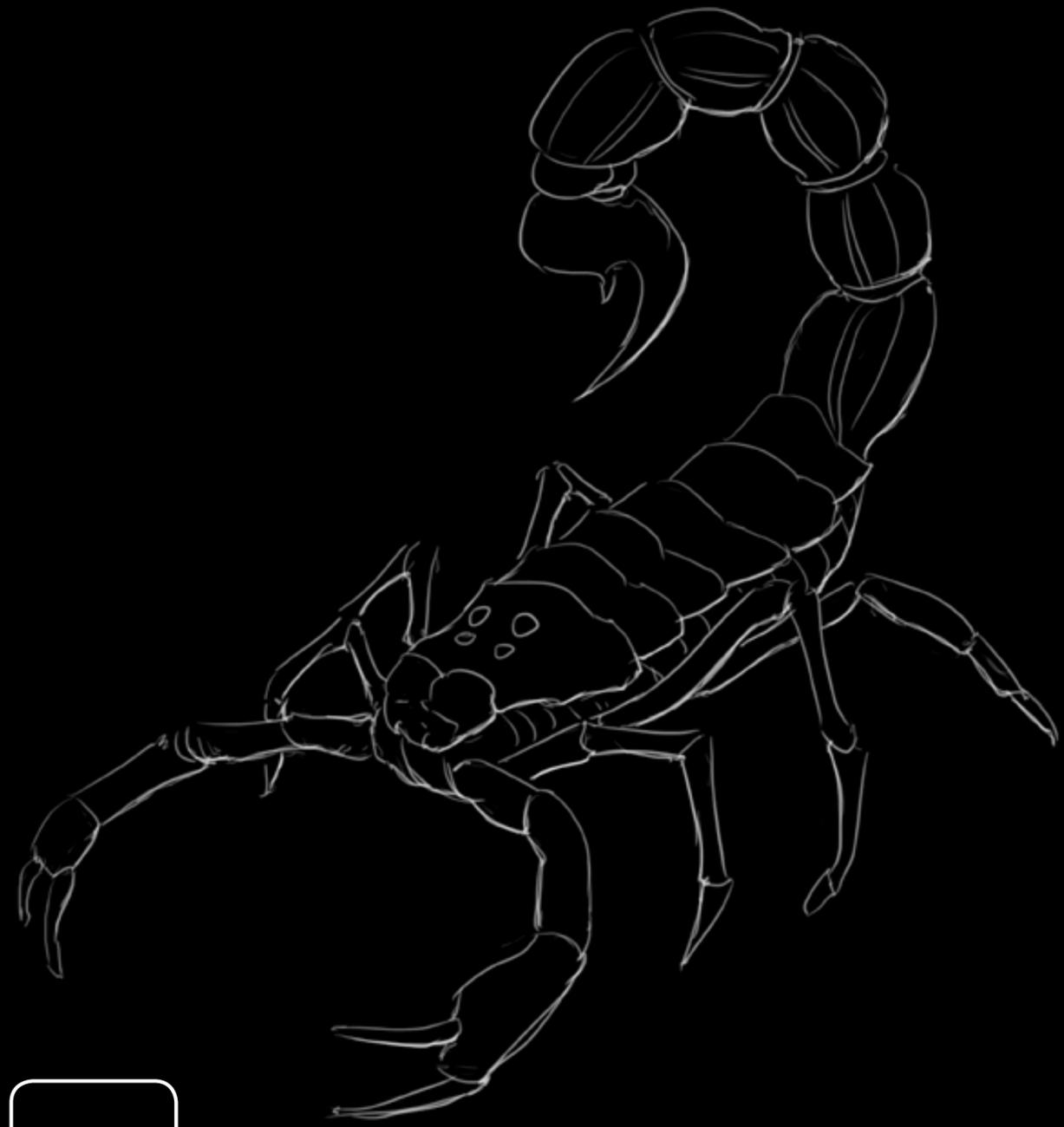
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C R I T T E R



Enemy



★ SCORPIO PARALUS

This form of scorpion has a large stinger, but small claws, as it uses its poisonous tail to render its prey immobile, then slowly munching away. For a lot of animals getting stung is deadly, but for Ionarians it is less dangerous, as most people are vaccinated against this kind of stuff. Since they make use of their stinger while hunting, the claws never were required to do a lot of work and remained weaker than in other scorpion species. They like to grab their food while eating, but they can not do any real harm with their claws.

Attack	Range	Trigger
Melee	2	Single

Speciality

--

XC-1	XC-2	XC-3	XC-4
XP 2.000	XP 3.000	XP 4.000	XP 5.000
Shadow 50	Shadow 70	Shadow 90	Shadow 110
Aegis 3	Aegis 3	Aegis 3	Aegis 3
Damage 1	Damage 2	Damage 3	Damage 4
Movement G3	Movement G4	Movement G5	Movement G6
Actions 2	Actions 2	Actions 2	Actions 2
Detection 15	Detection 15	Detection 15	Detection 15
Detectability 5	Detectability 5	Detectability 5	Detectability 5
SDJ --	SDJ --	SDJ --	SDJ --
Hack --	Hack --	Hack --	Hack --

Sting Action [X] Reaction [-] Cooldown [-]

Information

Deals WD to any target in range an stunning it for 1 turn.

Grab Action [X] Reaction [-] Cooldown [2]

Information

Grabs any target in range and renders it immobile, making it impossible to move or use movement skills.

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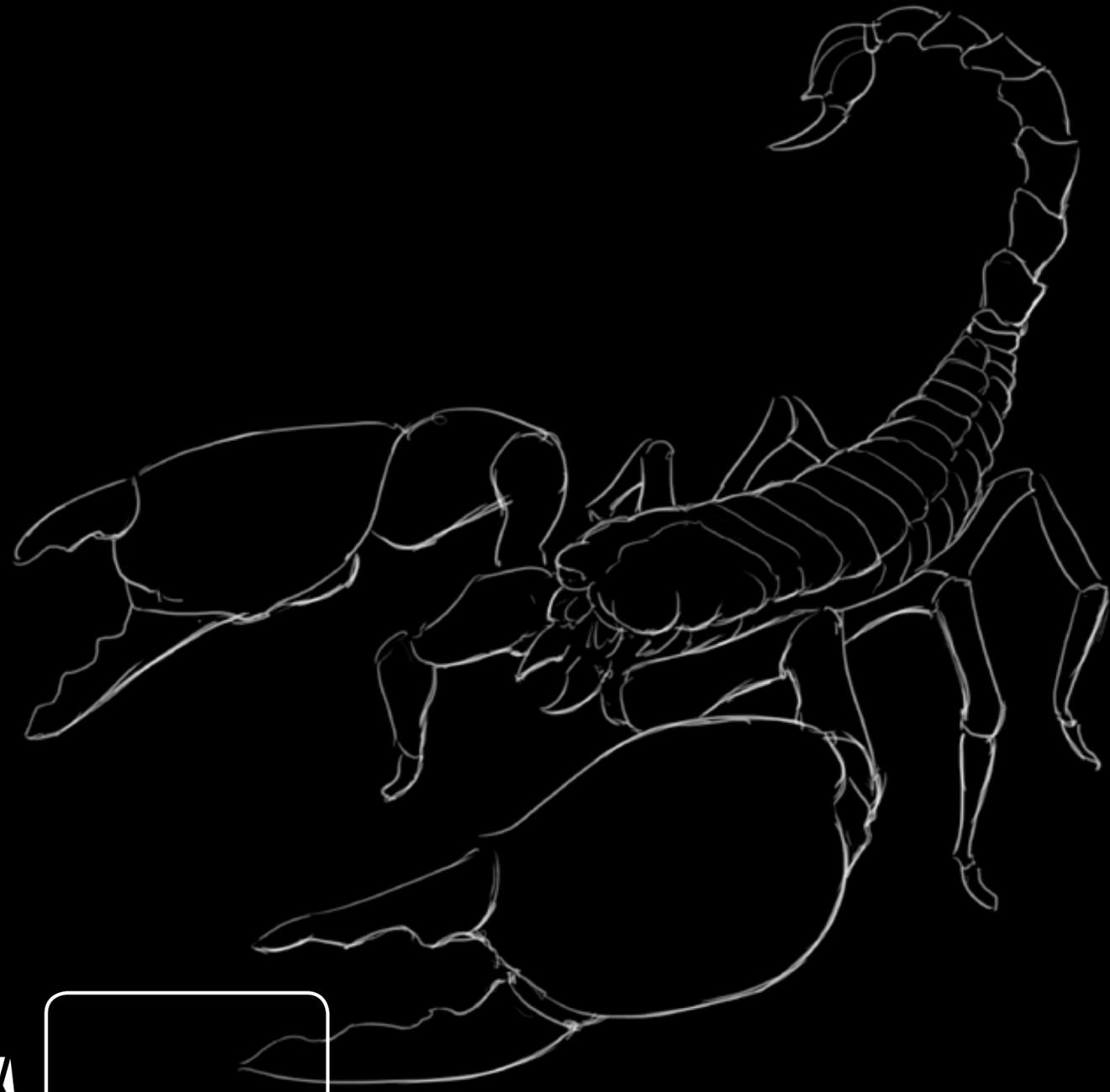
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CRITTER



Enemy



★ SCORPIO GIGANTUS

These giant scorpions have very weak poison, that has little to no effect on Ionarians, but it still hurts getting stung by the spiky needle. Far more dangerous are the giant claws, the scorpion uses to kill its prey with. They have strong armored chitin plating that surrounds them, making it hard to deal damage to these living tanks. It can be menacing seeing them slowly crawling closer and closer, while being completely indifferent to the scent that comes out of your pants that are slowly filling themselves, as they have no glands that allow them to smell something.

Attack	Range	Trigger
Melee	2	Single

Speciality
--

X-1	X-2	X-3	X-4
-----	-----	-----	-----

XP	XP	XP	XP
4.000	5.000	6.000	7.000

Shadow	Shadow	Shadow	Shadow
70	90	110	130

Aegis	Aegis	Aegis	Aegis
4	4	4	4

Damage	Damage	Damage	Damage
2	3	4	5

Movement	Movement	Movement	Movement
G3	G4	G5	G6

Actions	Actions	Actions	Actions
2	2	2	2

Detection	Detection	Detection	Detection
15	15	15	15

Detectability	Detectability	Detectability	Detectability
15	15	15	15

SDJ	SDJ	SDJ	SDJ
--	--	--	--

Hack	Hack	Hack	Hack
--	--	--	--

Sting Action [X] Reaction [-] Cooldown [-]

Information
Deals WD to any target in range.

Grab Action [X] Reaction [-] Cooldown [-]

Information
Grabs up to two targets in range and renders them immobile, making it impossible to move or use movement skills and dealing WD each turn until released.

--

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CRITTER



Enemy



★ JACKAL

Jackals are found in the wilderness of Isgra, Eltros and Terra and are always coming in a pack, it is very rare to meet one of them completely alone. On Isgra they are staying close to the civilization and the palm forests. Although Isgra is not their natural habitat, they somehow managed to survive, after probably being set free by animal traders or escaping from caretakers. Jackals are fearsome wolf-like animals with very thick fur, that allows them to resist quite a bit of damage. How they manage not to die from heat on Isgra is a miracle. Usually they roam around in small family packs, ranging from 5-10 animals, but there also have been spotted much bigger groups hunting together.

Attack	Range	Trigger
Melee	0	Group

Speciality
--

X-1	X-2	X-3	X-4
XP 1.000	XP 2.000	XP 3.000	XP 4.000
Shadow 70	Shadow 90	Shadow 110	Shadow 130
Aegis 2	Aegis 2	Aegis 2	Aegis 2
Damage 2	Damage 3	Damage 4	Damage 5
Movement G3	Movement G4	Movement G5	Movement G6
Actions 2	Actions 2	Actions 2	Actions 2
Detection 15	Detection 20	Detection 25	Detection 30
Detectability 10	Detectability 10	Detectability 10	Detectability 10
SDJ --	SDJ --	SDJ --	SDJ --
Hack --	Hack --	Hack --	Hack --

Bite Action [X] Reaction [-] Cooldown [0]

Information

Bites any target on the same CZ, dealing WD.

Roar Action [X] Reaction [-] Cooldown [2]

Information

All characters in detection range have a 33% chance to get panic status and flee for 2 turns.

Leap Action [X] Reaction [-] Cooldown [2]

Information

Jumps 5 CZ at any CZ and deals WD to up to one target.





CRITTER



Enemy

★ TASMAN

Tasmans are very similar to jackals and can be considered their bigger siblings. They have much thicker fur with multiple layers, which makes them far more durable and harder to kill. Tasmans can jump quite a small distance

Attack	Range	Trigger
Melee	0	Group

Speciality
Immune to cold

XC-1	XC-2	XC-3	XC-4
XP 4.000	XP 6.000	XP 8.000	XP 10.000
Shadow 70	Shadow 90	Shadow 110	Shadow 130
Aegis 4	Aegis 4	Aegis 4	Aegis 4
Damage 2	Damage 3	Damage 4	Damage 5
Movement G3	Movement G4	Movement G5	Movement G6
Actions 3	Actions 3	Actions 3	Actions 3
Detection 15	Detection 20	Detection 25	Detection 30
Detectability 20	Detectability 20	Detectability 20	Detectability 20
SDJ --	SDJ --	SDJ --	SDJ --
Hack --	Hack --	Hack --	Hack --

Roundbite Action [X] Reaction [-] Cooldown [0]

Information

Bites all characters on the same CZ, dealing WD.

Taunt Action [X] Reaction [-] Cooldown [4]

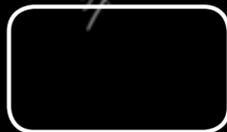
Information

The tasman sends out pheromones that lure in all enemies in 7 CZ for 2 turns. Lured characters are forced to move towards it and perform basic attacks once they are on the same CZ. Lured characters have a 66% chance to miss.

Leap Action [X] Reaction [-] Cooldown [2]

Information

Jumps up to 10 CZ in any direction and deals WD to all characters on the CZ.

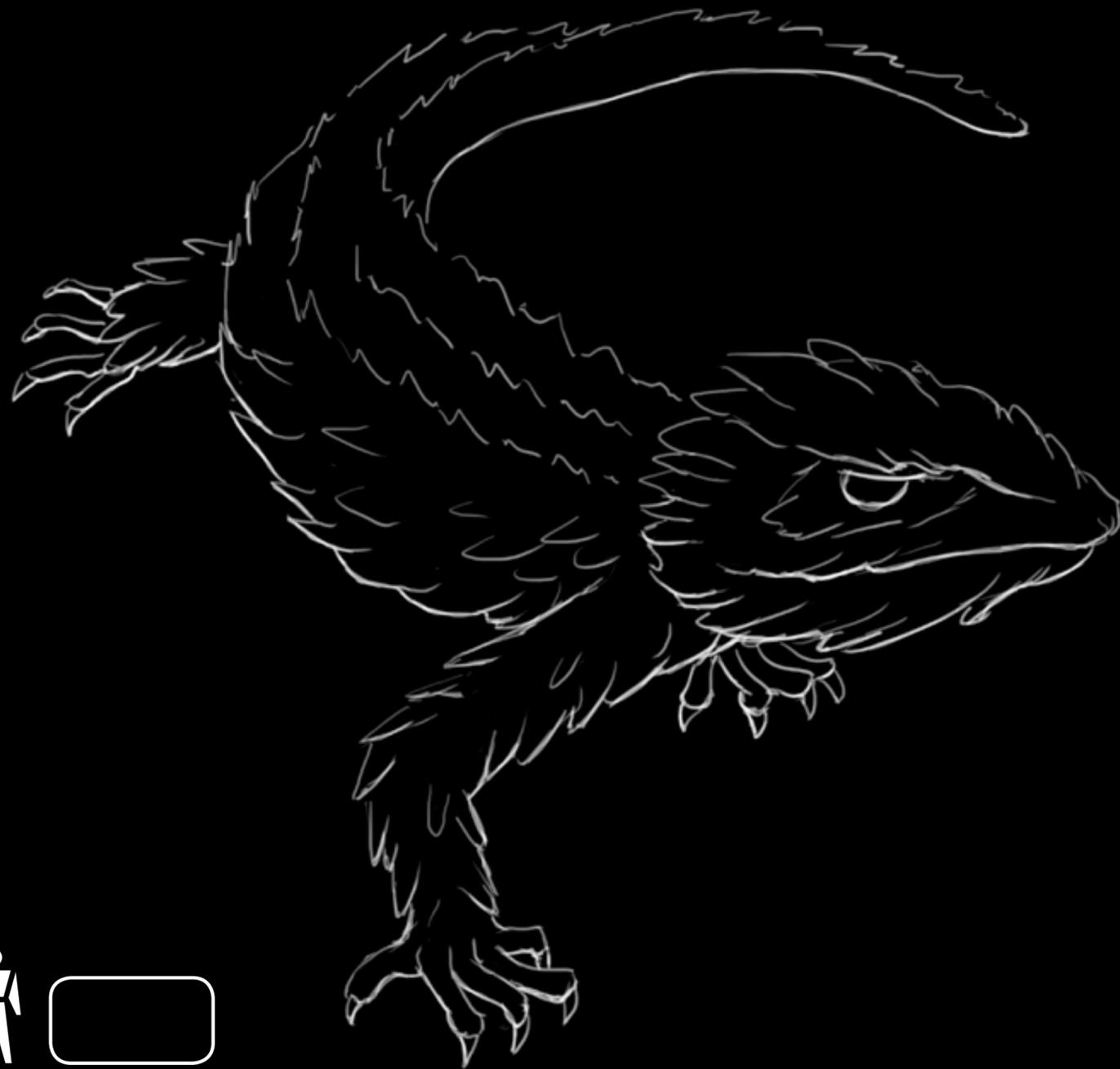




CRITTER



Enemy



★ GOON

Tasmans are very similar to jackals and can be considered their bigger siblings. They have much thicker fur, which makes them far more durable.

Attack	Range	Trigger
Melee	0	Single

Speciality
Immune to heat

XC-1	XC-2	XC-3	XC-4
XP 4.000	XP 6.000	XP 8.000	XP 10.000
Shadow 70	Shadow 90	Shadow 110	Shadow 130
Aegis 3	Aegis 3	Aegis 3	Aegis 3
Damage 2	Damage 3	Damage 4	Damage 5
Movement G3	Movement G4	Movement G5	Movement G6
Actions 3	Actions 3	Actions 3	Actions 3
Detection 15	Detection 20	Detection 25	Detection 30
Detectability 20	Detectability 20	Detectability 20	Detectability 20
SDJ --	SDJ --	SDJ --	SDJ --
Hack --	Hack --	Hack --	Hack --

Bite Action [X] Reaction [-] Cooldown [0]

Information
Bites any target in range for WD.

Leap Action [X] Reaction [-] Cooldown [4]

Information
Jumps forward up to 5 CZ in any direction.

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C R I T T E R



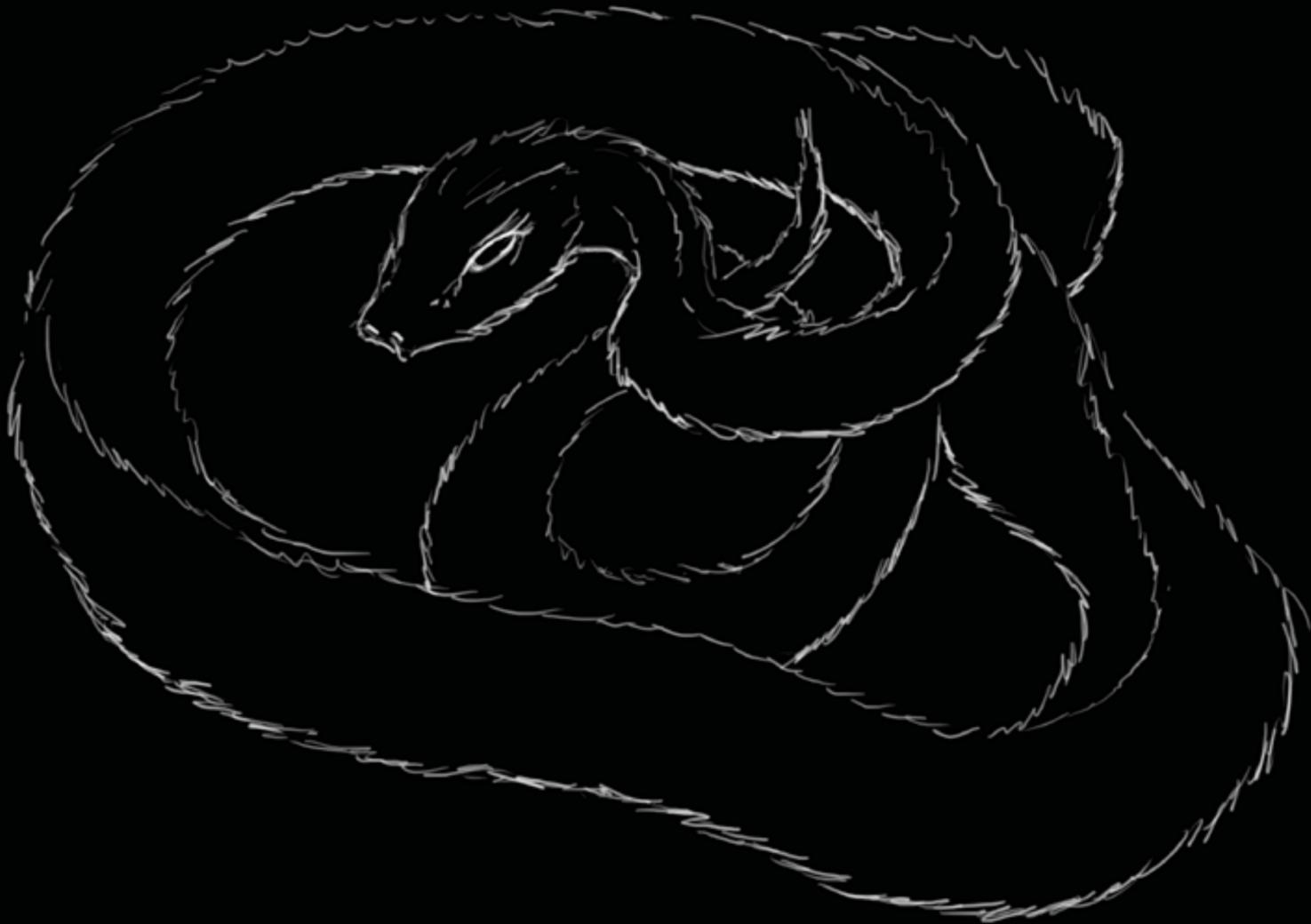
Enemy

★ SERPENT

Serpents are huge snakes with a mild poison acting as tranquilizer. Usually snakes are either big and strangle their prey to death or poison it and eat it afterwards, these fuckers do both, although their poison is in no way deadly and only has a calming effect acting like a supportive sedative to make it easier for them to eat. Serpents will attack anything they can fit in their mouth and swallow, unless they just had a meal and prefer to sleep underground in their burrows.

Attack	Range	Trigger
Melee	4	Single

Speciality
Immune to heat



X-1	X-2	XC-1	XC-2
XP 1.000	XP 3.000	XP 8.000	XP 10.000
Shadow 70	Shadow 90	Shadow 110	Shadow 130
Aegis 2	Aegis 2	Aegis 2	Aegis 2
Damage 2	Damage 4	Damage 2	Damage 4
Movement G3	Movement G4	Movement G5	Movement G6
Actions 2	Actions 2	Actions 2	Actions 2
Detection 12	Detection 15	Detection 18	Detection 21
Detectability 5	Detectability 5	Detectability 5	Detectability 5
SDJ --	SDJ --	SDJ --	SDJ --
Hack --	Hack --	Hack --	Hack --

Poison Bite Action [X] Reaction [-] Cooldown [0]

Information

Bites any target in range, dealing WD and adding poison and slowed status.

Strangle Action [X] Reaction [-] Cooldown [2]

Information

Grabs target, dealing 4x WD each round. Target unable to make actions, strangles until death of snake or target.

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CRITTER



Enemy

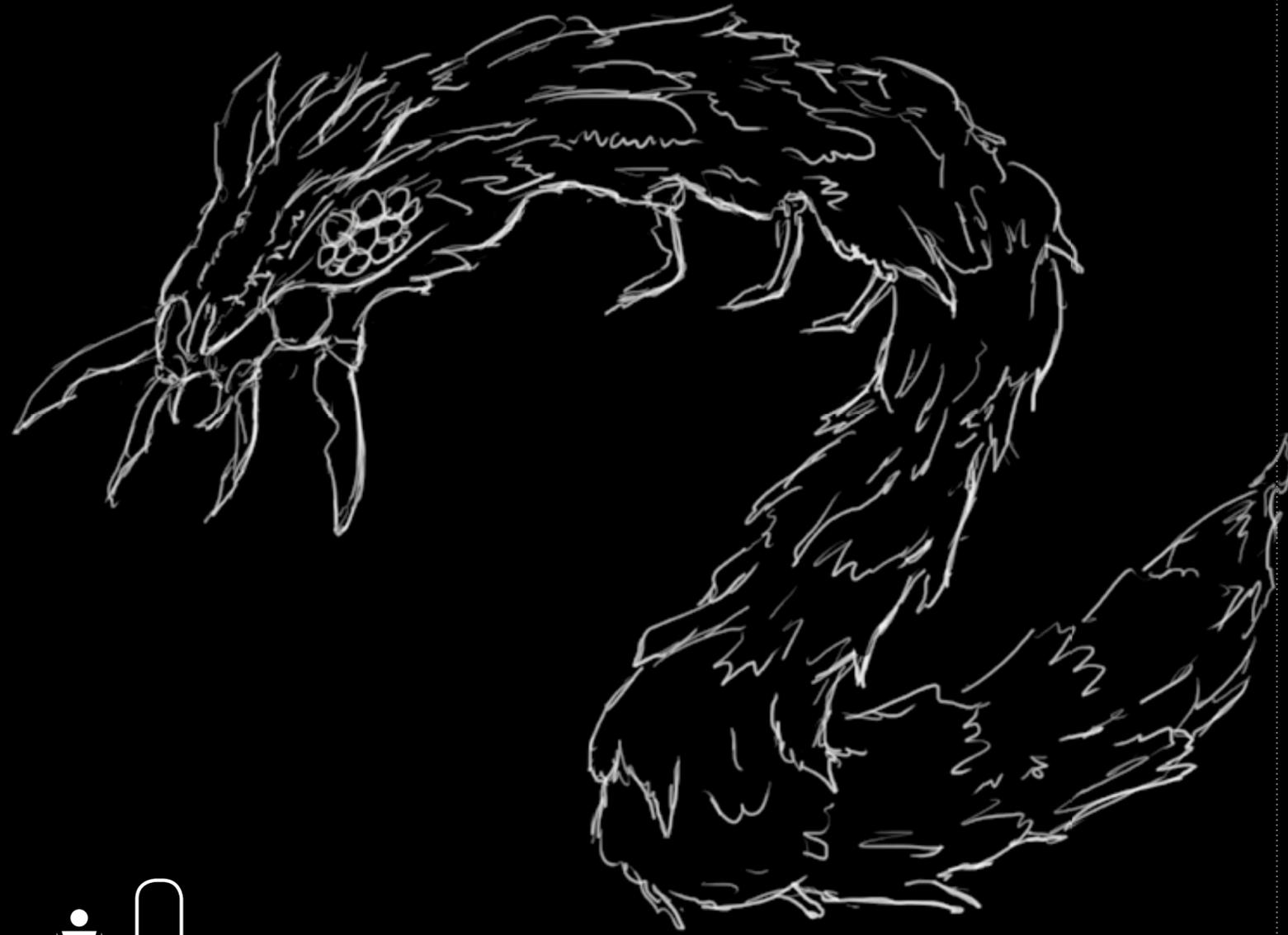
★ LEECH

These creatures made their home on all five planets. System wide trading with goods is the probable cause of the infestation of all planets. Leeches are living burrowed underground and latch out to anything that comes close to them. Their bites are poisonous, paralyzing small prey and dragging it into their holes. They are mostly not deadly for the population, but since they are attacking anything, no matter the size of the animal, they still represent a threat. Although they are not intelligent hunters, their survival is guaranteed due to their massive reproduction combined with their stealthy approach of hiding underground and often being able to retreat before taking any harm.

Attack	Range	Trigger
Melee	0	Single

Speciality

--



X	XC	XD	XM
XP 1.000	XP 3.000	XP 10.000	XP 30.000
Shadow 70	Shadow 90	Shadow 110	Shadow 130
Aegis 2	Aegis 2	Aegis 2	Aegis 2
Damage 1	Damage 1	Damage 1	Damage 1
Movement --	Movement --	Movement --	Movement --
Actions 1	Actions 1	Actions 1	Actions 1
Detection CZ	Detection CZ	Detection CZ	Detection CZ
Detectability -50	Detectability -50	Detectability -50	Detectability -50
SDJ --	SDJ --	SDJ --	SDJ --
Hack --	Hack --	Hack --	Hack --

Poison Bite Action [X] Reaction [-] Cooldown [0]

Information

Grabs any target, rendering it unable to move or use movement skills and applying poison status. Deals WD each turn until released.

Burrow Action [X] Reaction [-] Cooldown [3]

Information

Burrows / unborrows in the ground, making it immune to any damage.

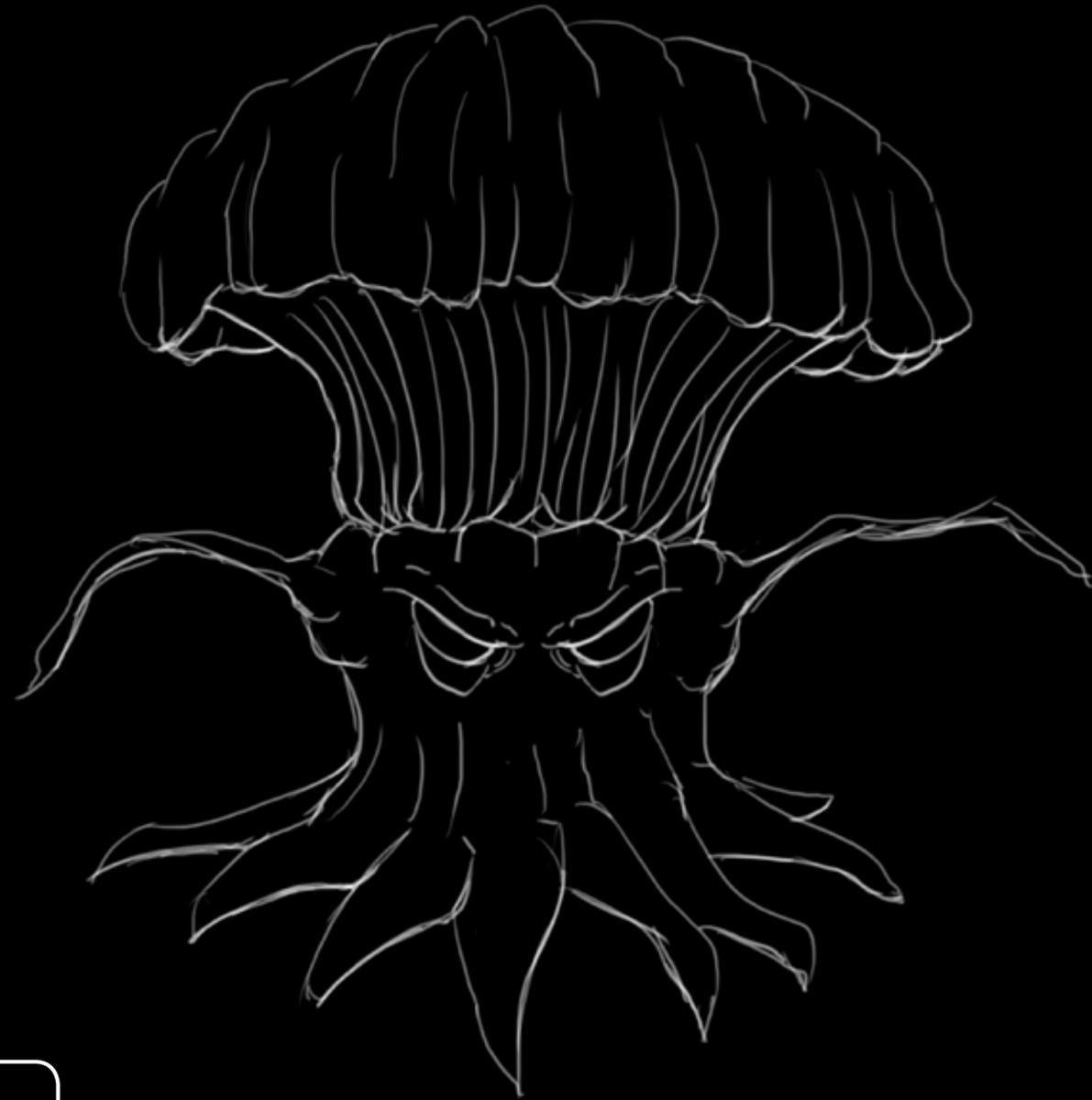




CRITTER



Enemy



★ SHROOM

Living plants are most likely results of genetic experiments conducted by some biotech corporation, their origin is unknown.

If the air starts smelling bad and you have just a little bit trouble breathing and you notice a strange taste on your mouth from something in the air, it is already too late and the mushroom next to you is already multiplying and will want to have a word with you about coming so close to his offsprings.

Attack	Range	Trigger
Melee	0	Single

Speciality

--

X	XC	XD	XM
XP	XP	XP	XP
500	1.500	10.000	30.000
Shadow	Shadow	Shadow	Shadow
30	50	100	150
Aegis	Aegis	Aegis	Aegis
1	1	1	1
Damage	Damage	Damage	Damage
3	4	5	6
Movement	Movement	Movement	Movement
G2	G3	G4	G5
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
15	15	15	15
Detectability	Detectability	Detectability	Detectability
0	0	0	0
SDJ	SDJ	SDJ	SDJ
--	--	--	--
Hack	Hack	Hack	Hack
--	--	--	--

Slap Action [X] Reaction [-] Cooldown [0]

Information

Slaps any target in range for WD.

Seed Dust Cloud Action [X] Reaction [-] Cooldown [5]

Information

Releases seeds around the shroom in 5 CZ dealing WD to all characters with a 16% chance to summon a new shroom in one of the respective CZ.

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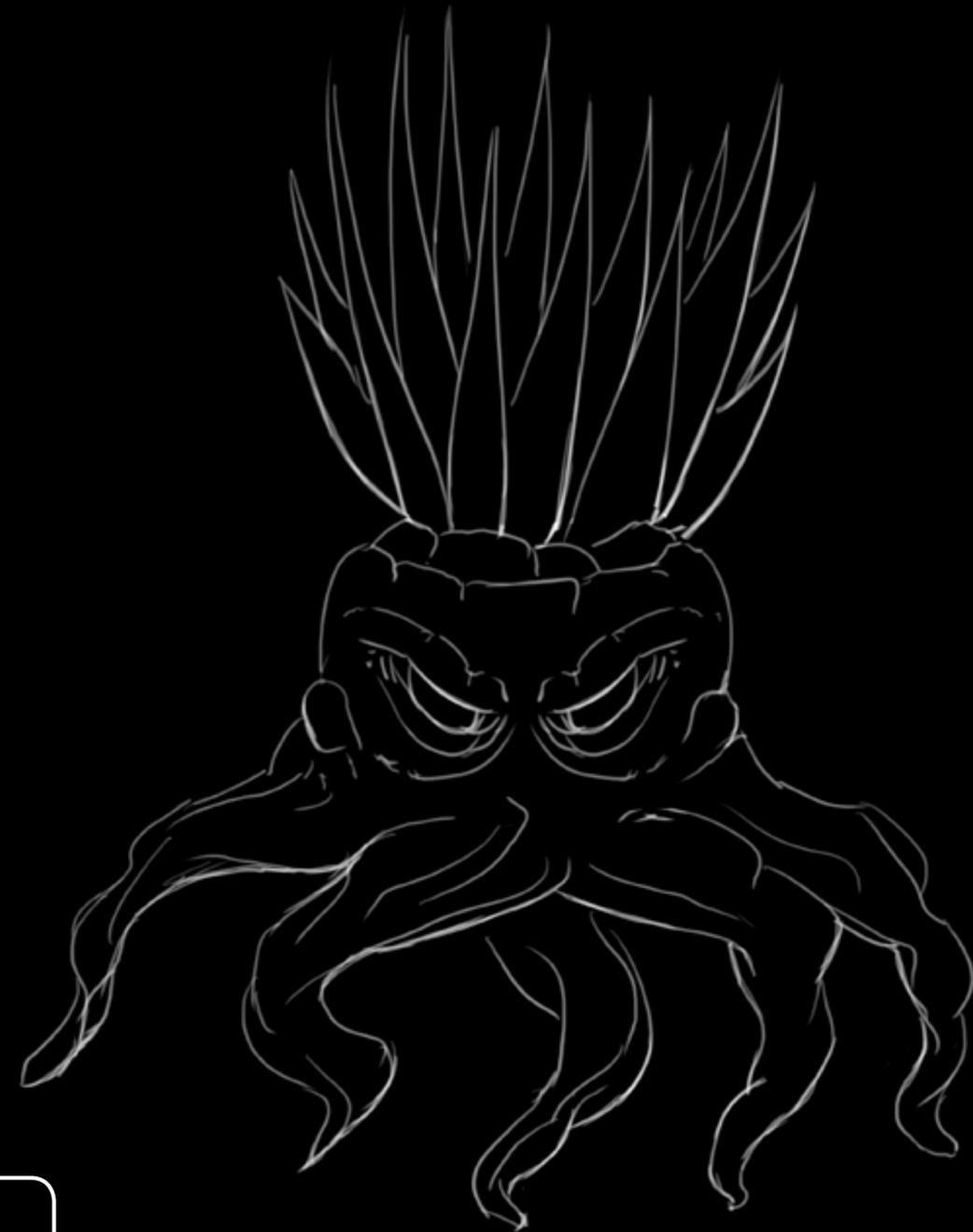




CRITTER



Enemy



★ SPIKER

Living plants are most likely results of genetic experiments conducted by some biotech corporation, their origin is unknown.

Spikers are hard to spot from a distance, as they look like simple bushes or gras that is moving in the wind. Basically that is also true, until you have plant spikes in your butt, because you came too close to one.

Attack	Range	Trigger
Ranged	DR	Single

Speciality

--

X	XC	XD	XM
XP	XP	XP	XP
500	1.500	10.000	30.000
Shadow	Shadow	Shadow	Shadow
30	50	100	150
Aegis	Aegis	Aegis	Aegis
1	1	1	1
Damage	Damage	Damage	Damage
2	3	4	5
Movement	Movement	Movement	Movement
G2	G3	G4	G5
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
15	15	15	15
Detectability	Detectability	Detectability	Detectability
0	0	0	0
SDJ	SDJ	SDJ	SDJ
--	--	--	--
Hack	Hack	Hack	Hack
--	--	--	--

Spike Action [X] Reaction [-] Cooldown [0]

Information

Shoots a spike at any target in DR dealing WD.

Spike Root Action [-] Reaction [X] Cooldown [5]

Information

Creates a spike shield, blocking all incoming damage for 3 turns and roots itself into the ground, making it impossible to be moved. Melee attacks receive WD.

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CRITTER



Enemy



★ FOLKARE

Living plants are most likely results of genetic experiments conducted by some biotech corporation, their origin is unknown.

Folkare are aggressive plants that only move by jumping around and hitting you with their head afterwards.

Attack	Range	Trigger
Melee	0	Single

Speciality

--

X	XC	XD	XM
XP	XP	XP	XP
2.000	6.000	18.000	36.000
Shadow	Shadow	Shadow	Shadow
100	130	160	190
Aegis	Aegis	Aegis	Aegis
3	3	3	3
Damage	Damage	Damage	Damage
3	4	5	6
Movement	Movement	Movement	Movement
--	--	--	--
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
15	15	15	15
Detectability	Detectability	Detectability	Detectability
15	15	15	15
SDJ	SDJ	SDJ	SDJ
--	--	--	--
Hack	Hack	Hack	Hack
--	--	--	--

Headbutt Action [X] Reaction [-] Cooldown [0]

Information

Headbutts any target on the same CZ, pushing it 7 CZ in any direction dealing WD.

Stomp Jump Action [X] Reaction [-] Cooldown [0]

Information

Jumps forward up to 5 CZ and deals WD to all characters in the target CZ.

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CRITTER



Enemy

★ GRIMBA

Living plants are most likely results of genetic experiments conducted by some biotech corporation, their origin is unknown.

Gribmas are slow and extremely resilient, trapping their enemies in roots to slowly consume them over time.

Attack	Range	Trigger
--	--	Single

Speciality
--

X	XC	XD	XM
XP	XP	XP	XP
2.000	6.000	18.000	36.000
Shadow	Shadow	Shadow	Shadow
100	150	200	250
Aegis	Aegis	Aegis	Aegis
5	5	5	5
Damage	Damage	Damage	Damage
2	3	4	5
Movement	Movement	Movement	Movement
G1	G1	G1	G1
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
20	20	20	20
Detectability	Detectability	Detectability	Detectability
20	20	20	20
SDJ	SDJ	SDJ	SDJ
--	--	--	--
Hack	Hack	Hack	Hack
--	--	--	--

Root Action [X] Reaction [-] Cooldown [2]

Information

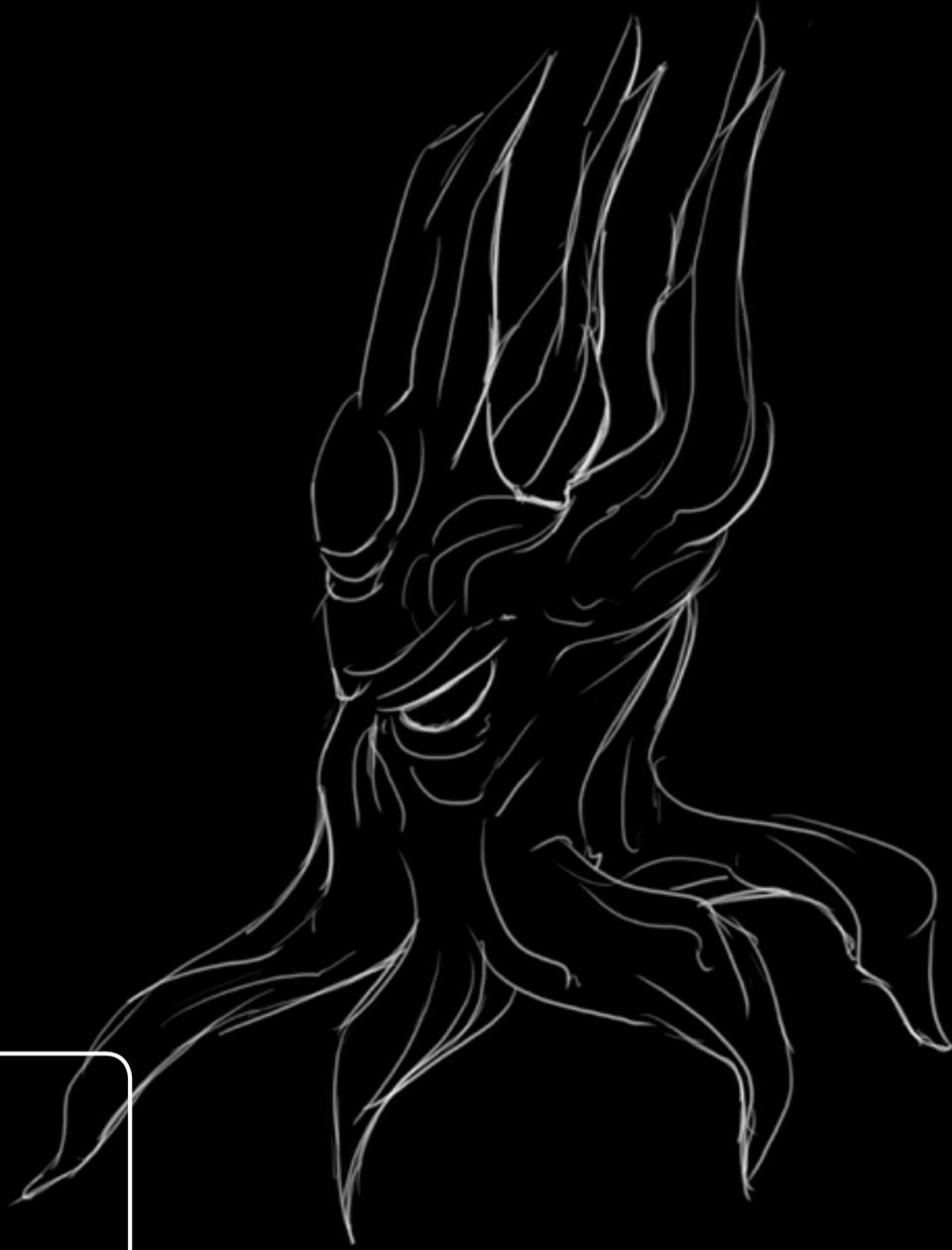
Creates roots around any target in DR, dealing WD and render it immobile. Roots have 10% of the grimbas shadow and the same aegis rating. Rooted targets are completely surrounded and can not target anything outside the root prison.

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CRITTER



Enemy



★ TROOR

Living plants are most likely results of genetic experiments conducted by some biotech corporation, their origin is unknown.

These mutated plants are incredible annoying. They are slow as hell, deal very little damage and are easy to kite, but they just won't die and leave you alone.

Attack	Range	Trigger
Melee	0	Single

Speciality

--

X	XC	XD	XM
XP	XP	XP	XP
500	1.500	7.000	15.000
Shadow	Shadow	Shadow	Shadow
50	70	90	110
Aegis	Aegis	Aegis	Aegis
4	4	4	4
Damage	Damage	Damage	Damage
1	2	3	4
Movement	Movement	Movement	Movement
G1	G1	G1	G1
Actions	Actions	Actions	Actions
1	1	1	1
Detection	Detection	Detection	Detection
15	15	15	15
Detectability	Detectability	Detectability	Detectability
20	20	20	20
SDJ	SDJ	SDJ	SDJ
--	--	--	--
Hack	Hack	Hack	Hack
--	--	--	--

Hit Action [X] Reaction [-] Cooldown [-]

Information

Deals WD to any target in range.

Spray Action [X] Reaction [-] Cooldown [-]

Information

Covers any target on the same CZ with a weird chemical substance reducing the aegis to zero.

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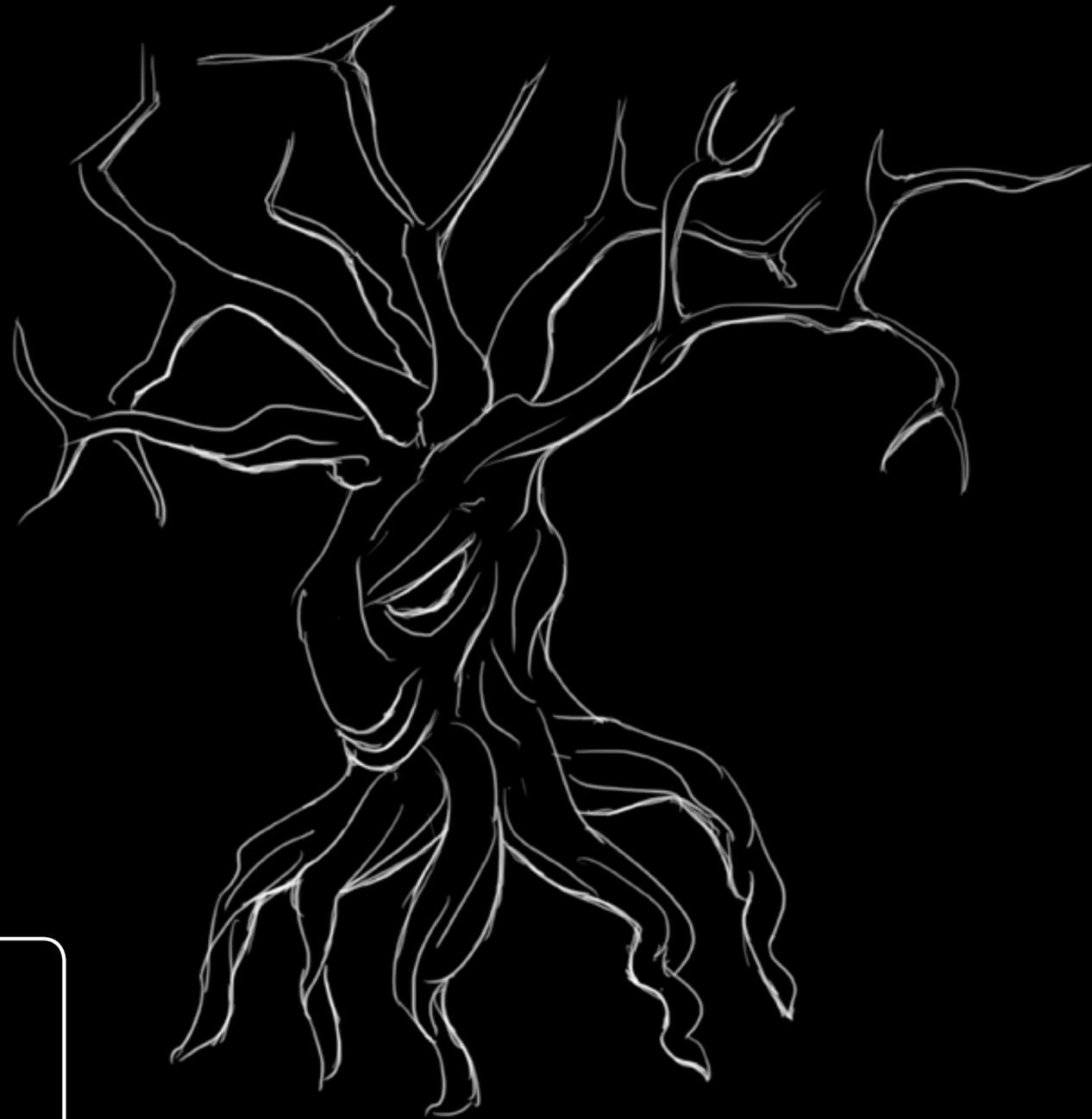




CRITTER



Enemy



★ ASTORIA

Living plants are most likely results of genetic experiments conducted by some biotech corporation, their origin is unknown.

There is not much that can be said about these plants, as almost every single scientist looking for them somehow never came back. They are still mysterious and there is research done on them yet. Most people will simply suggest you do not water them and you will be fine, which is funnily enough very true, but not helpful at all.

Attack	Range	Trigger
Melee	0	Group

Speciality

--

X	XC	XD	XM
XP	XP	XP	XP
500	3.000	10.000	30.000
Shadow	Shadow	Shadow	Shadow
20	40	100	200
Aegis	Aegis	Aegis	Aegis
3	3	3	3
Damage	Damage	Damage	Damage
1	2	3	4
Movement	Movement	Movement	Movement
G2	G3	G4	G5
Actions	Actions	Actions	Actions
2	3	3	4
Detection	Detection	Detection	Detection
10	15	20	25
Detectability	Detectability	Detectability	Detectability
15	15	15	15
SDJ	SDJ	SDJ	SDJ
--	--	--	--
Hack	Hack	Hack	Hack
--	--	--	--

Root Action [X] Reaction [-] Cooldown [0]

Information

Roots itself into the ground, making it immovable. The skill can also be used by the Astoria to unroot itself.

Grow Action [X] Reaction [-] Cooldown [0]

Information

Creates an impassable wall in current CZ and 2 adjacent CZ that have not already been occupied by a previous grow wall. Characters on the respective CZ get trapped, can not move and receive WD. Walls have 10% of its shadow and same aegis.

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CRITTER



Enemy

★ VITZER

The vitzer is a very slow crawling enemy, highly durable but deals very little damage. Its easy to run away from them, but when you need to get past them, they can get really annoying. These creatures can be found evrywhere, they somehow managed to spread across all planets and moons while mostly living a scavenger lifestile, feeding from dead animals. They wait until something is killed and slowly move in to get what is left over, while the predators who kiled their prey get what they can before having to make room for the vitzers. They tolerate others and often hang around in groups, but they also have no problem with being left alone and just slowly going their way by themselves.

Attack	Range	Trigger
Melee	0	Group

Speciality

--

XD-1	XD-2	XM-1	XM-2
XP 500	XP 3.000	XP 10.000	XP 30.000
Shadow 20	Shadow 30	Shadow 40	Shadow 50
Aegis 4	Aegis 4	Aegis 4	Aegis 4
Damage 2	Damage 3	Damage 4	Damage 5
Movement G2	Movement G3	Movement G4	Movement G5
Actions 2	Actions 2	Actions 2	Actions 2
Detection 10	Detection 15	Detection 20	Detection 25
Detectability 15	Detectability 15	Detectability 15	Detectability 15
SDJ --	SDJ --	SDJ --	SDJ --
Hack --	Hack --	Hack --	Hack --

Bite Action [X] Reaction [-] Cooldown [-]

Information

Bites any target on the same CZ, dealing WD and adding poison status.

Harden shell Action [X] Reaction [X] Cooldown [6]

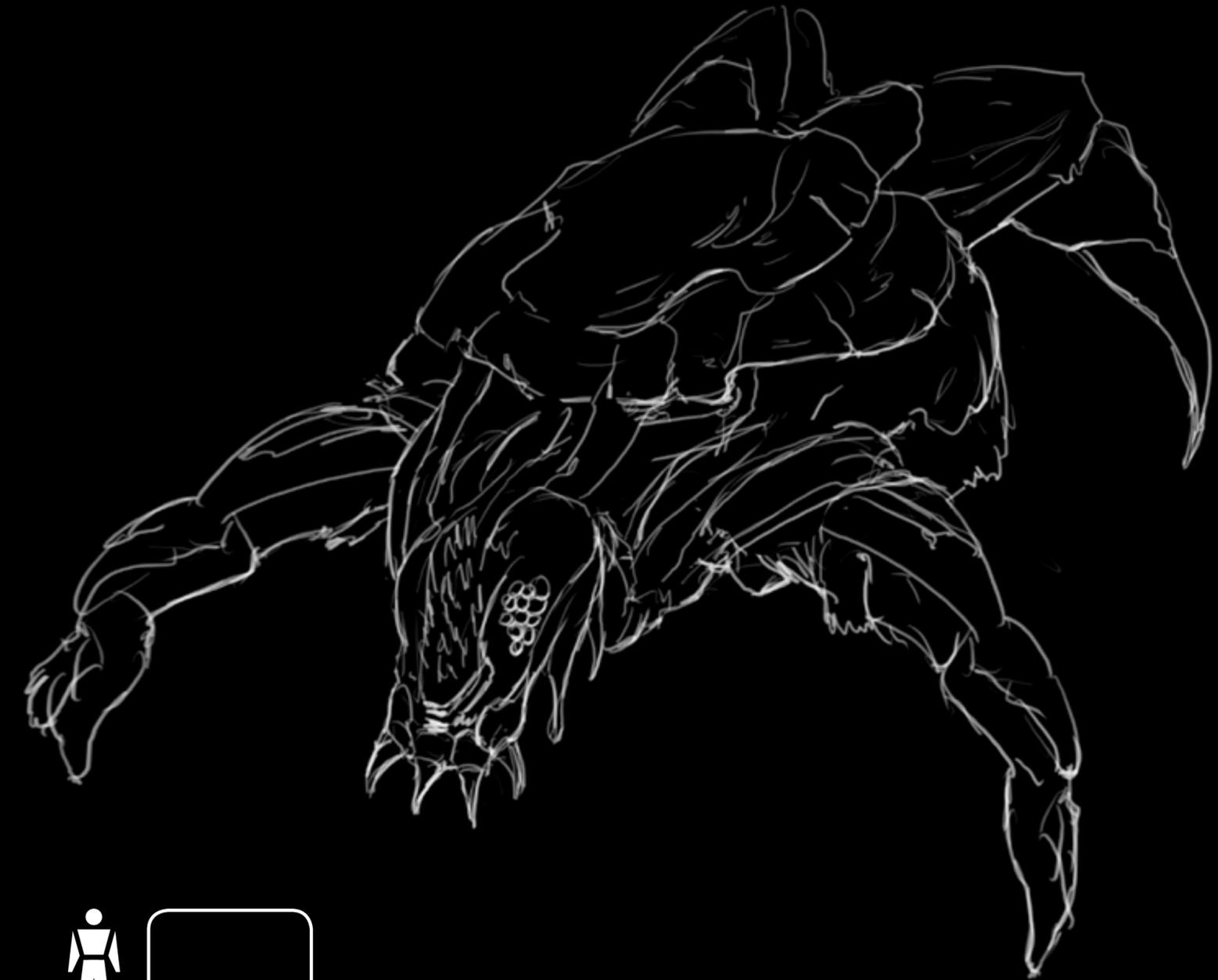
Information

The vitzer hardens its shell and reduces all incoming damage by 50% for 4 turns and reflects it back.

Block Action [X] Reaction [-] Cooldown [6]

Information

The vitzer blocks the pathway for 2 turns, making it impossible to pass through the CZ it is on.





CRITTER



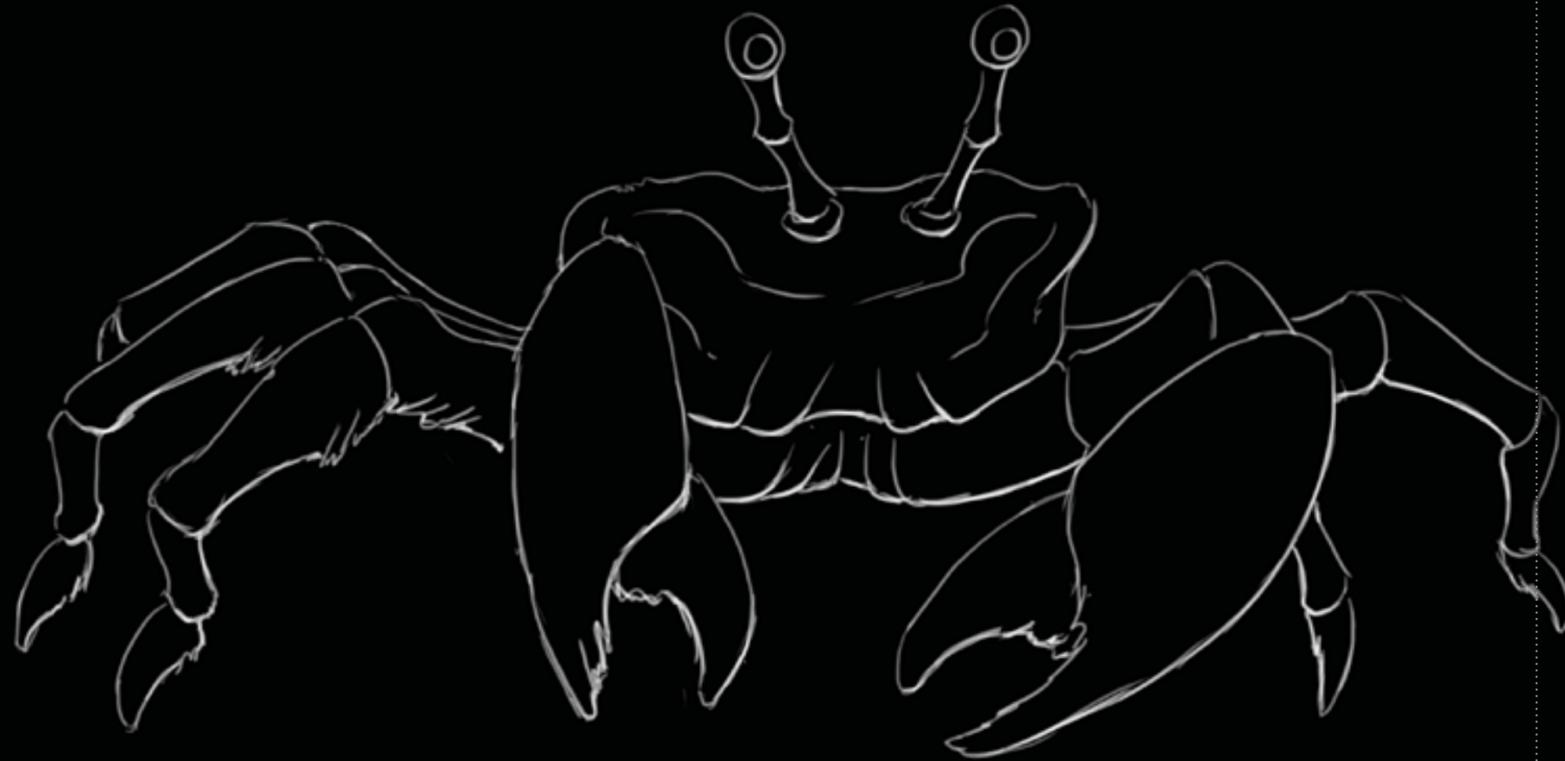
Enemy

★ BRACHY

They may look a little wonky, move clunky and have bad eyesight, but their natural armor plating makes them incredibly durable and hard to kill. From distance they are no big danger, but once they come close, you will learn to fear their giant pinchers, grabbing onto anything that moves and only releasing it until they are absolutely sure, they can or simply do not want to eat it. Figuring that out may take them some time, because, as already mentioned they have bad eyesight and have a patient playful character that keeps them interested a lot longer than their caught prey is in the mood for.

Attack	Range	Trigger
Melee	0	Group

Speciality
No penalties in water

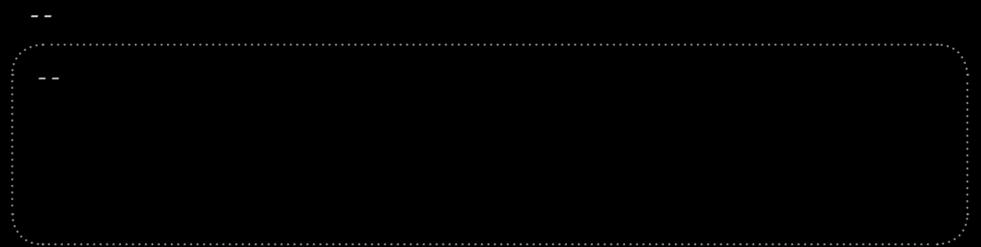


XD-1	XD-2	XM-1	XM-2
XP 500	XP 3.000	XP 10.000	XP 30.000
Shadow 20	Shadow 30	Shadow 40	Shadow 50
Aegis 4	Aegis 4	Aegis 4	Aegis 4
Damage 3	Damage 4	Damage 5	Damage 6
Movement G2	Movement G3	Movement G4	Movement G5
Actions 2	Actions 2	Actions 2	Actions 2
Detection 10	Detection 15	Detection 20	Detection 25
Detectability 15	Detectability 15	Detectability 15	Detectability 15
SDJ --	SDJ --	SDJ --	SDJ --
Hack --	Hack --	Hack --	Hack --

Hit Action [X] Reaction [-] Cooldown [0]

Information

Grabs target up to 1 CZ away and pulls it in, dealing WD each turn making it unable to perform any actions.

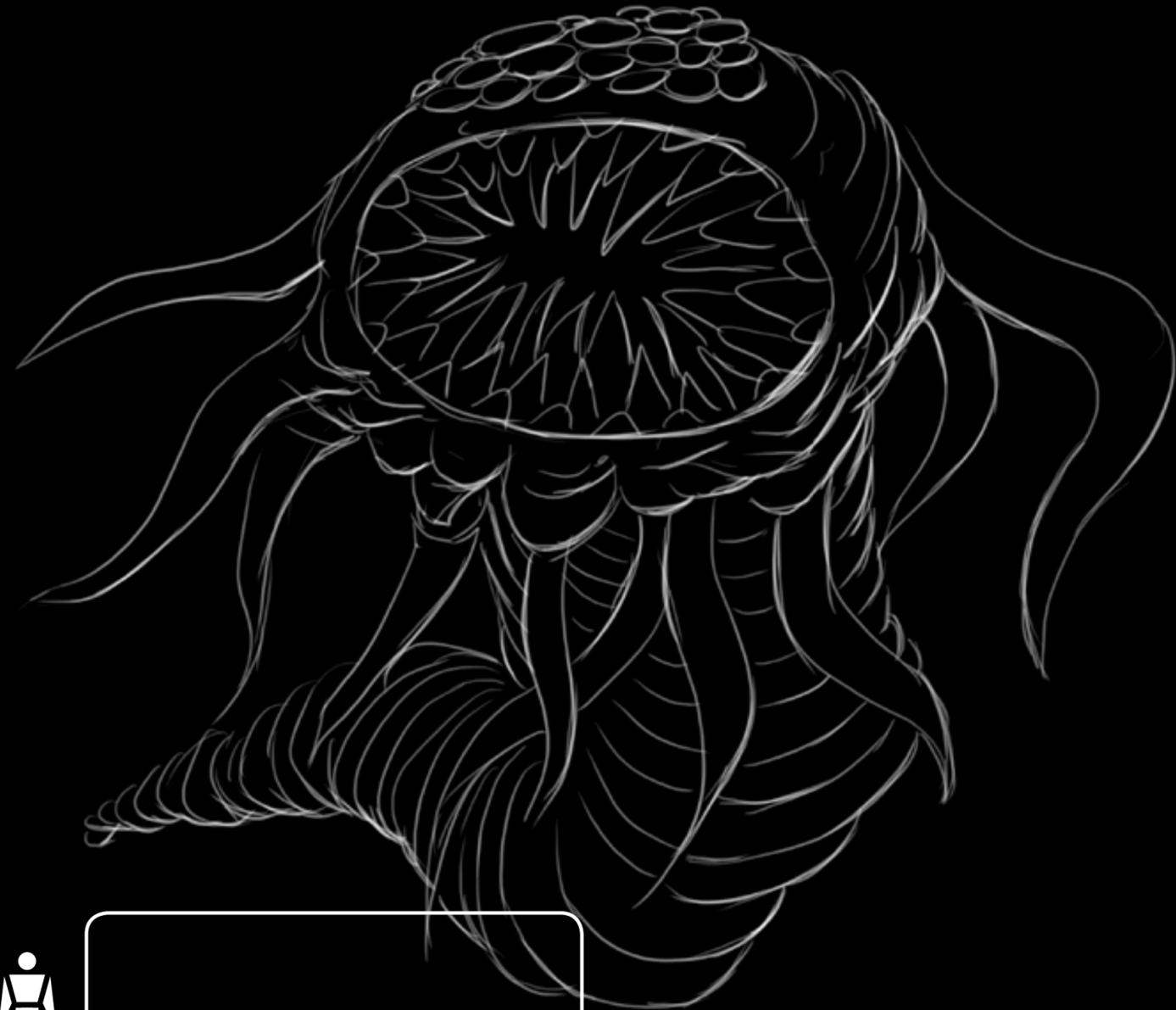




CRITTER



Enemy



★ MUNCHER

These big worms are hiding in the floor and will launch at anything they can grab with their tentacles to be slowly eaten away. Since munchers live almost exclusively underground, they are basically blind and detect their prey by vibrations on the surface. The upside of getting eaten by a muncher is, you get a quick death out of nowhere. The downside of getting eaten by a muncher is, getting eaten by a muncher.

Attack	Range	Trigger
Melee	0	Group

Speciality
Immune to crowd control

XD-1	XD-2	XM-1	XM-2
XP 30.000	XP 50.000	XP 70.000	XP 100.000
Shadow 200	Shadow 300	Shadow 400	Shadow 500
Aegis 3	Aegis 3	Aegis 3	Aegis 3
Damage 5	Damage 5	Damage 6	Damage 6
Movement U2	Movement U3	Movement U4	Movement U5
Actions 2	Actions 2	Actions 2	Actions 2
Detection 10	Detection 15	Detection 20	Detection 25
Detectability Undetectable	Detectability Undetectable	Detectability Undetectable	Detectability Undetectable
SDJ --	SDJ --	SDJ --	SDJ --
Hack --	Hack --	Hack --	Hack --

Burrow Action [X] Reaction [-] Cooldown [2]

Information

Burrows or unburrows, becomes undetectable and untargetable.

Surface Attack Action [X] Reaction [-] Cooldown [0]

Information [Can only be used when burrowed]
Unburrows and deals WD to all characters on the CZ.

Launch Action [X] Reaction [-] Cooldown [0]

Information [Can only be used when unburrowed]
Deals WD to any target in range and grabbing it in its tentacles. As long as the character is alive, it will be hold by the tentacles and receives WD each turn, until the muncher is killed or the target dies and is dropped down.



CRITTER



Enemy



★ CORVUS

These birds are always trying to keep their distance, judging you from afar and waiting for the right moment to strike in. They are quite intelligent and usually always come in groups ranging from a handful to up to 20 or more. The corvus will stay at distance and attack at once, if they feel the need to. They are opportunistic feeders, hunting mostly small prey and feed on carcasses, but when food gets rare they are keen on hunting down larger animals in large groups by swarming their prey and wounding them repeatedly until they bleed out or collapse from exhaustion. Their claws are sharp and their beaks are designed to take out chunks of flesh penetrating even the most durable animal skins.

Attack	Range	Trigger
Melee	0	Group

Speciality

--

X-1	X-2	XC-1	XC-2
XP	XP	XP	XP
500	1.000	1.500	3.000
Shadow	Shadow	Shadow	Shadow
20	40	60	100
Aegis	Aegis	Aegis	Aegis
1	1	1	1
Damage	Damage	Damage	Damage
2	2	3	3
Movement	Movement	Movement	Movement
F2	F3	F4	F5
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
10	15	20	25
Detectability	Detectability	Detectability	Detectability
15	15	15	15
SDJ	SDJ	SDJ	SDJ
--	--	--	--
Hack	Hack	Hack	Hack
--	--	--	--

Drive by Action [X] Reaction [-] Cooldown [0]

Information

Moves forward 7 CZ scratching its target for WD and flying away up to 7 CZ to any target CZ.

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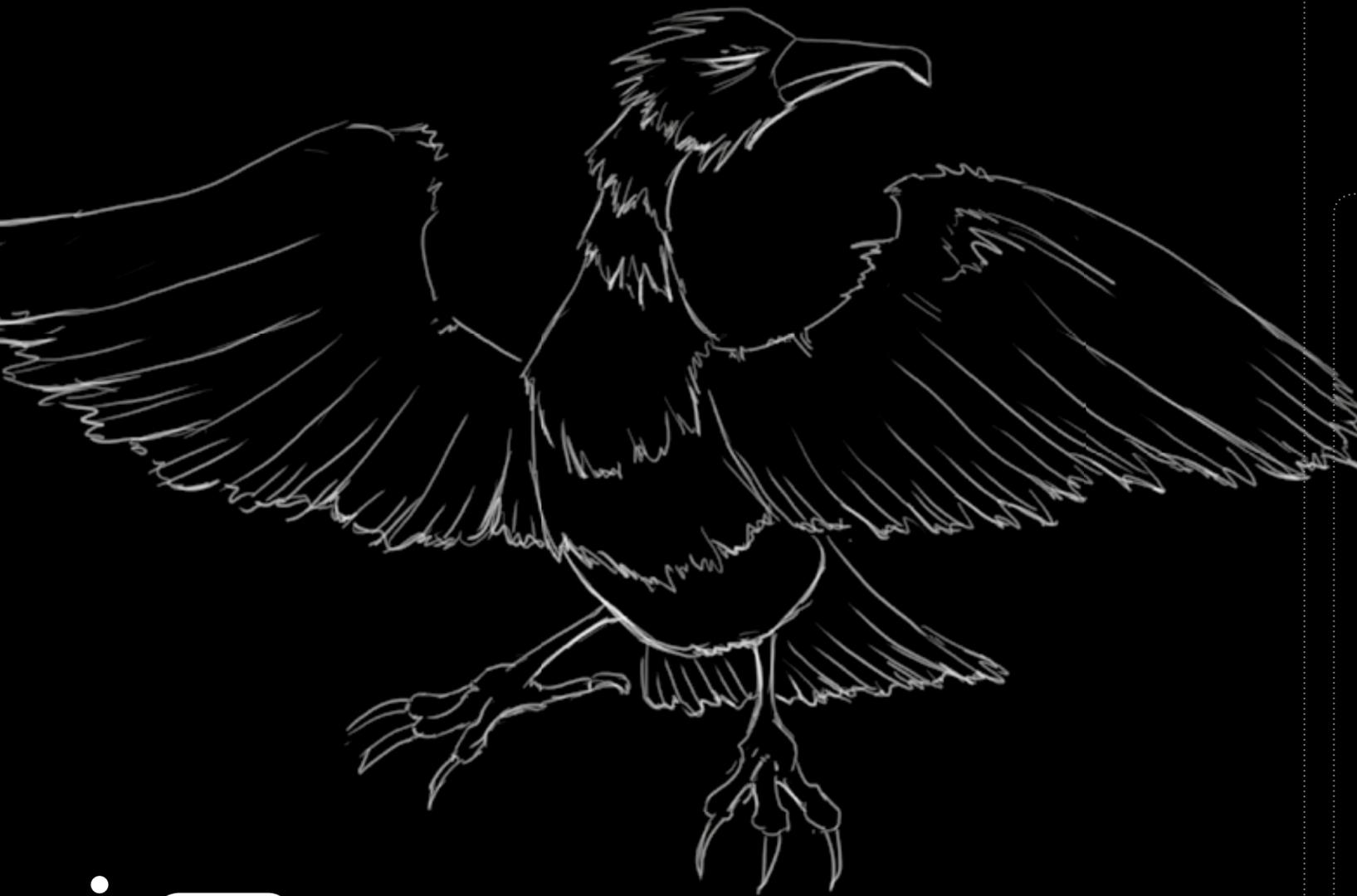




CRITTER



Enemy



★ HARPY

Although harpies can fly and like to attack their prey from above, they represent a formidable foe when met on ground level. They will approach anything with their claws first, ramming them into their preys back and holding onto it, while hacking with their beaks into the vulnerable spots on the back of the prey.

The claw nosedive skill has a 50% chance of landing on the back of the target and being out of reach for any attacks of the target.

Attack	Range	Trigger
Melee	0	Single

Speciality
--

XC-1	XC-2	XD-1	XD-2
XP 500	XP 3.000	XP 10.000	XP 30.000
Shadow 20	Shadow 30	Shadow 40	Shadow 50
Aegis 1	Aegis 1	Aegis 1	Aegis 1
Damage 3	Damage 3	Damage 4	Damage 4
Movement F2	Movement F3	Movement F4	Movement F5
Actions 2	Actions 2	Actions 2	Actions 2
Detection 10	Detection 15	Detection 20	Detection 25
Detectability 15	Detectability 15	Detectability 15	Detectability 15
SDJ --	SDJ --	SDJ --	SDJ --
Hack --	Hack --	Hack --	Hack --

Peck Action [X] Reaction [-] Cooldown [0]

Information

Pecks anything, dealing WD. Peck deals double WD after succesfull claw nosedive.

Claw nosedive Action [X] Reaction [-] Cooldown [2]

Information

Nosedives onto any target in 5 CZ range, dealing two times WD, 50% chance to succesfully grab target.





CRITTER



Enemy

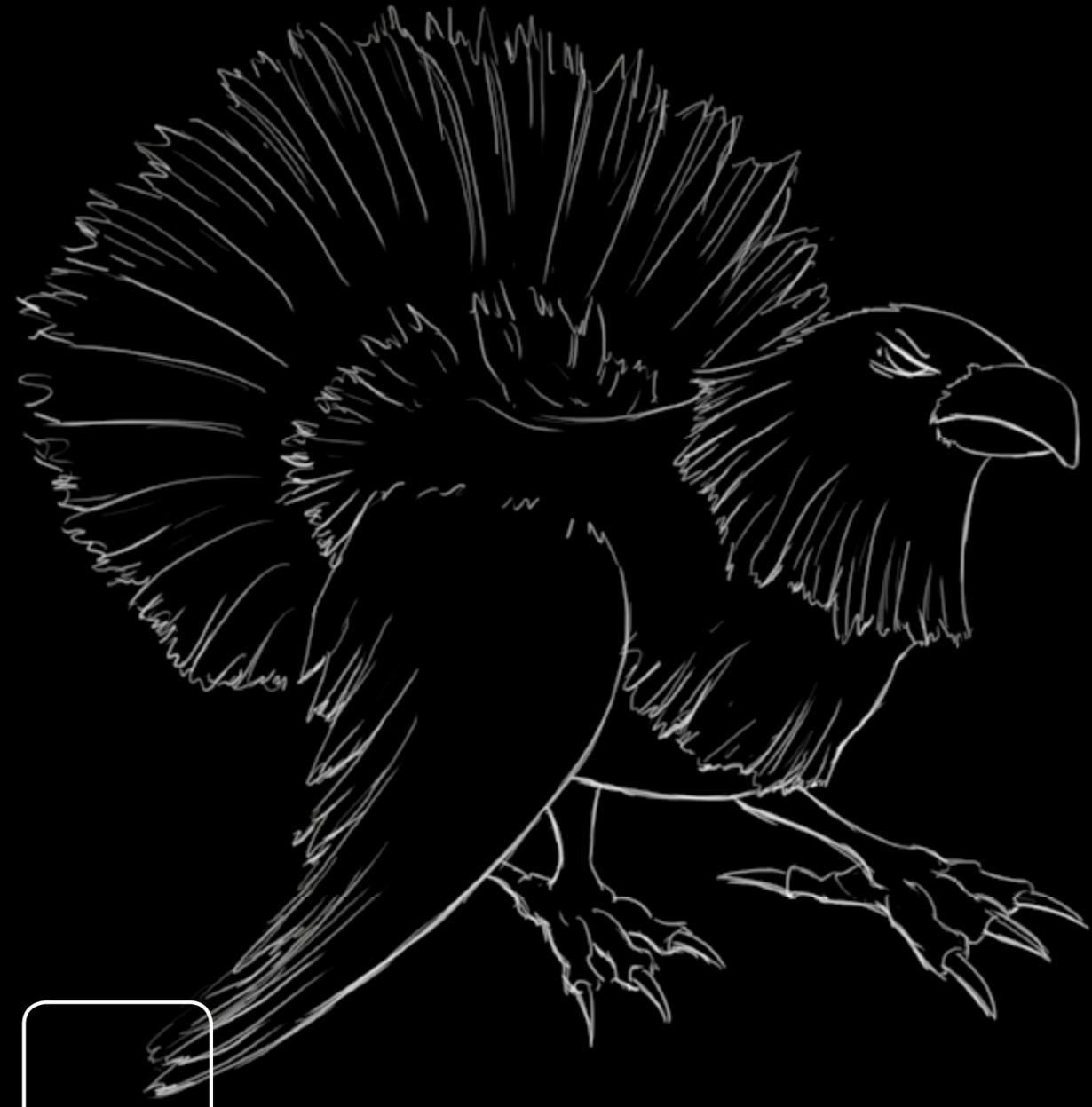
★ GALIOPA

Galiopas can fly short distances, but mostly prefer to stay on the ground. These big birds are aggressive territorial bastards, attacking anything that will come in sight. Since birds are descendants from dinosaurs, galiopas show the true meaning of their origin. They eat whatever prey they can get and if there is no meat around, they will pick around, dig for worms and bugs in the ground and the only distraction from their constant search for food is their reproduction cycle happening once a year, or sometimes twice a year, if they get really lucky, if you know what i mean.

Attack	Range	Trigger
Melee	0	Single

Speciality

--



XD-1	XD-2	XM-1	XM-2
XP 500	XP 1.500	XP 6.000	XP 15.000
Shadow 20	Shadow 50	Shadow 100	Shadow 200
Aegis 1	Aegis 1	Aegis 1	Aegis 1
Damage 3	Damage 3	Damage 4	Damage 4
Movement F2	Movement F3	Movement F4	Movement F5
Actions 2	Actions 2	Actions 2	Actions 2
Detection 10	Detection 15	Detection 20	Detection 25
Detectability 25	Detectability 25	Detectability 25	Detectability 25
SDJ --	SDJ --	SDJ --	SDJ --
Hack --	Hack --	Hack --	Hack --

Charge Action [X] Reaction [-] Cooldown [0]

Information

Charges forward up to 7 CZ, half flying, half running, depending on the ground, landing on its bottom in front of target.

Scratch attack Action [X] Reaction [-] Cooldown [0]

Information

Scratches four times with its claws, dealing 4x WD to one target on the same CZ.

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CRITTER



Enemy



★ HORNET

They are way to big to be flying around, but still do, have a huge stinger and come in large groups. A hornet is rarely alone and there is usually always a nest around.

Nests have 200 HP, 12 / X aegis, give 3000 XP and spawn one additional hornet each turn to the ones already flying around, until destroyed. Once combat with one hornet has been initiated, the nest becomes active and reinforcements will fly out.

Attack	Range	Trigger
Melee	0	Group

Speciality

--

X	XC	XD	XM
XP 250	XP 1.500	XP 5.000	XP 15.000
Shadow 10	Shadow 30	Shadow 50	Shadow 70
Aegis 0	Aegis 0	Aegis 0	Aegis 0
Damage 1	Damage 2	Damage 3	Damage 4
Movement F2	Movement F3	Movement F4	Movement F5
Actions 2	Actions 2	Actions 2	Actions 2
Detection 10	Detection 15	Detection 20	Detection 25
Detectability 15	Detectability 15	Detectability 15	Detectability 15
SDJ --	SDJ --	SDJ --	SDJ --
Hack --	Hack --	Hack --	Hack --

Sting Action [X] Reaction [-] Cooldown [0]

Information

Stings one target, dealing WD and adding poison effect.

Stingdive Action [-] Reaction [-] Cooldown [2]

Information

Moves forward 10 CZ and performs one sting attack.

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CRITTER



Enemy



★ CHOMPER

Chompers hide in murky waters and are very hard to spot. If a chomper decides to attack, it means it is already to late and he is in range of biting you, chompers with a large distance usually prefer not to initiate combat, unless they are attacked first. They may see you, but will not move in if they feel they have been detected.

Attack	Range	Trigger
Melee	0	Group

Speciality
--

XD-1	XD-2	XM-1	XM-2
XP 10.000	XP 20.000	XP 40.000	XP 60.000
Shadow 100	Shadow 150	Shadow 200	Shadow 250
Aegis 3	Aegis 3	Aegis 3	Aegis 3
Damage 4	Damage 4	Damage 5	Damage 5
Movement G2	Movement G3	Movement G4	Movement G5
Actions 2	Actions 2	Actions 3	Actions 3
Detection 10	Detection 15	Detection 20	Detection 25
Detectability 15	Detectability 15	Detectability 15	Detectability 15
SDJ --	SDJ --	SDJ --	SDJ --
Hack --	Hack --	Hack --	Hack --

Bite Action [X] Reaction [-] Cooldown [0]

Information

Bites any target on the same CZ, dealing WD.

Grab Action [X] Reaction [-] Cooldown [2]

Information

Launches forward up to 7 CZ and grabs on to one target, dealing WD.

Twist Action [X] Reaction [-] Cooldown [0]

Information

Twists a grabbed target around, dealing two times WD and reducing the targets actions to one each turn.





CRITTER



Enemy

★ REX

It is said that the rex is so intimidating, it once scared away a meteor, which is the reason why it is still around. The rex is a truly impressive foe, you do not want to come across under normal circumstances. It will eat whatever it likes, because who is going to stop it? There are reports of people having seen one or multiple Rex attacking behemoths.

Attack	Range	Trigger
Melee	2	Single

Speciality
 Immune to CC
 Immune to Status Effects

XD-1	XD-2	XM-1	XM-2
XP 20.000	XP 30.000	XP 70.000	XP 100.000
Shadow 300	Shadow 400	Shadow 500	Shadow 600
Aegis 6	Aegis 6	Aegis 6	Aegis 6
Damage 7	Damage 7	Damage 2x7	Damage 2x7
Movement 2	Movement 3	Movement 4	Movement 5
Actions 2	Actions 2	Actions 2	Actions 2
Detection 20	Detection 20	Detection 20	Detection 20
Detectability 40	Detectability 40	Detectability 40	Detectability 40
SDJ --	SDJ --	SDJ --	SDJ --
Hack --	Hack --	Hack --	Hack --

Bite Action [X] Reaction [-] Cooldown [0]

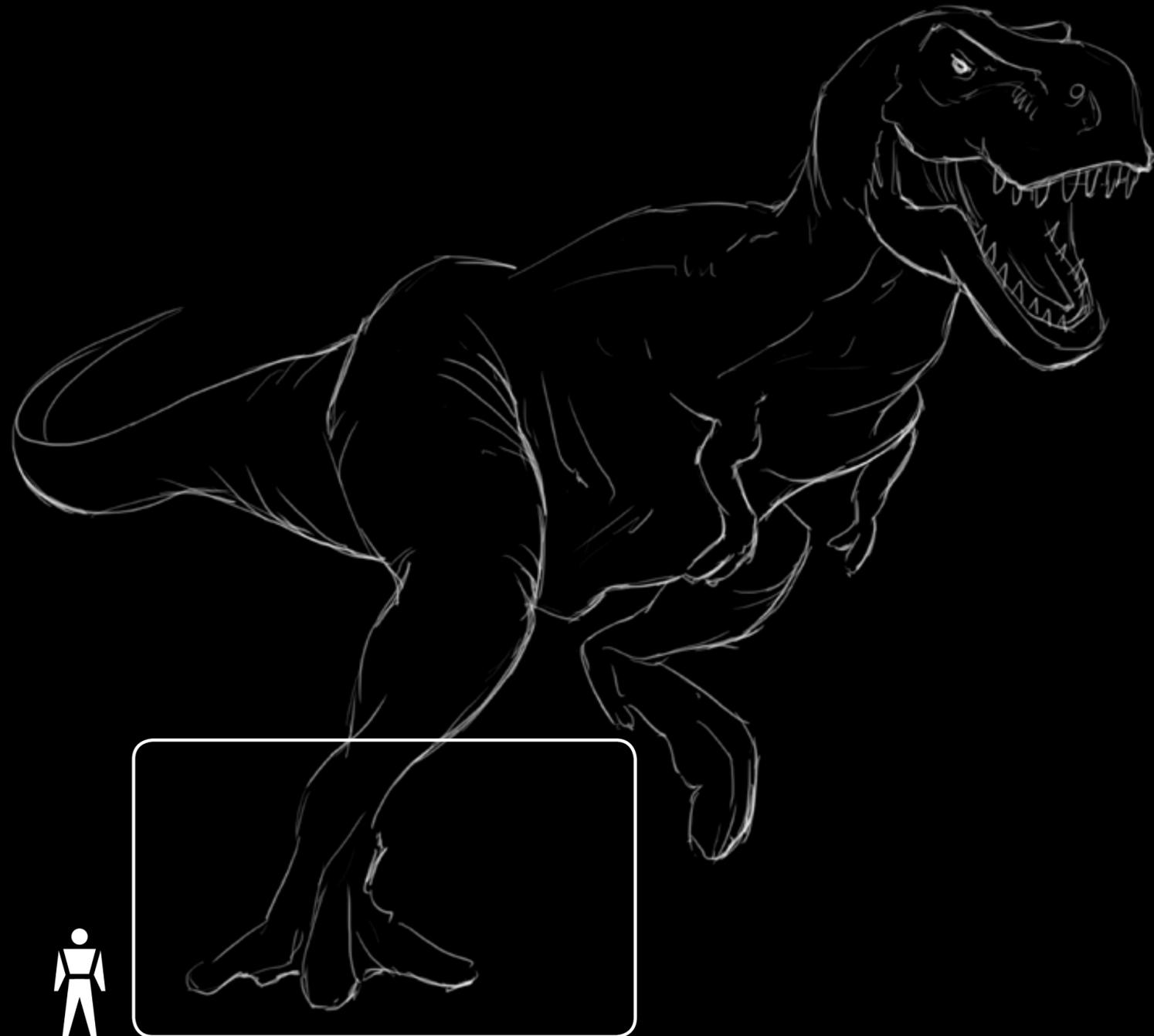
Information
 Bites any target in range dealing WD. 50% chance to stun the target for 3 turns.

Tail Slap Action [X] Reaction [-] Cooldown [0]

Information
 Deals WD to all characters in 4 adjacent CZ in all directions pushing them away 10 CZ. Characters on the same CZ than the Rex, have to throw a 50% dice to determine the direction they are pushed in.

Charge Stomp Action [X] Reaction [-] Cooldown [3]

Information
 Regenrates 50% of the ghouls shadow.





CRITTER



Enemy



★ RHINO

Rhinos are grumpy and like to be left alone, they are territorial and do not like intruders. The result of their questionable attitude are often unaware tourists you can see running at full speed, with one or more rhinos close behind, charging at them with their horns down. Just because they are not predators, does not mean you can try to pet them and take pictures. They may look fluffy and move slowly for most of the time, but once they are triggered, they can lead to nice little holes in your chest and you enjoying the birds eye view, being tossed around high up in the air.

Attack	Range	Trigger
Melee	0	Single

Speciality
Immune to CC

XD-1	XD-2	XM-1	XM-2
XP 10.000	XP 20.000	XP 40.000	XP 60.000
Shadow 150	Shadow 200	Shadow 250	Shadow 300
Aegis 5	Aegis 5	Aegis 5	Aegis 5
Damage 4	Damage 4	Damage 5	Damage 5
Movement 2	Movement 3	Movement 4	Movement 5
Actions 2	Actions 2	Actions 2	Actions 2
Detection 15	Detection 15	Detection 15	Detection 15
Detectability 30	Detectability 30	Detectability 30	Detectability 30
SDJ --	SDJ --	SDJ --	SDJ --
Hack --	Hack --	Hack --	Hack --

Pierce Action [X] Reaction [-] Cooldown [0]

Information
Attacks one target with its horn for WD.

Stampede Action [X] Reaction [-] Cooldown [3]

Information
Rushes forward up to 10 CZ dealing WD to all characters in the respective CZ.

Horn Throw Action [X] Reaction [-] Cooldown [3]

Information
Picks up one target and throws it one CZ in any direction dealing WD. 50% chance to stun the target for one turn.



CRITTER



Enemy



★ CHIROPTERA

Chiropteras are travelling in the dark and prefer the night, it is very rare you see them during the daytime. Since their organs are not self sufficient in terms of blood production, they rely on sucking out blood from other animals in addition to their normal food consumption. As it turns out, most lifeforms are no big fans of getting the blood sucked out of them and these pesky little buggers do not have the biggest fanbase. They focus mostly on large sleeping animals, that are easy to land on, but if they are starved out, they have shown quite aggressive behavior to lifeforms being fully awake and conscious.

Attack	Range	Trigger
Melee	0	Group

Speciality
Night vision

X	XC	XD	XM
XP	XP	XP	XP
3.000	6.000	9.000	12.000
Shadow	Shadow	Shadow	Shadow
20	30	40	50
Aegis	Aegis	Aegis	Aegis
0	0	0	0
Damage	Damage	Damage	Damage
3	3	4	4
Movement	Movement	Movement	Movement
F2	F3	F4	F5
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
40	40	40	40
Detectability	Detectability	Detectability	Detectability
5	5	5	5
SDJ	SDJ	SDJ	SDJ
--	--	--	--
Hack	Hack	Hack	Hack
--	--	--	--

Exhaust Action [X] Reaction [-] Cooldown [0]

Information

Sucks out the lifeforce of one target, dealing WD and healing for WD.

Screech Action [X] Reaction [-] Cooldown [6]

Information

50% chance to disorient non chiroptera characters for 2 turns in DR. Disoriented characters have a 50% chance to fail all their actions and reactions.

Swoop Action [X] Reaction [-] Cooldown [6]

Information

Flies forward up to 7 CZ and uses Exhaust on one target.





C R I T T E R



Enemy



★ BASSIL

They look mean, they are mean, territorial and attack anything that enters their small pond. Since they are so aggressive, they are usually always alone, unless it is mating season and you are in luck of becoming dinner for a happy honeymoon. Bassils are not the brightest fish out there, they will simply attack you heads on and start biting you, without tactical masterplan behind. This behavior managed to get them quite far in terms of survival and you will find them basically anywhere, where you can find water.

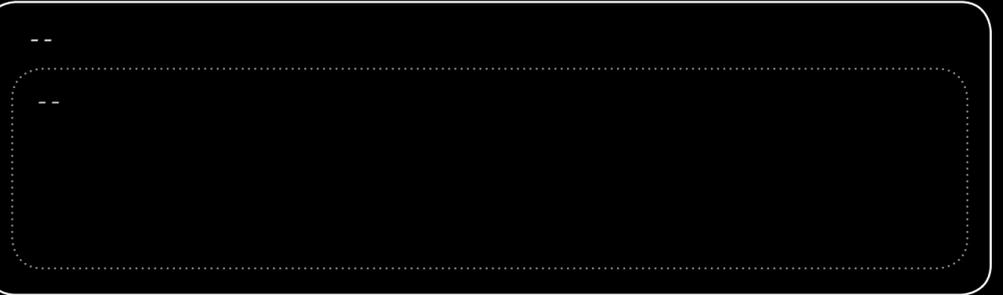
Attack	Range	Trigger
Melee	0	Group

Speciality
 No penalties on water CZ
 No penalties on swamp CZ

X	XC	XD	XM
XP 500	XP 3.000	XP 7.500	XP 20.000
Shadow 20	Shadow 40	Shadow 60	Shadow 80
Aegis 2	Aegis 2	Aegis 2	Aegis 2
Damage 1	Damage 3	Damage 5	Damage 7
Movement S2	Movement S3	Movement S4	Movement S5
Actions 2	Actions 2	Actions 2	Actions 2
Detection 10	Detection 15	Detection 20	Detection 25
Detectability 5	Detectability 5	Detectability 5	Detectability 5
SDJ --	SDJ --	SDJ --	SDJ --
Hack --	Hack --	Hack --	Hack --

Bite Action [X] Reaction [-] Cooldown [0]

Information
Bites any target on the same CZ, dealing WD.





CRITTER



Enemy



★ BULLSEYE

These type of the shark species are aggressive chompers, always looking for a bite to take before disappearing in the dark waters, just to strike again a few seconds later. It is hard to get close to them, since their attacks are always combined with intelligent movement patterns. One one hand the bullseyes are lone hunters and do not care about other predators in their area, on the other hand, they are almost always in company by other bullseyes, because good hunting grounds are usually attracting many of them. They have excellent scent and can detect their prey from a large distance.

Attack	Range	Trigger
Melee	0	Group

Speciality
--

X	XC	XD	XM
XP	XP	XP	XP
500	3.000	10.000	30.000
Shadow	Shadow	Shadow	Shadow
20	30	40	50
Aegis	Aegis	Aegis	Aegis
1	1	2	2
Damage	Damage	Damage	Damage
2	3	4	5
Movement	Movement	Movement	Movement
S2	S3	S4	S5
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
20	30	40	50
Detectability	Detectability	Detectability	Detectability
5	5	5	5
SDJ	SDJ	SDJ	SDJ
--	--	--	--
Hack	Hack	Hack	Hack
--	--	--	--

Launch Action [X] Reaction [-] Cooldown [0]

Information

Moves forward 5 CZ, takes a bite and then moves away 5 CZ from its target in any direction.

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CRITTER



Enemy



★ SYMBIOTE

This creature is very sturdy and extremely hard to kill, if you are trying to gun it down by targetting its main body. The weakness lies in its tentacles. The symbiote has 5 tentacles, each tentacle has 60 shadow, 2 respective aegis and a 50% chance to dodge. Damage from AOE skills will always be counted as damage to the body, the tentacles have to be targeted individually. Destroying a tentacle will remove an attack dice from the symbiote, destroying all tentacles will kill it. Symbiotes can breath on land and in water, sticking out their tentacles to the surface, leaving them open and waiting for prey. The ends of the tentacles look like flowers floating on water and it is hard to spot a submerged symbiote.

Attack	Range	Trigger
Melee	7	Single

Speciality

--

XC	XD	XM-1	XM-2
XP 500	XP 3.000	XP 10.000	XP 30.000
Shadow 20	Shadow 30	Shadow 40	Shadow 50
Aegis 5	Aegis 5	Aegis 5	Aegis 5
Damage 3	Damage 4	Damage 5	Damage 6
Movement 2	Movement 3	Movement 4	Movement 5
Actions 2	Actions 2	Actions 2	Actions 2
Detection 30	Detection 30	Detection 40	Detection 40
Detectability 35	Detectability 35	Detectability 35	Detectability 35
SDJ --	SDJ --	SDJ --	SDJ --
Hack --	Hack --	Hack --	Hack --

Hit Action [X] Reaction [-] Cooldown [0]

Information

Deals 2x melee WD to up to 5 different targets with each tentacle in range.

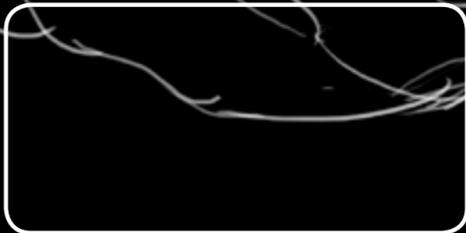
Spit Action [X] Reaction [-] Cooldown [3]

Information

Deals WD in DR to up to 5 different targets with each tentacle.

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CRITTER



Enemy

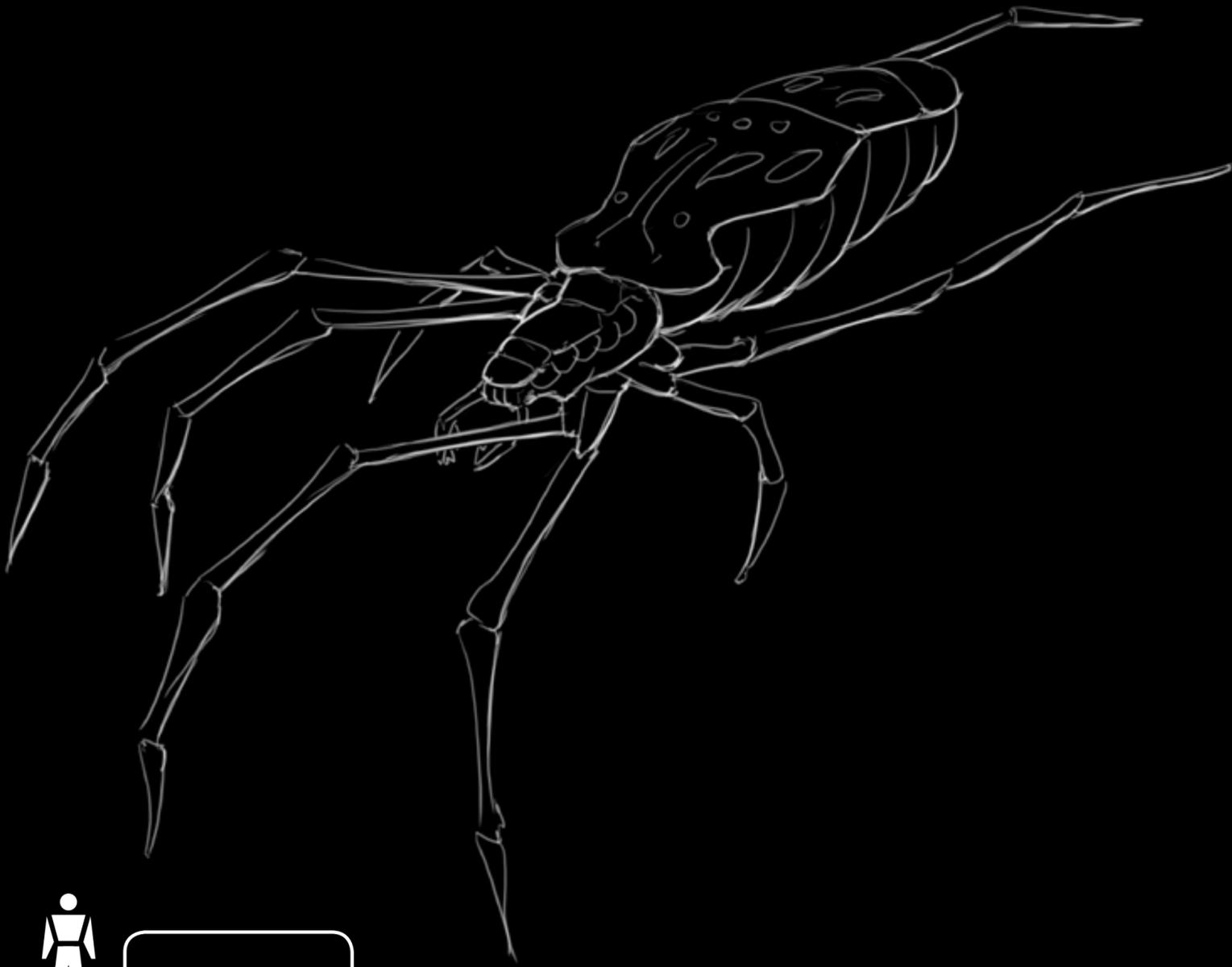
★ WEBMASTER

Webmasters create small websites of one or multiple CZ filled with sicky web, trapping anyone walking into them unable to move. Due to the fact that their prey is trapped, they will hunt basically anything no matter the size. Webmasters are burrowing under their webs creating a tunnel system and only come out once there is something trapped for them to feast on. The strings of their webs are so thin, that it is impossible to detect them beforehand, but they are inflammable. Setting fire to one end will make it spread over all adjacent webs and burn them down making them ineffective and releasing anyone trapped. Once the web is gone, the webmaster is unlikely to come out and prefers to stay hidden in his moms basement.

Attack	Range	Trigger
Melee	0	Group

Speciality

--



X	XC	XD	XM
XP	XP	XP	XP
500	3.000	10.000	30.000
Shadow	Shadow	Shadow	Shadow
20	30	40	50
Aegis	Aegis	Aegis	Aegis
2	2	2	2
Damage	Damage	Damage	Damage
2	3	4	5
Movement	Movement	Movement	Movement
2	3	4	5
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
5	5	5	5
Detectability	Detectability	Detectability	Detectability
--	--	--	--
SDJ	SDJ	SDJ	SDJ
--	--	--	--
Hack	Hack	Hack	Hack
--	--	--	--

Paralyze Action [X] Reaction [-] Cooldown [2]

Information

Paralyzes any target, making it unable to perform any actions for 10 turns.

Consume Action [X] Reaction [-] Cooldown [0]

Information

Sticks its fangs into the target, sucking out blood dealing WD each turn.

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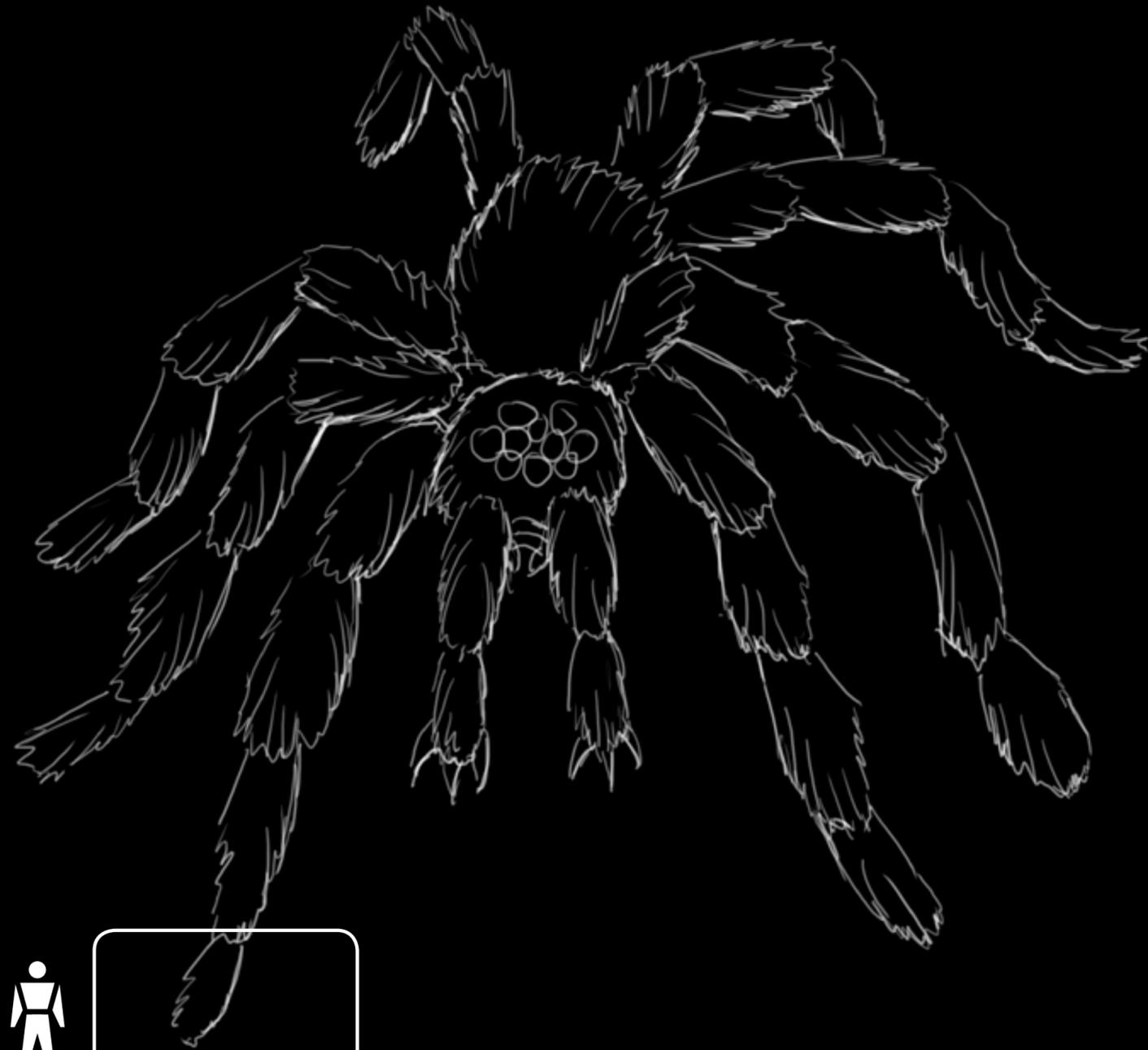
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CRITTER



Enemy



★ TARANTO

Tarantos are ground based spiders, hate climbing and most of the time just roam around the floor, looking for something to munch on. Most of the time they hide in small dens they dig, but sometimes they just sleep under a bush since they are not exactly fearful of their surroundings. These enormous spiders are covered with fur like hairs, that they can shoot into all directions from their body. The hairs are poisonous and deal damage to everything that is surrounding them. This is a last resort measurement in case the spider panics, most of the time it will just eat anything that comes across its path without problems due to its size.

Attack	Range	Trigger
Melee	0	Group

Speciality

--

X	XC	XD	XM
XP	XP	XP	XP
500	3.000	10.000	30.000
Shadow	Shadow	Shadow	Shadow
20	30	40	50
Aegis	Aegis	Aegis	Aegis
2	2	2	2
Damage	Damage	Damage	Damage
2	3	4	5
Movement	Movement	Movement	Movement
2	3	4	5
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
20	20	20	20
Detectability	Detectability	Detectability	Detectability
30	30	30	30
SDJ	SDJ	SDJ	SDJ
--	--	--	--
Hack	Hack	Hack	Hack
--	--	--	--

Bite Action [X] Reaction [-] Cooldown [0]

Information

Biting one target on the same CZ dealing WD.

Hairspray Action [X] Reaction [-] Cooldown [3]

Information

Releases the toxical hairs, dealing WD to all targets in 5 CZ. 50% chance to paralyze for 2 turns.

--

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C R I T T E R



Enemy



★ PINCHER

Pinchers are big bugs crawling all over the place mostly alone, unless it is mating season. They can be found everywhere, but prefer hot climates like on Qhada or Isgra and are very well armored due to their chitin plating. They are not very fast, not very intelligent and have bad eyesight and like to eat anything. Their diet ranges from plants to anything that moves, but due to their nature, can sometimes be found trying to eat something that was not really intended to be eaten and digested by them. Stones turn out to be not very tasteful and it can take the pincher a while until they figure out it is not food they are currently having in their mouth.

Attack	Range	Trigger
Melee	0	Group

Speciality

--

X	XC	XD	XM
XP 500	XP 3.000	XP 10.000	XP 30.000
Shadow 20	Shadow 30	Shadow 40	Shadow 50
Aegis 5	Aegis 5	Aegis 5	Aegis 5
Damage 1	Damage 2	Damage 3	Damage 4
Movement 2	Movement 3	Movement 4	Movement 5
Actions 2	Actions 2	Actions 2	Actions 2
Detection 10	Detection 15	Detection 20	Detection 25
Detectability 15	Detectability 15	Detectability 15	Detectability 15
SDJ --	SDJ --	SDJ --	SDJ --
Hack --	Hack --	Hack --	Hack --

Pinch Action [X] Reaction [-] Cooldown [0]

Information

Deals WD to one target.

Stinkcloud Action [-] Reaction [-] Cooldown [-]

Information

A stinking cloud surrounding the pincher, slowing all non pinchers in 5 CZ. This cloud is always active.

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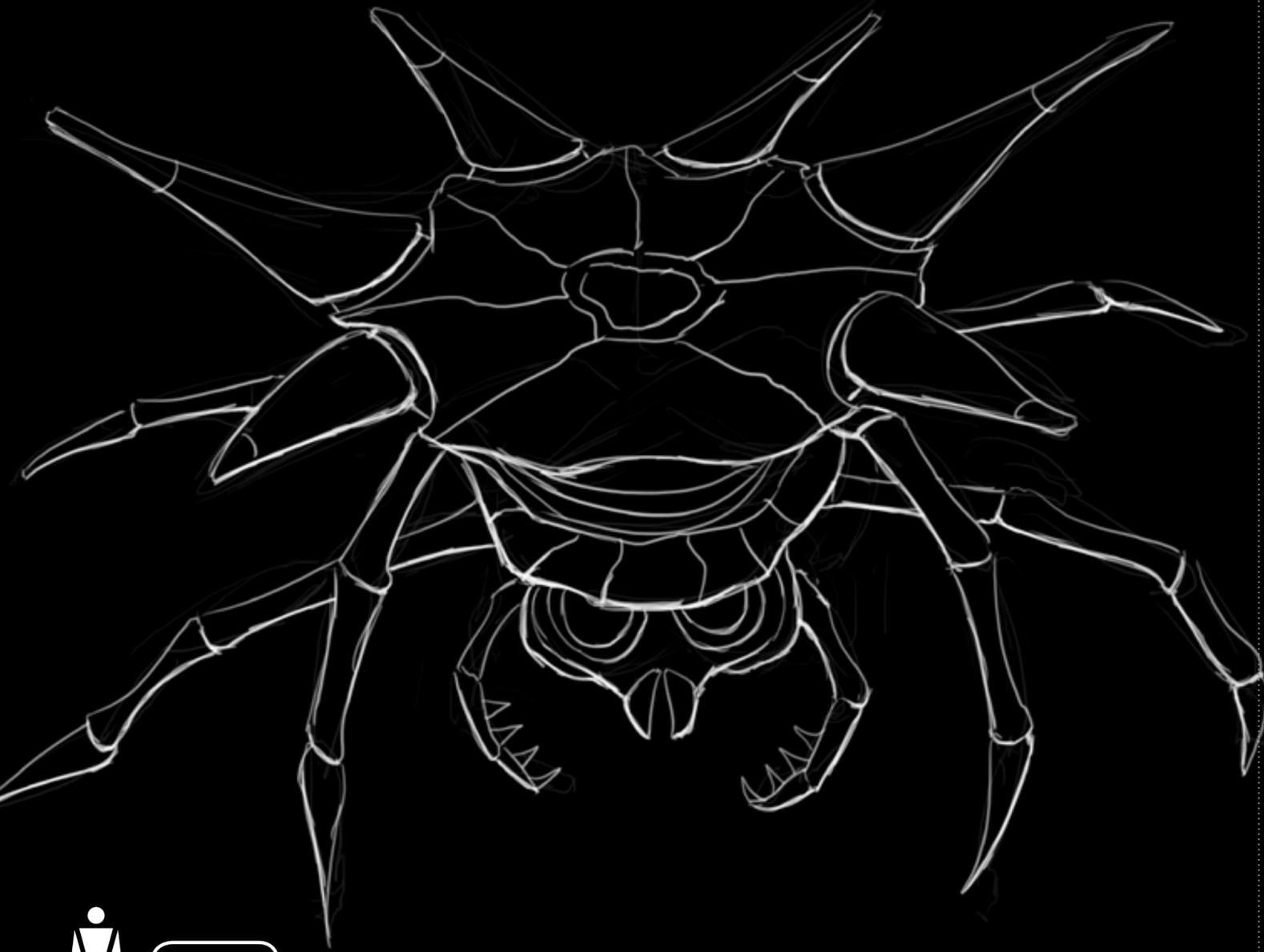




CRITTER



Enemy



★ THORNER

The thorner does not attack you, it runs up to you and simply positions itself right next to you, staring at you with its lifeless eyes, just sitting there, watching you, waiting for you to die so it can feed from your dead carcass. These creatures are not moving fast, but will follow you around and come in big swarms, since they learned hanging around groups protects the individuals and leads to a higher success rate by spreading their deadly gasses over a bigger area. Once animals gets into thorner territory, they often panic and try to run away, just to stumble into more of them and slowly die surrounded.

Attack	Range	Trigger
Melee	0	Group

Speciality

--

X	XC	XD	XM
XP	XP	XP	XP
500	3.000	10.000	30.000
Shadow	Shadow	Shadow	Shadow
20	30	40	50
Aegis	Aegis	Aegis	Aegis
3	3	3	3
Damage	Damage	Damage	Damage
2	3	4	5
Movement	Movement	Movement	Movement
2	3	4	5
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
10	15	20	25
Detectability	Detectability	Detectability	Detectability
15	15	15	15
SDJ	SDJ	SDJ	SDJ
--	--	--	--
Hack	Hack	Hack	Hack
--	--	--	--

Stench cloud Action [-] Reaction [-] Cooldown [-]

Information

Has a cloud surrounding it over 7 CZ, dealing WD each turn to all non-thorner characters, adding slow effect.

Reflect Action [-] Reaction [-] Cooldown [-]

Information

Reflects 50% of all damage dealt to the thorner back to the target.

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CRITTER



Enemy

★ BUSTERBUG

It looks like it is 50% bug, 50% plant and 100% weird. Nobody really knows what the evolutionary advantage these creatures promised themselves from starting to blow themselves up, but they did. Busterbugs will crawl up to you and simply explode their own bodies, leaving everything covered in nasty slime. Scientists believe the slime and dead creatures they leave behind act like some kind of fertilizer benefitting their future reproduction, because they only do it at their last stages of life, but nobody is really sure about that. Busterbugs grant no experience if they explode before being killed.

Attack	Range	Trigger
Melee	0	Group

Speciality

--

X	XC	XD	XM
XP	XP	XP	XP
500	3.000	10.000	30.000
Shadow	Shadow	Shadow	Shadow
20	30	40	50
Aegis	Aegis	Aegis	Aegis
2	2	2	2
Damage	Damage	Damage	Damage
2	2	2	2
Movement	Movement	Movement	Movement
2	3	4	5
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
30	30	30	30
Detectability	Detectability	Detectability	Detectability
15	15	15	15
SDJ	SDJ	SDJ	SDJ
--	--	--	--
Hack	Hack	Hack	Hack
--	--	--	--

Explode Action [-] Reaction [-] Cooldown [A whole life]

Information

Deals true WD to all characters in 5 CZ and covers them in slime.

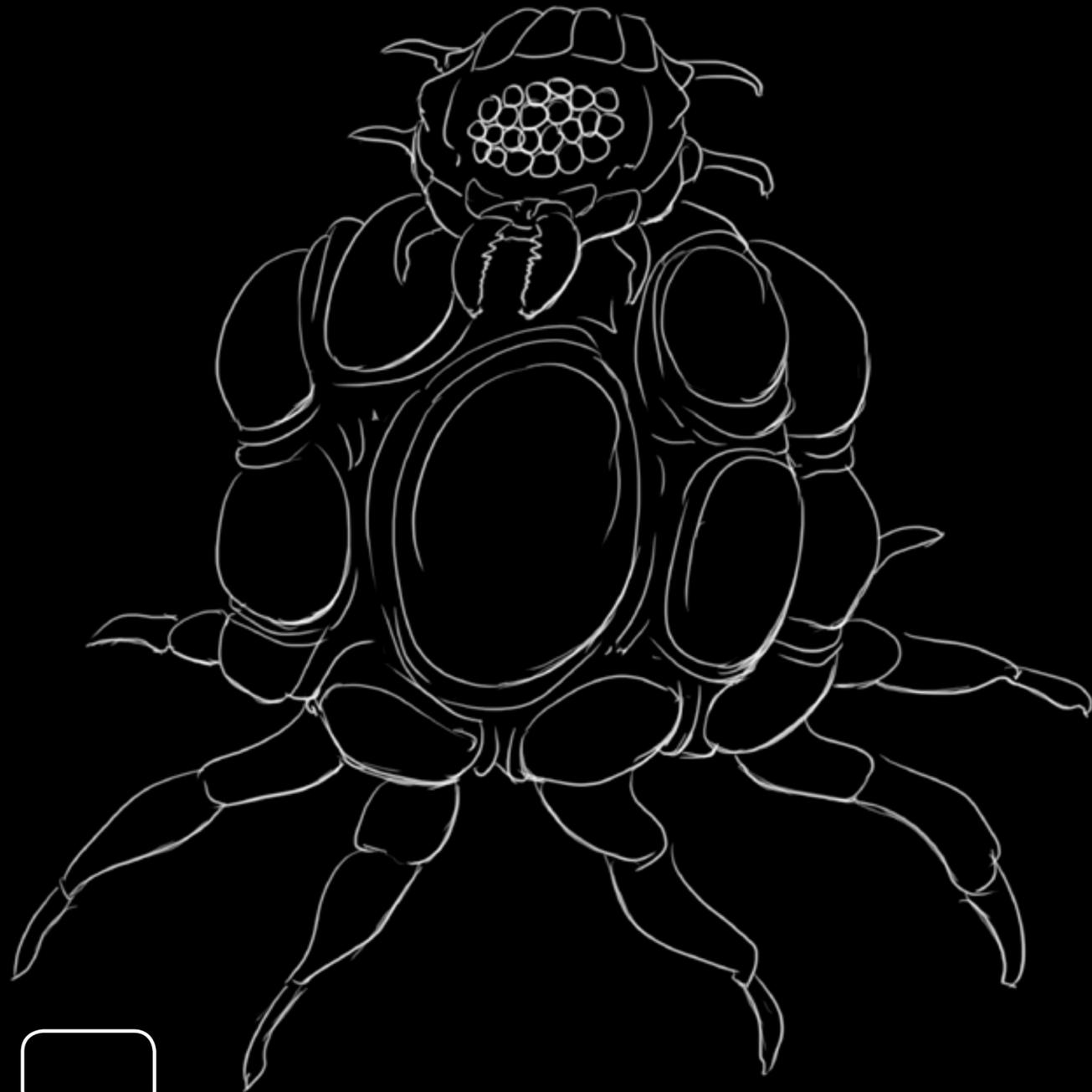
Slime Action [-] Reaction [-] Cooldown [-]

Information

The released slime of the explosion deals WD each turn for 2 turns and adds slow effect.

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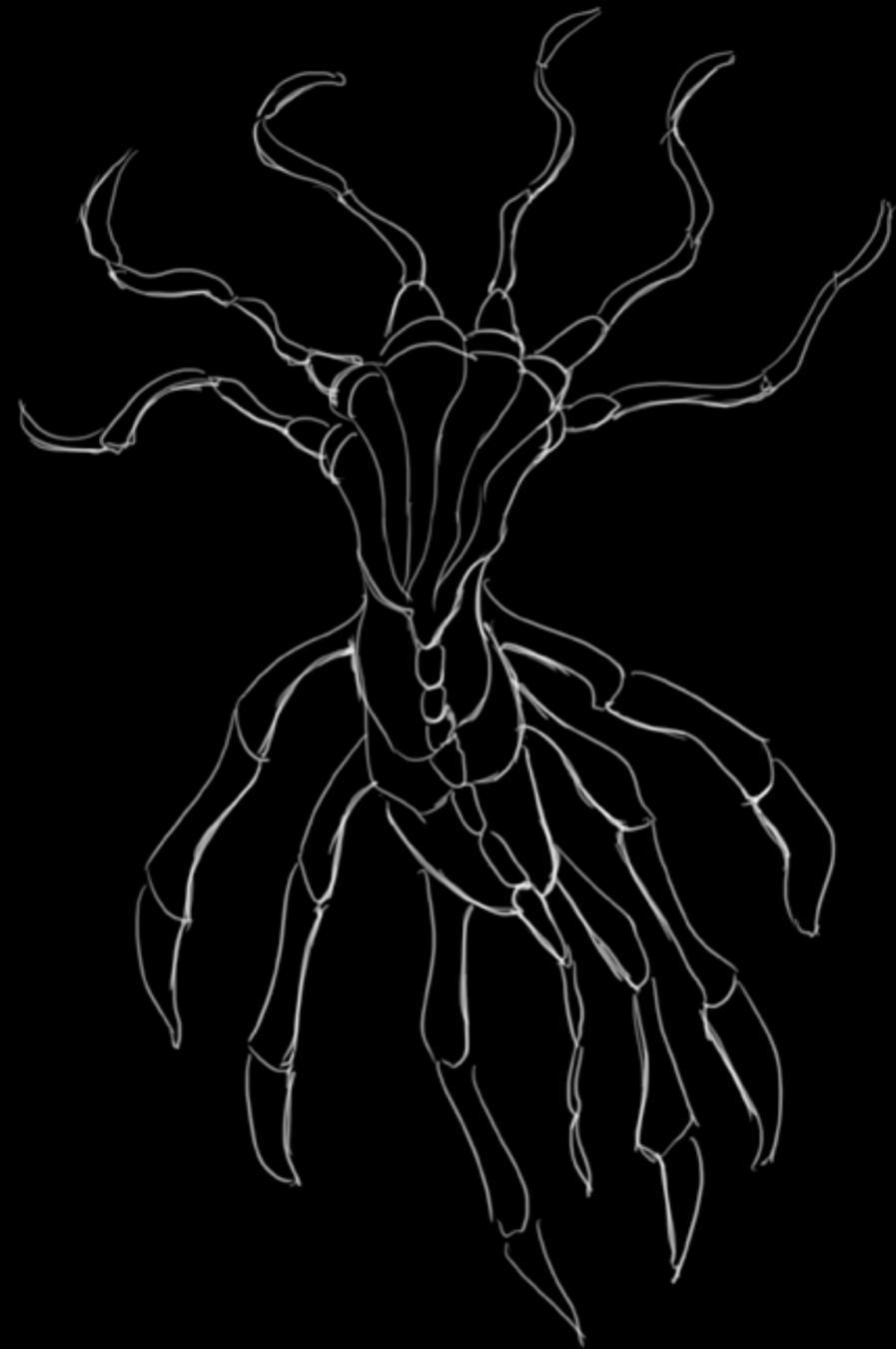
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P A R A S I T E

Enemy



★ CHEMMA

These little annoying creatures hide in trees and in roofs on top of their target, dropping down on them and attaching themselves to the host. Once connected to the host, they will not let go by themselves and start feeding on the lifeform they are attached to. While it is not directly harmful for the host, the chemicals released to numb the target and remain undetected have the effect of all attacks and attack skills having a 50% chance to miss.

Creatures directly attached to characters will not be hit by AOE skills and have to be individually targeted by other players to be removed. The host itself can not remove the creatures.

Attack	Range	Trigger
Melee	0	Single

Speciality

--

X	XC	XD	XM
XP	XP	XP	XP
500	3.000	10.000	30.000
Shadow	Shadow	Shadow	Shadow
20	30	40	50
Aegis	Aegis	Aegis	Aegis
1	1	1	1
Damage	Damage	Damage	Damage
2	2	2	2
Movement	Movement	Movement	Movement
--	--	--	--
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
--	--	--	--
Detectability	Detectability	Detectability	Detectability
--	--	--	--
SDJ	SDJ	SDJ	SDJ
--	--	--	--
Hack	Hack	Hack	Hack
--	--	--	--

Attach Action [X] Reaction [X] Cooldown [0]

Information

Show up out of nowhere and attach to any target. Attaching deals true WD to the target.

Confuse Action [X] Reaction [-] Cooldown [0]

Information

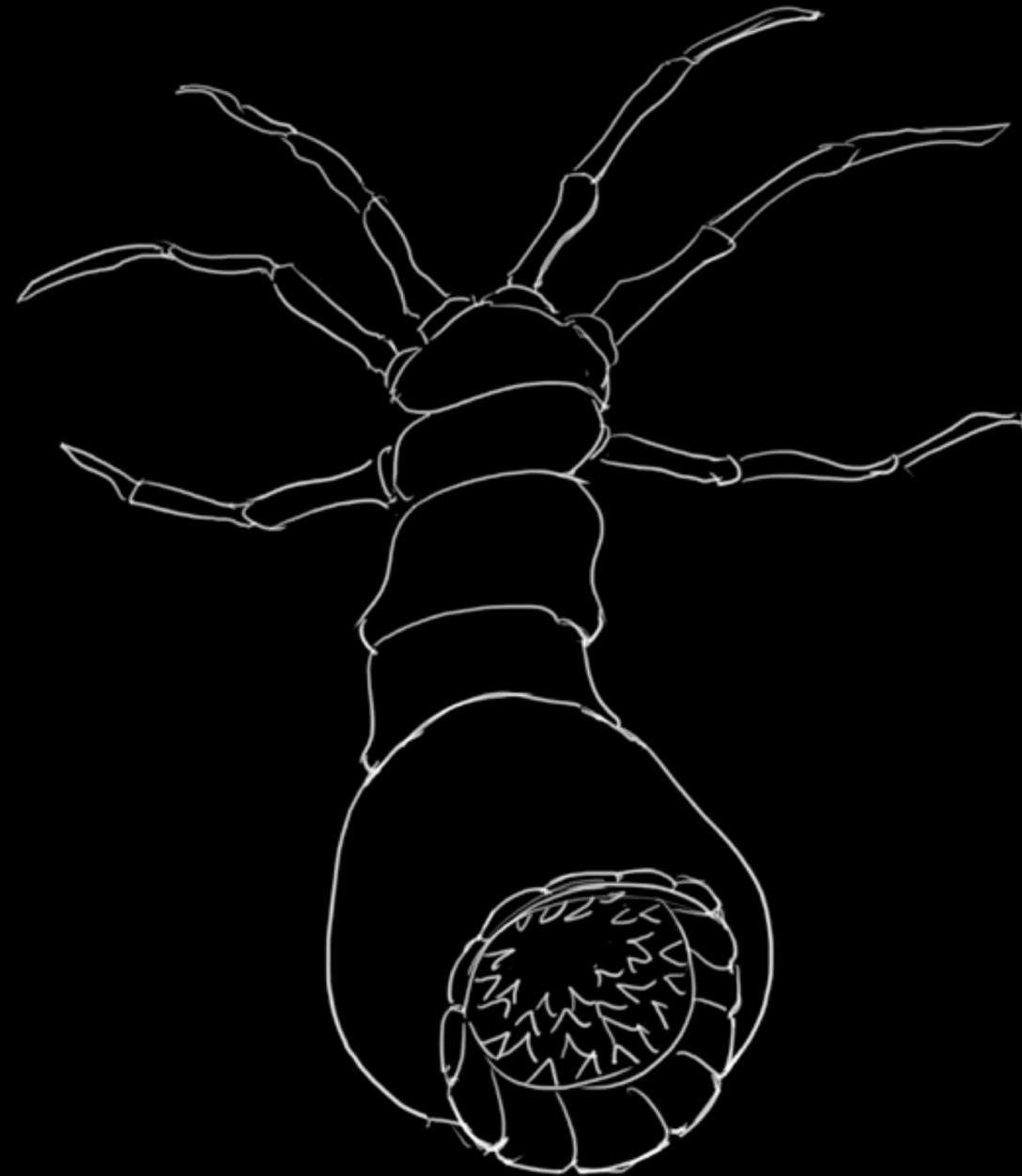
Pumps chemicals into the host body, giving it a miss chance on all attacks and attack skills of 50%





P A R A S I T E

Enemy



★ SUCKLING

These creatures have the same hunting pattern as Chemmas, hanging in trees or in the roof of buildings, dropping down to their target, attaching to it and feeding on their host. The sucklings feed on their host and drain their lifepower and will not detach by themselves. They will stay connected to the host, even if he gets unconscious and dies. Since they do not need that much food, they can remain attached for days, before they decide to unattach and crawl back into hiding, waiting for their next target.

Creatures directly attached to characters will not be hit by AOE skills and have to be individually targeted by other players to be removed. The host itself can not remove the creatures.

Attack	Range	Trigger
Melee	0	Single

Speciality

--

X	XC	XD	XM
XP	XP	XP	XP
500	1.000	5.000	10.000
Shadow	Shadow	Shadow	Shadow
20	30	40	50
Aegis	Aegis	Aegis	Aegis
1	1	1	1
Damage	Damage	Damage	Damage
2	3	4	5
Movement	Movement	Movement	Movement
--	--	--	--
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
--	--	--	--
Detectability	Detectability	Detectability	Detectability
--	--	--	--
SDJ	SDJ	SDJ	SDJ
--	--	--	--
Hack	Hack	Hack	Hack
--	--	--	--

Attach Action [X] Reaction [X] Cooldown [0]

Information

Show up out of nowhere and attach to any target. Attaching deals true WD to the target.

Suckle Action [X] Reaction [-] Cooldown [0]

Information

Deals WD as true damage per turn to the target it is attached to.





P A R A S I T E

Enemy



★ IVY

Ivy are small parasites, that latch onto living beings and start sucking on the life force of their host. To numb the target they are attacking, they are injecting toxins into the flesh, that has unintentional side effects. The toxins affect the neuro transmitters in the brain of the host and people who have been bitten by one of these parasites have shown abnormal behavior. Gladly the effects can be reversed and no lasting damage is done, once the parasite has been removed and the proper medical care is being applied.

Creatures directly attached to characters will not be hit by AOE skills and have to be individually targeted by other players to be removed. The host itself can not remove the creatures.

Attack	Range	Trigger
Melee	0	Single

Speciality

--

X	XC	XD	XM
XP	XP	XP	XP
500	1.000	5.000	10.000
Shadow	Shadow	Shadow	Shadow
20	30	40	50
Aegis	Aegis	Aegis	Aegis
1	1	1	1
Damage	Damage	Damage	Damage
1	1	2	2
Movement	Movement	Movement	Movement
--	--	--	--
Actions	Actions	Actions	Actions
1	1	1	1
Detection	Detection	Detection	Detection
--	--	--	--
Detectability	Detectability	Detectability	Detectability
--	--	--	--
SDJ	SDJ	SDJ	SDJ
--	--	--	--
Hack	Hack	Hack	Hack
--	--	--	--

Attach Action [X] Reaction [X] Cooldown [0]

Information

Show up out of nowhere and attach to any target. Attaching increases the sanity level of its target by one and deals WD.

Suckle Action [X] Reaction [-] Cooldown [0]

Information

Deals WD as true damage per turn to the target it is attached to.

Bonkers Action [X] Reaction [-] Cooldown [0]

Information

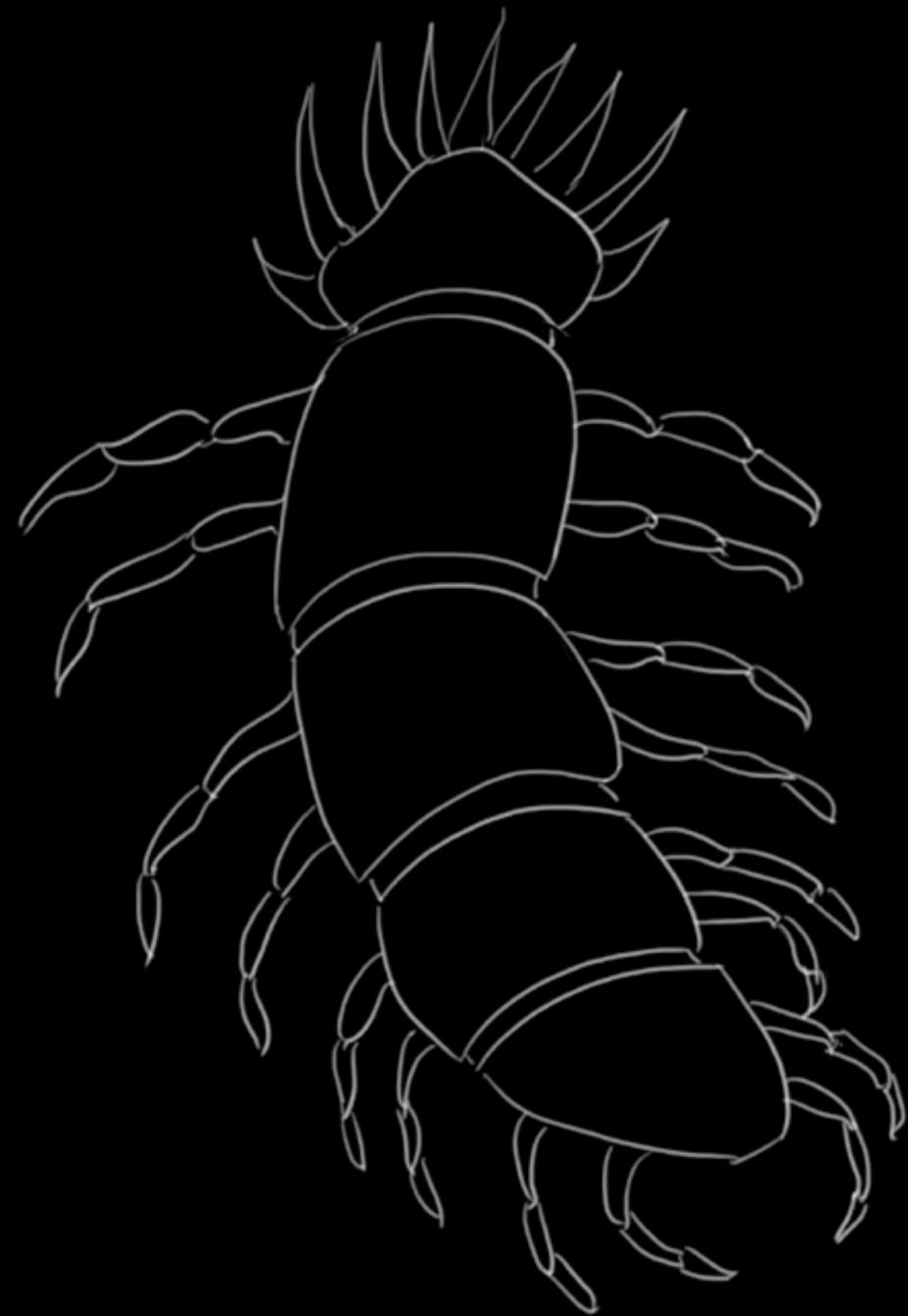
50% chance to increase sanity one level.





P A R A S I T E

Enemy



★ GYCXNALCRO

These parasites have such strong toxins, that the whole body is suffers from its effects. Breathing will be harder, moving, thinking, speaking, performing simple tasks, coordination, as if time slows down and you are slowly losing control over your body. The gycxnalcro is one of the nastiest parasites out there, but gladly with the proper medical care, all effects can be reversed with proper medical care.

Creatures directly attached to characters will not be hit by AOE skills and have to be individually targeted by other players to be removed. The host itself can not remove the creatures.

Attack	Range	Trigger
Melee	0	Single

Speciality

--

X	XC	XD	XM
XP	XP	XP	XP
500	1.000	5.000	10.000
Shadow	Shadow	Shadow	Shadow
20	30	40	50
Aegis	Aegis	Aegis	Aegis
1	1	1	1
Damage	Damage	Damage	Damage
1	1	2	2
Movement	Movement	Movement	Movement
--	--	--	--
Actions	Actions	Actions	Actions
1	1	1	1
Detection	Detection	Detection	Detection
--	--	--	--
Detectability	Detectability	Detectability	Detectability
--	--	--	--
SDJ	SDJ	SDJ	SDJ
--	--	--	--
Hack	Hack	Hack	Hack
--	--	--	--

Attach Action [X] Reaction [X] Cooldown [0]

Information

Show up out of nowhere and attach to any target. Attaching increases the malus level of its target by one and deals WD.

Suckle Action [X] Reaction [-] Cooldown [0]

Information

Deals WD as true damage per turn to the target it is attached to.

Perturb Action [X] Reaction [-] Cooldown [0]

Information

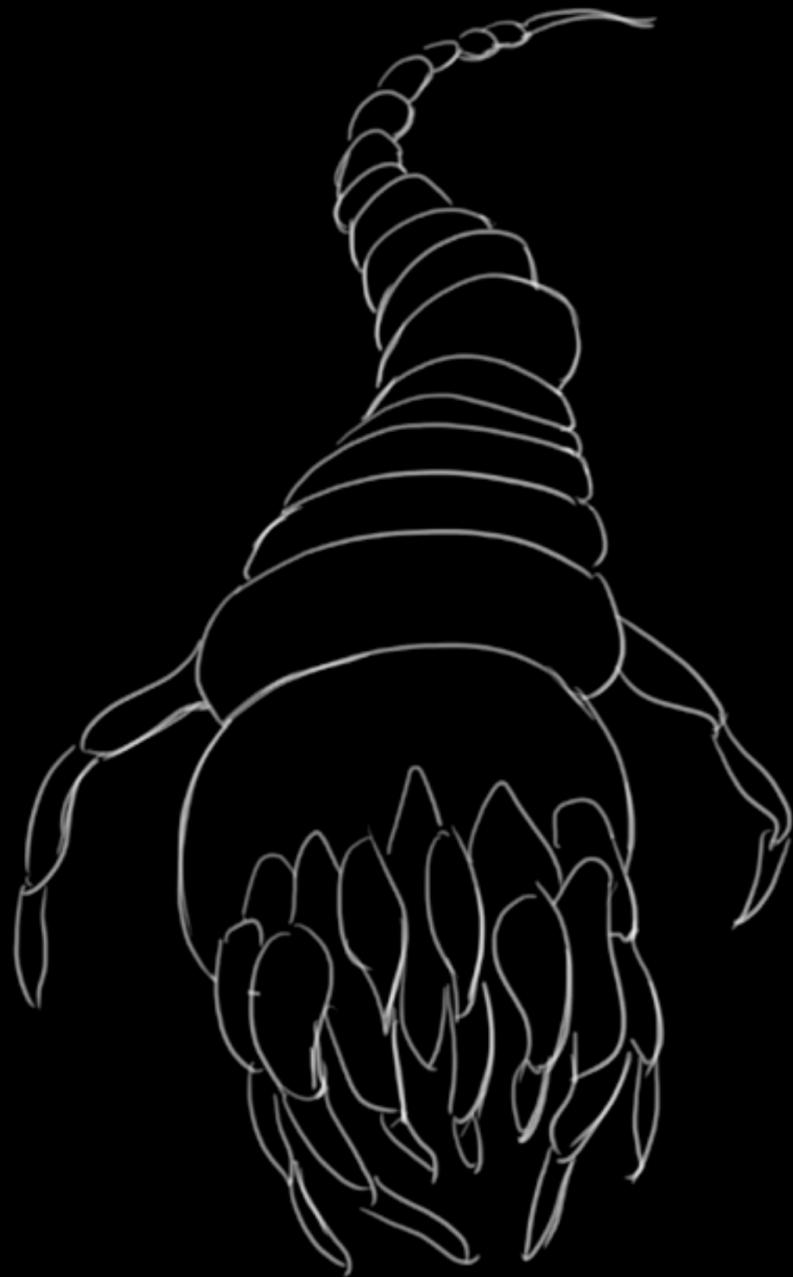
50% chance to increase malus one level.





P A R A S I T E

Enemy



★ XODONT

Once a xodont is attached to you, everything feels warm and cozy, like falling into a nice cushion, being tucked into bed, your eyelids get heavier and your whole body starts relaxing, your muscles are slowly losing their grip and after a while you get the urge to take a nap. After you are getting used to the initial feeling, you notice you will get more and more tired and your whole body feels exhausted, permanently, even after the xodont is gone. Gladly with the right medical care, all effects from the xodont can be reversed.

Creatures directly attached to characters will not be hit by AOE skills and have to be individually targeted by other players to be removed. The host itself can not remove the creatures.

Attack	Range	Trigger
Melee	0	Single

Speciality

--

X	XC	XD	XM
XP	XP	XP	XP
500	1.000	5.000	10.000
Shadow	Shadow	Shadow	Shadow
20	30	40	50
Aegis	Aegis	Aegis	Aegis
1	1	1	1
Damage	Damage	Damage	Damage
1	1	2	2
Movement	Movement	Movement	Movement
--	--	--	--
Actions	Actions	Actions	Actions
1	1	1	1
Detection	Detection	Detection	Detection
--	--	--	--
Detectability	Detectability	Detectability	Detectability
--	--	--	--
SDJ	SDJ	SDJ	SDJ
--	--	--	--
Hack	Hack	Hack	Hack
--	--	--	--

Attach Action [X] Reaction [X] Cooldown [0]

Information

Show up out of nowhere and attach to any target. Attaching increases the fatigue level of its target by one and deals WD.

Suckle Action [X] Reaction [-] Cooldown [0]

Information

Deals WD as true damage per turn to the target it is attached to.

Sandman Action [X] Reaction [-] Cooldown [0]

Information

50% chance to increase fatigue one level.

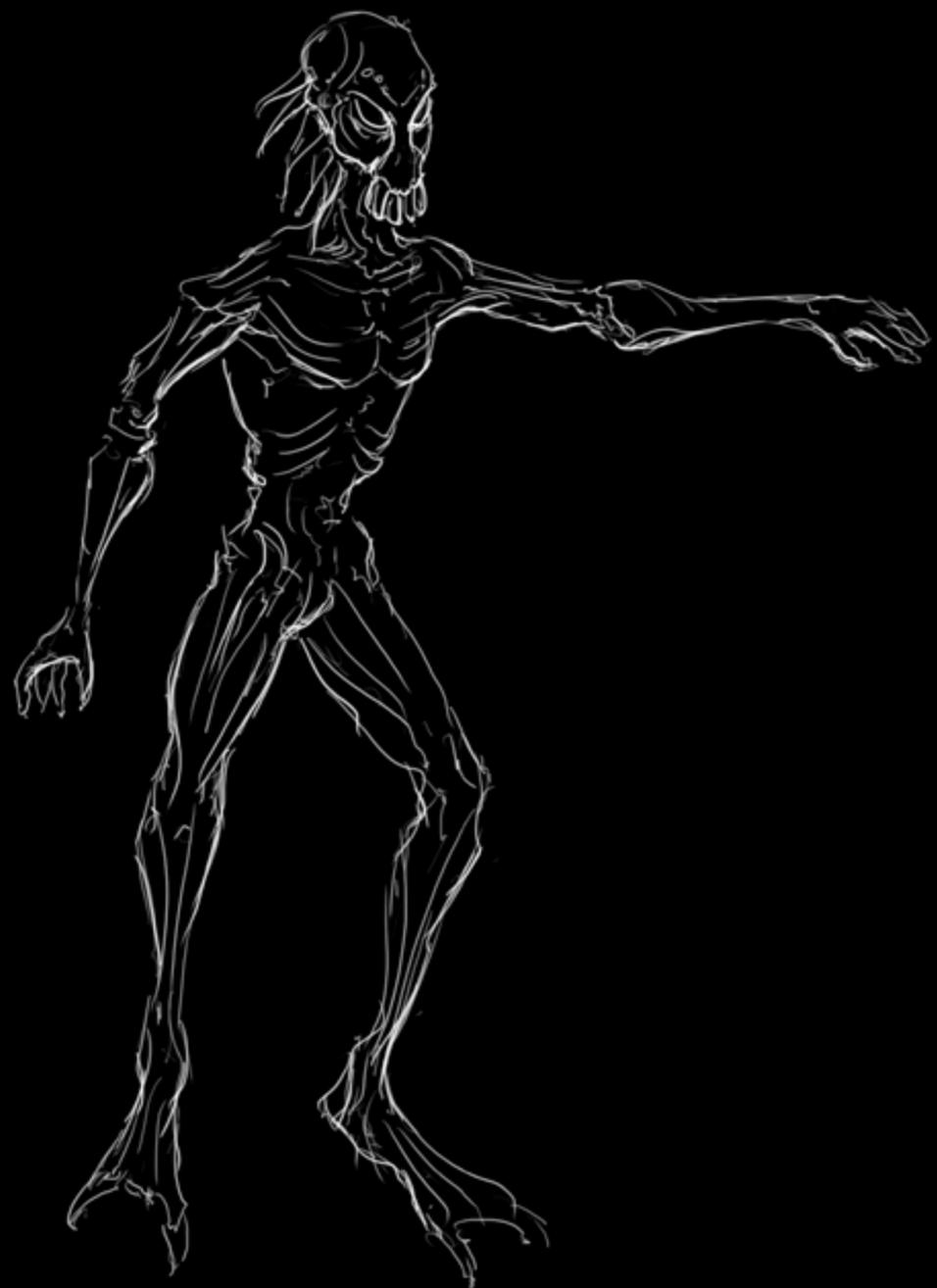




M U T A N T



Enemy



★ GHOUL

As for most mutants, it is unknown where the ghouls came from. Experiments, failed science projects, developed on purpose by mad scientists, it is unknown. Ghouls are walking meatbags, they move at snails pace and have no protection. What they lack in terms of armor they make up with an extremely good regeneration system, being able to heal themselves in very short amounts of time. They will eat anything that is made out of flesh and their hunting tactics is showing up in large numbers, hoping they can encircle their prey and then start munching away.

Attack	Range	Trigger
Melee	0	Group

Speciality
--

X	XC	XD	XM
XP 200	XP 1.000	XP 3.000	XP 10.000
Shadow 100	Shadow 200	Shadow 300	Shadow 400
Aegis 0	Aegis 0	Aegis 0	Aegis 0
Damage 1	Damage 2	Damage 3	Damage 4
Movement 1	Movement 1	Movement 1	Movement 1
Actions 2	Actions 2	Actions 2	Actions 2
Detection 10	Detection 10	Detection 10	Detection 10
Detectability 15	Detectability 15	Detectability 15	Detectability 15
SDJ --	SDJ --	SDJ --	SDJ --
Hack --	Hack --	Hack --	Hack --

Hit Action [X] Reaction [-] Cooldown [0]

Information

Hits any target in range for WD with a 50% chance to weaken the target, reducing its actions to one for its next turn and not being able to perform reactions.

Regenerate Action [X] Reaction [-] Cooldown [6]

Information

Regenrates 50% of the ghouls shadow.

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M U T A N T



Enemy



★ CREEPER

As for most mutants, it is unknown where the creepers came from. Experiments, failed science projects, developed on purpose by mad scientists, it is unknown. Creepers are very similiar to ghouls and often come in company with them. Creepers like to stay in distance though, as they spit toxins on their prey until it succumbs and is unable to provide any threat. They are not very intelligent, if you put it mildly. There is no advaanced tatic or though going into their actions and as soon as they spot something that they think they can eat, they will attack it. This sometimes leads to pretty unfortunate situations for them, as they seem not to be aware of the existence of things that are stronger than them, but maybe they do and just do not care.

Attack	Range	Trigger
Ranged	DR	Group

Speciality
--

X	XC	XD	XM
XP	XP	XP	XP
200	1.000	3.000	10.000
Shadow	Shadow	Shadow	Shadow
50	100	150	200
Aegis	Aegis	Aegis	Aegis
0	0	0	0
Damage	Damage	Damage	Damage
1	2	3	4
Movement	Movement	Movement	Movement
1	1	1	1
Actions	Actions	Actions	Actions
1	1	1	1
Detection	Detection	Detection	Detection
15	20	25	30
Detectability	Detectability	Detectability	Detectability
20	20	20	20
SDJ	SDJ	SDJ	SDJ
--	--	--	--
Hack	Hack	Hack	Hack
--	--	--	--

Spit Action [X] Reaction [-] Cooldown [0]

Information

Spits out toxic fluid, dealing WD to any target in DR.

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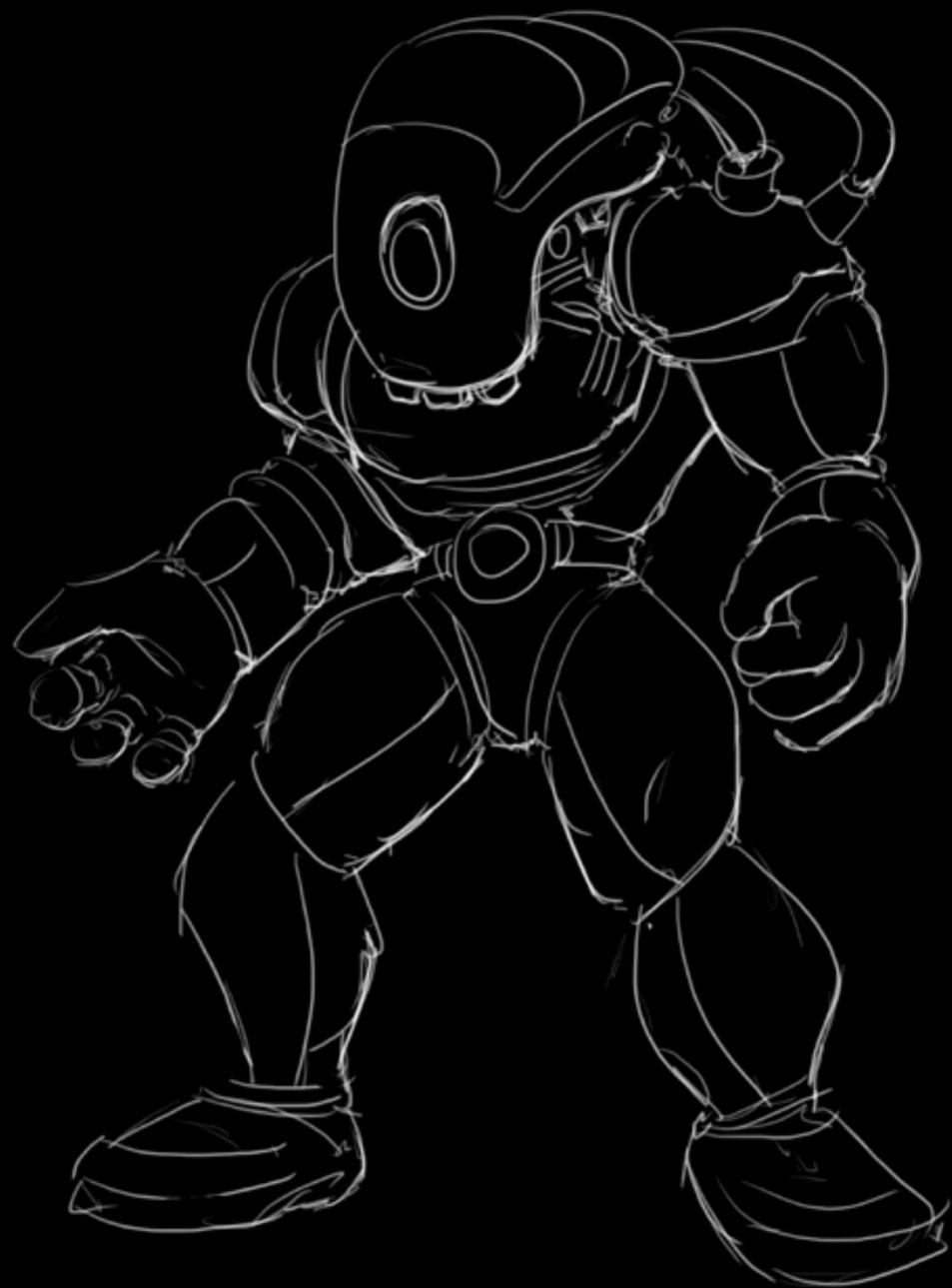
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M U T A N T

Enemy



★ REMNANT

Remnants were once developed by the military 300+ years ago as underwater specialist troops, giving them highly durable biosuits that inject all kinds of stimulants into the body, to improve the performance of the wearer. Someone must have gotten the mixture of drugs pumped into the soldiers wrong and the remnants went insane, completely out of control and most of them managed to ran off before being able to be captured. They are very rare encounters, but to this day, there are new ones showing up, meaning they somehow managed to survive for this long and form a secret lunatic society, that could be hidden anywhere, since their suits allow them to withstand all environments. Remnants are highly powerful and dangerous.

Attack	Range	Trigger
Ranged	DR	D-Group

Speciality
 Immune to fire and cold
 Immune to electricity
 Immune to CC
 Immune to mind control effects
 No penalty in water CZ

XD-1	XD-2	XM-1	XM-2
XP 10.000	XP 20.000	XP 40.000	XP 60.000
Shadow 150	Shadow 200	Shadow 250	Shadow 300
Aegis 6	Aegis 6	Aegis 6	Aegis 6
Damage 5	Damage 6	Damage 2x5	Damage 2x6
Movement 2	Movement 3	Movement 4	Movement 5
Actions 2	Actions 2	Actions 2	Actions 2
Detection 50	Detection 50	Detection 50	Detection 50
Detectability 20	Detectability 20	Detectability 20	Detectability 20
SDJ 6	SDJ 6	SDJ 6	SDJ 6
Hack 6	Hack 6	Hack 6	Hack 6

Energy beam Action [X] Reaction [-] Cooldown [0]

Information
Shoots a beam of energy, dealing WD to all characters in DR in one direction.

Pulsar Action [X] Reaction [-] Cooldown [2]

Information
Sends out neutron wave, that deals WD to all characters in DR and stuns them for 1 turn.

Brainmelt Action [-] Reaction [-] Cooldown [-]

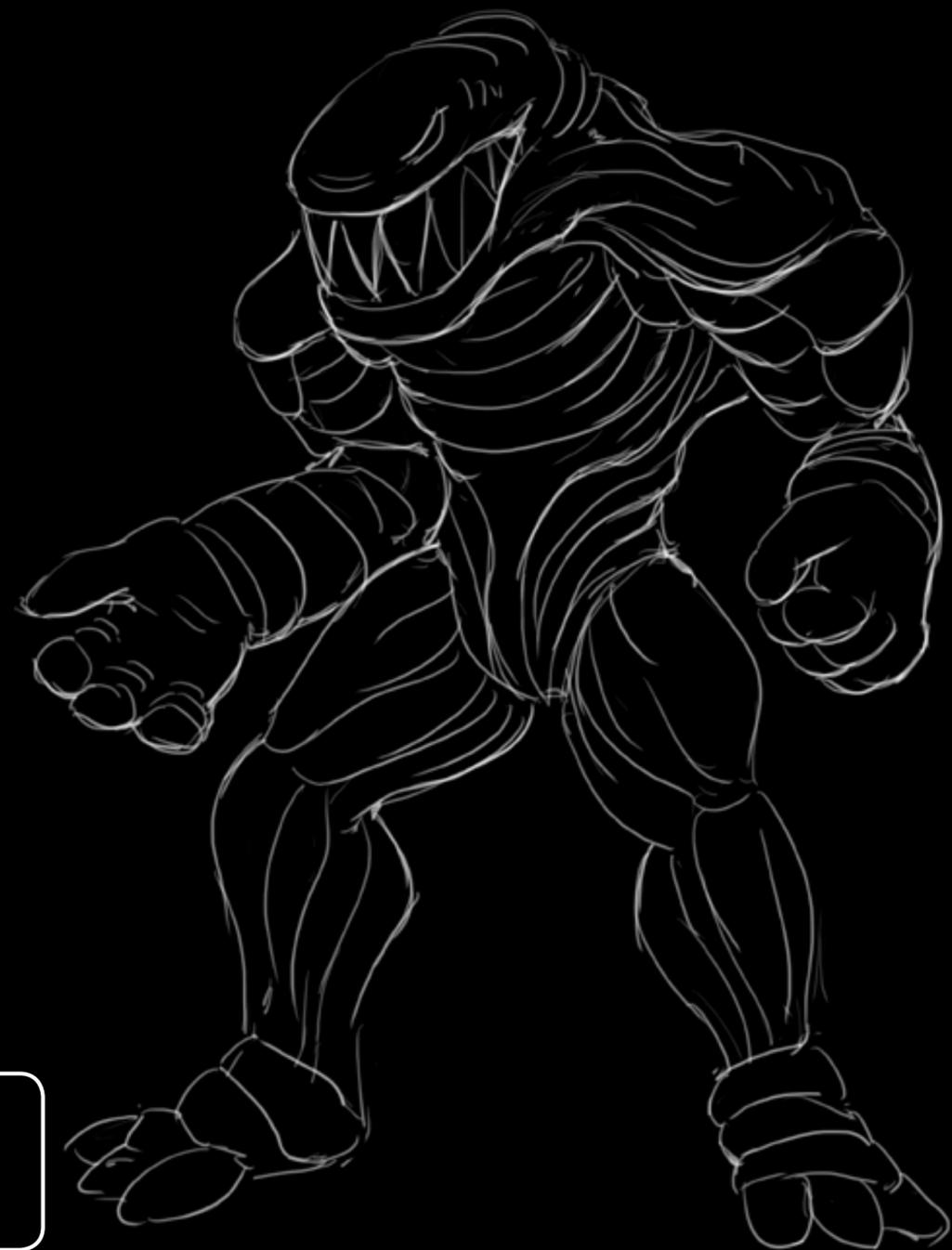
Information
Everyone in DR has 33% chance to deal own WD to themselves using up one action, dice thrown each turn.



M U T A N T



Enemy



★ LISERIN

It is safe to say liserins have developed after some kind of nuclear experiment has failed, since they emit immense radiation at all times that somehow does not affect them. The exact origins of them is unknown though. Liserins have managed to reproduce, although how exactly that is possible is unknown too, since nobody has ever managed to see a young one so far, nor has anyone managed to observe the process of their reproduction. DNA tests on killed liserins found out there were clear signs of mixing DNA strings from different liserins that have been found before and the theory of them reproducing has been proven scientifically. They are big, they are mean, they are always hungry, stay away from them.

Attack	Range	Trigger
Melee	0	Group

Speciality
--

XC	XD-1	XD-2	XM
XP	XP	XP	XP
10.000	20.000	30.000	50.000
Shadow	Shadow	Shadow	Shadow
100	200	300	400
Aegis	Aegis	Aegis	Aegis
3	3	3	3
Damage	Damage	Damage	Damage
5	6	7	2x7
Movement	Movement	Movement	Movement
2	3	4	5
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
30	30	30	30
Detectability	Detectability	Detectability	Detectability
10	10	10	10
SDJ	SDJ	SDJ	SDJ
--	--	--	--
Hack	Hack	Hack	Hack
--	--	--	--

Bite Action [X] Reaction [-] Cooldown [0]

Information

Bites any target for WD and heals itself for the amount of damage dealt.

Sucker punch Action [X] Reaction [-] Cooldown [3]

Information

Punches one target dealing WD and throwing it back 10 CZ.

Radiation Action [-] Reaction [-] Cooldown [-]

Information

Deals WD as true damage each turn to all characters in detection range.



G U N M A N



Enemy



★ ROWDY

Rowdies are the most common gunmen, equipped with a blaster they are open for conflict once they wake up in the morning. They are not the most intelligent enemy and prefer to shoot before asking questions, which mostly involves stumbling about where to find the next liquor store. Rowdies have some cheap cyberware installed, which is more than the average population and makes them dangerous for most people, but for experienced fighters, they are not that big of a deal.

Attack	Range	Trigger
Ranged	DR	D-Group

Speciality
--

X	XC	XD	XM
XP	XP	XP	XP
500	2.000	7.500	20.000
Shadow	Shadow	Shadow	Shadow
20	40	70	100
Aegis	Aegis	Aegis	Aegis
1	2	3	4
Damage	Damage	Damage	Damage
1	3	5	7
Movement	Movement	Movement	Movement
2	3	4	5
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
10	15	20	25
Detectability	Detectability	Detectability	Detectability
15	15	15	15
SDJ	SDJ	SDJ	SDJ
2	2	2	2
Hack	Hack	Hack	Hack
2	2	2	2

Shoot Action [X] Reaction [-] Cooldown [0]

Information

Fires at one target dealing WD in detection range.

Salve Action [X] Reaction [-] Cooldown [2]

Information

Fires three shots at up to three different targets dealing WD in detection range.

Grenade Action [X] Reaction [-] Cooldown [2]

Information

Throws a grenade at one CZ in DR that explodes after 1 turn dealing WD to all characters on the CZ.





G U N M A N



Enemy



★ BLAZER

The difference between a rowdy and a blazer is, the blazer has two guns to shoot itself in the foot with. Gunmen are often found in bars or in clubs, as they like to drink and party as much as possible to avoid thinking about the dangerous lifestyle they are pursuing, which leads to them being drunk and aggressive, which then leads to them getting into fights and ironically facing the exact danger they are trying to get away from.

Attack	Range	Trigger
Ranged	DR	D-Group

Speciality
--

X	XC	XD	XM
XP	XP	XP	XP
500	2.000	7.500	20.000
Shadow	Shadow	Shadow	Shadow
20	40	70	100
Aegis	Aegis	Aegis	Aegis
1	2	3	4
Damage	Damage	Damage	Damage
1	3	5	7
Movement	Movement	Movement	Movement
2	3	4	5
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
10	15	20	25
Detectability	Detectability	Detectability	Detectability
15	15	15	15
SDJ	SDJ	SDJ	SDJ
2	2	2	2
Hack	Hack	Hack	Hack
2	2	2	2

Double shot Action [X] Reaction [-] Cooldown [0]

Information

Deals WD to up to two different targets in detection range.

Autofire Action [X] Reaction [-] Cooldown [4]

Information

Fires a salvo of 10 shots at a single target dealing WD with each shot. Shots have a 66% chance to miss.

Fire grenade Action [X] Reaction [-] Cooldown [2]

Information

Throws a fire grenade, setting fire to three adjacent CZ for 2 turns, dealing WD each turn.





G U N M A N



Enemy



★ BATTER

These gunman are crazy mofos, screaming from a distance, while charging at you at full speed in a conflict. Batters like to release their emotions, which are mostly not of the good kind, with their club. Their bashing weapon is attached with a string made of very light, durable and flexible steel, making it possible for them to attack enemies further away and pull them closer. On their legs, they have blades attached, that can be shot out as a last defense mechanism. Batters are a little crazy in the head, probably because they are high on some drug most of the time and they are not afraid to charge in alone into a group of enemies. Most of the time they come in groups though, accompanied by other gunmen giving them ranged firepower support.

Attack	Range	Trigger
Melee	0	D-Group

Speciality
--

X	XC	XD	XM
XP	XP	XP	XP
500	2.000	7.500	20.000
Shadow	Shadow	Shadow	Shadow
20	40	70	100
Aegis	Aegis	Aegis	Aegis
1	2	3	4
Damage	Damage	Damage	Damage
1	3	5	7
Movement	Movement	Movement	Movement
2	3	4	5
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
10	15	20	25
Detectability	Detectability	Detectability	Detectability
15	15	15	15
SDJ	SDJ	SDJ	SDJ
2	2	2	2
Hack	Hack	Hack	Hack
2	2	2	2

Skull Bash Action [X] Reaction [-] Cooldown [0]

Information

Deals WD to any target on the same CZ. Reduces aegis dice of the target by one for two turns. Effect does not stack and is applied after damage.

Club Drag Action [X] Reaction [-] Cooldown [4]

Information

Throws the club at any target up to 3 CZ away and pulls it up close to the same CZ as the batter. Deals WD.

Blade Defense Action [X] Reaction [-] Cooldown [Life]

Information

Releases all four blades at up to four different targets in DR dealing WD. The blade defense can only be used once and automatically triggers on death, if not used, with all of them targeting the closest enemy.





G U N M A N



Enemy



★ JACKO

Although their official name is jackos, they get called mantis by some people, due to the two blades they can pop out of their forearms. They are extremely fast and can move through a battlefield chopping away enemies left and right at an extremely high pace. It is said jackos really like onions, but it is not quite clear if chopping onions is just a take on the expression of making someone cry, or if they really enjoy doing kitchen work using their equipment. Either way, you probably do not want to become the onion.

Attack	Range	Trigger
Ranged	DR	D-Group

Speciality
--

X	XC	XD	XM
XP	XP	XP	XP
500	2.000	7.500	20.000
Shadow	Shadow	Shadow	Shadow
20	40	70	100
Aegis	Aegis	Aegis	Aegis
1	2	3	4
Damage	Damage	Damage	Damage
1	3	5	7
Movement	Movement	Movement	Movement
5	7	9	11
Actions	Actions	Actions	Actions
3	3	3	3
Detection	Detection	Detection	Detection
25	25	30	30
Detectability	Detectability	Detectability	Detectability
15	15	15	15
SDJ	SDJ	SDJ	SDJ
3	3	3	3
Hack	Hack	Hack	Hack
3	3	3	3

Chop Action [X] Reaction [-] Cooldown [0]

Information

Attacks up to four different targets on the same CZ dealing WD. Each target can only be targeted once.

Chop Jump Action [X] Reaction [-] Cooldown [4]

Information

Jumps up to 7 CZ forward, sinking both blades into an enemy, deals two times WD separately, with each WD having a 33% chance to deal double damage.

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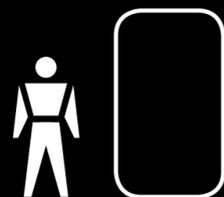
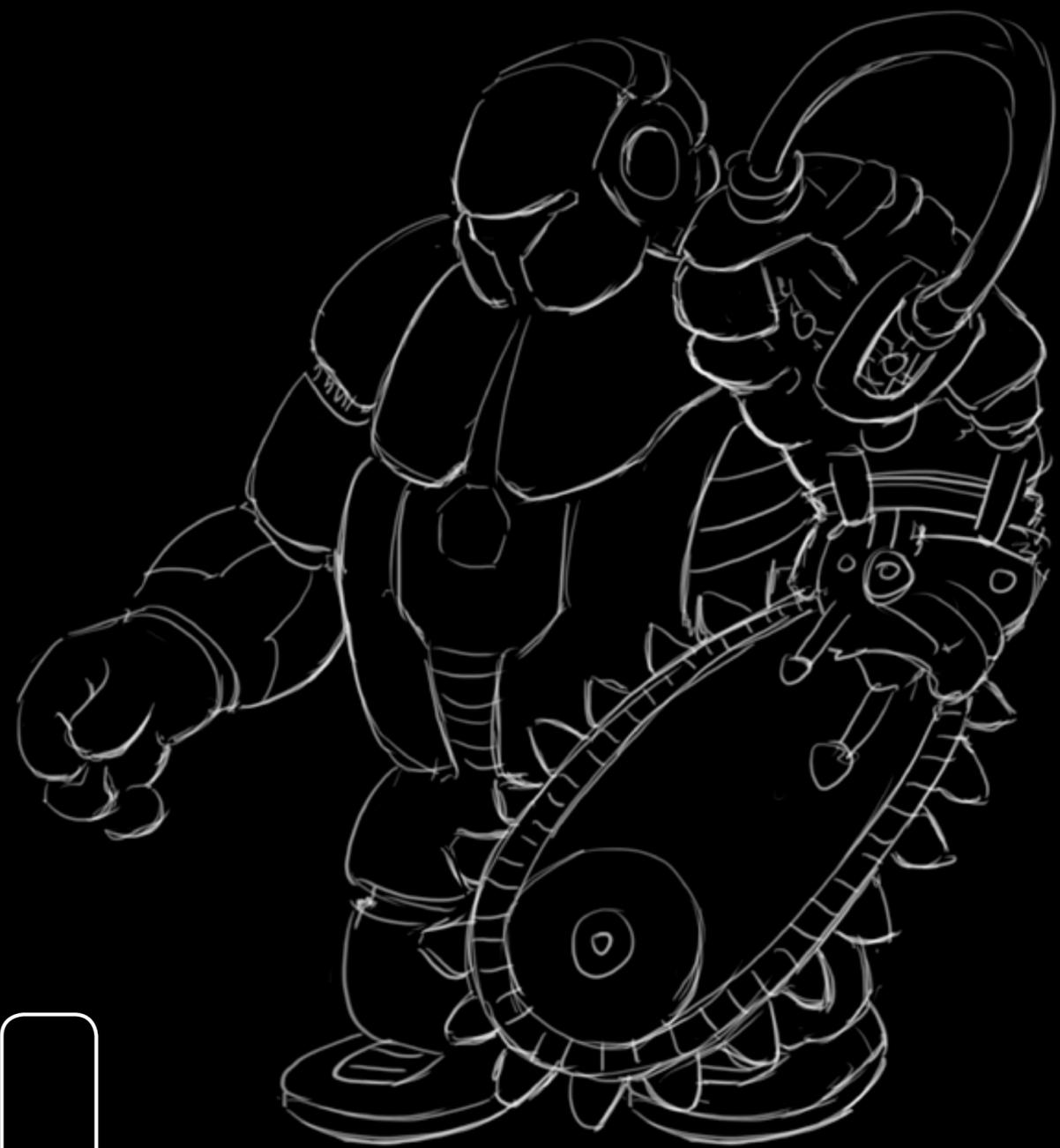




G U N M A N



Enemy



★ CHAINSAW

Chainsaws are battlesuits worn by mercenaries, that were developed for lumberjack companies and were designed to be extremely durable in all kinds of climates. There are a lot of different gangs and even syndicates making use of the chainsaw, as they are legal non combat equipment developed for the woodworking industry. Funnily, as it turns out, you can saw more than trees with them, in fact, pretty much anything to your liking can be chopped up into little pieces, if you have the right morals ... or wrong morals, yes, wrong morals is what you need.

Attack	Range	Trigger
Melee	1	D-Group

Speciality
 Immune to heat
 Immune to cold

X	XC	XD	XM
XP 500	XP 3.000	XP 10.000	XP 30.000
Shadow 20	Shadow 40	Shadow 70	Shadow 100
Aegis 5	Aegis 5	Aegis 5	Aegis 5
Damage 1	Damage 3	Damage 5	Damage 7
Movement 2	Movement 3	Movement 4	Movement 5
Actions 2	Actions 2	Actions 2	Actions 2
Detection 10	Detection 10	Detection 10	Detection 10
Detectability 25	Detectability 25	Detectability 25	Detectability 25
SDJ 2	SDJ 2	SDJ 2	SDJ 2
Hack 2	Hack 2	Hack 2	Hack 2

Sawmill Action [X] Reaction [-] Cooldown [0]

Information

Activates the saw and targets one character, dealing WD in every teamturn, until the targets is out of range.

Swing Action [X] Reaction [-] Cooldown [3]

Information

Swings the saw around, dealing WD to all characters in range.

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G U N M A N



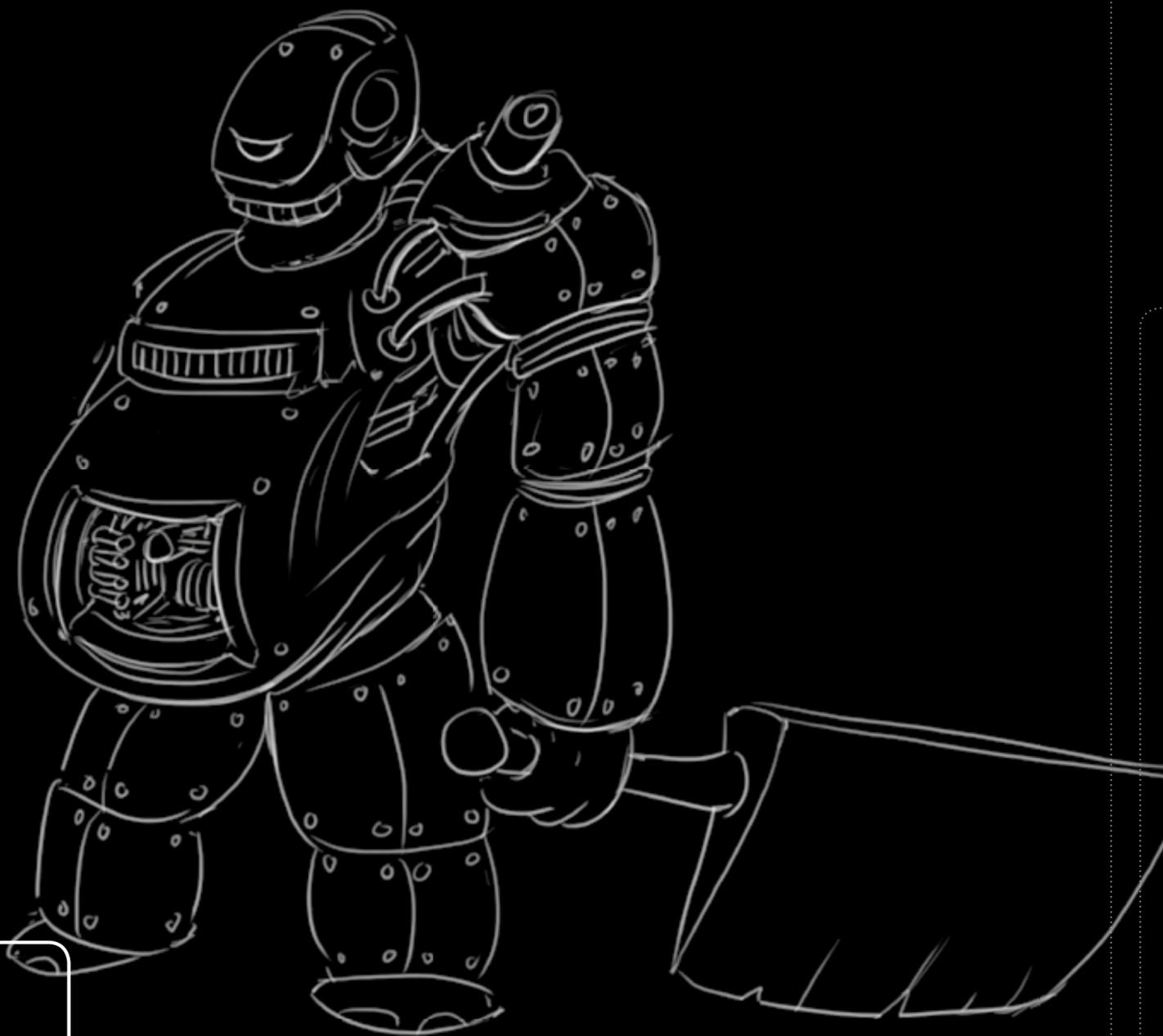
Enemy

★ BUTCHER

Butchers wear heavy armored exosuits, that allows them to carry around an immense butcher knife. Originally these exosuits were designed to carry heavy weights in the underground of Qhada during mining operations, but since then were modified and used various groups having something else in mind with them. It is hard to say who is currently operating inside the exosuit, as it covers all features of the operator and police had quite surprising encounters in the past, with kids stealing their parents mining equipment of the original butcher version and running of into the tunnels to explore and play.

Attack	Range	Trigger
Melee	2	D-Group

Speciality
 Immune to heat
 Immune to cold



X	XC	XD	XM
XP 500	XP 3.000	XP 10.000	XP 30.000
Shadow 20	Shadow 40	Shadow 70	Shadow 100
Aegis 5	Aegis 5	Aegis 5	Aegis 5
Damage 1	Damage 3	Damage 5	Damage 7
Movement 2	Movement 3	Movement 4	Movement 5
Actions 2	Actions 2	Actions 2	Actions 2
Detection 10	Detection 10	Detection 10	Detection 10
Detectability 30	Detectability 30	Detectability 30	Detectability 30
SDJ 1	SDJ 1	SDJ 1	SDJ 1
Hack 1	Hack 1	Hack 1	Hack 1

Swing Action [X] Reaction [-] Cooldown [0]

Information
 Deals WD to all characters in range.

Smoke Action [X] Reaction [-] Cooldown [4]

Information
 Releases a smoke screen for one turn, that has no effect on themselves at all, but reduces gives all enemies attacking the butcher a 50% chance to miss on all attacks and skills.

Charging Swing Action [X] Reaction [-] Cooldown [4]

Information
 Charges up 3 turns, then moves forward up to 7 CZ and then deals double WD to all characters in range. During the charge, all damage received is reduced by 50% rounded down.





TROOPER



Enemy



★ GUERRO

Guerros are one of the most common types of troopers, equipped with a shotgun. They are mostly mercenaries hired by syndicates, but there are freelancers roaming around following their own interests as well. Troopers are better organized and disciplined than gunmen, having some kind of military training, being it official or not. Guerros are not likely to ask many questions, as that would require finding out which one to ask and which one to shoot. Turns out shotguns are bad at targetting and once you shoot into one direction, all your problems in that direction are solved and there is nobody left to ask any questions.

Attack	Range	Trigger
Ranged	DR	D-Group

Speciality
 Immune to blinding effects
 50% chance to deny hacking attempts

X	XC	XD	XM
XP	XP	XP	XP
1.000	4.000	12.000	30.000
Shadow	Shadow	Shadow	Shadow
20	50	100	150
Aegis	Aegis	Aegis	Aegis
2	3	4	5
Damage	Damage	Damage	Damage
2	4	6	7
Movement	Movement	Movement	Movement
2	3	4	5
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
20	25	30	35
Detectability	Detectability	Detectability	Detectability
20	15	10	5
SDJ	SDJ	SDJ	SDJ
4	4	4	4
Hack	Hack	Hack	Hack
4	4	4	4

Spreadshot Action [X] Reaction [-] Cooldown [0]

Information

Deals WD to all characters on one CZ in DR.

Aimed Shot Action [X] Reaction [-] Cooldown [0]

Information

Deals double WD to a single target in DR.

Dodge Action [-] Reaction [X] Cooldown [6]

Information

Dodges all incoming attacks or skills and moves up to two CZ in any direction.





TROOPER



Enemy



★ DEVIL

Devils are less common than guerros, but far from being a rare trooper type, equipped with a machinegun and little to no humor, at least from an outside perspective. Their manically laugh, when everything around them is burning seems to suggest they themselves are under the impression of having the best humor ever. Devils are hard to spot, until they start combat action. Once they are burning, it is pretty hard to miss them.

Attack	Range	Trigger
Ranged	DR	D-Group

Speciality
 Immune to blinding effects
 50% chance to deny hacking attempts
 Immune to fire

X	XC	XD	XM
XP	XP	XP	XP
1.000	4.000	12.000	30.000
Shadow	Shadow	Shadow	Shadow
20	50	100	150
Aegis	Aegis	Aegis	Aegis
2	3	4	5
Damage	Damage	Damage	Damage
2	4	6	7
Movement	Movement	Movement	Movement
2	3	4	5
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
20	25	30	35
Detectability	Detectability	Detectability	Detectability
20	15	10	5
SDJ	SDJ	SDJ	SDJ
4	4	4	4
Hack	Hack	Hack	Hack
4	4	4	4

Target Fire Action [X] Reaction [-] Cooldown [0]

Information
 Fires three shots dealing WD each to one single target in DR.

Burn Baby Burn Action [X] Reaction [-] Cooldown [6]

Information
 Sets itself and the CZ it stands on on fire for three turns, dealing WD to all characters. The fire moves with the devil and extinguishes if the devil leaves a CZ. Gets +15 detectability.

Dodge Action [-] Reaction [X] Cooldown [6]

Information
 Dodges all incoming attacks or skills and moves up to two CZ in any direction.





TROOPER



Enemy



★ BUMPER

Bumpers are equipped with heavy long ranged guns, dealing single target damage and are heavily armored. They are not weak snipers sitting around in the background you can take out easily and are extremely annoying to fight against, due to their large range. Luckily they are easy to spot, as hiding does not seem to be part of their combat tactic.

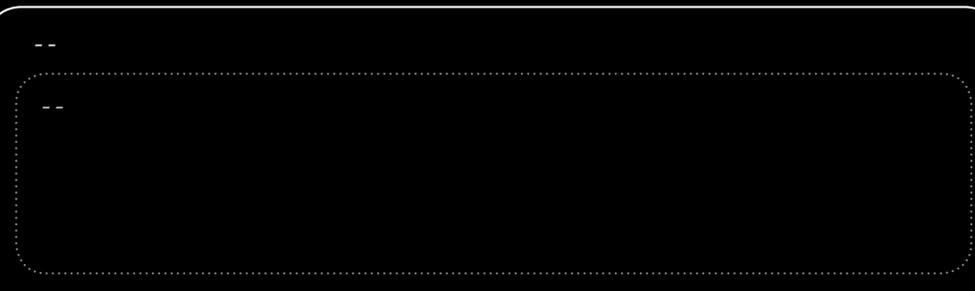
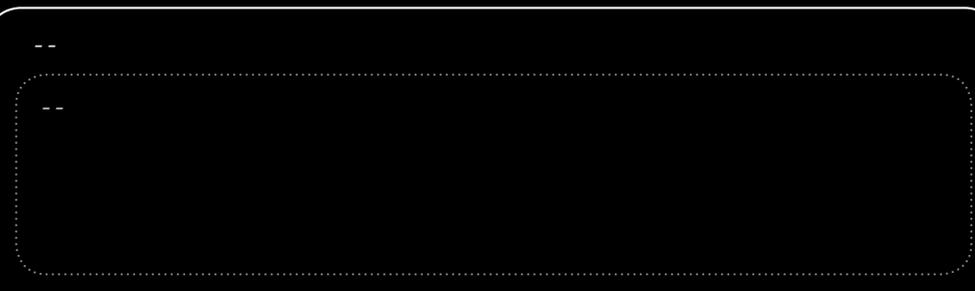
Attack	Range	Trigger
Ranged	DR	D-Group

Speciality
Immune to all vision impediments

X	XC	XD	XM
XP	XP	XP	XP
1.000	4.000	12.000	30.000
Shadow	Shadow	Shadow	Shadow
20	50	100	150
Aegis	Aegis	Aegis	Aegis
2	3	4	5
Damage	Damage	Damage	Damage
2	4	6	7
Movement	Movement	Movement	Movement
2	3	4	5
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
20	25	30	35
Detectability	Detectability	Detectability	Detectability
20	15	10	5
SDJ	SDJ	SDJ	SDJ
4	4	4	4
Hack	Hack	Hack	Hack
4	4	4	4

Headshot Action [X] Reaction [-] Cooldown [1]

Information
Deals WD to any target in DR with a 50% chance to deal double damage.





TROOPER



Enemy



★ HAWKEYE

Hawkeyes are hard to spot and it is quite common to be shot at without knowing what hit you, while they sit in the distance laughing at you. Sadly they have learned to laugh in silence and it will not be a big help in detecting their location. As big of a threat they oppose when they are at a long distance, they are quite vulnerable up close and much easier to take down.

Attack	Range	Trigger
Ranged	DR	D-Group

Speciality
Immune to all vision impediments

X	XC	XD	XM
XP	XP	XP	XP
1.000	4.000	12.000	30.000
Shadow	Shadow	Shadow	Shadow
20	50	70	100
Aegis	Aegis	Aegis	Aegis
1	1	1	1
Damage	Damage	Damage	Damage
1	3	5	7
Movement	Movement	Movement	Movement
2	3	4	5
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
20	30	40	50
Detectability	Detectability	Detectability	Detectability
10	5	0	-5
SDJ	SDJ	SDJ	SDJ
4	4	4	4
Hack	Hack	Hack	Hack
4	4	4	4

Target Shot Action [X] Reaction [-] Cooldown [0]

Information
Deals WD to any target in DR.

Stun Shot Action [X] Reaction [-] Cooldown [3]

Information
Deals WD to any target in DR and stuns it for one turn.

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TROOPER



Enemy



★ FLAMER

Flamers are wearing heavily armored biosuits, that protect their flamethrower equipment from exploding when being shot at. Some people say they are excellent guests at grill parties, but it probably is not the best idea to listen to them, as you can not be sure what kind of meat ends up being roasted. Since flamers rely on their flamethrower as only weapon, they are equipped with chemicals, that allow them to penetrate fire resistant enemies and deal damage nonetheless, to make sure the party never stops.

Attack	Range	Trigger
Ranged	DR	D-Group

Speciality
Immune to heat

X	XC	XD	XM
XP	XP	XP	XP
1.000	4.000	12.000	30.000
Shadow	Shadow	Shadow	Shadow
20	50	70	100
Aegis	Aegis	Aegis	Aegis
5	5	5	5
Damage	Damage	Damage	Damage
4	5	6	7
Movement	Movement	Movement	Movement
2	3	4	5
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
10	10	15	15
Detectability	Detectability	Detectability	Detectability
15	15	15	15
SDJ	SDJ	SDJ	SDJ
4	4	4	4
Hack	Hack	Hack	Hack
4	4	4	4

Breath Of Fire Action [X] Reaction [-] Cooldown [0]

Information

Deals WD to all characters in 5 CZ in one direction, setting them all on fire for one turn, dealing additional fire WD to all characters when cast and the turn after.

Melting Spray Action [X] Reaction [-] Cooldown [3]

Information

Sprays chemicals, removing any fire resistance from all characters in 10 CZ in all directions.





TROOPER



Enemy



★ RISTOC

Ristoc are specialized in close combat and are quite tough to take down, as they are heading straight for the frontline in any battle and need to be a ble to take some heat. Their favorite joke is „What? I thought you wanted kids ... and now there are two of you!“ after slicing someone in half, but it is pretty safe to say they are the only ones laughing about it. As long as you manage to keep your distance to them, they are next to useless, but they are a formidable threat once they manage to get up close.

Attack	Range	Trigger
Melee	0	D-Group

Speciality
Immune to CC

X	XC	XD	XM
XP	XP	XP	XP
10.000	20.000	40.000	60.000
Shadow	Shadow	Shadow	Shadow
20	50	100	150
Aegis	Aegis	Aegis	Aegis
2	3	4	5
Damage	Damage	Damage	Damage
4	5	6	7
Movement	Movement	Movement	Movement
2	3	4	5
Actions	Actions	Actions	Actions
2	2	3	3
Detection	Detection	Detection	Detection
20	25	30	35
Detectability	Detectability	Detectability	Detectability
15	10	5	0
SDJ	SDJ	SDJ	SDJ
4	4	4	4
Hack	Hack	Hack	Hack
4	4	4	4

Double Slice Action [X] Reaction [-] Cooldown [0]

Information

Deals WD to up to 2 different targets in range.

Hakuba Action [X] Reaction [-] Cooldown [3]

Information

Deals WD to all characters in the same CZ as well as the two adjacent CZ.

Dash Action [X] Reaction [-] Cooldown [3]

Information

Dashes forward up to 10 CZ.





AGENT

Enemy



★ BLADERUNNER

Bladerunners are extremely dangerous, fast as hell, and a pain in the ass to deal with. Agents are equipped with the newest cyberware, making them immense threats to even the strongest fighters. Avoid any conflict with them, if it is possible. Bladerunners are silent runners, have a very low detectability rating and whirl around the battlefield out of nowhere, cutting everything up, before vanishing in the shadows never to be seen again. They probably have a catch phrase, but dead people often have trouble talking and the problem is, there are no living witnesses of encounters with bladerunners.

Attack	Range	Trigger
Melee	0	D-Group

Speciality
 Immune to CC
 Immune to fire
 Immune to cold
 50% chance to dodge attacks / skills

XD-1	XD-2	XM-1	XM-2
XP 30.000	XP 40.000	XP 70.000	XP 100.000
Shadow 200	Shadow 250	Shadow 300	Shadow 350
Aegis 4	Aegis 4	Aegis 4	Aegis 4
Damage 2x7	Damage 2x7	Damage 3x7	Damage 3x7
Movement 2	Movement 3	Movement 4	Movement 5
Actions 2	Actions 2	Actions 3	Actions 3
Detection 35	Detection 30	Detection 45	Detection 50
Detectability 5	Detectability 0	Detectability -5	Detectability -10
SDJ 7	SDJ 7	SDJ 7	SDJ 7
Hack 7	Hack 7	Hack 7	Hack 7

Quadruple Slice Action [X] Reaction [-] Cooldown [0]

Information

Deals WD to up to 4 different targets in range.

Slice Dash Action [X] Reaction [-] Cooldown [3]

Information

Dashes forward up to 10 CZ dealing WD to all characters in the respective CZ.

Double Slice Dash Action [X] Reaction [-] Cooldown [6]

Information

Dashes forward to target CZ in DR dealing WD to all characters in the respective CZ, then dashing to a second target CZ in DR, dealing WD to all characters in the respective CZ.





AGENT

Enemy



★ SAMUS

Samus are agents equipped with long range firepower and people who witnessed their destructive power from long distances report of beams of light shooting through the air punching holes into mountains. Nobody is really sure if those encounters actually were samus, as they are hard to detect and impossible to spot from a distance with the blank eye, but it is not unlikely that laser beams of this category coming out of nowhere probably have something to do with the strongest ground troops in existence in ionar, the agents.

Attack	Range	Trigger
Ranged	DR	D-Group

Speciality
 Immune to CC
 Immune to fire
 Immune to cold

XD-1	XD-2	XM-1	XM-2
XP 30.000	XP 40.000	XP 70.000	XP 100.000
Shadow 200	Shadow 300	Shadow 400	Shadow 500
Aegis 7	Aegis 7	Aegis 7	Aegis 7
Damage 2x7	Damage 2x7	Damage 3x7	Damage 3x7
Movement 2	Movement 3	Movement 4	Movement 5
Actions 2	Actions 2	Actions 3	Actions 3
Detection 35	Detection 30	Detection 45	Detection 50
Detectability 5	Detectability 0	Detectability -5	Detectability -10
SDJ 7	SDJ 7	SDJ 7	SDJ 7
Hack 7	Hack 7	Hack 7	Hack 7

Blast Action [X] Reaction [-] Cooldown [0]

Information

Deals WD to all characters in 20 CZ in one direction.

Speedrun Action [X] Reaction [-] Cooldown [3]

Information

Glides forward ignoring terrain up to 10 CZ.

Mindblast Action [X] Reaction [-] Cooldown [6]

Information

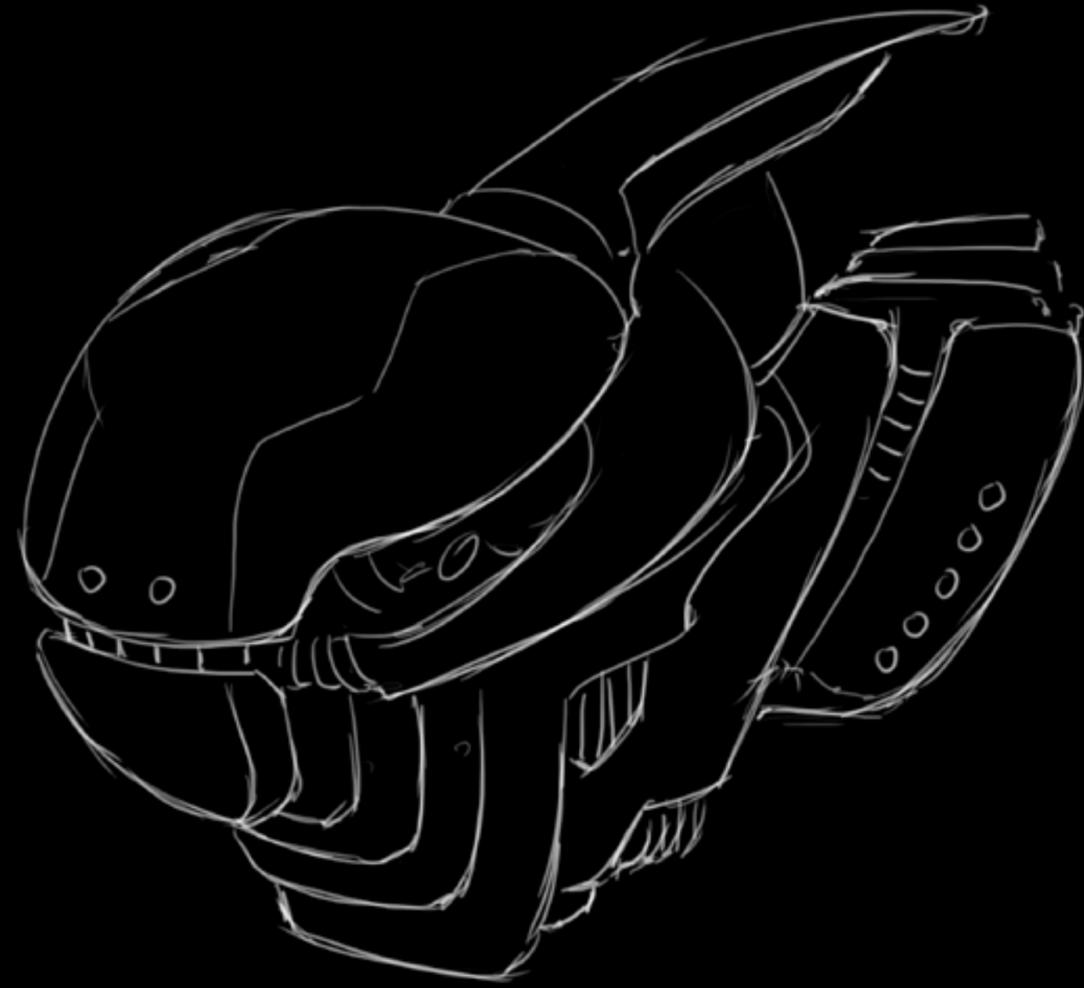
Stuns all characters for 2 turns in 5 consecutive CZ in DR.





D R O N E

Enemy



★ SCREECHER

Once released, drones move in predetermined paths and run through their attack algorithms. Drones will move from their release point into one direction until they reach the end of the combat area, then turn around and move back. They will move back and fourth inside the combat area on a loop until destroyed.

The screecher moves 3 CZ each turn, stopping on each CZ to release one Screech.

Attack	Range	Trigger
Ranged	0	Group

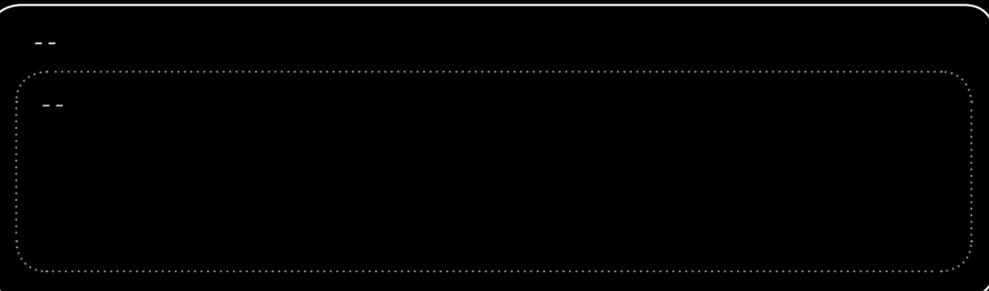
Speciality
 Immune to fire
 Immune to cold

X	XC	XD	XM
XP	XP	XP	XP
500	3.000	10.000	30.000
Shadow	Shadow	Shadow	Shadow
20	30	40	50
Aegis	Aegis	Aegis	Aegis
1	2	3	4
Damage	Damage	Damage	Damage
1	3	5	7
Movement	Movement	Movement	Movement
--	--	--	--
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
--	--	--	--
Detectability	Detectability	Detectability	Detectability
15	10	5	0
SDJ	SDJ	SDJ	SDJ
--	--	--	--
Hack	Hack	Hack	Hack
--	--	--	--

Screech Action [-] Reaction [-] Cooldown [0]

Information

Deals true WD to all enemy characters on the CZ. 50% chance to reduce detection by 10 for 2 turns.





D R O N E

Enemy



★ BOMBER

Once released, drones move in predetermined paths and run through their attack algorithms. Drones will move from their release point into one direction until they reach the end of the combat area, then turn around and move back. They will move back and fourth inside the combat area on a loop until destroyed.

The bomber moves 3 CZ each turn, dropping a bomb on each CZ it passes.

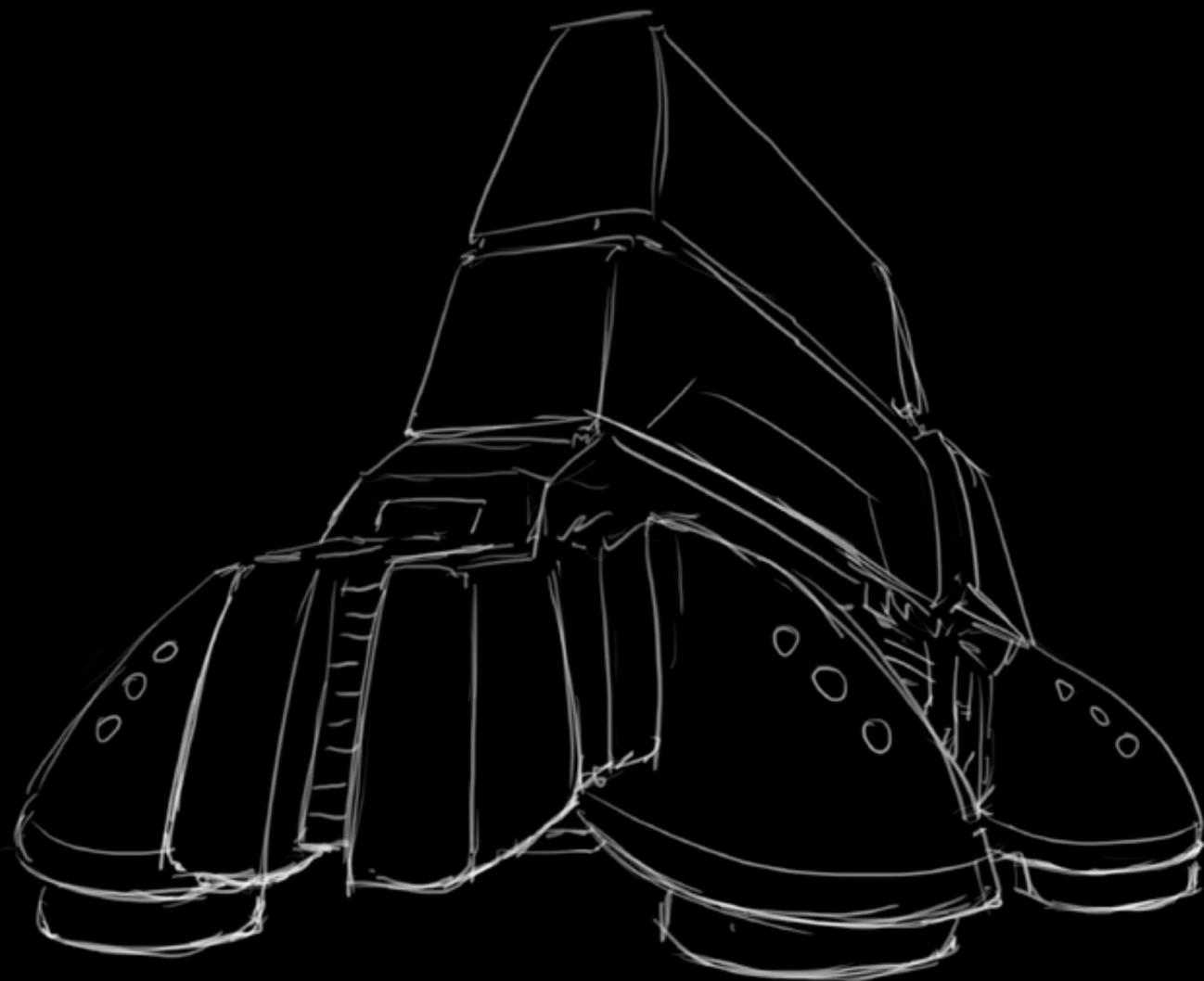
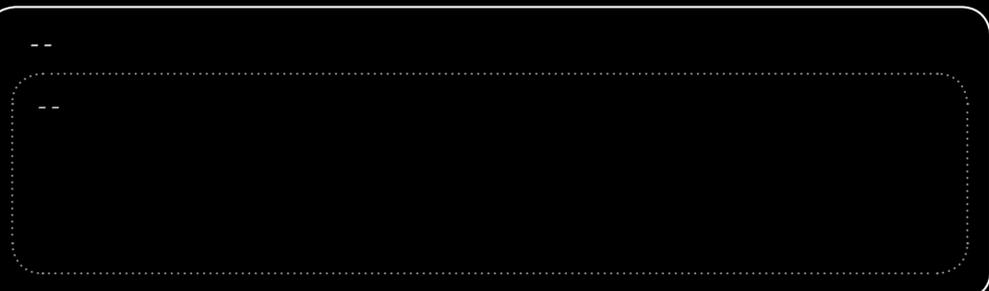
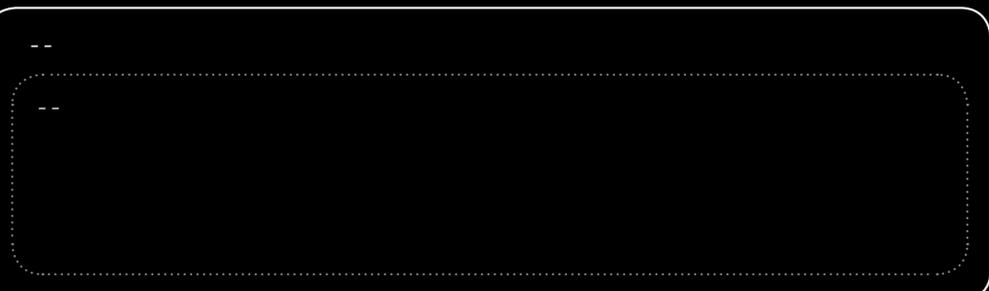
Attack	Range	Trigger
Ranged	0	Group

Speciality
 Immune to slow
 Immune to stun
 Immune to fire
 Immune to cold

X	XC	XD	XM
XP	XP	XP	XP
500	3.000	10.000	30.000
Shadow	Shadow	Shadow	Shadow
20	30	40	50
Aegis	Aegis	Aegis	Aegis
1	2	3	4
Damage	Damage	Damage	Damage
1	3	5	7
Movement	Movement	Movement	Movement
--	--	--	--
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
--	--	--	--
Detectability	Detectability	Detectability	Detectability
15	10	5	0
SDJ	SDJ	SDJ	SDJ
--	--	--	--
Hack	Hack	Hack	Hack
--	--	--	--

Bomb Action [-] Reaction [-] Cooldown [0]

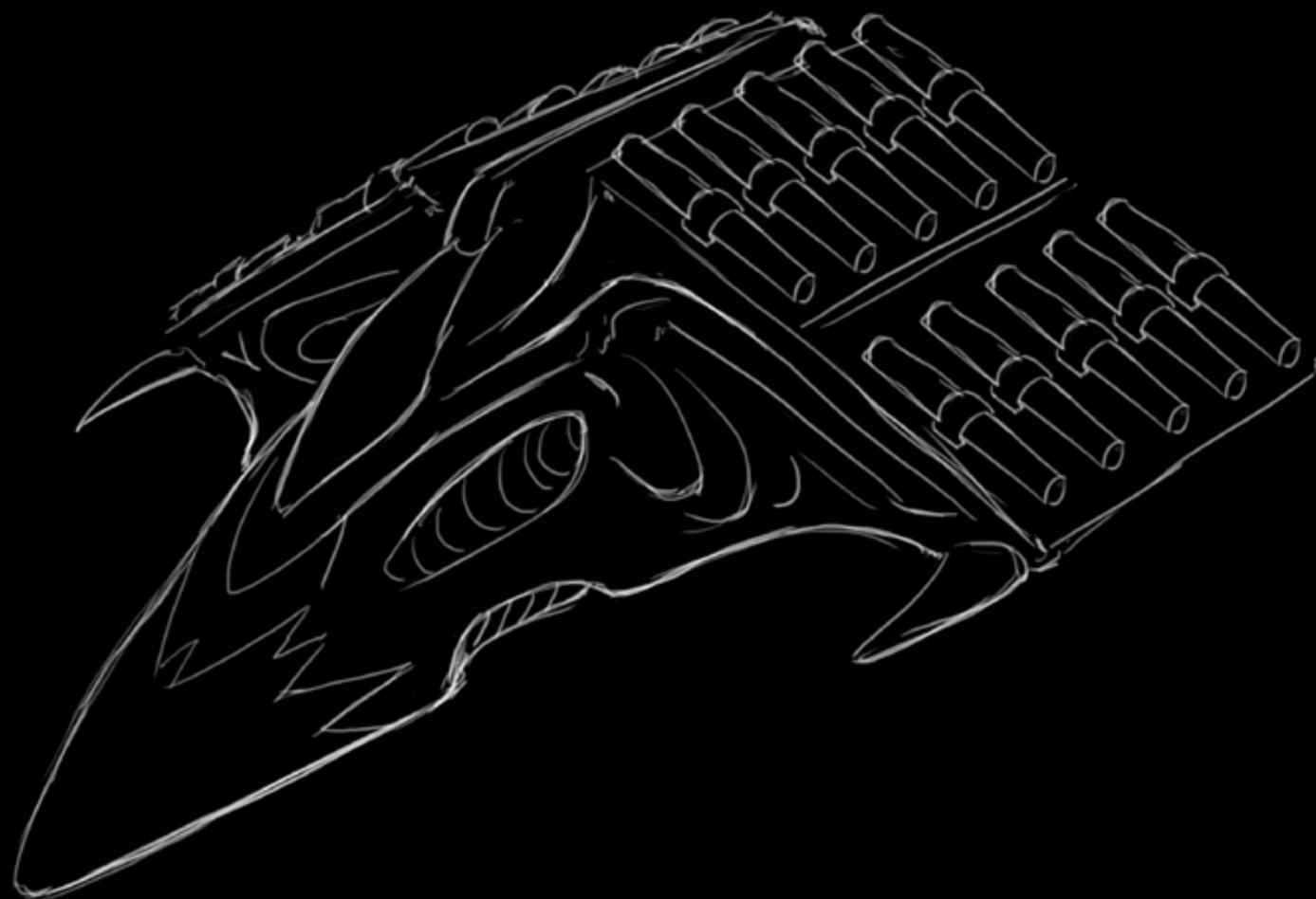
Information
 Deals true WD to all characters in the CZ, setting the CZ on fire for 2 turns, dealing WD each turn to everyone on the CZ.





D R O N E

Enemy



★ KAMIKAZE

These drones have a destination and will crush into that CZ without delay. They are strapped with explosives and will have a devastating affect on all characters in range of the impact. Once the kamikaze is released it will fly full speed to its destination and can not change course afterwards. The only way to stop kamikazes is by shooting them down mid air, before they have a chance to detonate in range of you. Shooting them down will lead to an explosion equal to the impact.

The kamikaze drone will move 5 CZ each turn until it has reached its target.

Kamikaze drones will only grant XP if they are shot down before the impact.

Attack	Range	Trigger
Ranged	0	Group

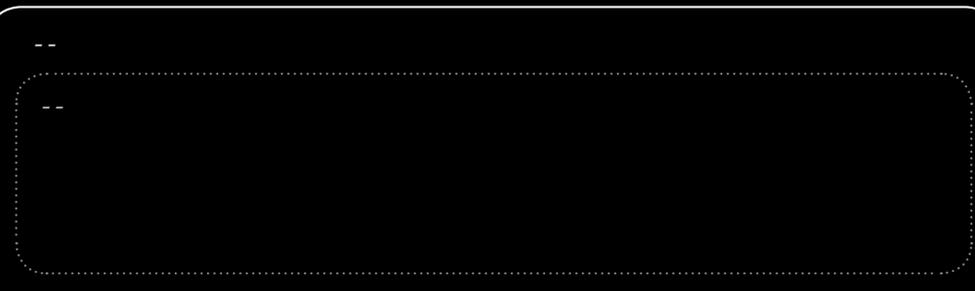
Speciality
 Immune to slow
 Immune to stun
 Immune to fire
 Immune to cold

X	XC	XD	XM
XP	XP	XP	XP
500	3.000	10.000	30.000
Shadow	Shadow	Shadow	Shadow
20	30	40	50
Aegis	Aegis	Aegis	Aegis
1	2	3	4
Damage	Damage	Damage	Damage
1	3	5	7
Movement	Movement	Movement	Movement
--	--	--	--
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
--	--	--	--
Detectability	Detectability	Detectability	Detectability
15	10	5	0
SDJ	SDJ	SDJ	SDJ
--	--	--	--
Hack	Hack	Hack	Hack
--	--	--	--

Impact Action [-] Reaction [-] Cooldown [0]

Information

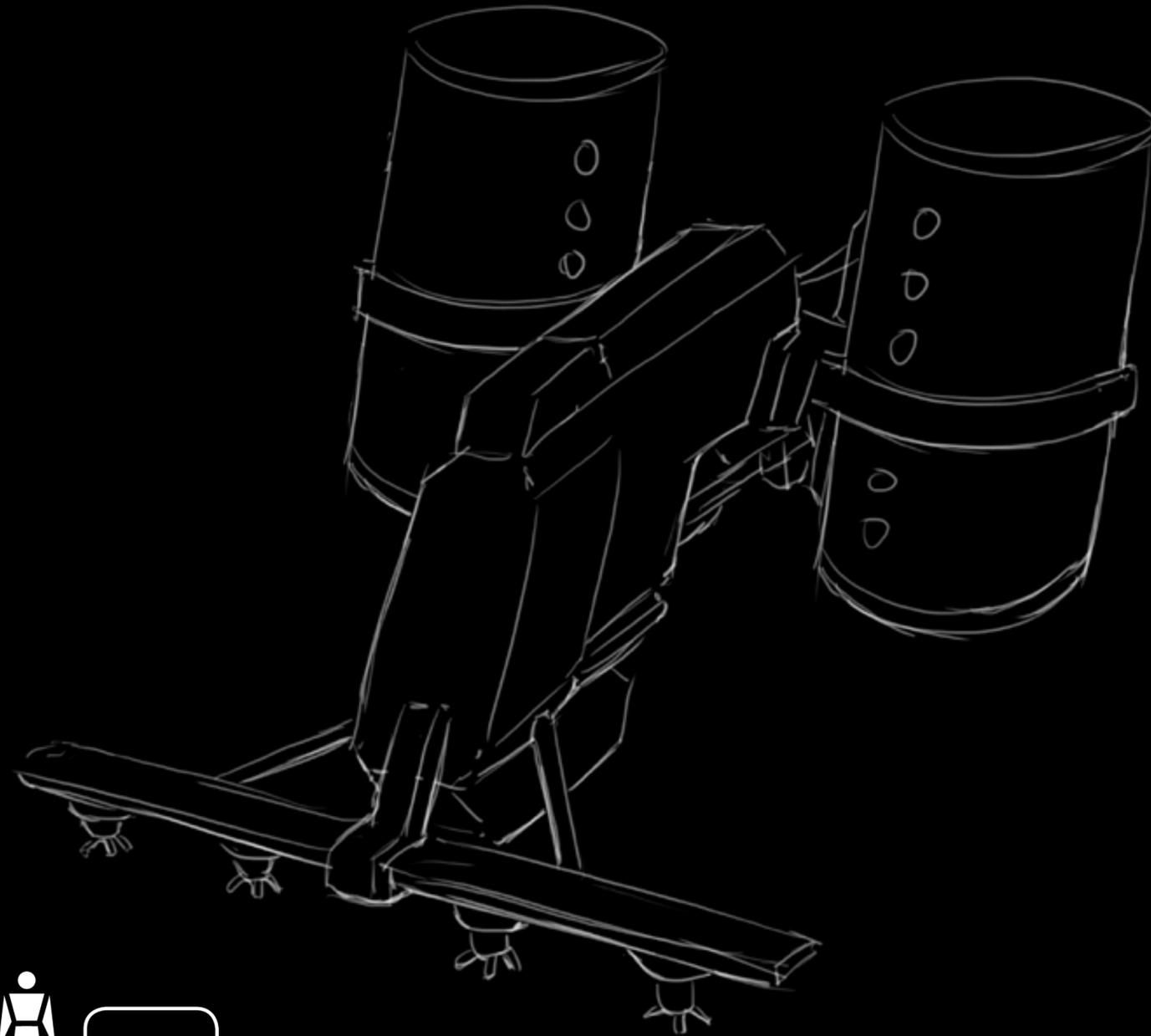
Deals WD to all characters in 7 CZs, setting fire for 2 turns, dealing WD each turn to everyone on the CZs.





D R O N E

Enemy



★ FOGGER

Once released, drones move in predetermined paths and run through their attack algorithms. Drones will move from their release point into one direction until they reach the end of the combat area, then turn around and move back. They will move back and fourth inside the combat area on a loop until destroyed.

The fogger moves 3 CZ each turn, releasing the fog of war in each CZ it passes.

Attack	Range	Trigger
Ranged	0	Group

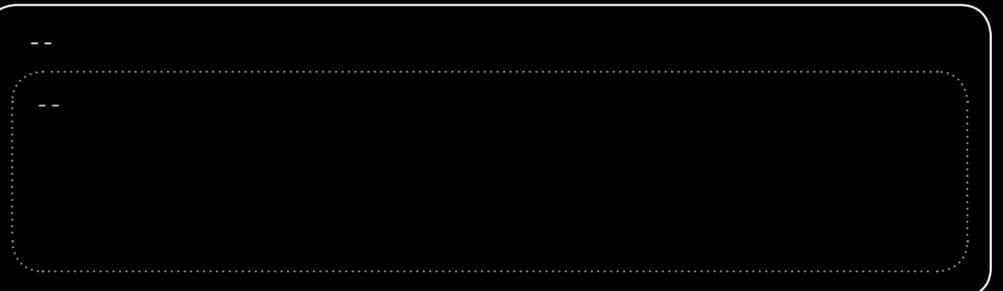
Speciality
 Immune to slow
 Immune to stun
 Immune to fire
 Immune to cold

X	XC	XD	XM
XP	XP	XP	XP
500	3.000	10.000	30.000
Shadow	Shadow	Shadow	Shadow
20	30	40	50
Aegis	Aegis	Aegis	Aegis
1	2	3	4
Damage	Damage	Damage	Damage
1	3	5	7
Movement	Movement	Movement	Movement
--	--	--	--
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
--	--	--	--
Detectability	Detectability	Detectability	Detectability
15	10	5	0
SDJ	SDJ	SDJ	SDJ
--	--	--	--
Hack	Hack	Hack	Hack
--	--	--	--

Fog of war Action [-] Reaction [-] Cooldown [-]

Information

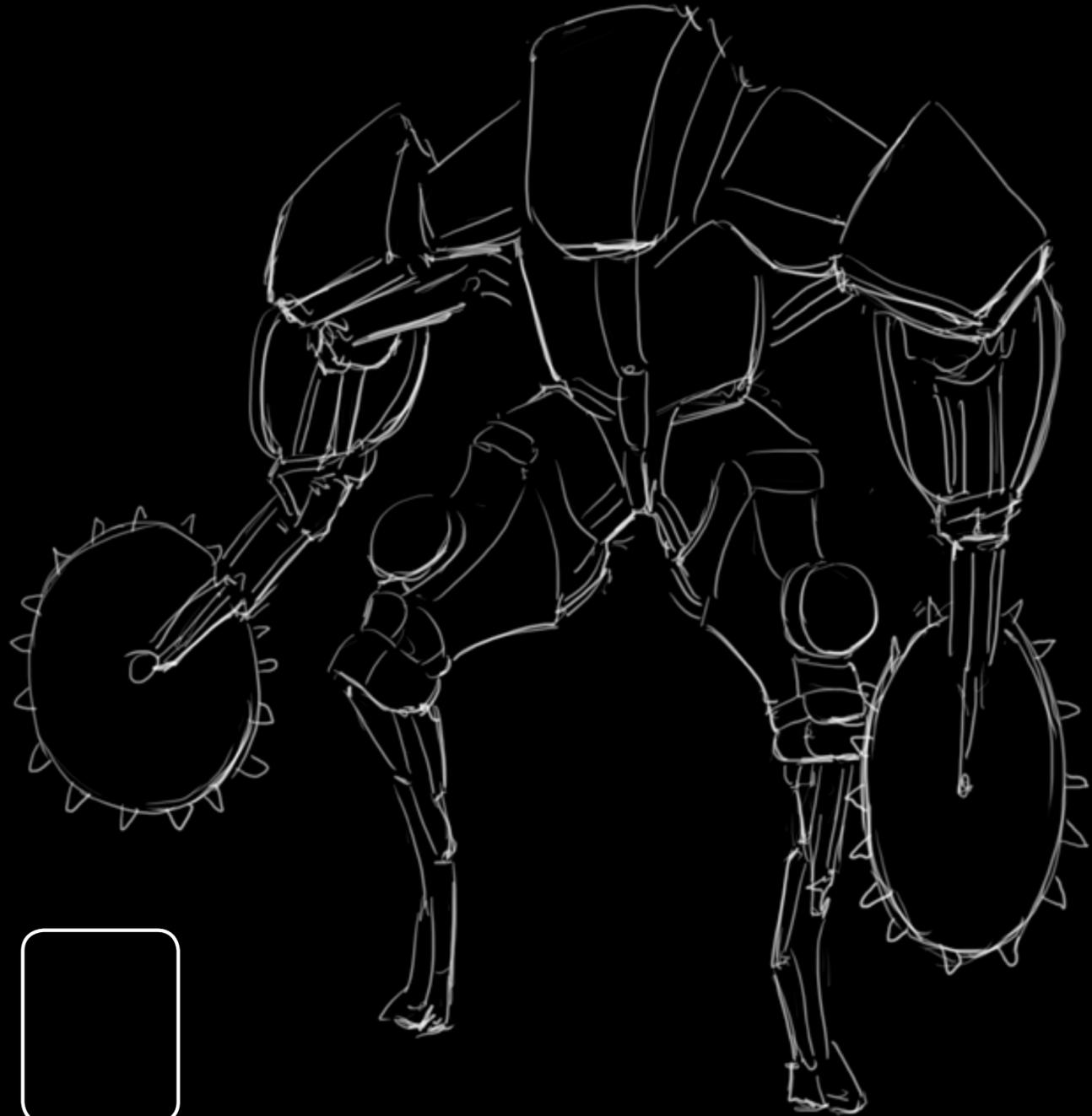
Releases chemical fog, that reduces detection range by 10 to all characters in the CZ.





M E C H

Enemy



★ BUZZSAW

The buzzsaw is a mech that was originally designed for cutting down plants of all kinds. It still is mostly used for that purpose, but aside from some corporations giving it the additional purpose of acting like a security measurement and kill two flies with one slap, it is bought a lot by shady organizations trying to hide their true intentions. Since this mech is not classified as a military machinery, there are far less restrictions and requirements needed to acquire them and its use is widely spread across all planets for the sole purpose of combat.

Attack	Range	Trigger
Melee	1	D-Group

Speciality
 Immunity to fire
 Immunity to cold
 Immunity to electricity

XD-1	XD-2	XM-1	XM-2
XP 3.000	XP 10.000	XP 20.000	XP 40.000
Shadow 70	Shadow 100	Shadow 100	Shadow 150
Aegis 3	Aegis 3	Aegis 4	Aegis 4
Damage 4	Damage 5	Damage 6	Damage 7
Movement 2	Movement 3	Movement 4	Movement 5
Actions 2	Actions 2	Actions 2	Actions 2
Detection 25	Detection 25	Detection 25	Detection 25
Detectability 25	Detectability 25	Detectability 25	Detectability 25
SDJ 3	SDJ 3	SDJ 3	SDJ 3
Hack D3	Hack D3	Hack D3	Hack D3

Double saw Action [X] Reaction [-] Cooldown [0]

Information
 Deals WD to up to 2 different targets in range with each saw.

Frenzy saw Action [X] Reaction [-] Cooldown [3]

Information
 Deals WD to all characters on the same CZ and the two adjacent CZ.

Charging saw Action [X] Reaction [-] Cooldown [5]

Information
 Puts the saws upfront and charges forward 7 CZ, dealing WD to all characters in all CZ.



M E C H

Enemy



★ JJ-B13

Produced by JJ motors this mech is a standard military machinery used by various organizations. The B line of JJ motors are smaller mechs, designed for versatility, being able to reach any combat area without getting stuck.

The B-13 is equipped with dual machine guns and medium plating, while relying on its dual leg setup to move accross combat zones, making it a durable vehicle for all purpose combat situations. The dual machine gun shoots 7 mm caliber ammunition, making it able to penetrate weaker armor types and deal massive amount of damage.

Attack	Range	Trigger
Ranged	DR	D-Group

Speciality
 Immunity to fire
 Immunity to cold
 Immunity to electricity

XC	XD	XM-1	XM-2
XP 4.000	XP 10.000	XP 60.000	XP 100.000
Shadow 100	Shadow 150	Shadow 200	Shadow 250
Aegis 5	Aegis 5	Aegis 5	Aegis 7
Damage 3	Damage 4	Damage 5	Damage 7
Movement 2	Movement 3	Movement 4	Movement 5
Actions 2	Actions 2	Actions 2	Actions 3
Detection 30	Detection 35	Detection 40	Detection 45
Detectability 15	Detectability 15	Detectability 15	Detectability 15
SDJ 5	SDJ 5	SDJ 5	SDJ 5
Hack D5	Hack D5	Hack D5	Hack D5

Autofire Action [X] Reaction [-] Cooldown [0]

Information
 Deals WD to all characters in 3 CZ in detection range.

Jump Action [X] Reaction [-] Cooldown [3]

Information
 Jumps up to 5 CZ into any direction.

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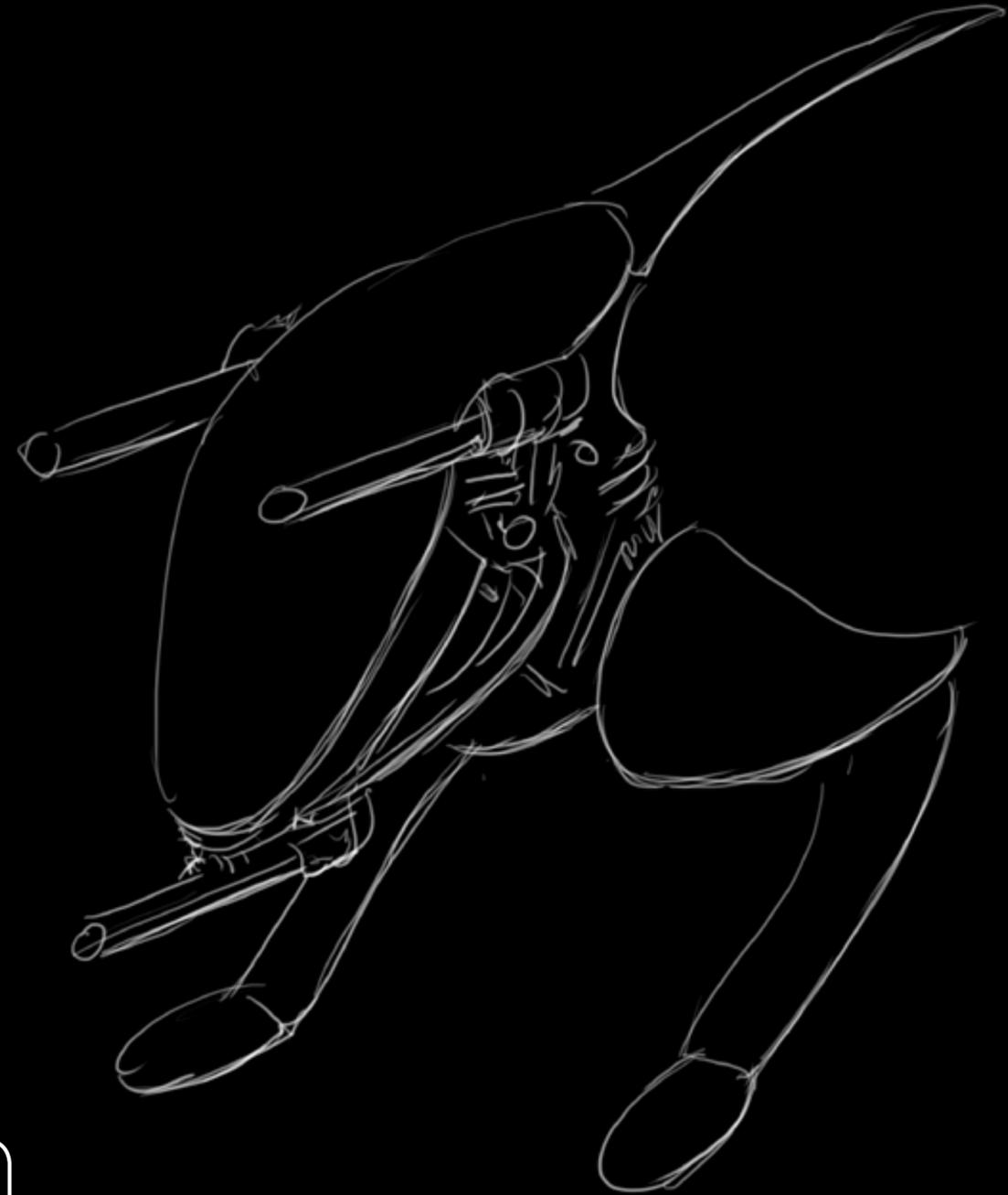
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M E C H

Enemy



★ JJ-B14

Produced by JJ motors this mech is a standard military machinery used by various organizations. The B line of JJ motors are smaller mechs, designed for versatility, being able to reach any combat area without getting stuck.

The B-14 is equipped with three single shot gun turrets, shooting 14 mm ammunition with a low fire rate, making it better than the B-13 against single targets,, but weaker against larger groups of enemies.

Attack	Range	Trigger
Ranged	DR	D-Group

Speciality
 Immunity to fire
 Immunity to cold
 Immunity to electricity

XD	XD	XM-1	XM-2
XP	XP	XP	XP
500	3.000	10.000	30.000
Shadow	Shadow	Shadow	Shadow
20	30	40	50
Aegis	Aegis	Aegis	Aegis
5	5	5	5
Damage	Damage	Damage	Damage
2	2	2	2
Movement	Movement	Movement	Movement
2	3	4	5
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
10	15	20	25
Detectability	Detectability	Detectability	Detectability
15	15	15	15
SDJ	SDJ	SDJ	SDJ
5	5	5	5
Hack	Hack	Hack	Hack
D5	D5	D5	D5

Target Fire Action [X] Reaction [-] Cooldown [0]

Information

Deals three times WD to a any target in detection range.

Triple shot Action [X] Reaction [-] Cooldown [0]

Information

Deals WD to up to three different targets in detection range.

Jump Action [X] Reaction [-] Cooldown [3]

Information

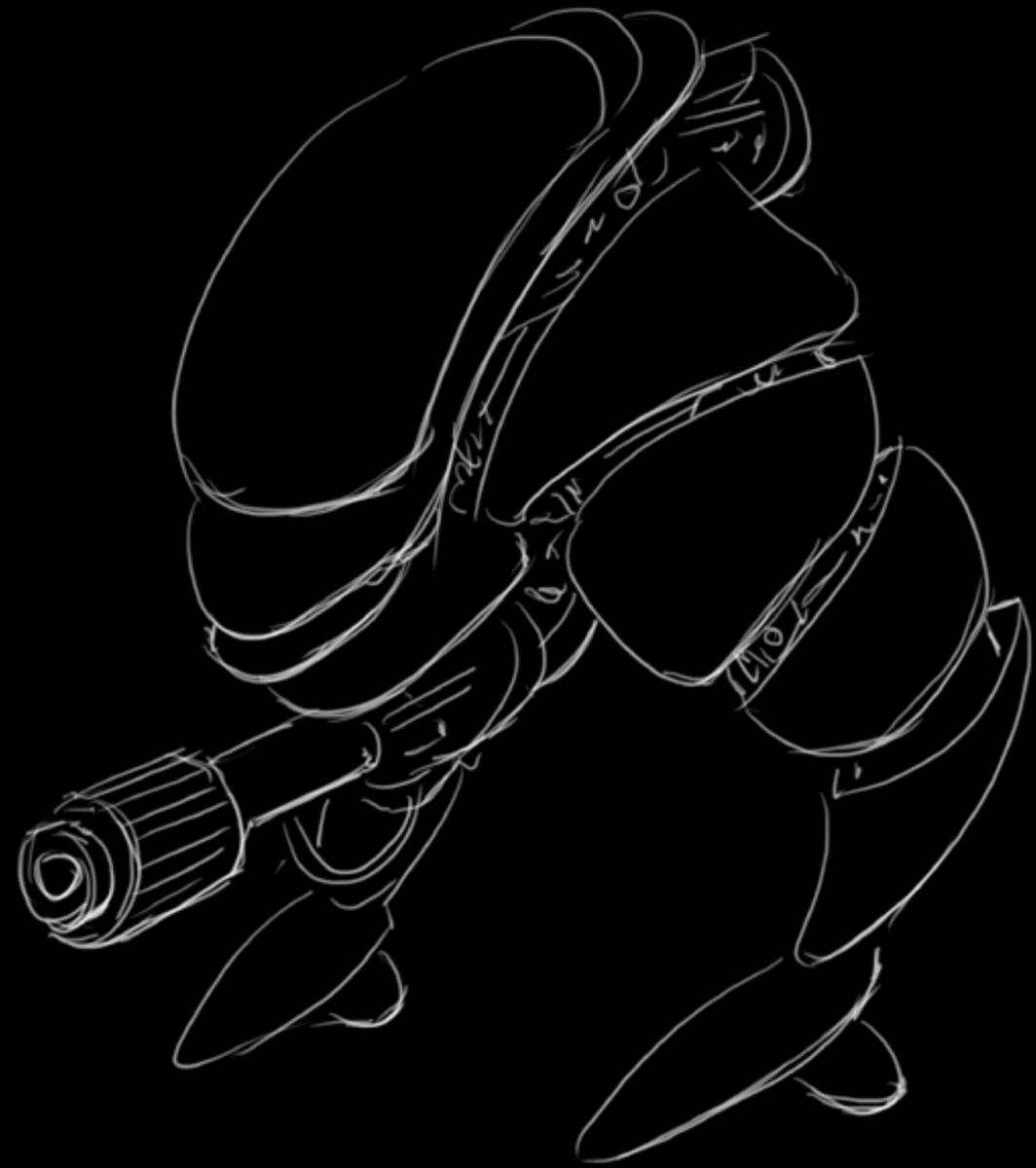
Jumps up to 5 CZ into any direction.





M E C H

Enemy



★ JJ-B15

Produced by JJ motors this mech is a standard military machinery used by various organizations. The B line of JJ motors are smaller mechs, designed for versatility, being able to reach any combat area without getting stuck.

The B-15 is equipped with a heavy machinegun, shooting 30 mm ammunition, with a more precise fire mode than the B-13, dealing more damage at the cost of having a narrower spread.

Attack	Range	Trigger
Ranged	DR	D-Group

Speciality
 Immunity to fire
 Immunity to cold
 Immunity to electricity

XD	XD	XM-1	XM-2
XP	XP	XP	XP
500	3.000	10.000	30.000
Shadow	Shadow	Shadow	Shadow
20	30	40	50
Aegis	Aegis	Aegis	Aegis
5	5	5	5
Damage	Damage	Damage	Damage
2	2	2	2
Movement	Movement	Movement	Movement
2	3	4	5
Actions	Actions	Actions	Actions
2	2	2	2
Detection	Detection	Detection	Detection
10	15	20	25
Detectability	Detectability	Detectability	Detectability
15	15	15	15
SDJ	SDJ	SDJ	SDJ
5	5	5	5
Hack	Hack	Hack	Hack
D5	D5	D5	D5

Target autofire Action [X] Reaction [-] Cooldown [0]

Information
 Deals WD to all characters in one CZ.

Jump Action [X] Reaction [-] Cooldown [3]

Information
 Jumps up to 5 CZ into any direction.

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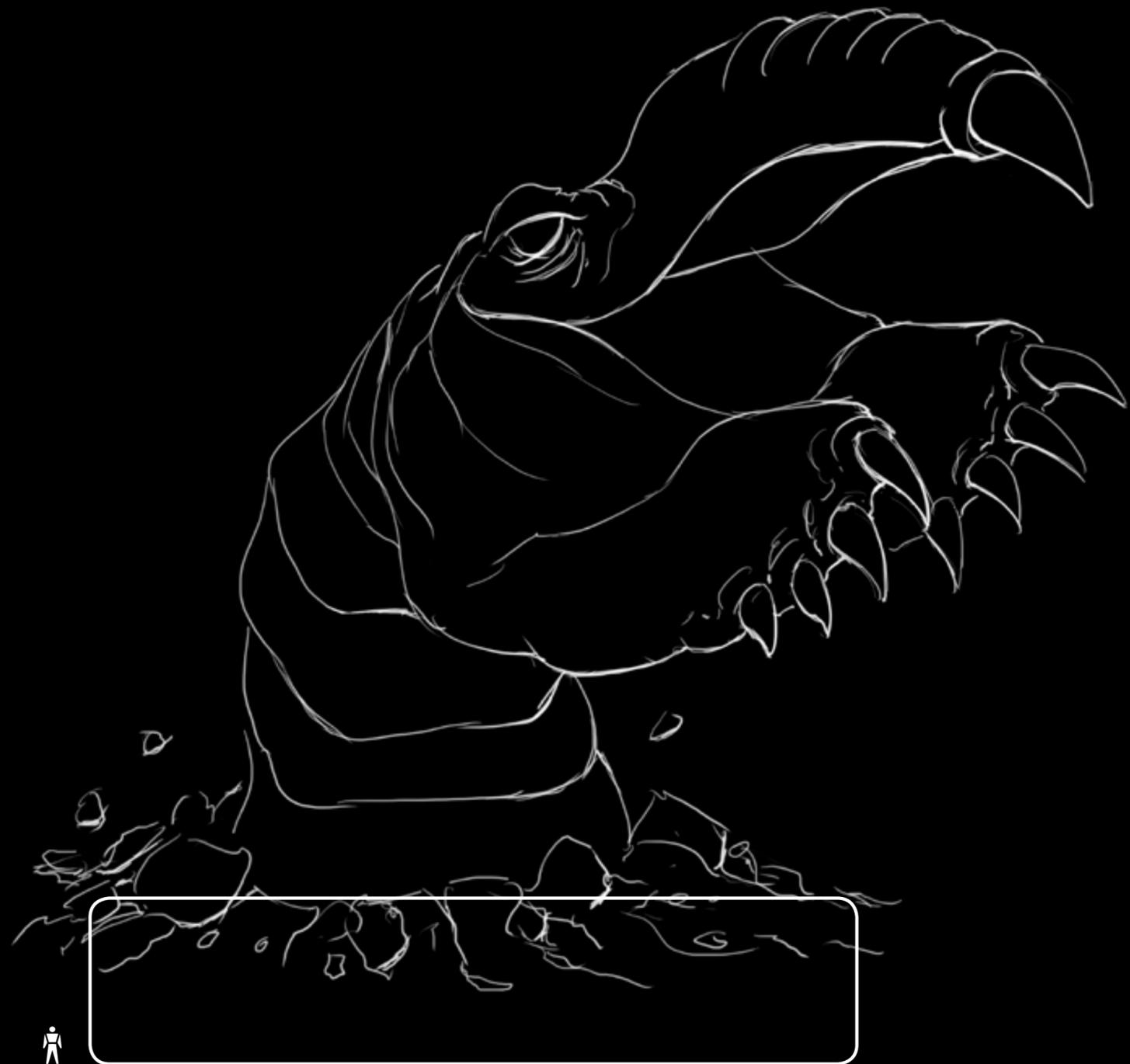




BEHEMOTH



Enemy



★ GULPER

Gulpers are gigantic worms living underground, swallowing everything coming into their pathway. Due to their size and strength, even contact with them is deadly for almost all regular lifeforms, as the force of their always moving bodies hits so hard, that it will shatter basically everything it touches. Gulpers do not actively hunt for food, their open mouths simply welcome any materials in front of them to come inside and their digestive system takes care of filtering out the edible materials, while the rest gets released at the back of the worm. Gulpers leave a CA at the end and do not turn around. Gulpers leave holes in the ground for one turn in the CZ they passed through, that will close automatically.

Attack Range Trigger

-- -- --

Speciality
Immune to everything

XM XM XM XM

XP XP XP XP

-- -- -- --

Shadow	Shadow	Shadow	Shadow
unknown	unknown	unknown	unknown
Aegis	Aegis	Aegis	Aegis
unknown	unknown	unknown	unknown
Damage	Damage	Damage	Damage
deadly	deadly	deadly	deadly

Movement Movement Movement Movement

-- -- -- --

Actions Actions Actions Actions

-- -- -- --

Detection Detection Detection Detection

-- -- -- --

Detectability Detectability Detectability Detectability

50 50 50 50

SDJ SDJ SDJ SDJ

-- -- -- --

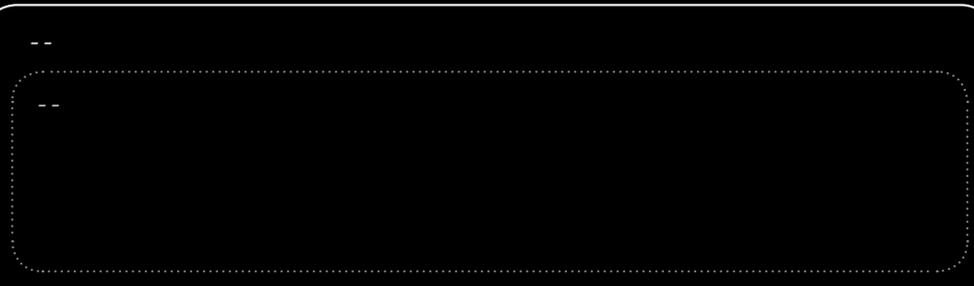
Hack Hack Hack Hack

-- -- -- --

Move Action [-] Reaction [-] Cooldown [-]

Information

The gulper surfaces in one CZ, dives in another one, killing everything in both CZ. The pattern will stay the same over a whole CA, but the patterns may differ. VMs can define the patterns and the length of the worm.





BEHEMOTH



Enemy

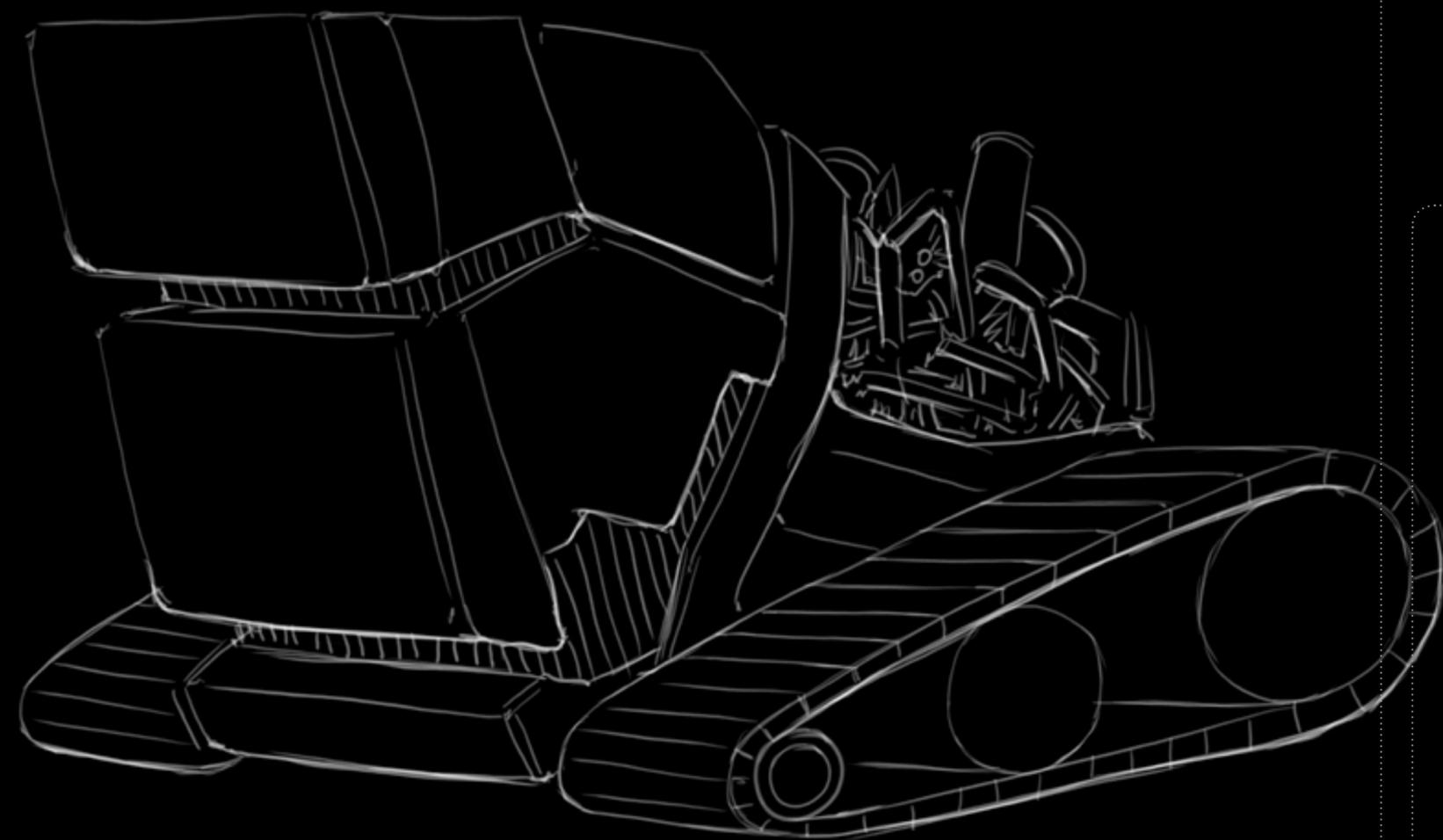
★ SONAR

Sonars are heavily armored tanks impossible to be taken down by regular gunfire or equipment. They were constructed to provide an alternate way of warfare, to irradiate lifeforms hiding behind armor and bunkers, as its waves travel through any material and penetrate even heavily fortified positions.

Sonars move forward each turn and will turn around upon reaching the end of a CA. Once they reach the last CZ in a CA, they will take a turn to turn around, before progressing into the opposite direction.

Attack	Range	Trigger
Ranged	DR	--

Speciality
Immune to everything



XM	XM	XM	XM
XP	XP	XP	XP
--	--	--	--
Shadow unknown	Shadow unknown	Shadow unknown	Shadow unknown
Aegis unknown	Aegis unknown	Aegis unknown	Aegis unknown
Damage deadly	Damage deadly	Damage deadly	Damage deadly
Movement --	Movement --	Movement --	Movement --
Actions --	Actions --	Actions --	Actions --
Detection --	Detection --	Detection --	Detection --
Detectability 50	Detectability 50	Detectability 50	Detectability 50
SDJ --	SDJ --	SDJ --	SDJ --
Hack --	Hack --	Hack --	Hack --

Move Action [-] Reaction [-] Cooldown [-]

Information

The sonar moves 1-7 CZ forward each turn, defined by the VM. Once the movement speed is defined, it will not change anymore and will stay consistent in the CA.

Sonar Pulse Action [-] Reaction [-] Cooldown [-]

Information

The sonar sends out a wave each turn killing everything in 20 CZ in front of it.

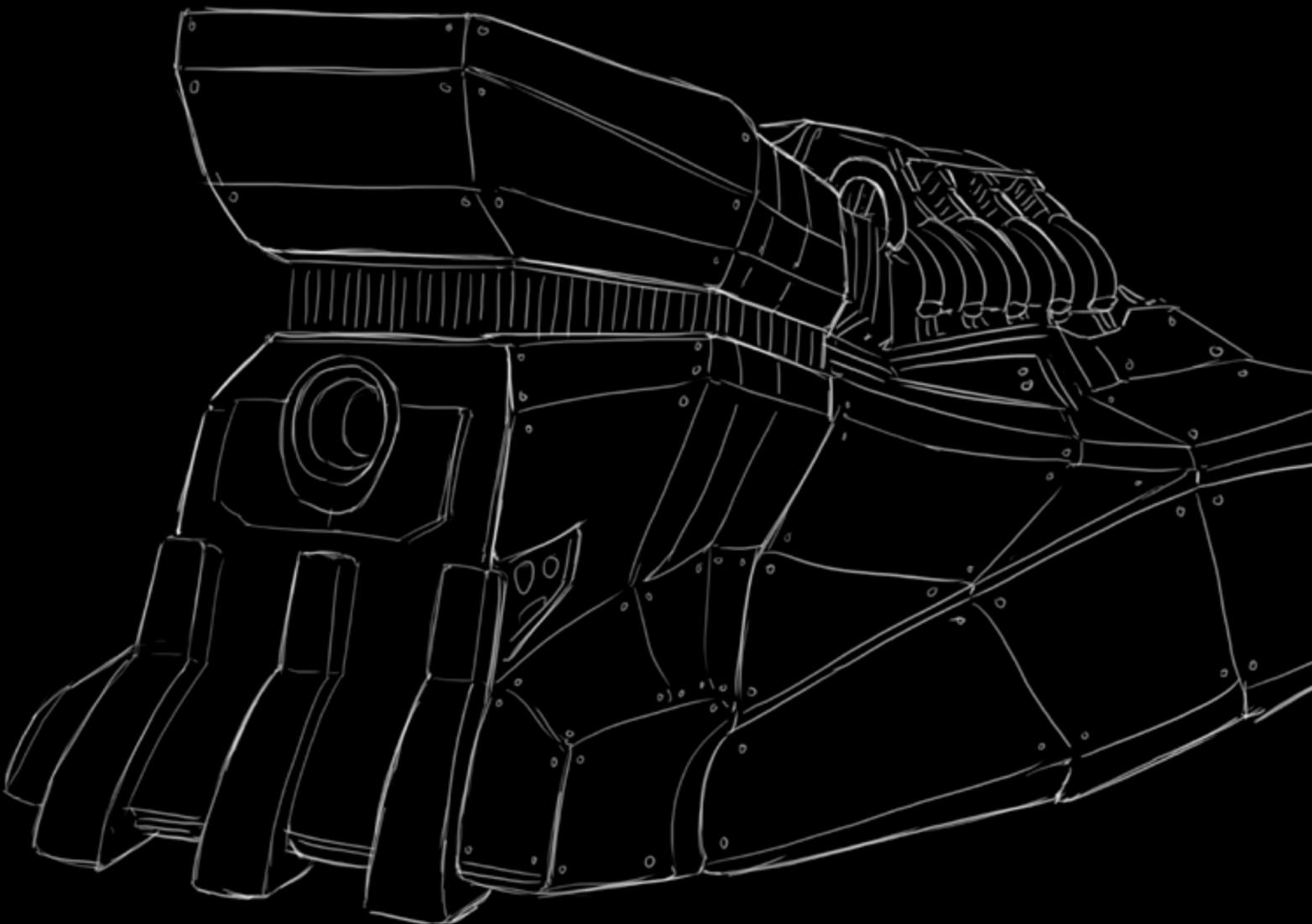




BEHEMOTH



Enemy



★ PLOW

Plows are non combat tanks that were designed to move obstacles out of the way and move in patterns. They will crush through anything that they encounter and can not be stopped. Their size and armor makes it impossible for characters to deal any damage to them and they roll even over holes in the floor up to 4 CZ wide. Any contact made with them is deadly as well, as you end up in the gears of the machinery.

Plows move forward each turn and will turn around upon reaching the end of a CA. Once they reach the last CZ in a CA, they will take a turn to turn around, before progressing into the opposite direction.

Attack Range Trigger

-- -- --

Speciality
Immune to everything

XM	XM	XM	XM
XP	XP	XP	XP
--	--	--	--
Shadow	Shadow	Shadow	Shadow
unknown	unknown	unknown	unknown
Aegis	Aegis	Aegis	Aegis
unknown	unknown	unknown	unknown
Damage	Damage	Damage	Damage
deadly	deadly	deadly	deadly
Movement	Movement	Movement	Movement
--	--	--	--
Actions	Actions	Actions	Actions
--	--	--	--
Detection	Detection	Detection	Detection
--	--	--	--
Detectability	Detectability	Detectability	Detectability
50	50	50	50
SDJ	SDJ	SDJ	SDJ
--	--	--	--
Hack	Hack	Hack	Hack
--	--	--	--

Move Action [-] Reaction [-] Cooldown [-]

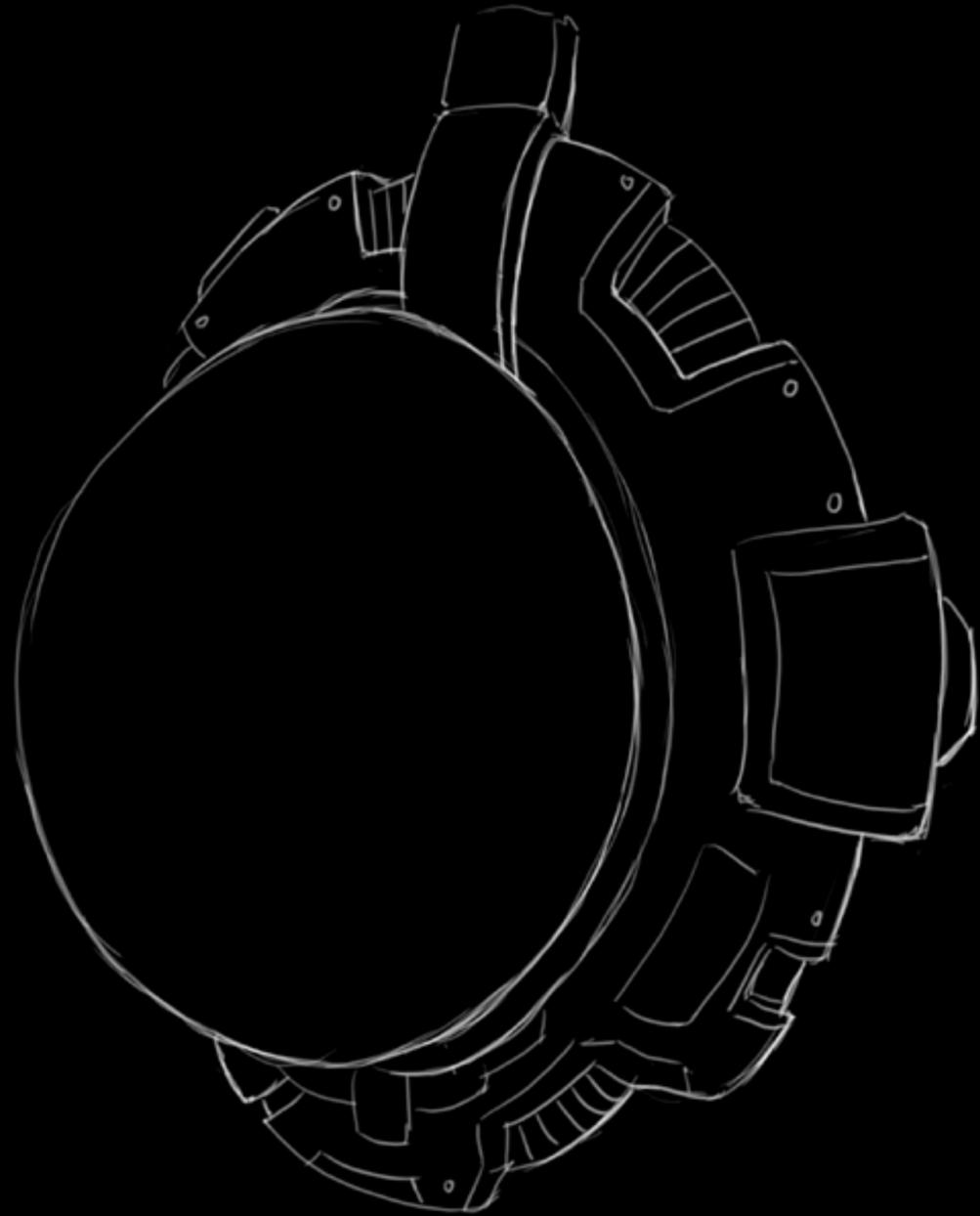
Information

The sonar moves 1-7 CZ forward each turn, defined by the VM. Once the movement speed is defined, it will not change anymore and will stay consistent in the CA.



SECURITY

Enemy



★ CAMERA

These devices are not dangerous in themselves, but they provide detection range for gun turrets, making them able to target threats far out of their usual range. Without cameras, gun turrets are quite useless, if they are not controlled remotely by someone with vision, which can also be happen. Taking out cameras can turn a desperate situation into a cakewalk, as a blind enemy is bad at painting pictures with blood.

Attack	Range	Trigger Group
--	--	

Speciality
 Immune to fire
 immune to cold
 Immune to electricty
 Immune to crow control

X	XC	XD	XM
XP 400	XP 2.000	XP 70.000	XP 20.000
Shadow 20	Shadow 30	Shadow 40	Shadow 50
Aegis 2	Aegis 3	Aegis 4	Aegis 5
Damage --	Damage --	Damage --	Damage --
Movement --	Movement --	Movement --	Movement --
Actions --	Actions --	Actions --	Actions --
Detection 30	Detection 40	Detection 50	Detection 60
Detectability 10	Detectability 5	Detectability 0	Detectability -5
SDJ 4	SDJ 5	SDJ 6	SDJ 7
Hack D4	Hack D5	Hack D6	Hack D7



SECURITY

Enemy

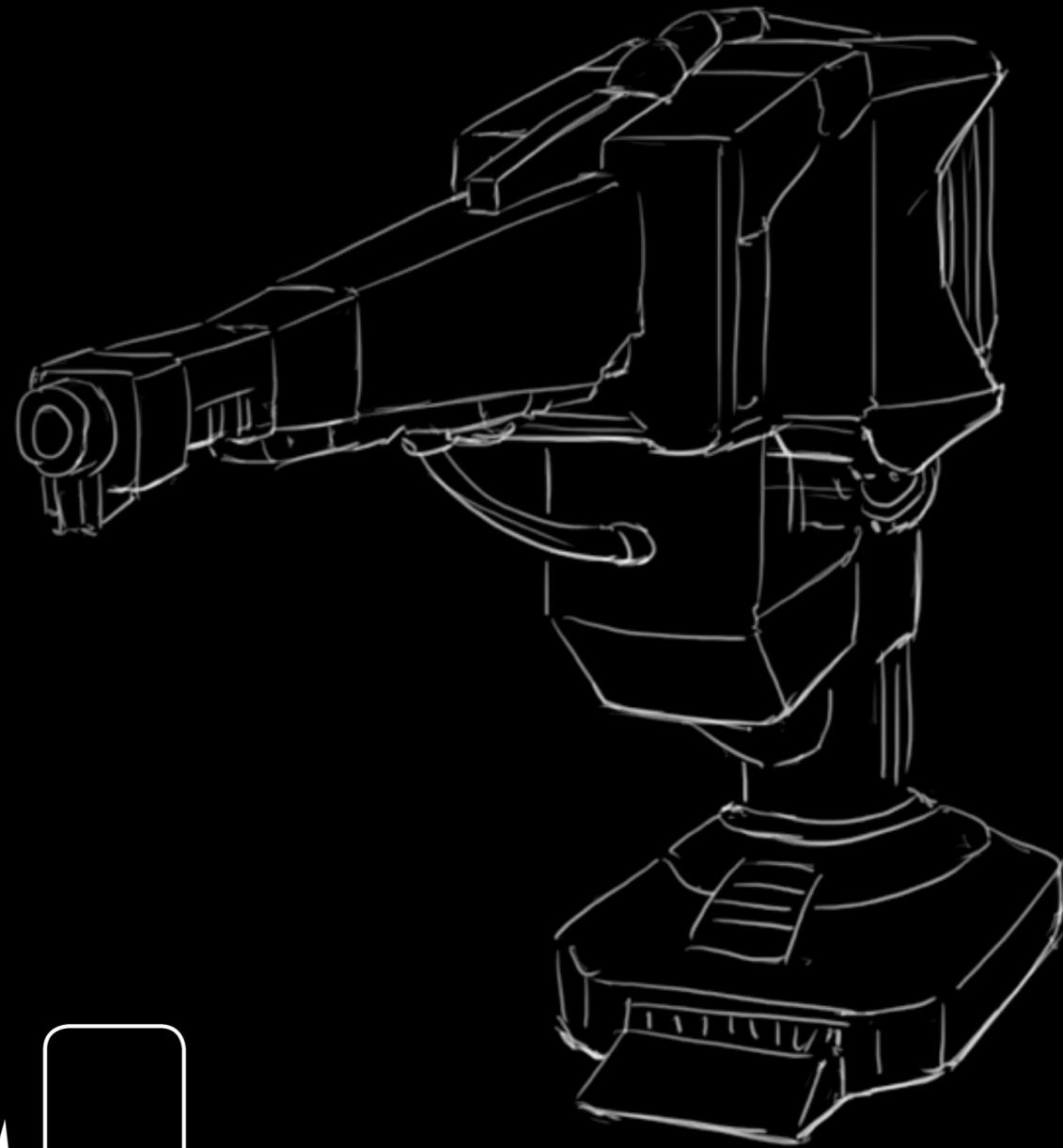
★ MAG-3

Turrets require cameras to provide detection for them. If the cameras are destroyed, they are blind and unable to target anything. Turrets can be hidden in the floor and pop up out of nowhere, if the security system got triggered. They are stationary and unable to move.

The MAG-3 are the standard defense turrets build by the magnus company.

Attack	Range	Trigger
Ranged	DR	Group

Speciality
 Immune to fire
 immune to cold
 Immune to electricty
 Immune to crow control



X	XC	XD	XM
XP	XP	XP	XP
500	3.000	10.000	30.000
Shadow	Shadow	Shadow	Shadow
100	100	100	100
Aegis	Aegis	Aegis	Aegis
5	5	5	5
Damage	Damage	Damage	Damage
2	2	2	2
Movement	Movement	Movement	Movement
--	--	--	--
Actions	Actions	Actions	Actions
1	1	1	1
Detection	Detection	Detection	Detection
10	10	10	10
Detectability	Detectability	Detectability	Detectability
20	20	20	20
SDJ	SDJ	SDJ	SDJ
3	3	3	3
Hack	Hack	Hack	Hack
D3	D3	D3	D3

Target Fire Action [X] Reaction [-] Cooldown [0]

Information
 Deals WD to up to three different targets in DR.

Auto Fire Action [X] Reaction [-] Cooldown [3]

Information
 Deals WD to all characters in DR. Shots have a 50% chance to miss the target.



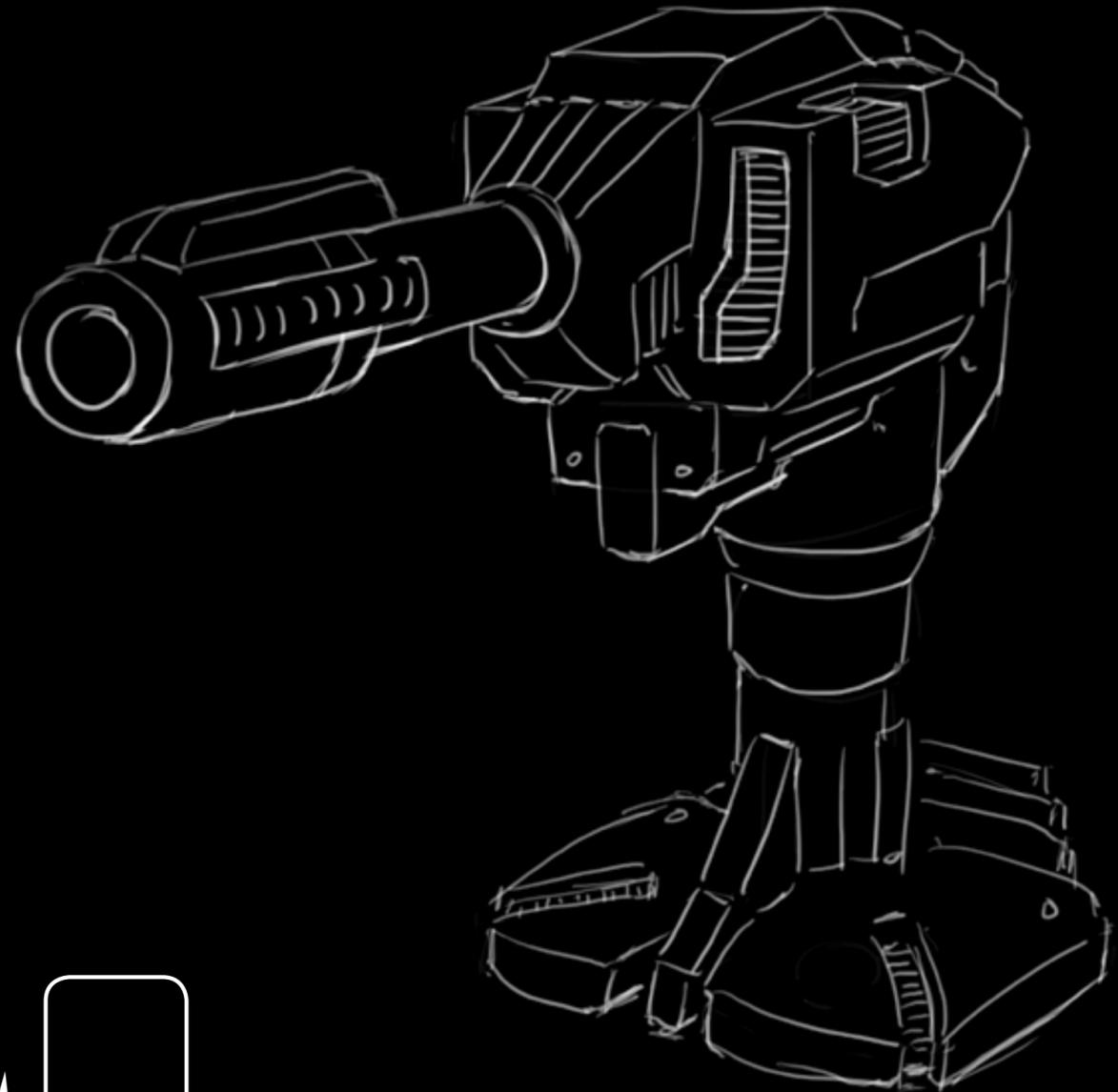
SECURITY

Enemy

★ MAG-4

Turrets require cameras to provide detection for them. If the cameras are destroyed, they are blind and unable to target anything. Turrets can be hidden in the floor and pop up out of nowhere, if the security system got triggered. They are stationary and unable to move.

The MAG-4 are more powerful turrets build by the magnus company.



Attack	Range	Trigger
Ranged	DR	Group

Speciality
 Immune to fire
 immune to cold
 Immune to electricty
 Immune to crow control

X	XC	XD	XM
XP	XP	XP	XP
500	3.000	10.000	30.000
Shadow	Shadow	Shadow	Shadow
100	100	100	100
Aegis	Aegis	Aegis	Aegis
5	5	5	5
Damage	Damage	Damage	Damage
2	2	2	2
Movement	Movement	Movement	Movement
--	--	--	--
Actions	Actions	Actions	Actions
1	1	1	1
Detection	Detection	Detection	Detection
10	10	10	10
Detectability	Detectability	Detectability	Detectability
20	20	20	20
SDJ	SDJ	SDJ	SDJ
3	3	3	3
Hack	Hack	Hack	Hack
D3	D3	D3	D3

Target Fire Action [X] Reaction [-] Cooldown [0]

Information
 Deals WD to up to three different targets in DR.

Auto Fire Action [X] Reaction [-] Cooldown [3]

Information
 Deals WD to all characters in DR. Shots have a 50% chance to miss the target.



SECURITY

Enemy

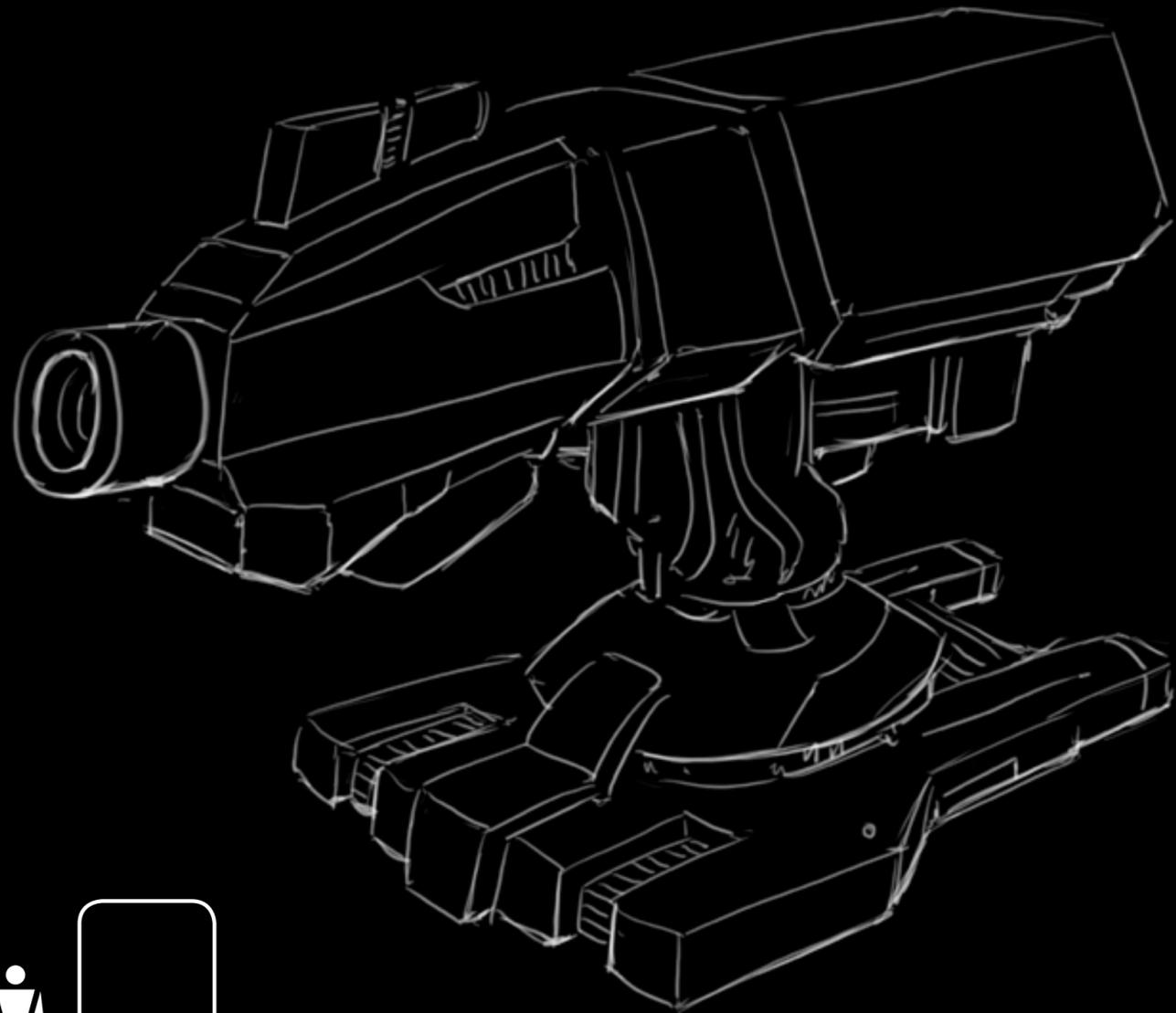
★ MAG-5

Turrets require cameras to provide detection for them. If the cameras are destroyed, they are blind and unable to target anything. Turrets can be hidden in the floor and pop up out of nowhere, if the security system got triggered. They are stationary and unable to move.

The MAG-5 are the most powerful turrets build by the magnus company.

Attack	Range	Trigger
Ranged	DR	Group

Speciality
 Immune to fire
 immune to cold
 Immune to electricty
 Immune to crow control



X	XC	XD	XM
XP	XP	XP	XP
500	3.000	10.000	30.000
Shadow	Shadow	Shadow	Shadow
150	150	150	150
Aegis	Aegis	Aegis	Aegis
5	5	5	5
Damage	Damage	Damage	Damage
2	2	2	2
Movement	Movement	Movement	Movement
--	--	--	--
Actions	Actions	Actions	Actions
1	1	1	1
Detection	Detection	Detection	Detection
10	10	10	10
Detectability	Detectability	Detectability	Detectability
20	20	20	20
SDJ	SDJ	SDJ	SDJ
3	3	3	3
Hack	Hack	Hack	Hack
D3	D3	D3	D3

Hit Action [X] Reaction [-] Cooldown [0]

Information
 Deals true WD per turn to the target it is attached to.

Auto Fire Action [X] Reaction [-] Cooldown [3]

Information
 Deals WD to all characters in DR. Shots have a 50% chance to miss the target.





THE REALM



LOCATIONS



Overview

Locations

In general, all planets offer the same standard locations required for the gameplay and the big metropolis have everything your heart desires, it is not necessary to travel around or possible to get stuck on a planet without options.

That being said, VMs may very well decide to make wares and services not available and force players to travel even for

„normal“ things. For quests and campaigns players will have to visit different planets anyway over the time. Keep in mind the 50 cities currently in the game are all giant metropolis with millions of inhabitants offering the full range of possibilities, smaller villages may not have those luxuries and are far more limited.

Location List [Incomplete]

Campaigns and adventures can take place in many different locations and all cities have a huge range of possibilities available. This is an incomplete list of some example locations you can find in any metropolis, that can be helpful for VMs when planning adventures or giving options to players during gameplay. The list will be expanded in the future.

Gameplay Relevant Locations

The regular locations needed for your everyday life as a runner in Ionar.

Cyberdoctor

They are selling and implanting cyberware. This category includes official doctors, streetdoctors and hospitals.

IT Specialists

They will sell skills and programs or lower heat. This category includes official IT traders, programmers, IT companies or hackers. Lowering heat can only be done illegally by hackers or IT workers, who do not take the law that serious.

Marketplace

Here you can buy everything that is legal. This category includes all legal sellers and traders of all different kinds as well as malls or simple shops.

Blackmarket

Here you can buy everything you need. This category includes all illegal sellers and traders of all different kinds as well as illegal shops and marketplaces.

Bank

Here you can manage your finances. This category includes banks and ATM, where you can transfer money to your account or get cash.

Hotspot

Here you can find NPC to give you quests. This category includes bars and clubs or sometimes also restaurants, hotels, casinos and all kinds of places where you can find regulars coming in and meet them.

ISU [Ionar Science Union]

Here you can sell collected biodata, to earn money from killing enemies. This category includes ISU headquarters, offices or facilities that are open for visitors.

STORE

2nd hand shop
Beverages
Clothing
Cookie
Electronic
Food
Furniture
Headshop
Home improvement
Ice cream
Jewelry
Make up
Pharmacy
Sex shop
Software
Spice Trader
Toy
Weapon

HEALTH

Repair mechanic
Hospital
Doctor
Psychiatry
Rehab Center
Street doctor
Cyberware doctor
Shaman

EDUCATION

Boarding School
Kindergarten
Library
School
University

SERVICES

Brothel
Communication
Construction
Funeral
Electrician
Hairstylist
Plumber
Security

GOVERNMENT

Army base
City hall
Embassy
Grand reserve
Graveyard
Junkyard
Observatory
Orphanage
Palace
Police station
Post office
Prison
Weapon factory

TRANSPORT

Harbor
Hangar
Public transport station
Spaceport
Shipyard
Taxi station
Vehicle trader

PUBLIC PLACES

Bar
Casino
Cinema
Club
Hotel
Motel
Museum
Opera
Park
Restaurant
Theatre
Zoo

CORPORATE

Factory
Farm
Headquarter
Mine
Plantation
Power plant
Refinery
Science lab
Server Farm
Warehouse



DISTRICTS

City Frameworks



Districts

There are several different city district types, that can have influence on the players actions. While you can always enter a city, not all areas may be accessible to you and richer districts have a higher frequency of cops patrolling, while poor areas of the city may not have any cops at all.

When organizing heists and jobs it can be important to analyze the locations and plan ahead.

Liberating districts

Occupatum and Slum districts can be transformed into centralis districts, by defeating the reigning gang or syndicate. To defeat them, all centers of the organization have to be destroyed by clearing all forces present at the centers.

Liberated districts do not generate heat.

Travelling in liberated district requires no heat check.

It may not always be the right choice to liberate a district, as some syndicates or gangs are no danger and can be quite helpful.

District Takeover

For VMs wanting a district to get taken over in a campaign, be aware that the UIP may step in, if a whole city is falling under the influence of a syndicate or gang, try to keep the general lore intact.

Centralis district

These districts are usually the center of the city and represent the areas that are providing normal life to their inhabitants. Police is present, crime is average, everyone can enter and leave the district and its just the everyday normal life going on.

Nobilis district

These districts are most of the time guarded districts, shut off from the public and you often need to have a passport to enter them. Rich people live in these areas and all corporate headquarters are placed in nobilis districts. Banks like to place their vaults here, governments and embassies are provided with a safe environment, everything that is rich and valuable can be found in these districts.

In these districts, the heat generated is highly increased and it is a lot harder successfully having operations going on, without having the police breathing down your neck.

Street crime is almost non-existent in these districts, nobody will try to rob you in the night and you are perfectly safe. Crimes happening in these districts are far more perfidious and hidden behind a facade of the perfect life.

Slave trading, hidden vortices with gambling halls, small arenas for illegal pet fights, the rich will do a lot of borderline crazy shit to keep themselves entertained.

Occupatum district

These districts are occupied by syndicates that have managed to get a hold of the district.

Often times you will encounter gangster mobs or private troopers, before anyone calls the cops, because they prefer to solve their problems on their own. Players still generate heat in these districts, same as in centralis districts, because the police is often bribed and helps out the mobs.

Although the overall crime rate is higher in these districts, most of the activities going on are underground operations and the syndicates prefer to draw as little attention as possible to themselves, making it more unlikely to get simply robbed in the street.

If you are dealing with criminals in these districts it is more likely that the bar exit gets locked behind you and you are surrounded by a group of criminals with sinister plans, trying to kidnap you or simply shoot you in the head.

Slum district

These districts are controlled by gangs, inhabited by the poorest population in the solar system and the crime rate is extremely high. Getting robbed or assaulted is a common occurrence and if you don't pay close attention, your windshield wipers are gone and already sold while you are trying to buy a parking ticket, which is completely unnecessary here.

Criminals in slum districts are mostly not as well organized as the big syndicates, but do not underestimate some gunmen, they may be part of a gang and there may be hundreds of them. Mostly they are only interested in taking away the valuables you have with you and have little interest in you afterwards.

Cops are not present in slums and nobody will call them if something happens, because they have even less interest into running into them than you.

Fighting in slums will not generate any heat, but on very rare occasions, some corrupt cop is there by pure accident, calling in heat on you.

This should only be used by VM's on special occasions and a very rare exception to the rule.





V A L M



V A L M - O S I R I S



Citymap

Osiris

The capitol city of valm is the main center of the UIP with mostly government buildings, responsible for the management, organization and beaurocracy of the UIP. Although this place is reserved for the elite and most of the UIP training is done outside of the capitol, there are plenty of training grounds, universities and military bases reserved for the top of the crop. Additionally you will find laboriatories, some production facilities and plenty of residen-cies, with all the essential buildings that you would also find in other cities. The UIP capitol is the best protected place in the solar system and there is no room for illegal activities. Entering the city is prohibited for non UIP members and there are very rare exceptions, where the leaders of the planetary governments are allowed entrance to the capitol, as the meetings usually take place on UIP space stations or in other UIP cities, if they are held in UIP territory at all in the first place.

NPC

Elena Stone [Contact level 5]

Prime minister of finances of the UIP, married to Henry, the librarian.

Species

Eltrosan

Location

Nobilis district, UIP HQ

Quests

Offers personal quests to send love letters to henry



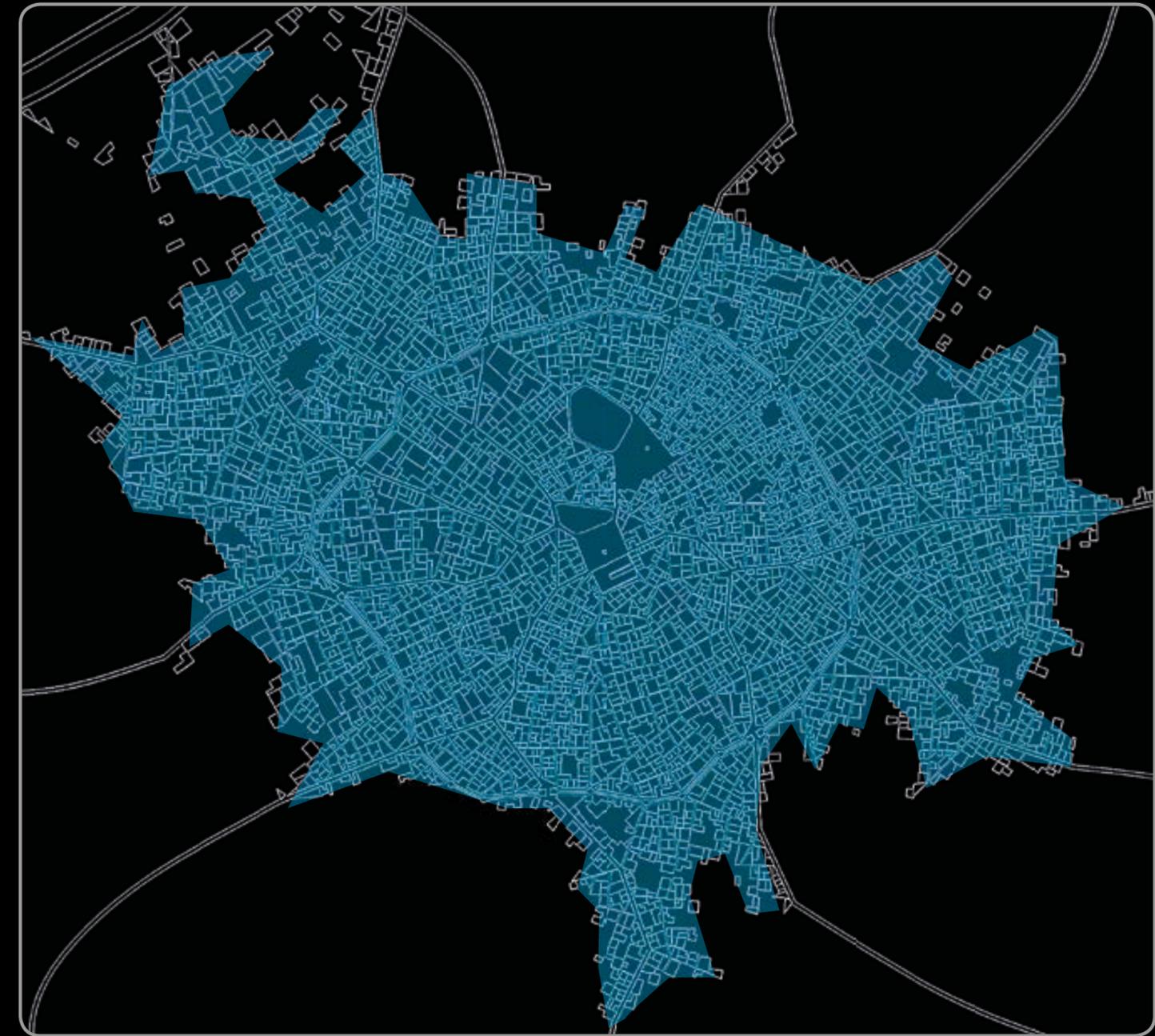
United Ionar Peacecorp HQ [ND]

Level 5 pass

Security
UIP agents

SD

OD



Centralis district



Nobilis District



Slum District



Occupatum District





Q H A D A



QHADA

Worldmap





QHADA - ANGIR



Citymap

Angir

Angir is one of the oldest settlements on qhada, as it is the most southern major city, where the heat is less extreme than in the other regions, even though it barely makes a difference for most people, especially if you are not acclimated to the conditions. Since it is the oldest city, the architecture in Angir is showing signs of the earliest colonization and some of the first buildings ever constructed on qhada remain still intact, as cultural preservation is an important directive for all inhabitants of Ionar. This place is home for many cultural events and center of art, many theaters and opera houses are doing their best to keep the population entertained. Some parts of the city are not in the best condition anymore, as most of the focus in preserving the city went into the most important buildings. There is also an industrial part, that was built for the early colonization, that provides machinery and goods that is nowhere else to be found anymore on qhada.

NPC

Hermione Opuqua [Contact level 5]
 Police chief of qhada, open minded person trying to do the right thing
 Species
 Shinran
 Location
 Centralis district, Police HQ
 Quests
 Offers high value bounty hunter missions



BOSCO

Bosco HQ [ND]
 Level 5 pass

Security
 XM7

SD

Initia [Gang]
 X1 - X7 gunmen
 3 Centers

OD

Jingles [Syndicate]
 XC1 - XC7 troopers
 4 Centers



Centralis district █ Nobilis District █ Slum District █ Occupatum District █



QHADA - CHITRA



Citymap

Chitra

Chitra was once a big center for mining operations, but as the local resources dried out over the years, the industrial part of the city fell apart and is now controlled by the orichan gang. Only a small part of industry is still remaining in the city. The center of chitra tells the story of the glory days that once defined the life and architecture, but today it is only a shadow of its former self. Far up in the north with its extreme heat, travellers from outside are not that common. The giant slum district, that was once home for the mining operations has many industrial looking buildings that have found new purposes in the hands or the orichan. Some say there are massive weapon productions going on, but it is also possible they are producing something completely different. The only thing that is safe to say, the industry sector is still active, as you can observe from the distance, but what exactly is going on there is only known to the orichan.

NPC

Riso Frye [Contact level 3]

Smuggler operating in the gray area of the law, despises anything that draws attention.

Species

Qhadan

Location

Slum district, independent warehouse

Quests

Offers smuggling quests for rare goods

ND

SD

Orichan [Gang]
X1 - X7 gunmen
7 Centers

OD



Centralis district



Nobilis District



Slum District



Occupatum District





QHADA - DOTULU



Citymap

Dotulu

Dotulu is home of the softcorp HQ, the biggest software producer in the solar system. Server farms, programmers, computer nerds, hackers, the whole city is affected by the presence of the softcorp corporation. Most people in the city work for the big whale, while the rest is trying to make it in the pulsating startup market of smaller companies, that try to get a foot in the door. The city is highly technologized and the buildings are very modern. Every corner shop has security cameras and it is hard to avoid the eye of surveillance that is going on in the city. As a result there are no slum districts in the city and only two smaller areas have been taken over by the urox five syndicate, who also unsurprisingly focus on cybercrimes committed in the deep networks of ionar. The city is lit up and glows like beacon in the dark, there is no abundance of light at any point of the day and often times people refer to dotulu as „the lighthouse“.

NPC

Oliver Olov [Contact level 2]

Programmer for softcorp, can forge any desireable program you may need.

Species

Shinran

Location

Nobilis district, private property

Quests

Interested in hardware for his server farm



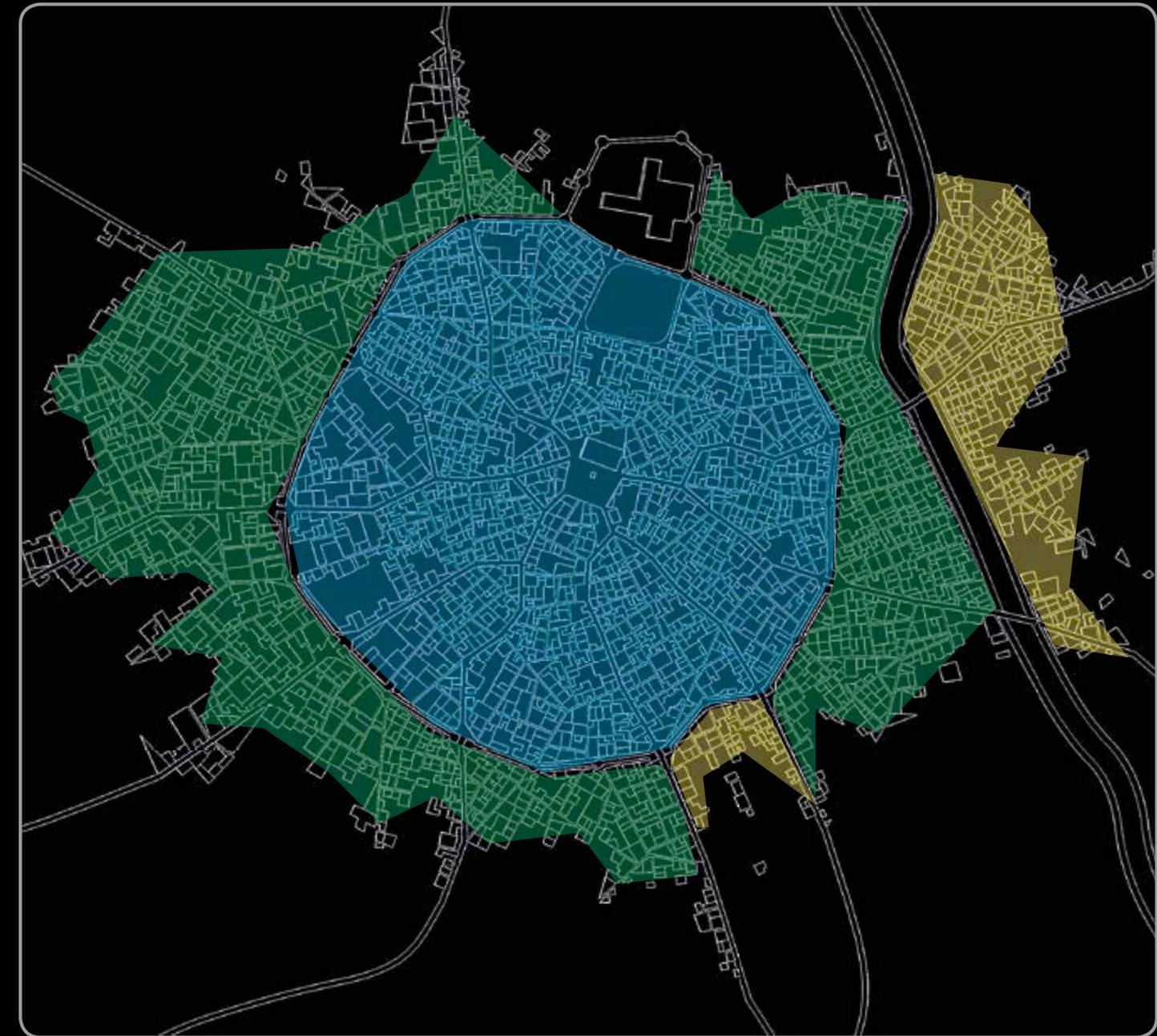
Softcorp HQ [ND]
Level 5 pass

Security
XM7

SD

OD

Urox Five [Syndicate]
XD1 - XD7 troopers
1 Center / 2 Centers



Centralis district █ Nobilis District █ Slum District █ Occupatum District █



QHADA - IRIBOR



Citymap

Iribor

Iribor probably has the most variety of things you can see, from slums to extremely rich people and the best night life on the whole planet. Casinos and clubs can be found in all districts, some of them are probably less legal than others, as large parts of the city are controlled by the Boku Boku Charam syndicate. They are very active in the gambling and money laundering scene. You can find people in the street sleeping, looking like they are homeless, next to a limousine, that opens its doors and a drugged out snob leaves the vehicle, steps over the sleeping people into another night club that makes promises it can not keep. If there is an explosion, most people expect it to be part of another performance going on, part of just another rich dudes fantasies, that comes to life on the streets of Iribor. In this city you should not be surprised about anything, the people live by the motto „do what you must, but leave me out of it“ and it is recommended to follow this rule.

NPC

Albert Jo [Contact level 0]

Owner of the canopy inn, excellent cook with many connections to all kinds of people

Species

Terran

Location

Occupatum district, canopy inn

Quests

Interested in ingredients

ND

SD

Bloodhounds [Gang]

X1 - X7 gunmen

3 Centers

OD

Boku Boku Charam [Syndicate]

XC1 - XC7 troopers

2 Centers / 3 Centers



Centralis district



Nobilis District



Slum District



Occupatum District





QHADA - OMUS



Citymap

Omus

Omus is the capitol city of qhada, it is rich and has a little industry in the center, but most of the production happening around the capitol is in the area around the city center. Omus is bright and has a clear air, with huge buildings and residential areas. The planetary government can be found in omus. The security is very high and only small parts of the city are controlled by the Dragonbrood syndicate. In Omus you will feel safe and it is a happy place in general, as the qhadans see it as their prestige object and take very good care of their capitol. The streets are clean, people are polite and respectful and there are many tourist attractions available, for the many visitors. Omus is very modern and kept always up to date to the newest building standards, you can find renovations and street works being done all over the place. The city is very deep underground located in a big cave, next to a gigantic underground sea.

NPC

Konrad Flint [Contact level 2]

Explorer and scientist, never at home for a long time, always looking for new places.

Species

Eltrosan

Location

Centralis district, private laboratory

Quests

Requires transporting and security on adventures

III INVICTUS

III

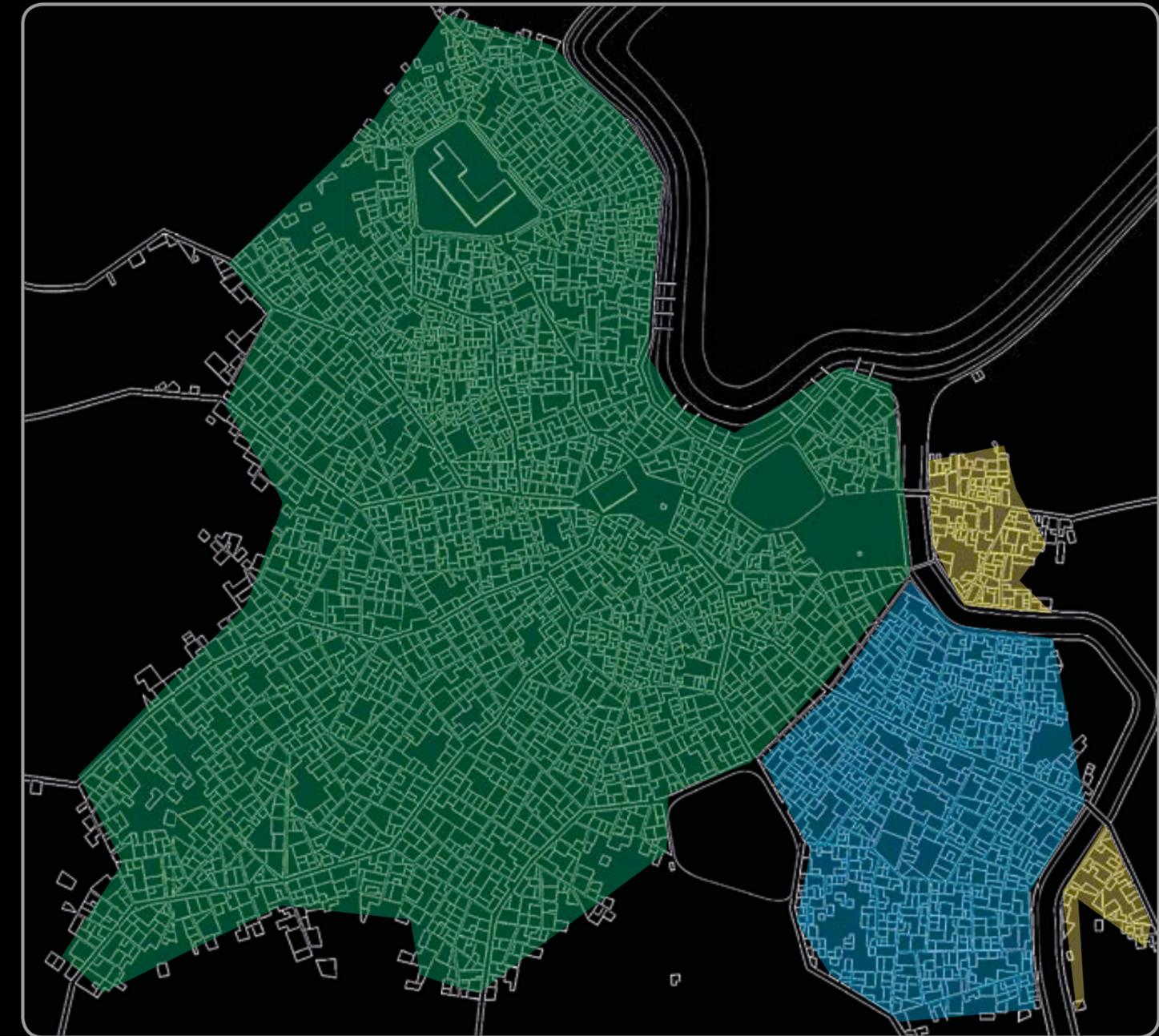
Invictus HQ [ND]
Level 5 pass

Security
XM7

SD

OD

Dragonbrood [Syndicate]
XD1 - XD7 troopers
1 Center / 1 Center



Centralis district



Nobilis District



Slum District



Occupatum District





Q H A D A - P E N O M

Citymap



Penom

Penom is a highly criminal city, the centralis district and the districts that are taken over by syndicates are separated by slums controlled by the Ratford gang. The police forces are corrupt and you often can bribe your way out of a situation, if they aren't in the mood to just kill you without asking any questions. The city is dirty, waste lying around in the streets and abandoned buildings are easy to find. The population is mostly poor and even the centralis district is not in a good state, although it is still a lot better off than the rest of the city. The Ratford gang and the Grizzlers syndicate have successfully managed to run the city in the ground. Penom is located to the far west and there is only a single railway connection, that was once used to transport the resources gathered in the mining operations, but since they have died off and there are no resources left, the city remains in its rotten state with little ambition of getting back its original glory.

NPC

Omar Baru [Contact level 3]

Honorable trader with great connections, but still prefers to work in the slum without restrictions.

Species

Terran

Location

Slum district, black market

Quests

Interested in exotic wares and rare goods

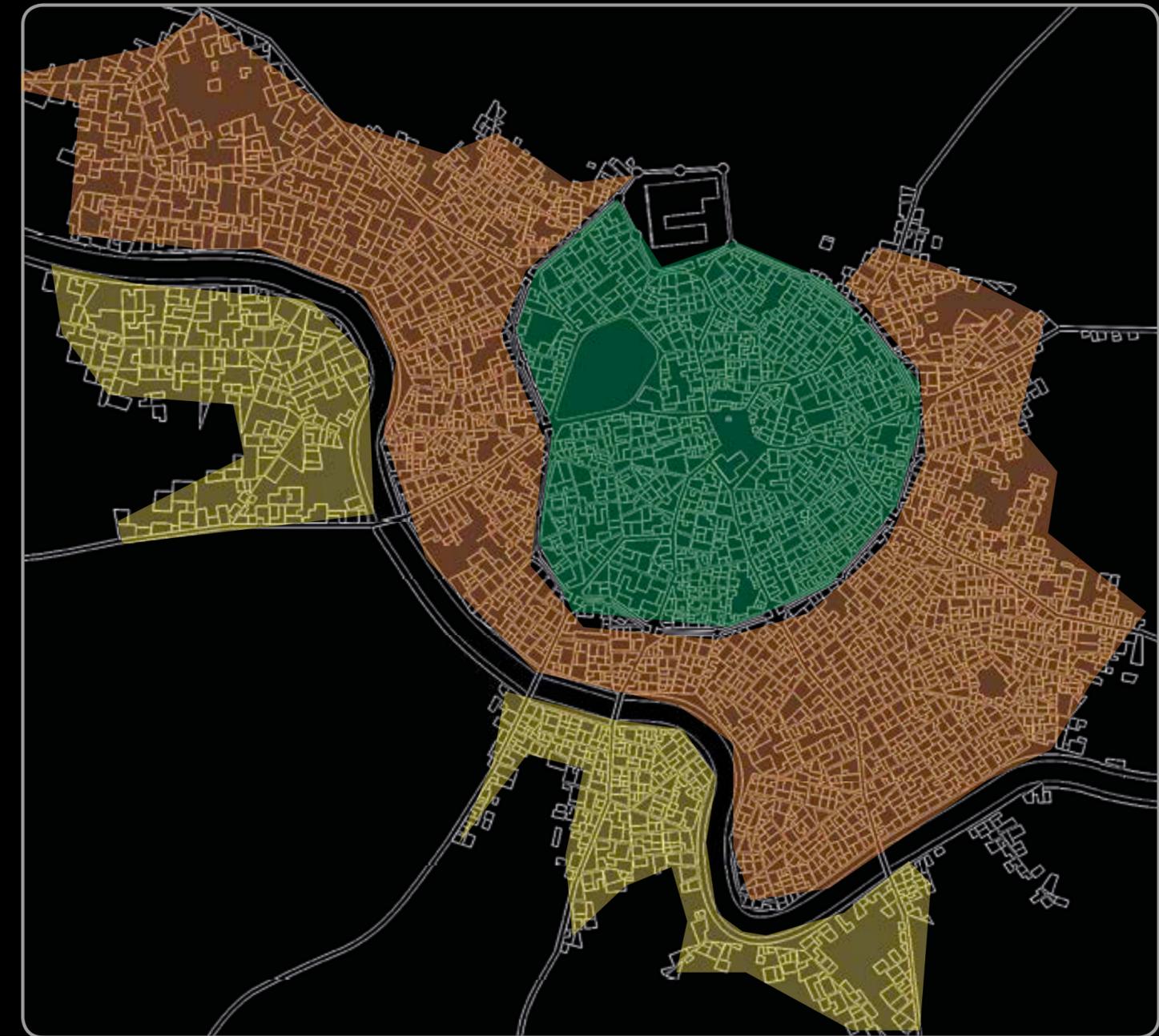
ND

SD

Ratford [Gang]
X1 - X7 gunmen
9 Centers

OD

Grizzlers [Syndicate]
XC1 - XC7 troopers
3 Centers / 3 Centers



Centralis district



Nobilis District



Slum District



Occupatum District





QHADA - SOLANTA



Citymap

Solanta

Solanta is the second oldest city and is located east to angir, right next to it. While angir was build in a hurry to get the first settlement down, the qhadans had a little bit more time planning solanta and wanted to construct a beautiful place to live in. Their plans were successful and solanta is probably the most beautiful city on qhada, next to a giant underground river, that is connected to the underground sea next to angir. The architecture is a mix of very old buildings from the beginnings of the colonization and quite modern constructs, that were added later on. The city is clean and mostly crime free, the air is good and the industry in solanta mostly produces luxury goods. The city is known as the green city, as it has the most vegetation with plants on top of buildings implemented into the cityview. The Illimus syndicate has managed to get a grip on a small outer district, where they mostly trade luxury goods on the black market.

NPC

Koba Yashi [Contact level 2]

Ex military high ranking officer, mostly prefers to be left alone but has a fable for plants

Species

Qhadan

Location

Centralis district, private property

Quests

Interested in exotic plants and seeds

G O R O X

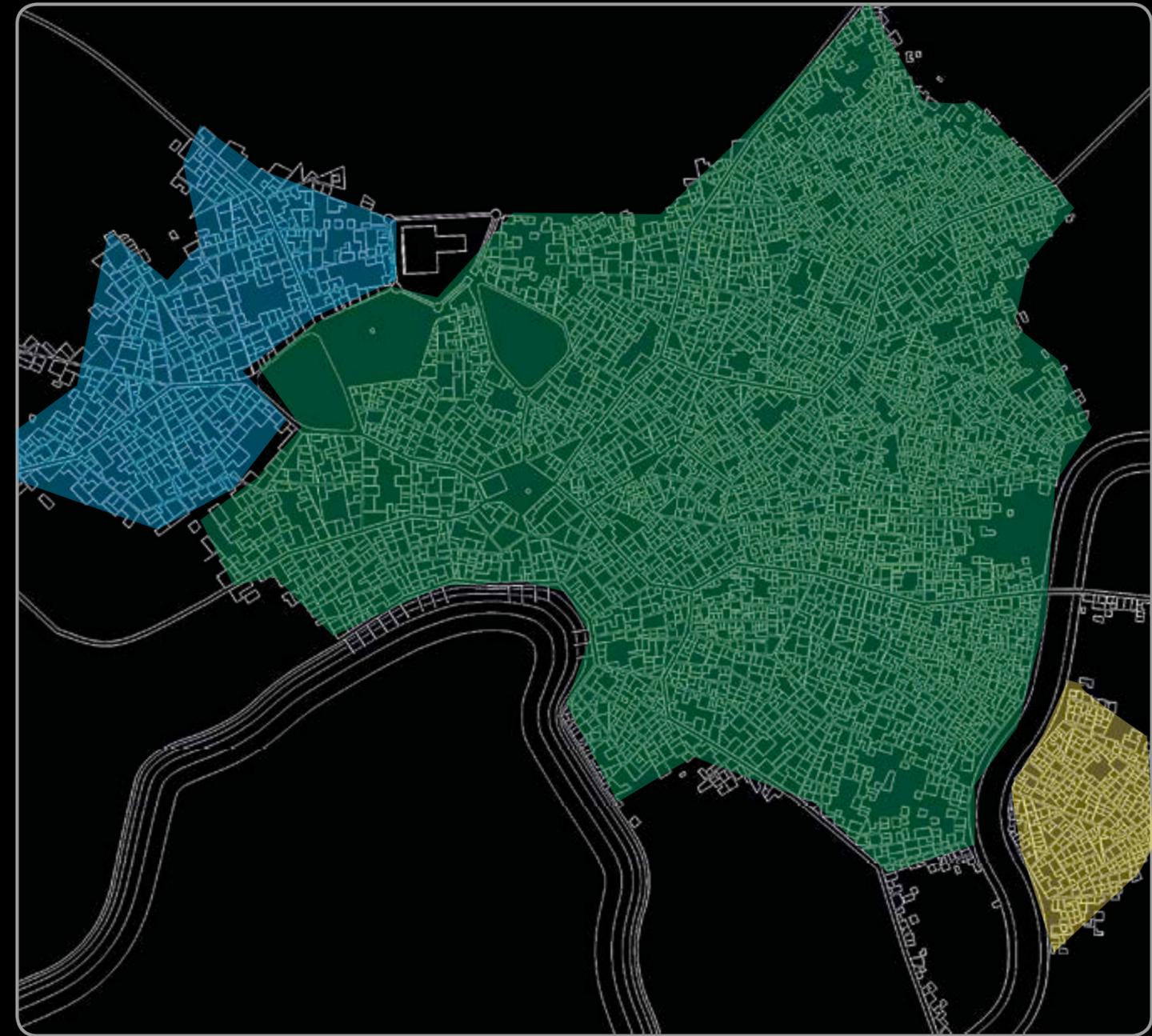
Softcorp HQ [ND]
Level 5 pass

Security
XM7

SD

OD

Illimus [Syndicate]
XC1 - XC7 troopers
2 Centers



Centralis district



Nobilis District



Slum District



Occupatum District





QHADA - VADIM



Citymap

Vadim

Vadim is the city without laws on qhada. What first began as a prison complex got out of hand quickly after a few rebellions and instead of fleeing the place, the escapees decided to stay and start building their own town. The town grew and as word got around about the growing community of shady characters, the first small settlement started to grow and became one of the megacities. The qhadan government took control over a small district, to keep things in check when the citizens started to make demands for a railway connection, as the government had no other choice of accepting the immense size of the metropolis and their demands in danger of facing a small civil war. The centralis district is very strictly controlled by a small police army, that takes care of all incoming transports and makes sure the infrastructure stays intact and unharmed to keep a connection to the outside world, while the rest of the city frolics in chaos.

NPC

Silver Rixos [Contact level 5]

Underground boss not connected to a gang, runs his own business, details unknown

Species

Qhadan

Location

Slum district, private property

Quests

Interested in special heists on big whale HQ

ND

SD

Los Notros [Gang]
X1 - X7 gunmen
12 Centers

OD



Centralis district



Nobilis District



Slum District



Occupatum District





QHADA - YORKA



Citymap

Yorka

Yorka is the richest city on qhada and is also the main center of processing minerals and resources that are brought here from all over the planet.

Since there are so many resources available, JJ Motors made its home here and produces all kinds of vehicles and mechs for the public, as well as for military. JJ Motors rules with an iron fist and due to that the city has extremely high security, which leads to it being very wealthy and under no control of syndicates or gangs. It is rumored JJ Motors is directly connected to the UIP as one of their main providers for all kinds of materials and products, that the UIP needs for their own production lines, but those deals are never revealed to the public as they may be seen as a security risk by the UIP and they take very good care of keeping their sources secret. Yorka is very clean and has a mix of extravagant and modern architecture, some buildings may look old judging by style, but they are certainly not.

NPC

Peter Inomi [Contact level 3]

Music producer, spends most of his free time racing around in his luxury cars

Species

Qhadan

Location

Centralis district

Quests

Interested in all equipment related to music

JJ

MOTORS

JJ Motors HQ [ND]

Level 5 pass

Security

XM7

SD

OD



Centralis district



Nobilis District



Slum District



Occupatum District





QHADA - ZIANOA



Citymap

Zianoa

Zianoa is the only major city on qhada that has massive mining operations going on, since most of the mining today is done in caves, tunnels, special mining areas that are located far away from civilization and at the center of resources. Zianoa is still sucking everything out of the planet that it can get its hands on and has a huge industry complex. The city is filled with smog and looks like it is always foggy, when it is in fact the dirty dust flying through the air coming from the factories. The conditions ruined large parts of the city that have fallen into the slum state and the Kuzana have made one of the district their own, but once you enter the nobilis district, that is completely cut of from the rest of the city, you feel like entering another world. The air is clean and everything looks nice, a little bit too nice, as you question yourself, which rich idiots would decide to make a dirty hellhole their home and make the effort to create a little bubble there.

NPC

Samuel Aro [Contact level 1]

Philosopher and author, likes to throw grill parties in his luxury villa and smoke weed

Species

Qhadan

Location

Nobilis district, private property

Quests

Interested in rare books and literature

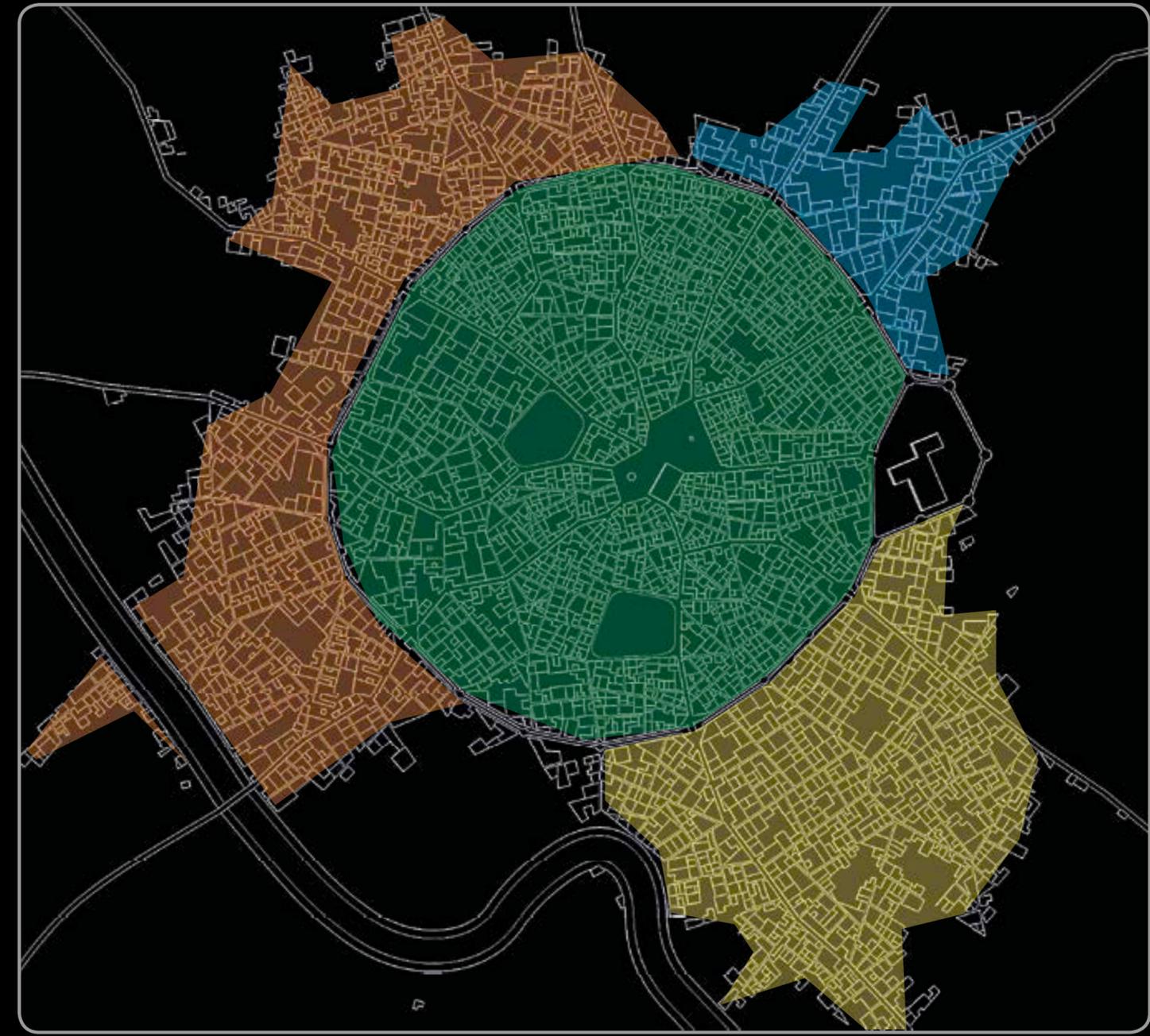
ND

Ferons [Gang]
X1 - X7 gunmen
4 Centers

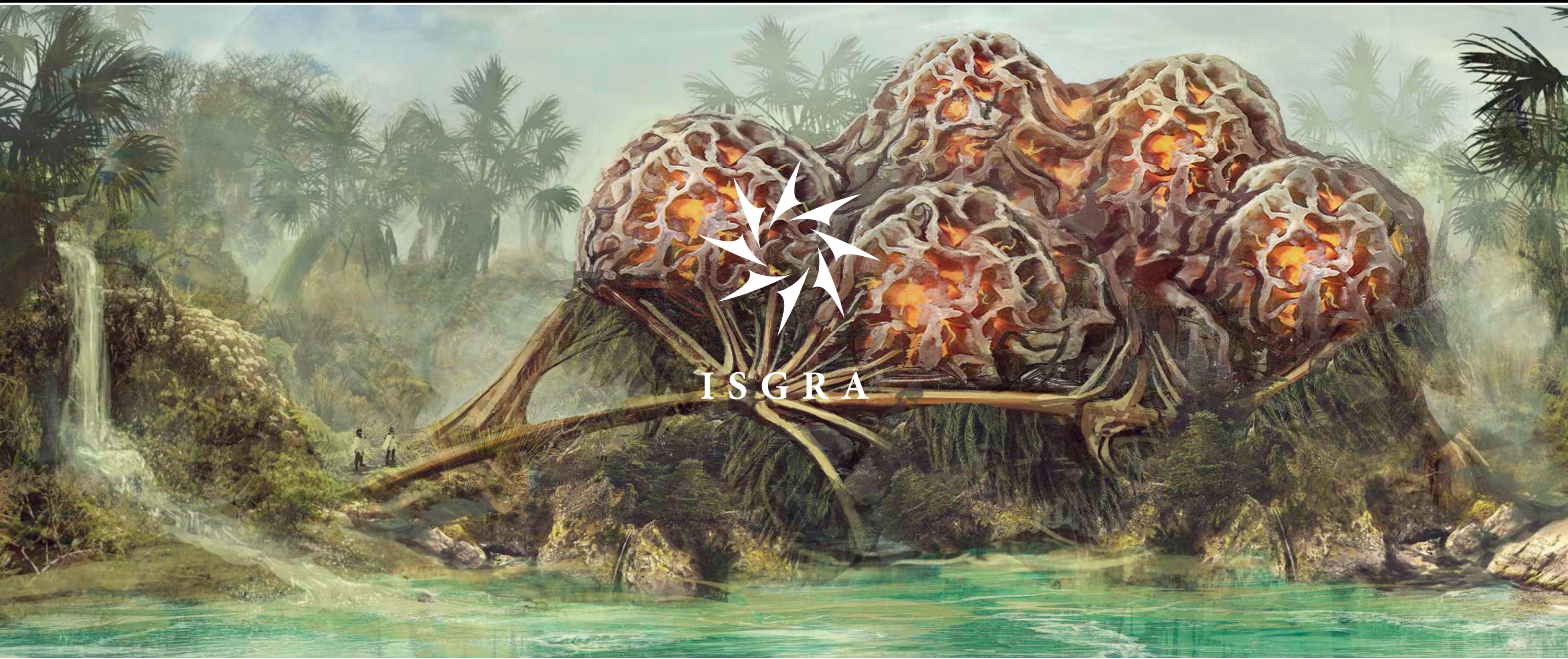
SD

OD

Kuzana [Syndicate]
XM1 - XM7 troopers
4 Centers



Centralis district █ Nobilis District █ Slum District █ Occupatum District █



ISGRA



ISGRA

Worldmap



ISGRA

GUSSA

GIYMA

JOWAN

PIDUVA

XAMTO

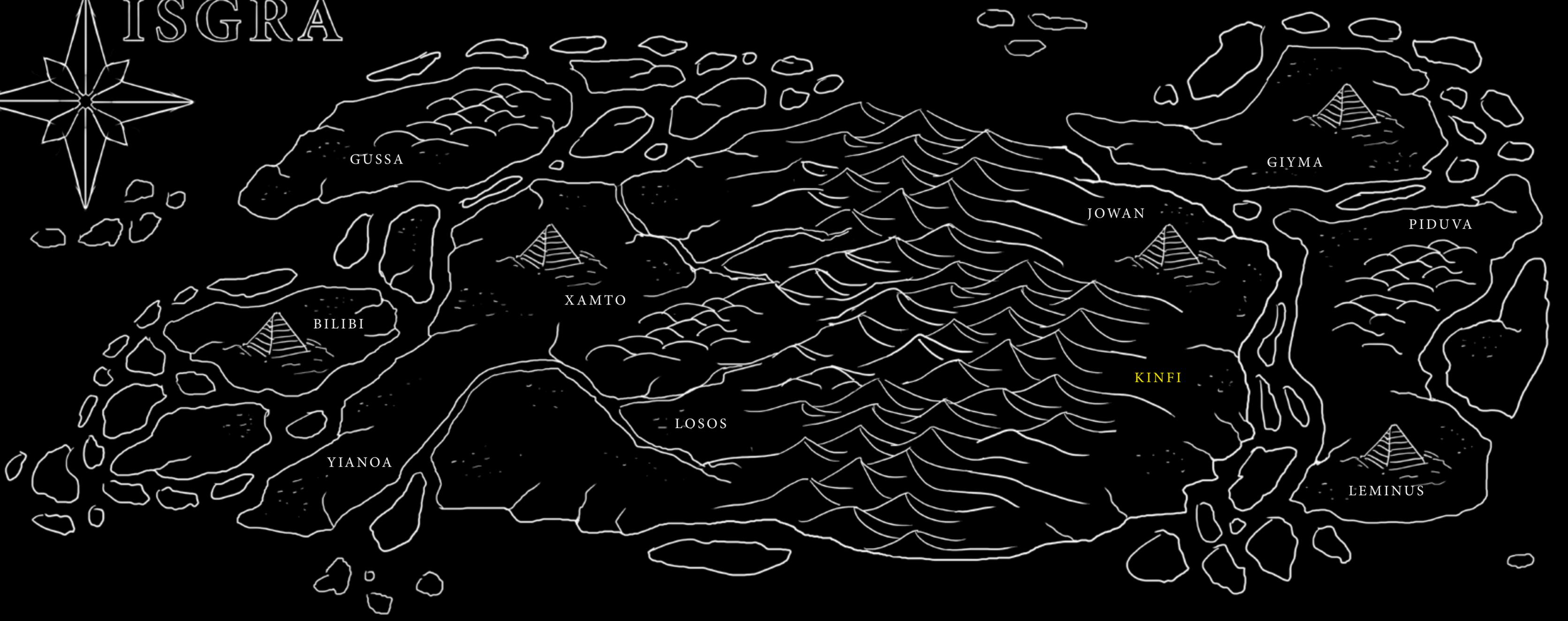
BILIBI

KINFI

LOSOS

YIANOA

LEMINUS





ISGRA - BILIBI



Citymap

Bilibi

Bilibi is located to the far east on Isgra and is one of the newer cities, that was build next to groundwater reservoirs that were detected deep in the ground of isgra. Since food was rare in the early days of the settlement until the agriculture started to kick in, people searched for plants and animals in nature for other sources that could supply the population with meals. Cacti were good sources for water, as they store a lot of it in their trunk, but some of them in this region seemed to have side effects that lead to hallucinations and other fun effects. Today the consumption of several types of cacti are part of the culture in bilibi and the slums are particularly hot spots for heavy consumption, while most people have a more decent approach. The city soon bacame the center for hippies and free thinkers, it is full of sand riders tripping through the deserts with their vehicles, people who like no boundaries and do what they want.

NPC

Jim Lobos [Contact level 0]

Private detective, smokes cigars, drinks whiskey, always looks a little tired but has exceptional skills

Species

Qhadan / Male

Location

Slum district, private office

Quests

Hires gunmen to help in his investigations

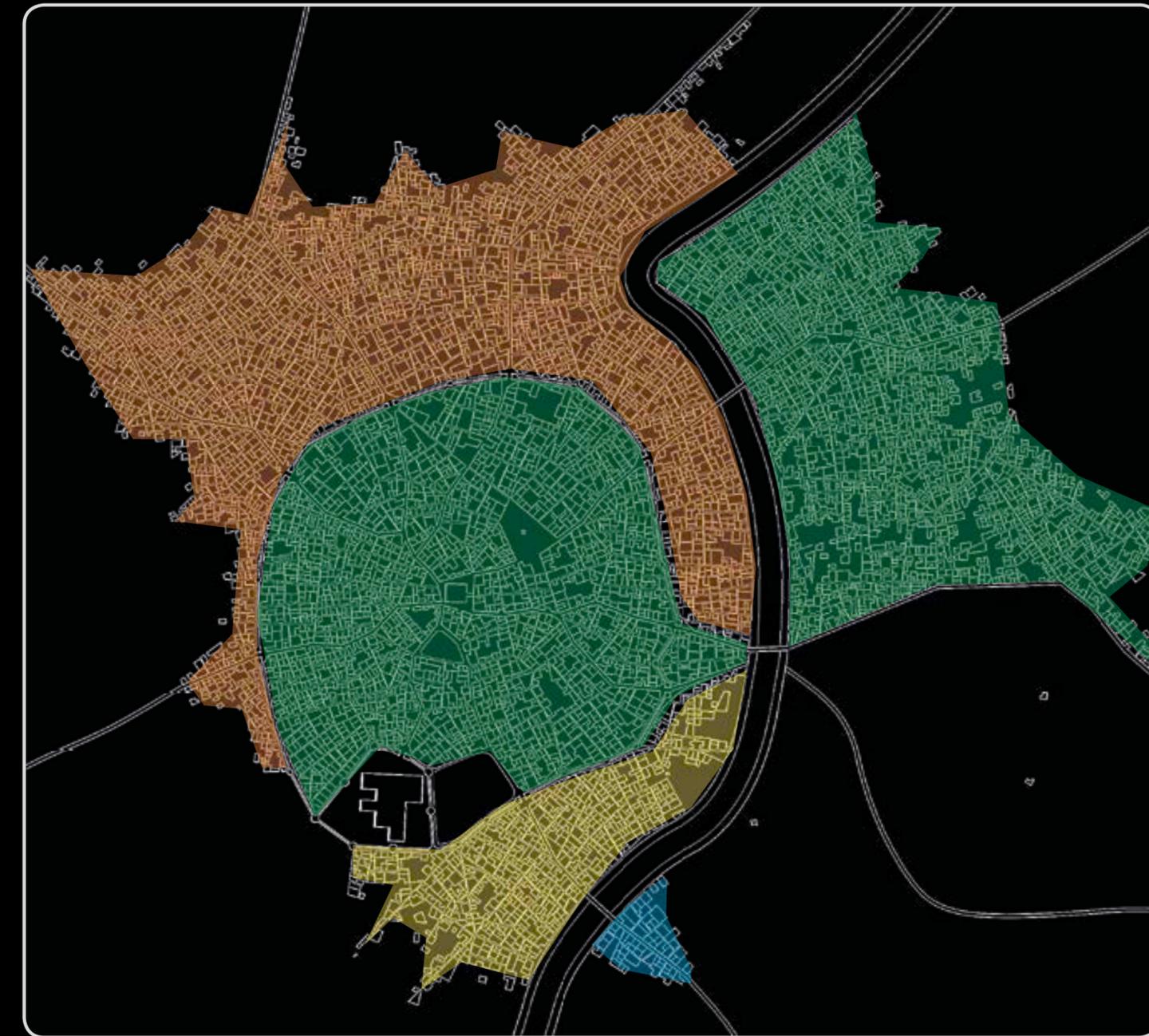
ND

SD

Vultures [Gang]
X1 - X7 gunmen
5 Centers

OD

Pelomas [Syndicate]
XD1 - XD7 troopers
2 Centers



Centralis district



Nobilis District



Slum District



Occupatum District





ISGRA - GIYMA



Citymap

Giyma

Giyma is the second oldest city on Isgra and the cityscape gives a nostalgic flair when walking through the old streets. The buildings have sandstone facades with ornaments on them and a lot of effort was put in keeping the look of the city as close as possible to its original state. Beautiful old water fountains and statues decorate the city. The Rhodans syndicate has managed to seize control of a large part of the city, but gladly they are equally interested in keeping the architecture intact and have a comparably honorable code of law set in their controlled districts. The Rhodans are one of the oldest syndicates on Isgra and are known for trading with extremely expensive luxury art. Although not all of the artworks are originals and they are responsible for the most counterfeits in circulation, they see themselves as the protector of art and since they do not intervene with the population aside from protecting their business, they are tolerated.

NPC

Darius Estra [Contact level 1]

Miner, lots of experience, rough, comes across unfriendly to strangers, but has a good heart

Species

Isgra / Male

Location

Centralis district, private property

Quests

Hires security for expeditions into the underground



INDIGO
a s s o c i a t i o n

Indigo HQ [ND]
Level 5 pass

Security
XM7

SD

OD

Rhodans [Syndicate]
XC1 - XC7 troopers
7 Centers



Centralis district



Nobilis District



Slum District



Occupatum District





I S G R A - G U S S A

Citymap



Gussa

Gussa is almost completely taken over by the Sins Of The Empress syndicate, who believe that the solar system was founded by an empress and the whole thing was a bad idea from the beginning. They are frantically searching for artefacts and gather informations to prove their theory, although quite unsuccessfully so far. Since religions are non existent in ionar, they just chose some other random bullshit to believe in, but at least they take a scientific approach. The city is plagued with sandstorms and even in quieter times, winds are constantly carrying sand into the city and there is always dust in the air, making it hard to breath and most people just accepted the fact, they have to wear masks all the time. Due ot that the industry is rather lacking, as the constant sand in the streets makes it hard to keep daily business floating. Some of the outer buildings are already covered up in sand and look like they are sinking into the desert.

NPC

Olga Maoto [Contact level 3]

Queen of blades, produces knives and collects them, sassy, old, makes you cookies when you visit

Species

Isgran/ Female

Location

Occupatum district, workshop

Quests

Is interested in buying rare knives

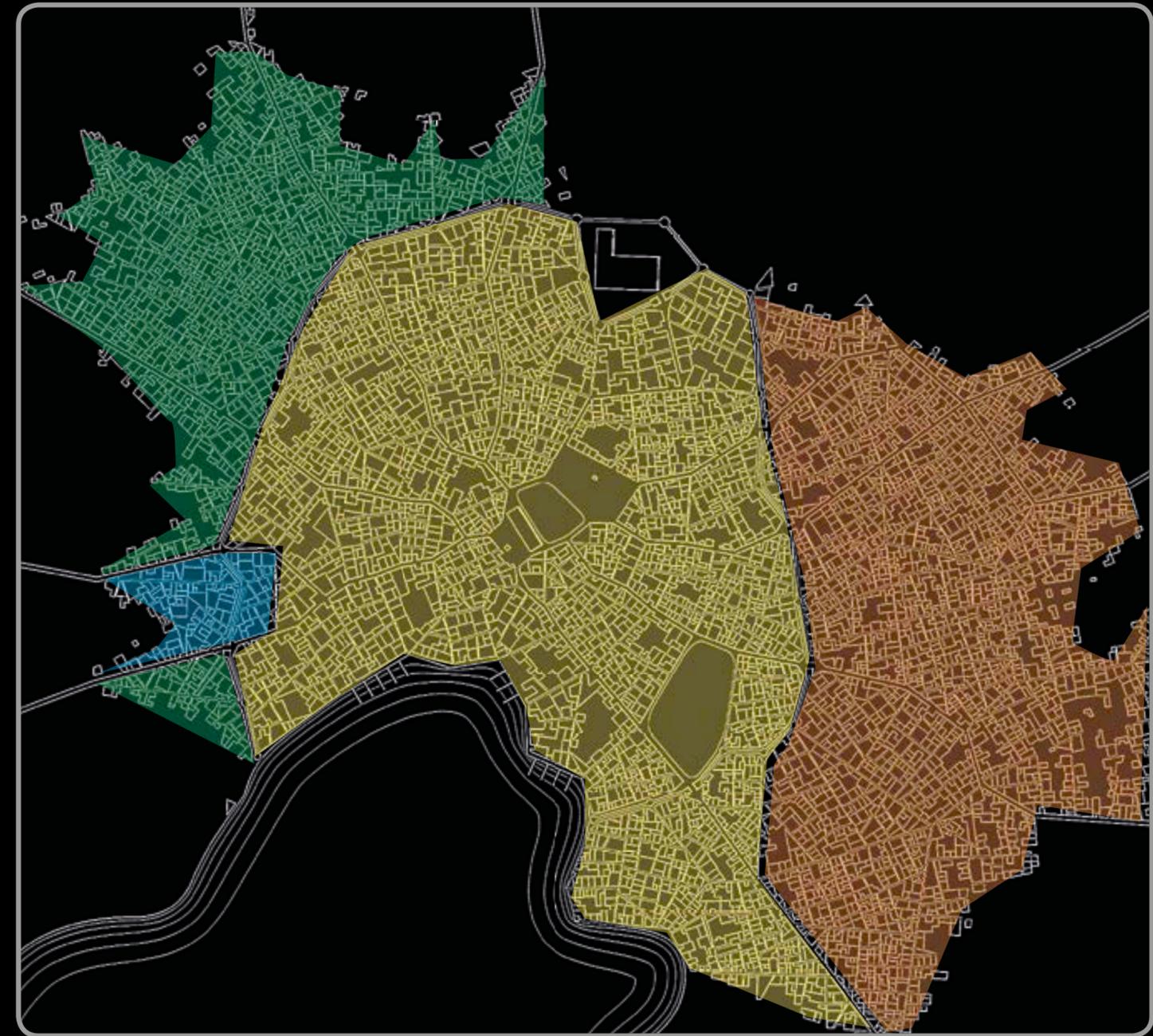
ND

SD

Pollus [Gang]
X1 - X7 gunmen
6 Centers

OD

Sins of the Empress [Gang]
XC1 - XC7 gunmen
8 Centers



Centralis district



Nobilis District



Slum District



Occupatum District





ISGRA - JOWAN



Citymap

Jowan

Jowan is the oldest city on Isgra, but it is far away from its glory days. In the center of the city, rich people have taken over all the luxury buildings that still show the glory of the past days, everything is nice and clean, but the surroundings are mostly slums, where the Narcos gang is doing their best to ruin everyday life for the inhabitants. The drugged out gangleaders move their pawns around and terrorize the population, as they have no clear goal or organization, but simply are eaten away by their narcissism with their superiority complexes of living in the oldest city that once was the center of attention on Isgra. The Narcos see themselves as the originals, the one who should own the planet, but in reality are just a delusional group of bullies. The architecture is still impressive, but is falling apart in the slums, the streets are dirty and gunshots can be heard at any time of the day. Not all hope is lost, the remains are still intact enough to be rebuild.

NPC

Kim Jisha [Contact level 5]

Leader of the Narcos gang, delusional, aggressive, reckless, listens to terrible loud music

Species

Qhadan / Male

Location

Slum district, Narcos HQ

Quests

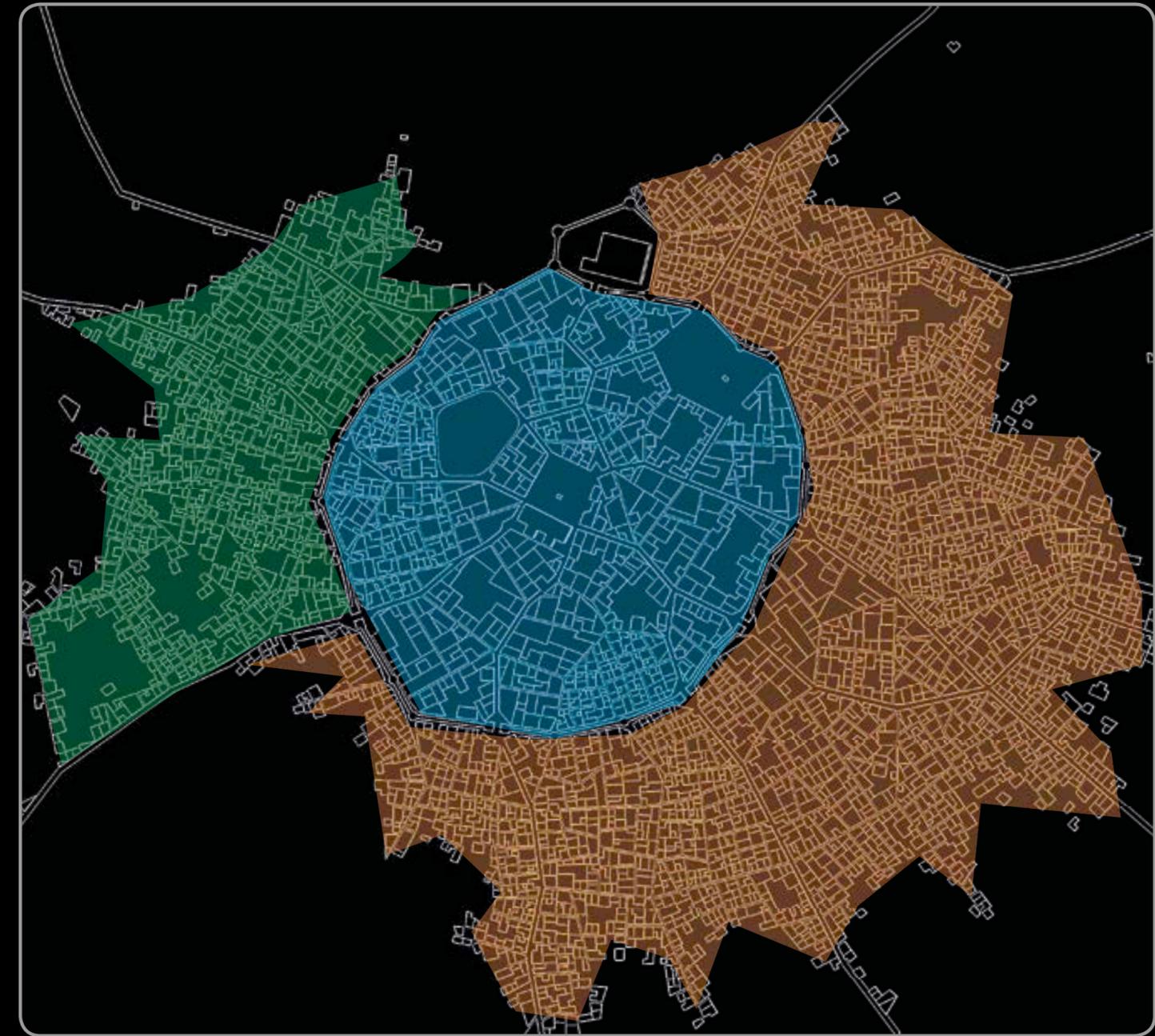
Hires gunmen for various jobs

ND

SD

Narcos [Gang]
X1 - X7 gunmen
7 Centers

OD



Centralis district



Nobilis District



Slum District



Occupatum District





ISGRA - KINFI



Citymap

Kinfi

Kinfi is the capitol city of Isgra and compared to other capitol cities quiet and peaceful. The extreme heat makes the daily life slow down, people prefer walking slowly over hastily approaching their target, a sluggishness can be observed all over the city, during the day the inhabitants like to take their siesta and even during the night, when the temperatures are falling, nobody seems in a hurry. Hectic is not one of the words, that is being used often in Kinfi. The occasional sandstorm, that forces the population to stay inside, is the final nail in the coffin to prevent any extreme movements. The streets are covered in a scent of tea and herbs, the water fountains are slowly emptying their never ending pockets and if you do not sit down for a cookie, when haggling with a trader to make a bit of smalltalk, you are already suspicious, because nobody wants to rush things around here and watching the beautiful architecture is certainly nothing to dismiss quickly.

NPC

Laura Dom [Contact level 0]

Part of an animal protection group, hunts down illegal traders and hunters

Species

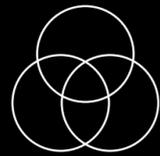
Qhadan / Female

Location

Centralis district, private property

Quests

Pays bounties for illegal traders and hunters



YSEN GROUP

Ysen Group HQ [ND]
Level 5 pass

Security
XM7

SD

OD

Insaden [Syndicate]
XM1 - XM7 gunmen
1 Center / 2 Centers



Centralis district



Nobilis District



Slum District



Occupatum District





ISGRA - LEMINUS



Citymap

Leminus

Leminus is home to the Labrat big whale and center for biological scientific research, spanning from medical supply to agriculture to whatever is living and can be analyzed. On Isgra it is a constant challenge to make the plants more durable to withstand the climate conditions and genetic research is under a constant pressure to release good news. Due to leading the field in this sector, the city is the greenest city on Isgra, surrounded by tree plantations to grow fruits that feel home in the desert or were modified to do that. Since there is a large request for water, the Liquid Bubble syndicate took it upon themselves to have a say in the water market, controlling the pipeline that provides the city and make a fortune by increasing the prices. Their best trick was, not getting greedy though and just take a tiny commission, that barely makes a difference, but calculated on a whole city, manages to keep their business afloat and turns out to be lucrative.

NPC

Dina Von [Contact level 3]

Biologist, stubborn, tries to cure rare diseases and has the goal to improve the world

Species

Qhadan / Female

Location

Nobilis district, Laboratory

Quests

Requires all kinds of materials for the laboratory



LABRAT

INCORPORATION

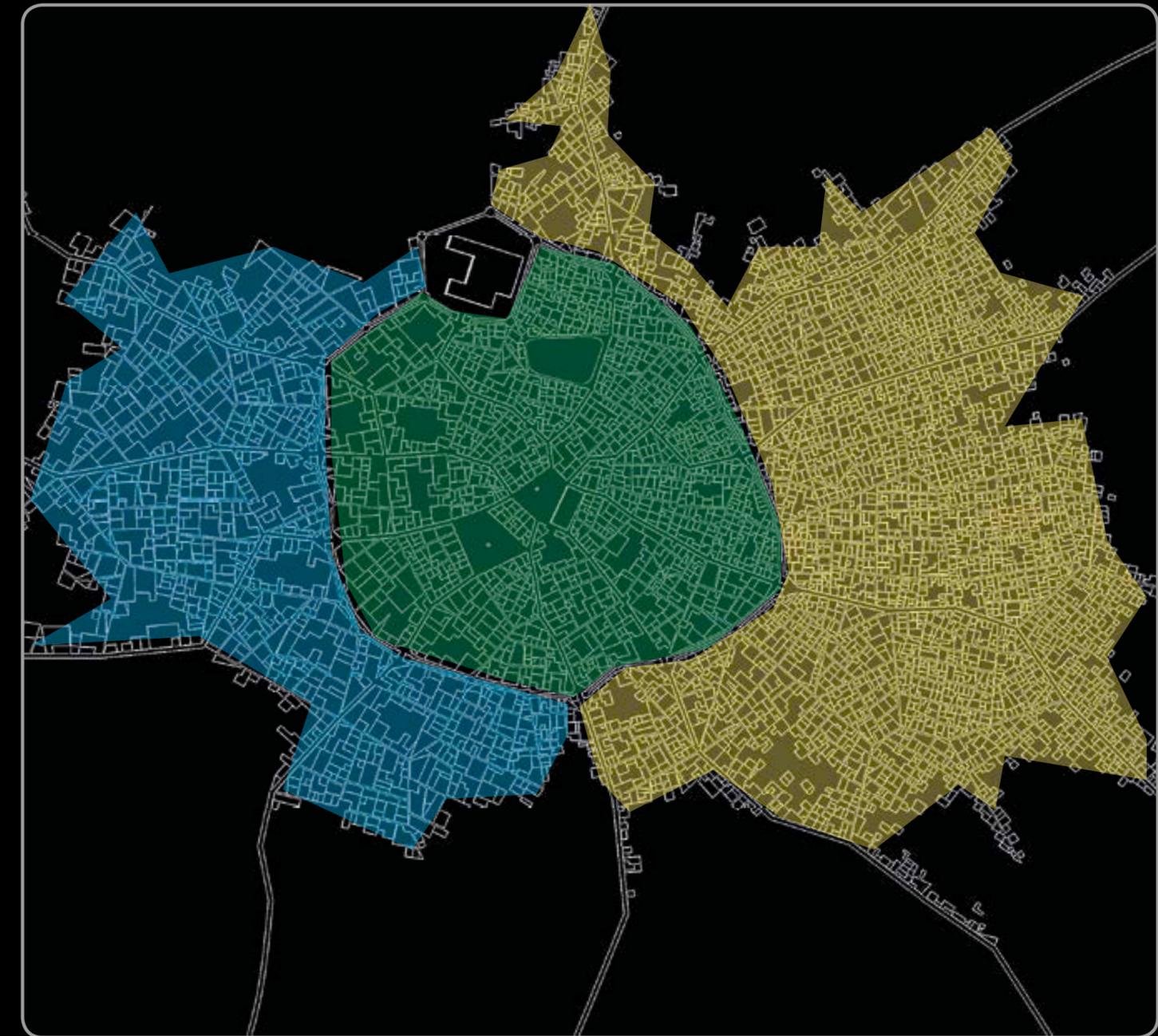
Labrat HQ [ND]
Level 5 pass

Security
XM7

SD

OD

Liquid Bubble [Syndicate]
XM1 - XM7 gunmen
7 Centers



Centralis district



Nobilis District



Slum District



Occupatum District





ISGRA - LOSOS



Citymap

Losos

Losos lies in the middle of a beautiful oasis next to a giant river, palm trees can be found all over the city, the earth is covered with grass and the peaceful look of the city distracts from the fact that TNT Dynamics, one of the largest military supplier, made its home in the city. Maybe that was exactly the reason why they build their headquarters here.

The security on the north-western district is extremely high, while the other parts of the city are moderately supervised. The slums are in a comparably good shape, a lot of ex military live there, who just prefer the simple life, as thats what they were used to during their service. The whistlers are mostly veterans, who do not trust the government to keep order and prefer to take it upon themselves, although they probably shoot a bit more than necessary and are not exactly keen on asking too many questions, because they may not like the answers - at least thats what the other inhabitants say.

NPC

Cira Pero [Contact level 3]

Geologist, looks for water resources in the ground and tries to fund new wells and water pumps

Species

Qhadan / Female

Location

Nobilis district, private property

Quests

Looks for clues on water reserves and funding



TNT Dynamics HQ [ND]
Level 5 pass

Security
XM7

SD

Whistlers [Gang]
X1 - X7 gunmen
3 Centers

OD

Sons of Ikarus [Syndicate]
XD1 - XD7 gunmen
2 Centers / 3 Centers



Centralis district  Nobilis District  Slum District  Occupatum District 



ISGRA - PIDUVA



Citymap

Piduva

Piduva is a giant cluster of markets and traders, one of the main centers on Isgra for wares changing the owner. Some wealthy traders live here, but you can find black markets as well in the slum and occupatum districts. Since everyone is making money with goods, most people prefer to keep a low profile and there is not a lot of violence, as it shies away the buyers. Everyone is just doing its own business not caring about the others, as more shops means more buyers and the reputation of the city is more important than fighting with another trader over the market shares. The biggest crime in piduva is stealing, it is condemned by anyone and one of the only events things can get out of hand. In case people are drawing in attention by ignoring the rules and disturbing the peace, they get dealt with very harshly and quickly, then shrugged under the carpet. As long as you keep a low profile, even the slums in Piduva are pretty save and you are free to roam.

NPC

Goldy Moa [Contact level 1]

Wealthy trader, has all kinds of illegal wares and access to good connections

Species

Qhadan / Female

Location

Slum district, black market

Quests

Interest in all kinds of rare goods

ND

SD

Whirlwind [Gang]
X1 - X7 gunmen
3 Centers

OD

Grubensmut [Syndicate]
XM1 - XM7 gunmen
3 Centers / 3 Centers



Centralis district ■ Nobilis District ■ Slum District ■ Occupatum District ■



ISGRA - XAMTU



Citymap

Yianoa

Yianoa is the richest city on Isgra, with a huge nobilis district that is filled with temple like structures and beautiful modern architecture, statues and water fountains, artificial rivers and aqueducts. The city is a paradise for those who have the money to live in it. The city was founded by a rich woman, who founded the alibaba corporation and is said to have been highly attractive, which was allegedly the reason she managed to lure in plenty of other wealthy people. A part of the city is controlled by the Venom syndicate, but it is not exactly clear what kind of business they are into. Most of the city is closed off to the public and it is hard to explore Yianoa without the right connections, as the security is extremely high and visitors or tourists are not very welcome, unless you bring in containers full of money with you, in which case you are unsurprisingly indeed very welcome and greeted with open arms, no questions asked.

NPC

Isabel Ilix [Contact level 5]

Super model, invests a lot of time in looking good, works out regularly

Species

Shinran / Female

Location

Nobilis district, private property

Quests

Interested in rare beauty enhancement products

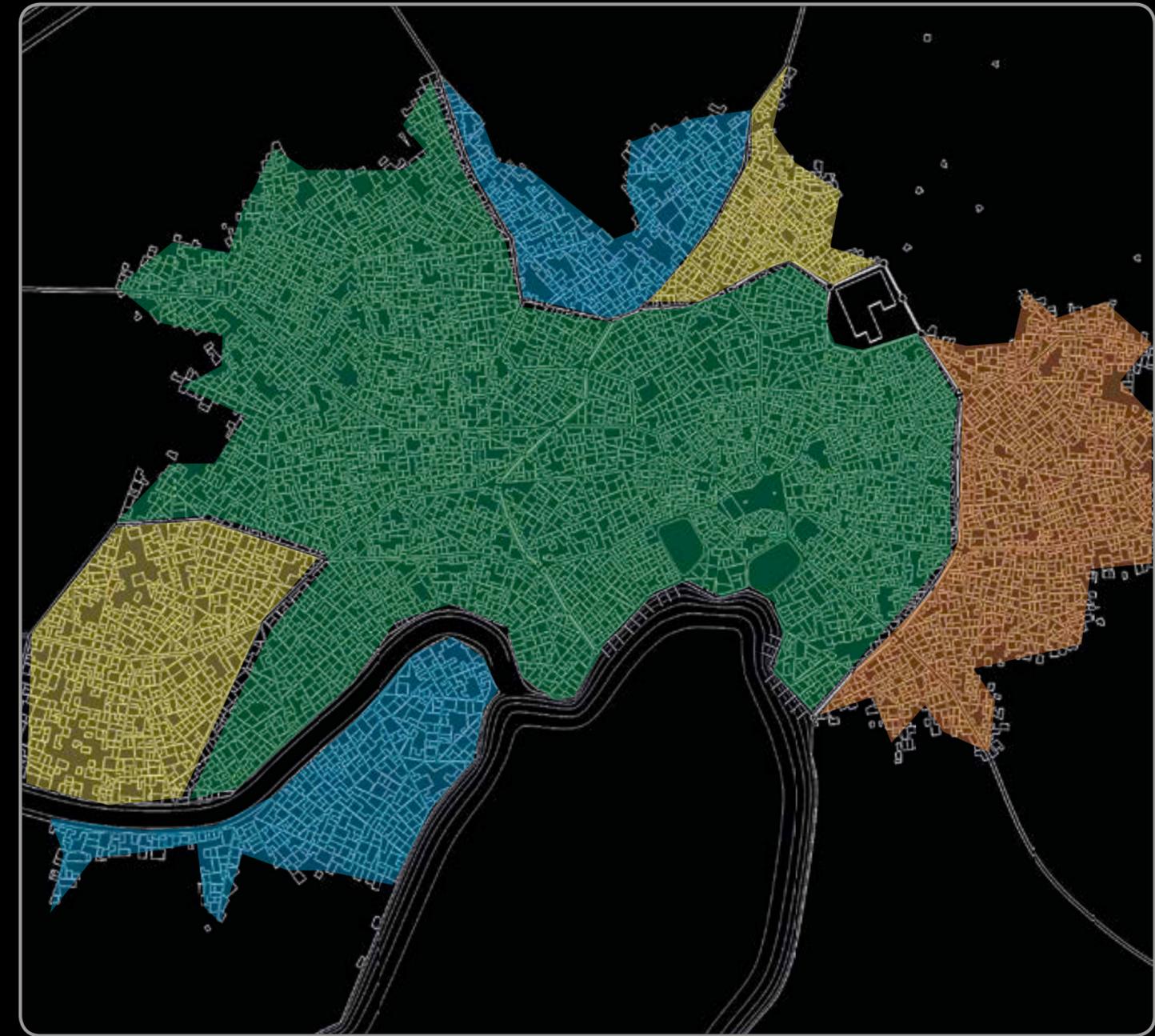
ND

SD

Lichkings [Gang]
X1 - X7 gunmen
3 Centers

OD

Cossala [Syndicate]
XC1 - XC7 gunmen
1 Center / 3 Centers



Centralis district █ Nobilis District █ Slum District █ Occupatum District █



ISGRA - YIANOA



Citymap

Yianoa

Yianoa is the richest city on Isgra, with a huge nobilis district that is filled with temple like structures and beautiful modern architecture, statues and water fountains, artificial rivers and aqueducts. The city is a paradise for those who have the money to live in it. The city was founded by a rich woman, who founded the alibaba corporation and is said to have been highly attractive, which was allegedly the reason she managed to lure in plenty of other wealthy people. A part of the city is controlled by the Venom syndicate, but it is not exactly clear what kind of business they are into. Most of the city is closed off to the public and it is hard to explore Yianoa without the right connections, as the security is extremely high and visitors or tourists are not very welcome, unless you bring in containers full of money with you, in which case you are unsurprisingly indeed very welcome and greeted with open arms, no questions asked.

NPC

Om Cho [Contact level 1]

Rich trader, snobby, likes to spy on its fellow citizen to spot objects of interest and weaknesses

Species

Isgra / Male

Location

Nobilis district, private property

Quests

Hires personnel for spy missions and gaining infos

ALIBABA

Alibaba HQ [ND]
Level 5 pass

Security
XM7

SD

OD

Venoms [Syndicate]
XD1 - XD7 gunmen
3 Centers



Centralis district



Nobilis District



Slum District



Occupatum District





ELTROS



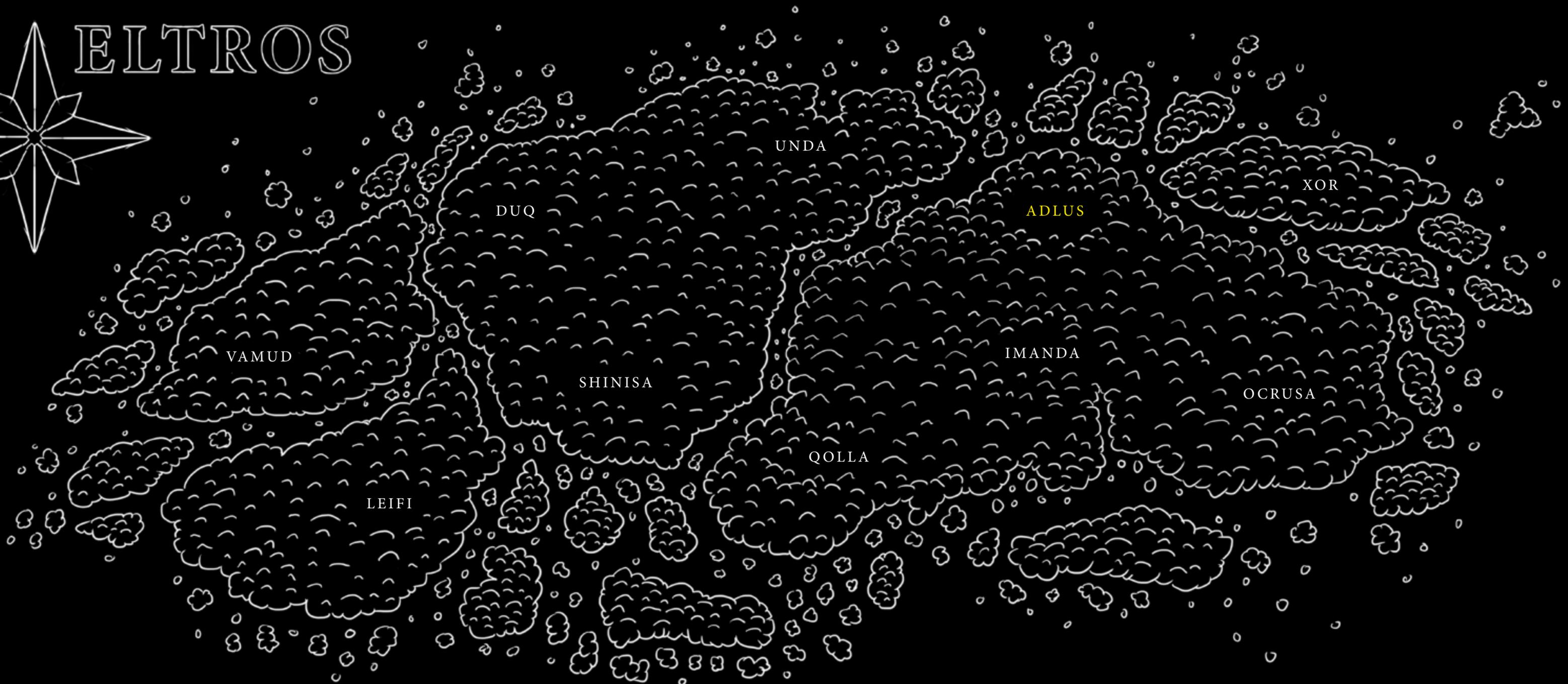


ELTROS

Worldmap



ELTROS





ELTROS - ADLUS



Citymap

Adlus

Adlus is the capitol city of eltros and very wealthy. It is home to the Kingfisher corporation headquarter, who are responsible for most of the food production and exports on eltros. Large plantations of fruit trees and bushes surround the city. The city itself is a beautiful mix of architecture and nature, green wherever you look. Alleys with giant trees, overgrown buildings that look strangely well planned instead of wild, flowers growing in every corner, colorful plants sprouting everywhere. Although the city is populated by mostly wealthy people, it is open to anyone and prices are cheap, as the eltrosans made it one of their primary directives to create a center of attention for everyone. Getting residency is far more complicated and the selection process for people trying to move to Adlus requires a lot of preparation, as the city demands high education standards with less focus on wealth and the goal for its population to contribute otherwise.

NPC

Isis Ramo [Contact level 4]

Rich farmer, generous attitude, likes to keep to himself, reads a lot of books

Species

Eltrosan / Male

Location

Nobilis district, private property

Quests

Hires gunmen to get rid of pests threatening farms

{ KINGFISHER }

consortium

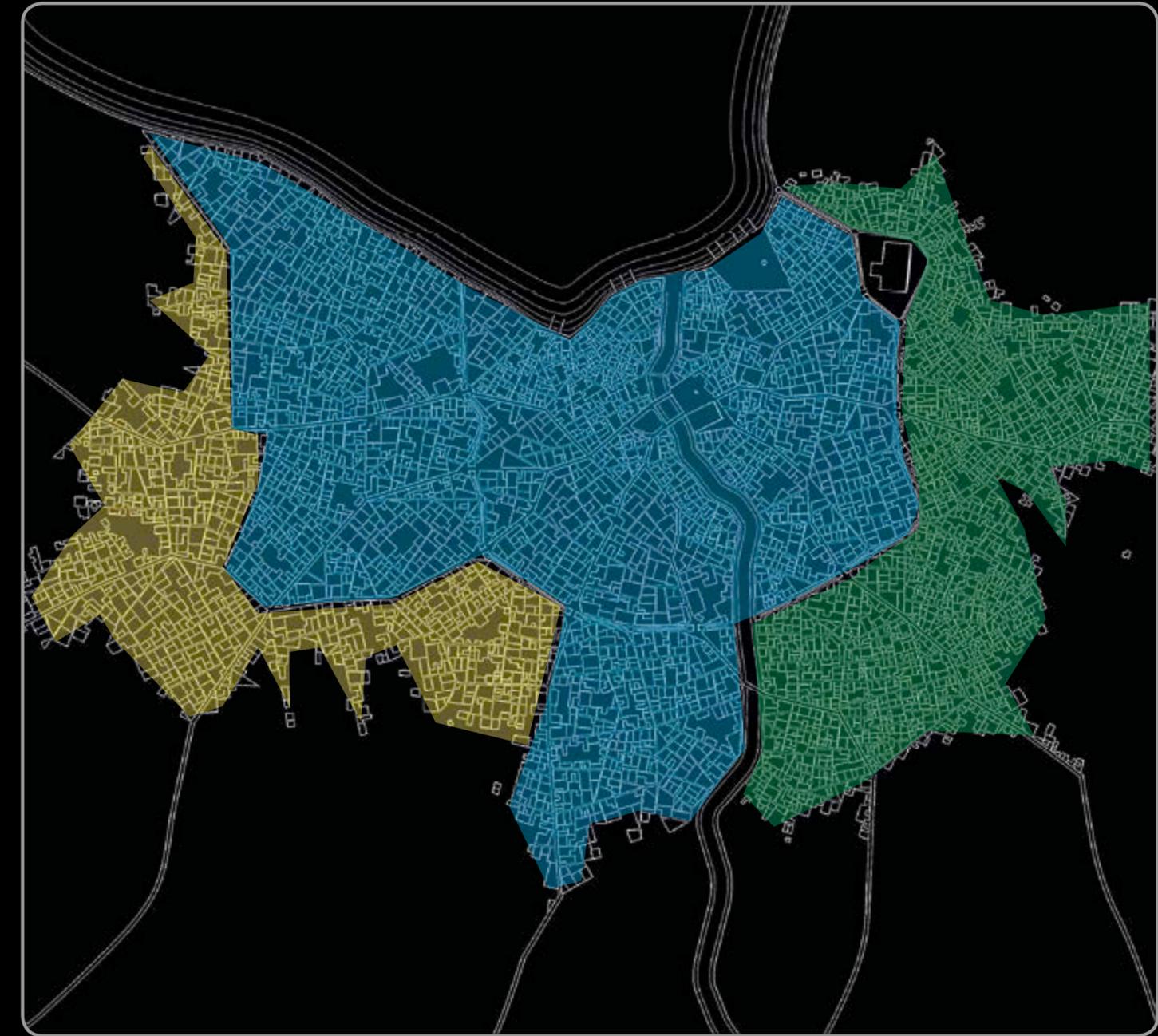
Kingfisher HQ [ND]
Level 5 pass

Security
XM7

SD

OD

Lodis [Syndicate]
XM1 - XM7 gunmen
4 Centers



Centralis district ■ Nobilis District ■ Slum District ■ Occupatum District ■



ELTROS - DUQ

Citymap



Duq

Duq lies deep in a dark part of the forest, thick and wild jungle surrounds the city, giant trees all over the city prevent a lot of sunlight from coming in. The city has a dry climate, at least compared to the rest of the planet, as the jungle always keeps the air moist, no matter where you are on eltros. The plants and the city are not very colorful, light shines out of most buildings as artificial light sources are required even during the day in most parts. The streets have strange red glowing plants on the sidewalks, that are throwing menacing shadows, but also provide some vision in the dark. The slums are controlled by the Little Carni gang and even darker than the rest of the city and it sometimes is hard to tell if you are still in the slum or already in the jungle. The Order Of Lutro is a syndicate located to the north, who are mostly hunting for rare animals, even the biggest, but also provide smuggling services to your location, as long as it is on eltros.

NPC

Kili Vixus [Contact level 5]

Chief of the Order Of Lutro syndicate, arrogant, reckless, self absorbed

Species

Qhadan / Female

Location

Occupatum district, Order Of Lutro HQ

Quests

Hires for hunting missions on rare animals

ND

SD

Little carni [Gang]
X1 - X7 gunmen
5 Centers

OD

Order of Lutro [Syndicate]
XM1 - XM7 gunmen
1 Centers



Centralis district █ Nobilis District █ Slum District █ Occupatum District █



ELTROS - IMANDA



Citymap

Imanda

Imanda is home to the Lundberg Association big whale, who are the biggest literature publisher in Ionar. The city is surrounded by tree plantations and there are huge fields with the biggest lumberjack industry on Eltros next to a major city. Most metropolises keep the surrounding jungle intact and try to interact less with it, wood gets produced further out, but the Lundberg Association is streamlining production for their demands and prefers to have reserves and resources always available next to the city. They chose Imanda on purpose as it lies in the middle of nowhere in the jungle and provides dry wood. The city is full with libraries, even in the slums and the Sisters Of Isop syndicate controls the Taramal gang, with both of them being rather tame. The syndicate trades with old books and also produces counterfeits, selling them to the highest bidder, while forcing the Taramal to distribute books and keep education high, even in the poorest areas.

NPC

Pima Wola [Contact level 2]

Wealthy book fanatic, will do anything to get rare scrolls and books, ignorant

Species

Eltros / Male

Location

Slum district, private property

Quests

Interested in rare books



lundberg

ASSOCIATION

Lundberg Association HQ [ND]

Level 5 pass

Security

XM7

SD

Sisters of Isop [Gang]

XD1 - XD7 gunmen

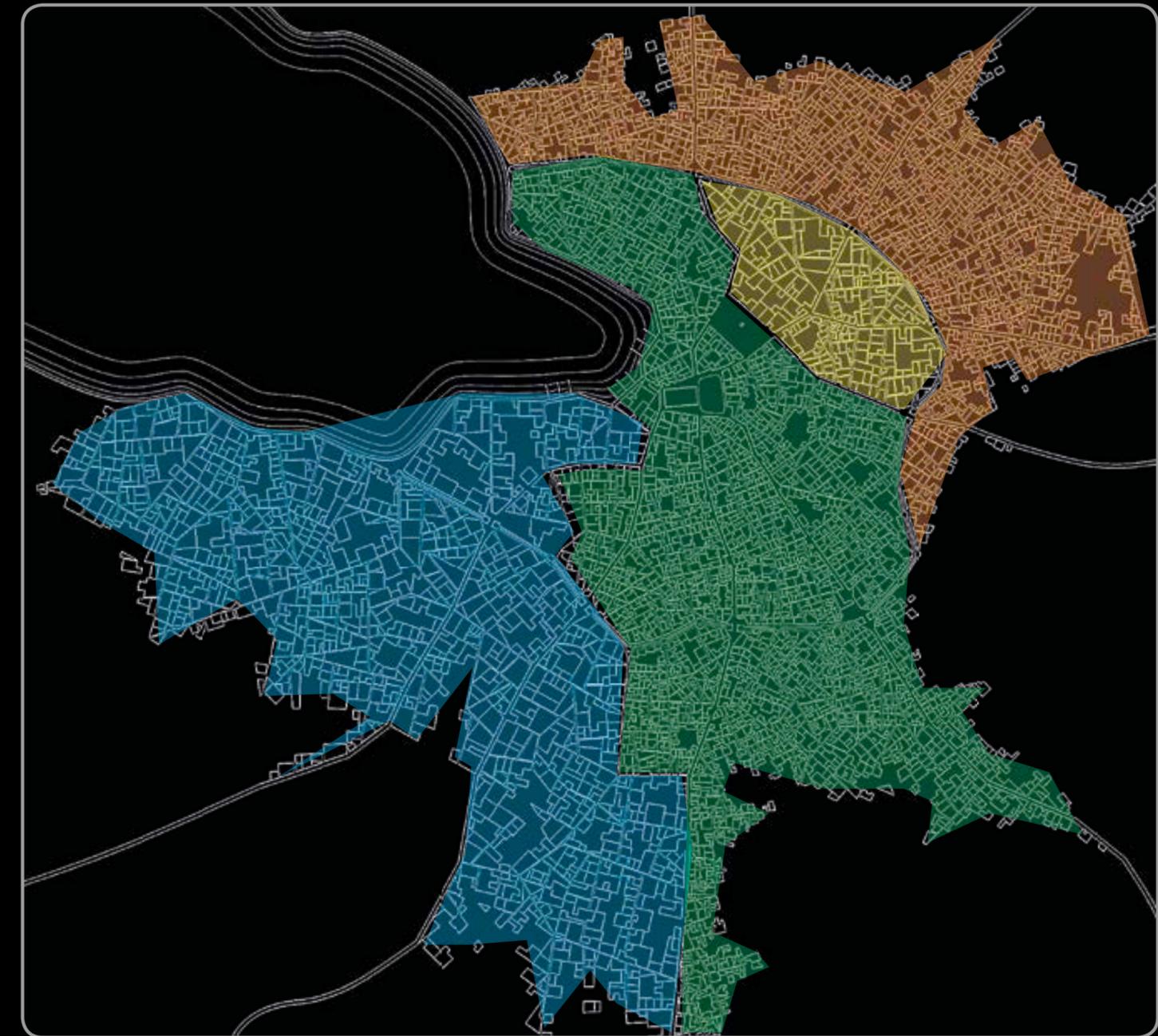
2 Centers

OD

Taramal [Syndicate]

XC1 - XC7 gunmen

6 Centers



Centralis district



Nobilis District



Slum District



Occupatum District





ELTROS - LEIFI



Citymap

Leifi

Leifi presents the big city flair of a metropolis to anyone entering the city. Tall buildings, street canyons full of life, There is plenty of night life going on, clubs, bars, you name it and the city is always active. The Haxtuga gang and the Jolly Roger syndicate have made a living by robbing anyone they can find in a dark alley and do not stop from entering the centralis district, hidden under the shadow of anonymity in the giant city jungle. Like all cities on Eltros Leifi is overgrown by plants and the streets are green, the rooftops are blooming. Aside from being a densely populated mega city, leifi has nothing particularly special to offer, it is dull and most of the population just enjoys hanging out in cafes and let the days pass by. The centralis district is huge and most people do not care about their fellow citizens, a blissful ignorance about basically everything combined with an attitude of „Leave me alone, i dont know you, and i don't want to.“

NPC

Chera Las [Contact level 0]

Ex military mechanic, likes to party and has a little repair shop, can repair anything

Species

Shinran / Female

Location

Centralis district, repair shop in its home

Quests

Always requires materials for repairs

ND

SD

Haxtuga [Gang]
X1 - X7 gunmen
7 Centers

OD

Jolly Roger [Syndicate]
XD1 - XD7 gunmen
1 Center / 1 Center



Centralis district █ Nobilis District █ Slum District █ Occupatum District █



ELTROS - OCRUSA



Citymap

Ocrusa

Ocrusa is so densely overgrown with vegetation, that it is hard to tell where the jungle stops and the city starts. Streets are narrow paths through roots and lianas, buildings are covered in ivy, the ground is not mowed and covered in thick high grass, buildings are indistinguishable from plants and the city rises high up in the sky with multiple levels stacked on top of each other. Down on the lower levels it is pretty dark and travelling inner city is mostly done over the rooftops of the city. The ocrusans have the philosophy of letting nature take its way, which resulted in many of the outer structures to be in bad shape, as the growing plants are causing permanent damage to the buildings. In the inner district and the nobilis district, it is less extreme and some measurements have been taken to keep the vegetation in check, but even there the philosophy shows that it can take a toll on the artificial facilities build into the wild growth.

NPC

Dira Ofolo [Contact level 2]

Hunter, only hunts for legal enemies and has an honor code, disrespects illegal activities

Species

Isgran / Female

Location

Centralis district, private property / hunter lodge

Quests

Interested in hunting equipment of all kinds

ND

SD

Moonlight [Gang]
X1 - X7 gunmen
7 Centers

OD

Westons [Syndicate]
XM1 - XM7 gunmen
2 Centers



Centralis district █ Nobilis District █ Slum District █ Occupatum District █



ELTROS - QOLLA

Citymap



Imanda

Qolla is located in a mangrove area of the forest, the buildings are raised on poles and water is flowing under the city. In the night you hear animal noises coming from below, giving the city an eerie atmosphere, as it feels connected to its surroundings, embedded into the living organism that you call jungle. The houses are connected with bridges on multiple layers and one of the first things you will get told when entering the city is, do not fall down into the water, keep your feet above the ground. Experienced builders have no problems going down into the foundation for making repairs or constructing new structures, but someone not familiar with the terrain and the wildlife, can easily get eaten alive by the hungry and lurking wild inhabitants in the mangrove. The city itself transports the feeling of sitting in a beautiful giant cluster of tree houses and is overall peaceful, unless you get stress with the gang or syndicate, who make people vanish.

NPC

Chi Lin [Contact level 4]

Athlete, swimmer, questionable morals, extremely ambitious, eager to win everything

Species

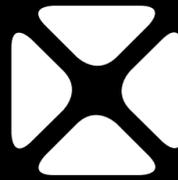
Shinran / Male

Location

Nobilis district, private property

Quests

Interested in performance enhancing drugs



X O M O

Xomo HQ [ND]
Level 5 pass

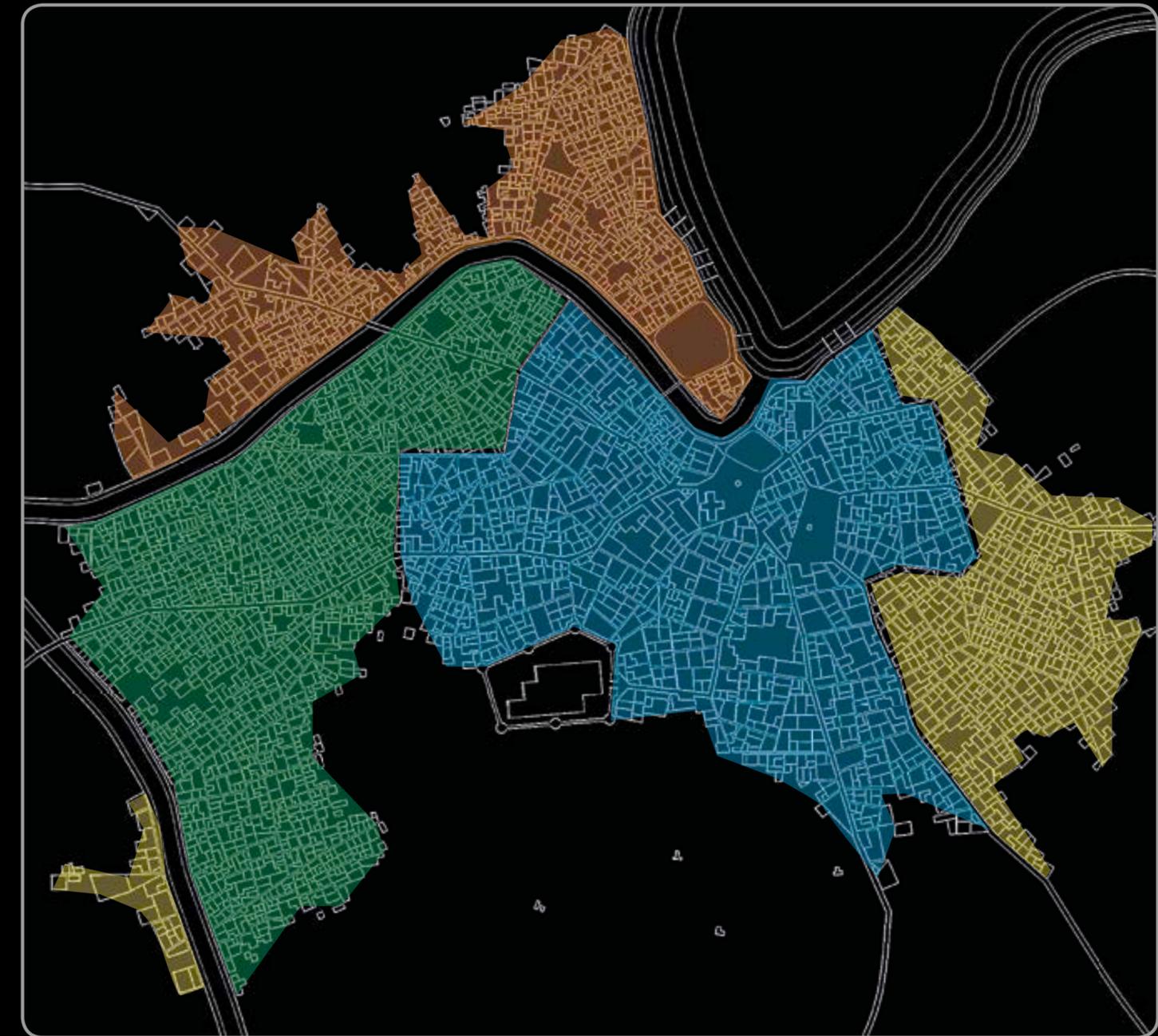
Security
XM7

SD

Roasters [Gang]
X1 - X7 gunmen
3 Centers

OD

Cor Qinshu [Gang]
XD1 - XD7 gunmen
4 Centers



Centralis district



Nobilis District



Slum District



Occupatum District





ELTROS - SHINISA



Citymap

Shinisa

Shinisa is the glowing city on Eltros, home of the Hiob corporation who specialise in harvesting solar energy to generate power with a process that is very similar to plants use for photosynthesis. The whole city is basically a giant power plant, as the technology used by the big whale is integrated into almost every structure in the city. The company first built an experimental power plant with barracks for the workers to live in and since the technology worked out better than expected, the plant started to grow, more plants were built and the small settlement began growing into a city, as it attracted an increasing amount of people to live nearby. The Juveniles gang controls the slum district and there are rumors of Hiob using them to perform experiments with the population, but nothing was ever confirmed. The Kiss Of Death syndicate rules over the southern district and it is said they are contract assassins up for hire.

NPC

Lasse Sporo [Contact level 4]

Bounty hunter, takes the moral highground, but legitimizes any behavior by that

Species

Terran / Male

Location

Slum district, private property

Quests

Interested in guns and informations on targets



Hiob Encapsuled HQ [ND]
Level 5 pass

Security
XM7

SD

Juveniles [Gang]
X1 - X7 gunmen
7 Centers

OD

Kiss Of Death [Syndicate]
XM1 - XM7 gunmen
4 Centers



Centralis district  Nobilis District  Slum District  Occupatum District 



ELTROS - UNDA



Citymap

Unda

Unda is the hippie city, everyone is relaxed and everything seems to be slowed down, the pace of life runs in a different speed. The Hoodlums and Orichans are mostly just distributing herbs to be smoked by the inhabitants, that have a calming effect on everyone. A non surprising amount of rich people have found their home in the city, as it is a peaceful environment, where even the large amount of slums and can not disturb the mood. The streets are filled with wind chimes creating soothing melodic sounds, psychedelic music is coming from the houses, reggae is being blasted out of vehicles slowly passing by. The inhabitants are not very interested in possessions and wealth, even the nobilis district is far less extreme than in other cities and all areas of the city are open for everyone. There is a large amount of animals roaming around, live and let live, as long as you are not interfering with anyone's peace, you are free to come and relax.

NPC

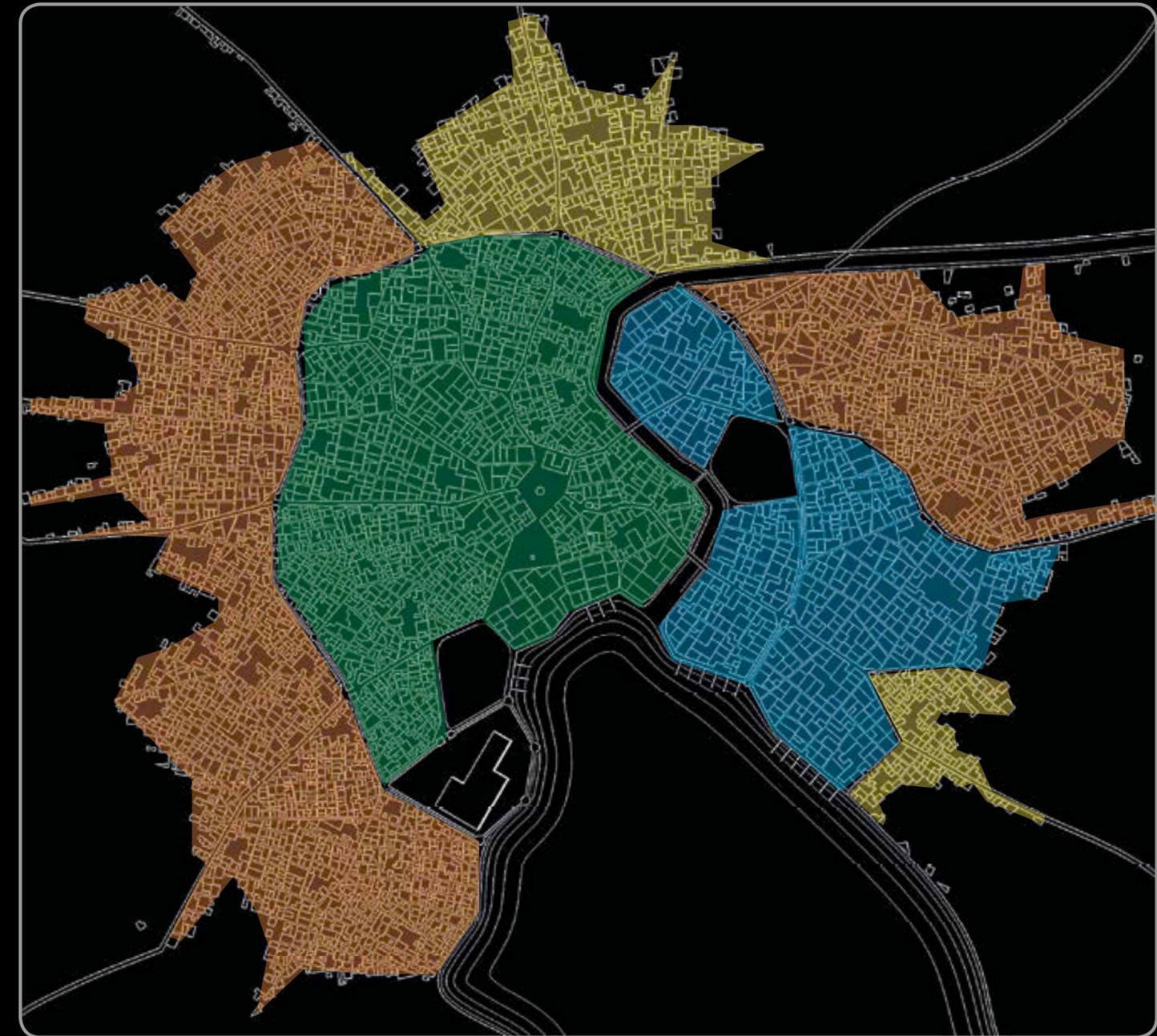
Cora Magna [Contact level 0]
 Medium, claims to be able to heal anything, controversial approaches, no fraud but questionable
 Species
 Eltrosan / Female
 Location
 Occupatum district, private property
 Quests
 Interested in strange herbs and materials

ND

SD
 Hoodlums [Gang]
 X1 - X7 gunmen
 6 Centers / 3 Centers

OD

OD
 Orichan [Syndicate]
 XD1 - XD7 gunmen
 1 Center / 3 Centers



Centralis district █ Nobilis District █ Slum District █ Occupatum District █



ELTROS - VAMUD



Citymap

Vamud

Vamud is the silent city, an eerily abundance of sounds and noises, you will hear crickets and occasional some animal trying to push through the oppressing non existence of sound waves circulating through the air. Something is wrong in this city, but official sources are adamant on denying any speculations made about the city. There is a slum district in the west controlled by the Jiltions and a occupatum district in the east controlled by the Eagle Eye syndicate, but it is completely unclear what kind of activities they are involved in. The rich part of the city is cut off, it is impossible to enter the nobilis district and you will not get any permissions to enter it legally. The centralis district is peaceful, but you always get the impression of simply not seeing what is going on instead of being convinced that there truly is a natural peace. As long as you have no business to take care of here, it is probably wise to simply avoid the city.

NPC

Weros Amal [Contact level 5]

Cult leader, believes to be reincarnated god, delusional and ignorant, self absorbed

Species

Isgran / Male

Location

Occupatum district, cult center

Quests

Interested in animals for sacrifices and rituals

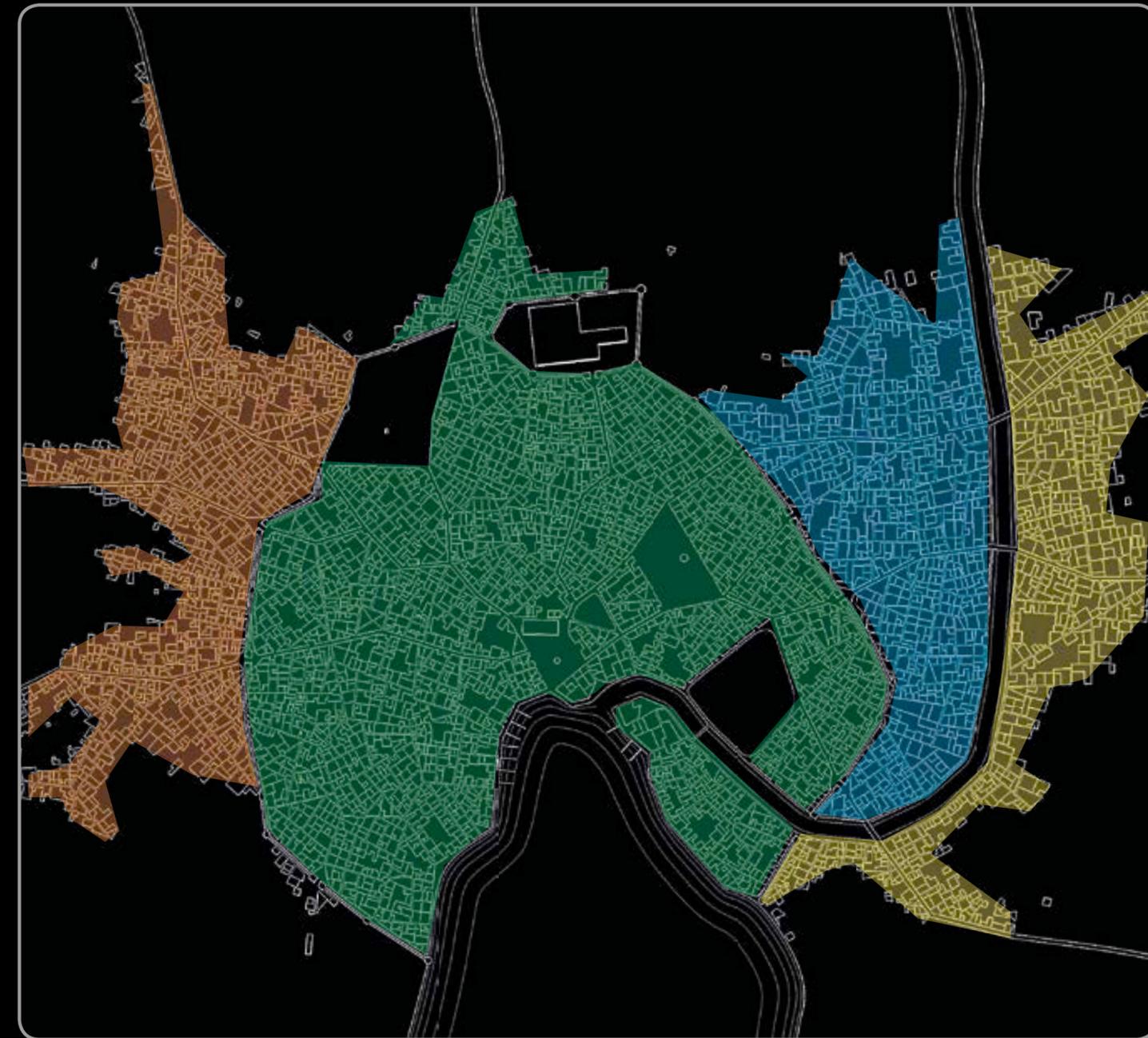
ND

SD

Jiltions [Gang]
X1 - X7 gunmen
4 Centers

OD

Eagle Eye [Syndicate]
XD1 - XD7 gunmen
4 Centers



Centralis district ■ Nobilis District ■ Slum District ■ Occupatum District ■



ELTROS - XOR



Citymap

Xor

Xor is almost completely taken over by the Restless syndicate, who are rumored to be partnered up with the Zeta Group, although official statements by the corporation always deny any relationships between those two. Since the Zeta Group is in finances and nobody knows exactly what the syndicate is doing, it is hard to prove their actual relations. The restless are hard to spot and do not intervene with the population, as they suspiciously always try to avoid attention, so it is possible to freely roam the city without having any conflicts. The city itself is in a very moist climate, fog is present day and night, mangroves surround the settlement, everything is dizzy and it is very quiet for a metropolis. The inhabitants are not keen on making much noise and prefer not to disturb the silence, if it is possible in any way. With all the fog and abundance of noise, it is sometimes hard to identify, if the city is completely asleep or fully awake - probably no difference.

NPC

Henry [Contact level 0]

Librarian, married to Elena Stone, very friendly and walking encyclopedia, knows almost everything

Species

Eltrosan / Male

Location

Nobilis district, Ionar System Library

Quests

Interested in retrieving stolen books



ZETA
G R O U P

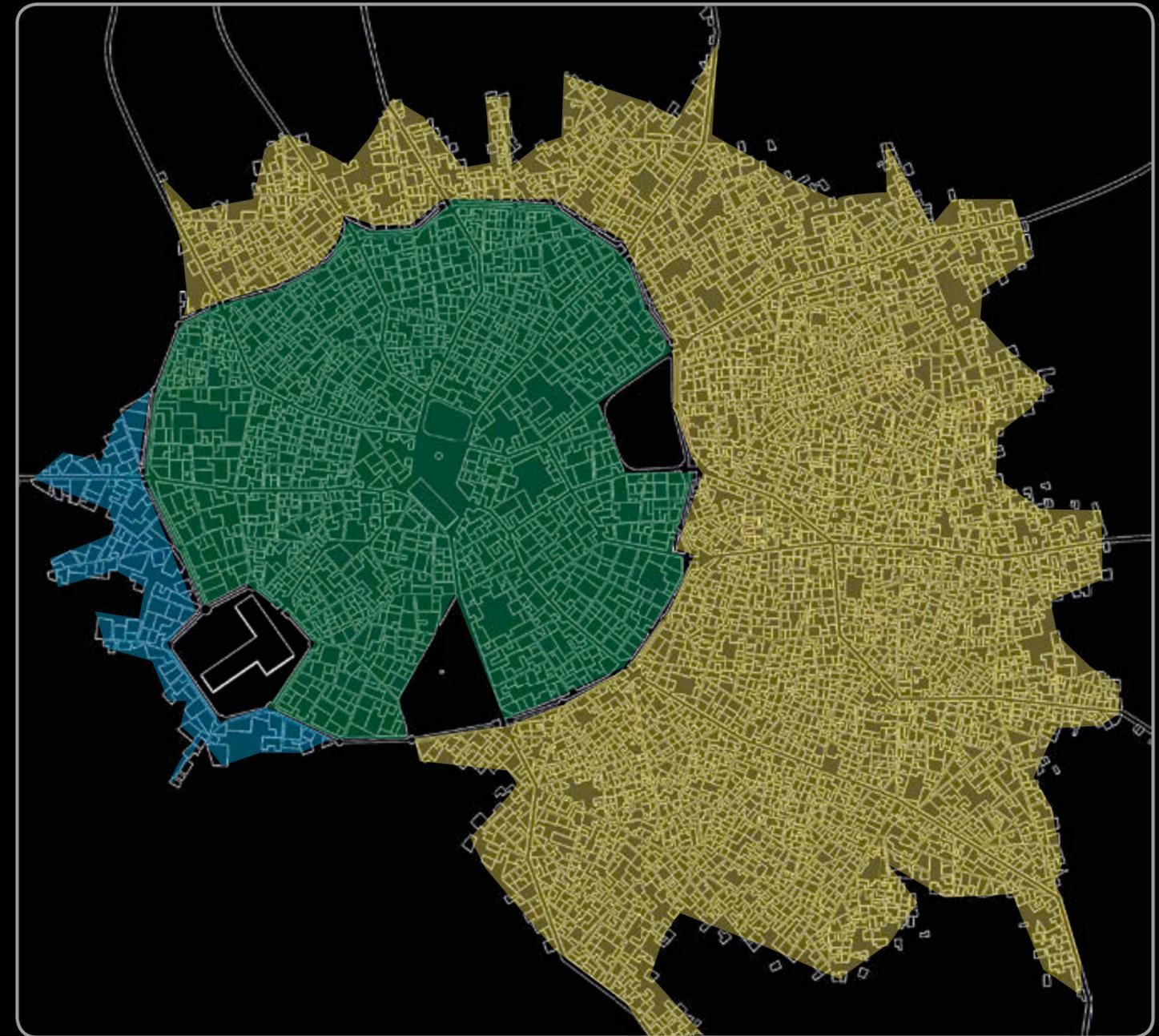
Zeta Group HQ [ND]
Level 5 pass

Security
XM7

SD

OD

Restless [Gang]
XC1 - XC7 gunmen
11 Centers



Centralis district



Nobilis District



Slum District



Occupatum District





TERRA



TERRA

Worldmap





TERRA - ANGEM



Citymap

Angem

Angem is a beacon of light, as Encon, the main energy producer on Terra has plenty of power plants in the vicinity. The city was once the richest settlement on Terra, and there still is a huge nobilis district at the center, but one malfunction at a power plant located to the south of the city took out a huge part of the city in a disaster and turned the once beautiful area into a slum. The buildings in the slum are today still in bad shape and you can see the results of the blastzone in large parts in the south of the district. Somehow the inhabitants are more interested in fixing the streetlights and having the newest technology under their roof, instead of repairing the facades of the buildings. The city center is extremely bright and filled with shining skyscrapers visible from a large distance and light up even the outer districts during the darkest nights and it is wise to invest into some curtains, when moving into the neighborhood.

NPC

Shinji Lux [Contact level 3]

Physician, eager to learn more and improve himself, always busy with experiments

Species

Terran / Male

Location

Nobilis district, private laboratory

Quests

Interested in laboratory equipment

E N C O N



Encon HQ [ND]
Level 5 pass

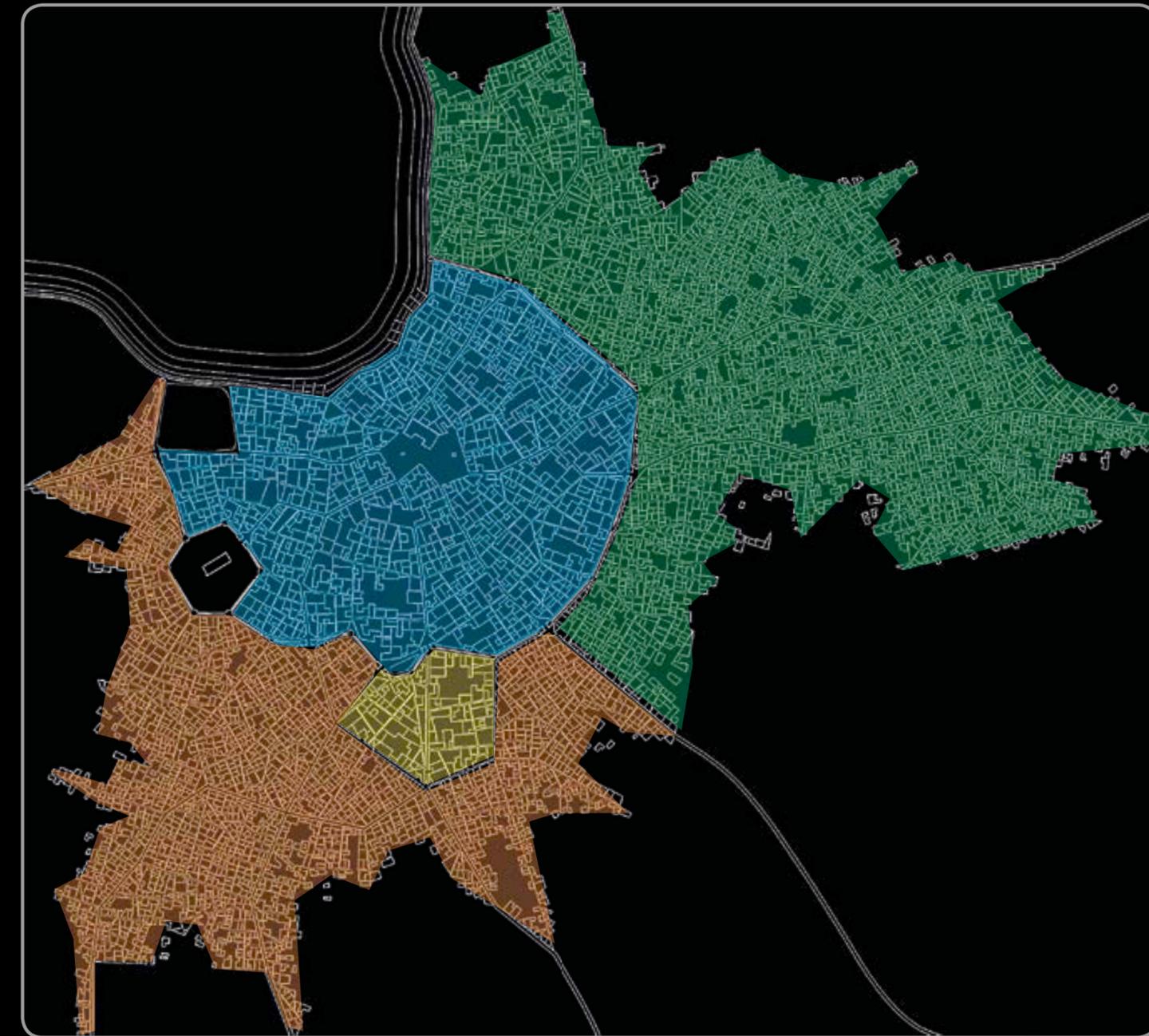
Security
XM7

SD

Dollhouse [Gang]
X1 - X7 gunmen
6 Centers

OD

Aristocrats [Syndicate]
XD1 - XD7 gunmen
2 Centers



Centralis district █ Nobilis District █ Slum District █ Occupatum District █



TERRA - ARALLA



Citymap

Aralla

Aralla is the capitol city of terra. Only very few rich people are living here, most of the population is pretty moderate and almost all of the buildings in the nobilis district are either government buildings or part of the Nostro corporation headquarters. The large centralis district is welcoming and pleasant to visit, although nothing really special stands out. The north of the city is controlled by the Rippers syndicate, government defectors who see themselves as the true rulers of the planet, but their true influence is questionable and they never managed to seize full control of the city. As long as you do not step inside the Rippers territory, the city is quite peaceful, the borders are probably controlled by UIP agents, but there is a constant feeling of turmoil going on in the background hanging in the air, although you never hear or see anything. The city always gives you the feeling of something being wrong, while not telling you exactly why.

NPC

Enis Ivara [Contact level 2]

Government worker, boring on the surface, but lives a double life doing extreme sports

Species

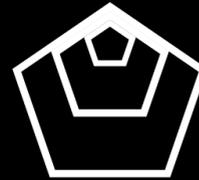
Qhadan / Male

Location

Nobilis district, private property

Quests

Interested in escort missions to remote places



nostro

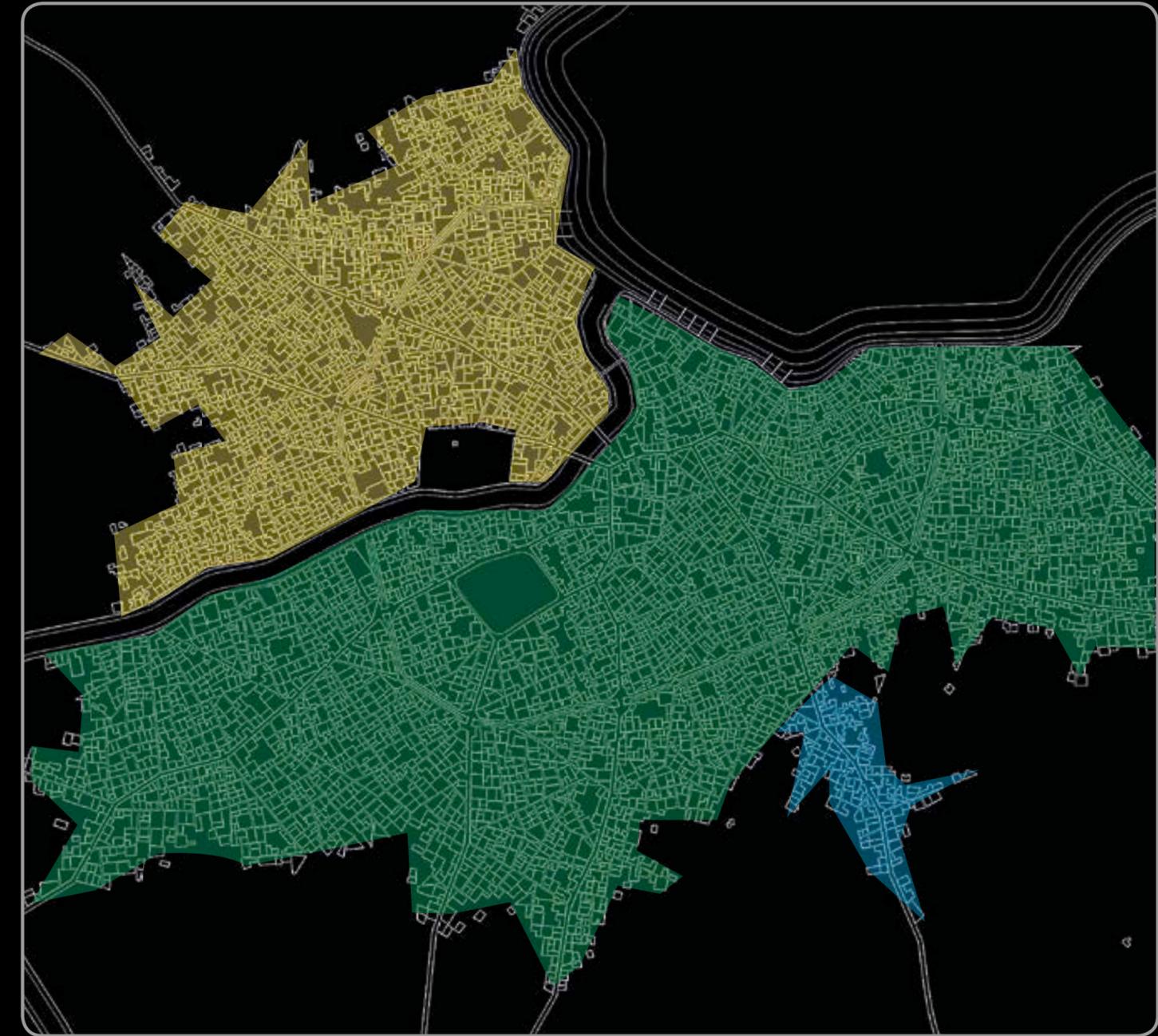
Nostro HQ [ND]
Level 5 pass

Security
XM7

SD

OD

Rippers [Syndicate]
XM1 - XM7 gunmen
6 Centers



Centralis district  Nobilis District  Slum District  Occupatum District 



TERRA - BERR



Citymap

Berr

Berr is the party city on Terra, with the largest party miles stretching over whole districts. The scene is controlled by the Sinister Othello and official attempts trying to shut down or regulate the ongoings have been unsuccessful. How sincere these attempts have been in the past is questionable though, as the corrupt officials and police forces are very likely to gain personal benefits from the situation in the form of bribes. In the central district living is quite comfortable but the occupatum districts can turn into a nightmare of loud music blasting through the streets all night and day. Most of the people living in these districts are contempt with the situation as they chose to live here, but there are also poor souls trapped in the circumstances wishing for a change of politics. As long as you do not interfere with the party business, it is quite safe to roam around the city, as dead bodies in the streets are bad publicity.

NPC

Ocatra Al [Contact level 5]

Club owner, likes to smoke cigars, drinks whiskey, hangs out mostly in his clubs

Species

Isgra / Male

Location

Occupatum district, Clubs

Quests

Interested in hiring dancers for his clubs

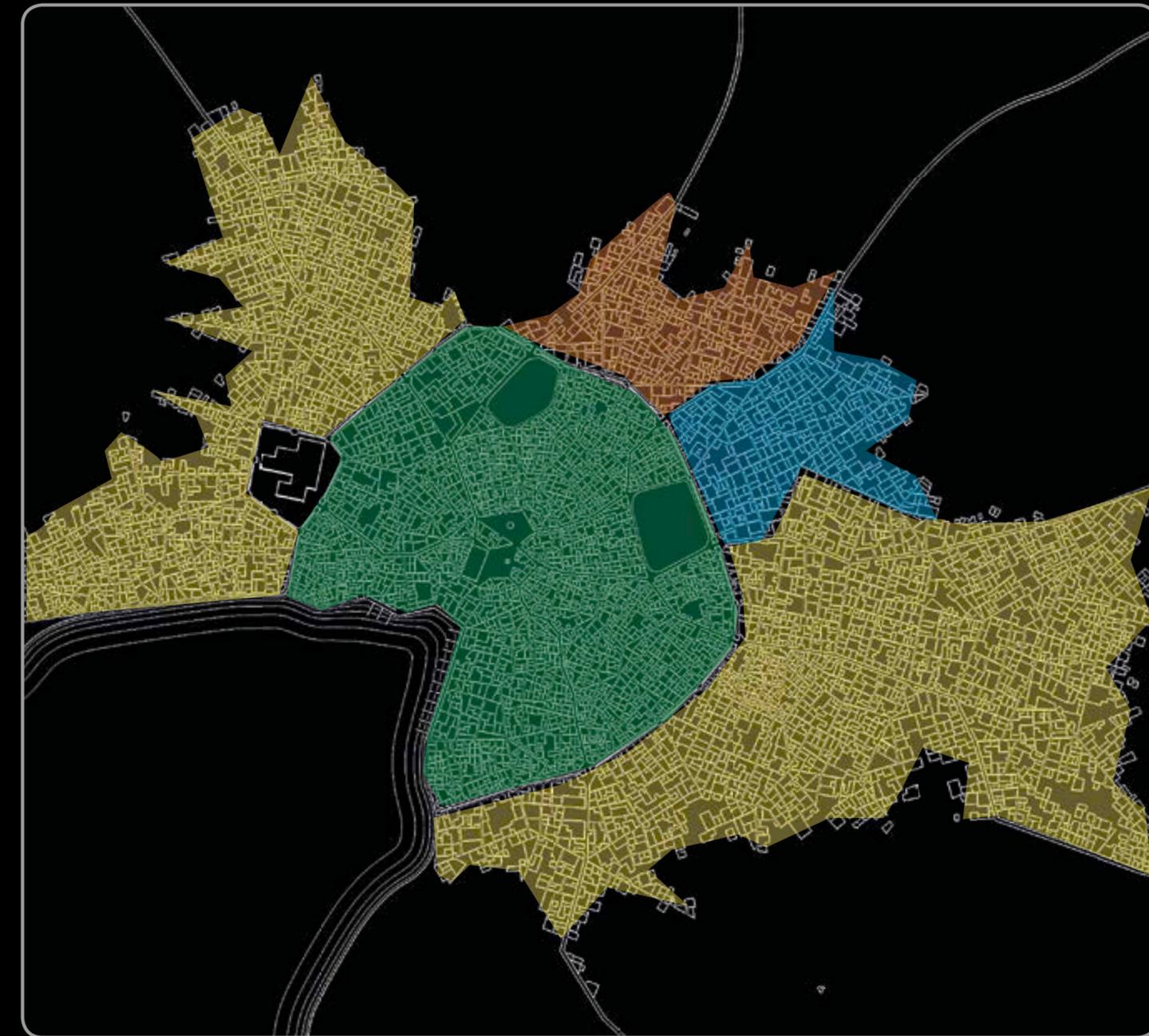
ND

SD

Olive Squad [Gang]
X1 - X7 gunmen
3 Centers

OD

Sinister Othello [Syndicate]
XD1 - XD7 gunmen
4 Centers / 6 Centers



Centralis district



Nobilis District



Slum District



Occupatum District





TERRA - ENTO



Citymap

Ento

Ento is weirdly split up in multiple districts of all forms. There are two nobilis districts and they are said to be rivalling against each other involving a lot of bloodshed. If this is the result of the rich pitching against each other or just the natural state of the city is up for discussion though. The centralis district in the middle is acting like a neutral buffer zone, that is mostly peaceful, but the outer districts are less pleasant to visit. The northern slum district is controlled by the Heliotta, who seem to love bullying anyone coming into their territory. The Uru Macar syndicate is controlling the three occupatum districts, their focus is trading with stolen military goods, although not the highest grade of quality, still enough to terrorize the population. The different districts often fight each other, the Uru Macar are hardly united. Ento sometimes seems like a warzone and on other days is hiding its true nature behind a mask of ignorance.

NPC

Fin Bobo [Contact level 2]

Attorney, only takes cases of people he is convinced they are innocent, works also pro bono

Species

Terran / Male

Location

Nobilis district, Attorney office

Quests

Hires investigators for his cases

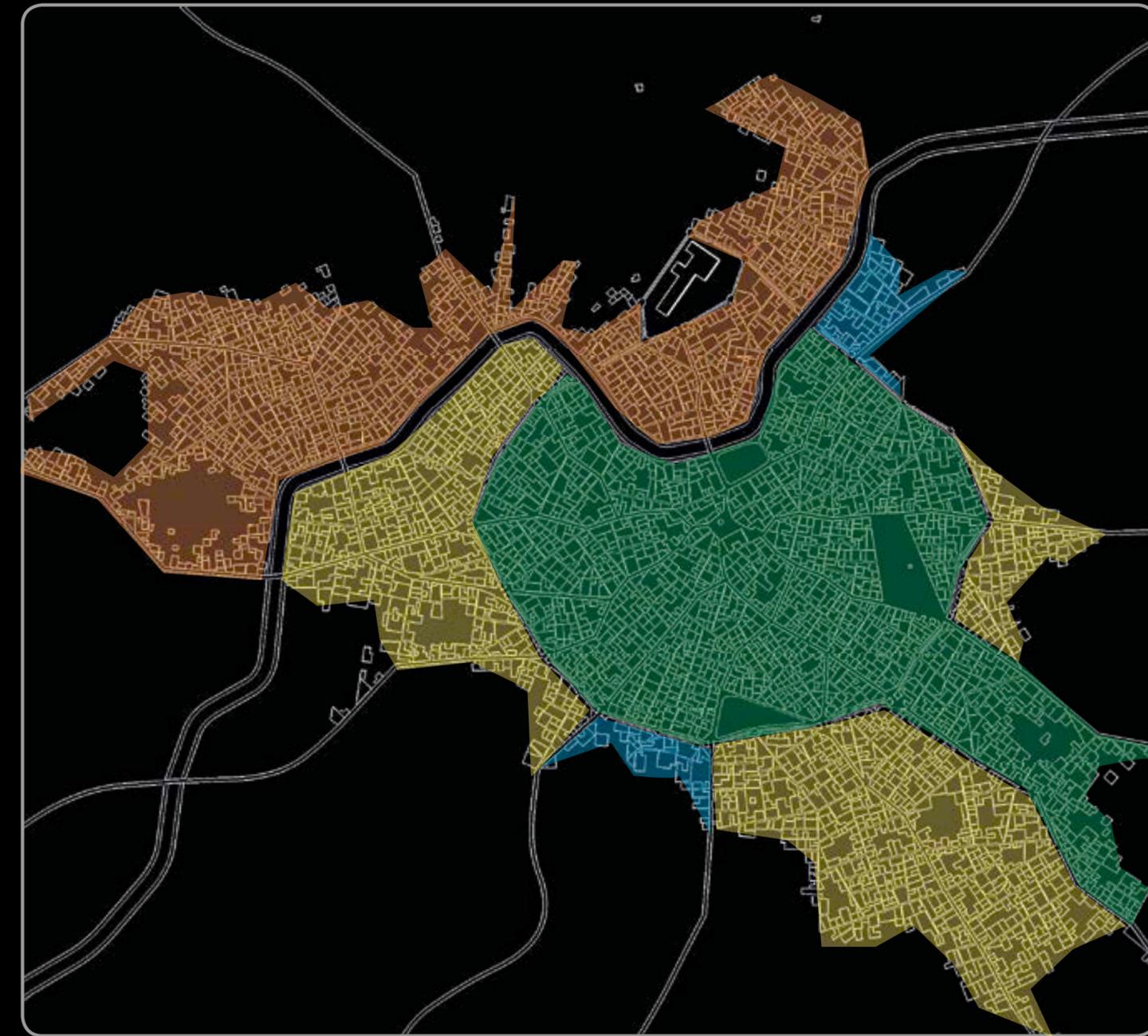
ND

SD

Heliotta [Gang]
X1 - X7 gunmen
6 Centers

OD

Uru Macar [Syndicate]
XC1 - XC7 gunmen
3 Centers / 3 Centers / 1 Center



Centralis district █ Nobilis District █ Slum District █ Occupatum District █



TERRA - HOKO



Citymap

Hoko

Hoko is a center of arts, ranging from painters, sculptors and writers, to musicians and actors, the city breaths creativity. The pride of the inhabitants is the biggest planetary opera house in the solar system, which offers a platform for a broad range of cultural entertainment located in the nobilis district. The district is unique from other cities, as it is open to everyone and mostly hosts facilities in the art sector, with just very few actual rich people living there, all dedicated to support their love for the art. The slum district is controlled by the Pillars Of Darkness gang, who mostly provide brain fodder in form of drugs for the art scene. The Vindicas are controlling a smaller district and people say they are involved in illegal entertainment activities like bloodsport, throwing animals into a ring and pitch them against each other, but it is a rather secret syndicate and the exact range of business they are after is unclear.

NPC

Nikita Bao [Contact level 5]

Actress, extremely popular, has a diva attitude but is in general a nice person

Species

Shinran / Female

Location

Nobilis district, private property

Quests

Hires security for special occasions

ND

SD

Pillars Of Darkness [Gang]

X1 - X7 gunmen

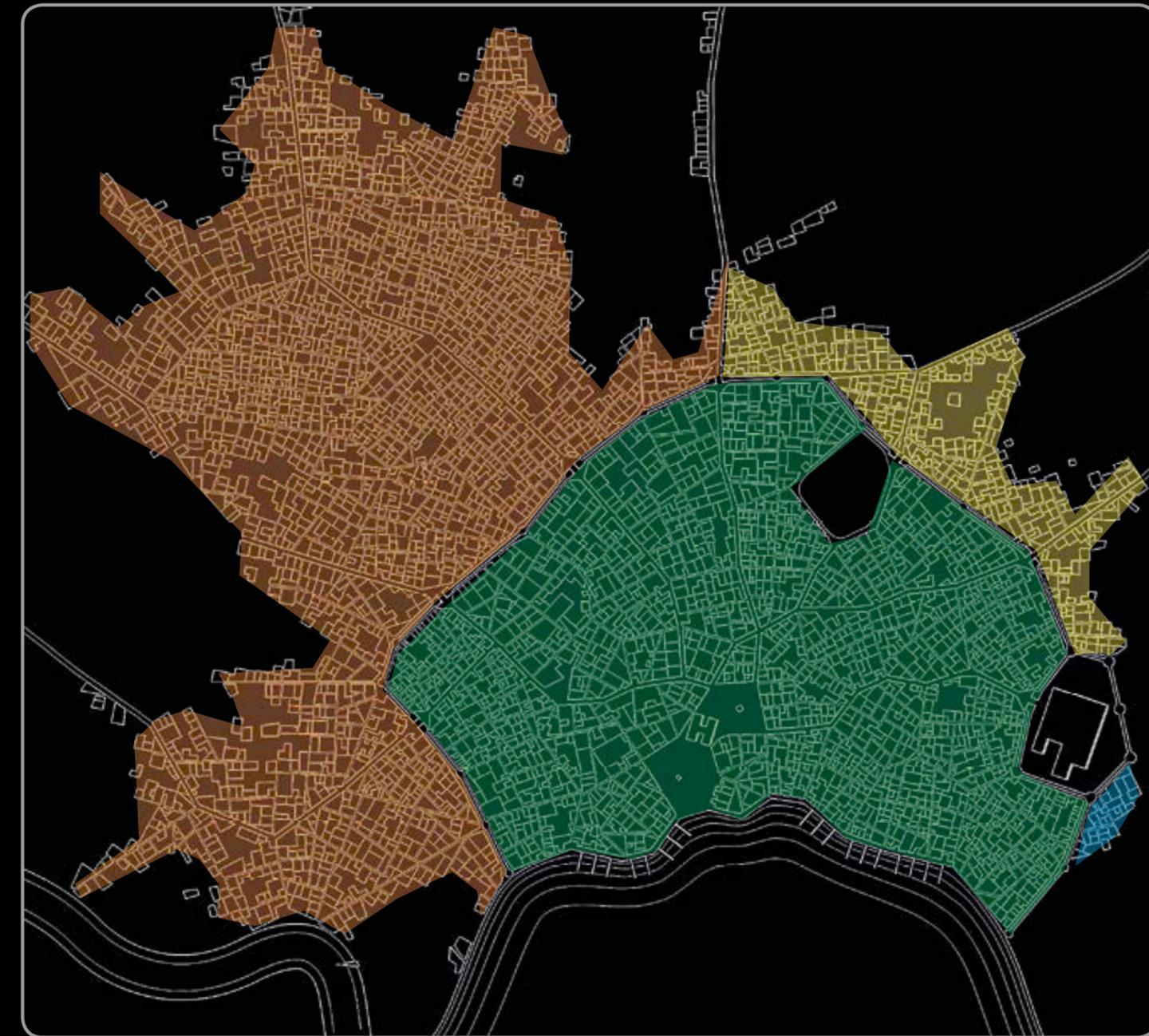
9 Centers

OD

Vindicas [Syndicate]

XD1 - XD7 gunmen

4 Centers



Centralis district



Nobilis District



Slum District



Occupatum District





TERRA - KYO



Citymap

Kyo

Kyo is one of the richest cities on Terra, it has an extremely modern architectural style, offering home to the Magnus corporation. Magnus is one of the biggest spacecraft and vehicle manufacturer, there are plenty of facilities inside and outside the city in its direct vicinity. Due to that the city is compared to a giant factory by some of the inhabitants. The Shadow of Vertigo syndicate is operating under the umbrella of the magnus company and stays out of illegal activities, at least to the knowledge of the public. The city is located at the edge of Terra and it sometimes feels like it is disconnected from the rest of the planet, doing its own thing and having its own rules. The city is always active and the night-clubs are open 24/7. Whenever you are going outside, you will hear a buzzing noise, distant sounds of machines and robots working, vague enough to not be an inconvenience, but loud enough for you to get the feeling of never shutting down completely.

NPC

Ynara Plia [Contact level 4]

Rich party planner, only deals with the elite, drinks vodka for breakfast

Species

Qhadan / Female

Location

Nobilis district, private property

Quests

Hires security for parties



MAGNUS

Magnus HQ [ND]
Level 5 pass

Security
XM7

SD

OD

Shadow Of Vertigo [Syndicate]
XM1 - XM7 gunmen
6 Centers



Centralis district



Nobilis District



Slum District



Occupatum District





TERRA - OKINA



Citymap

Okina

Okina is surrounded by massive plains that provide food for the gigantic herds of farm animals roaming through the steppes. The city itself has many facilities for processing the animals into edible wares and earned its nickname „Meatgrinder“ over the years. The syndicate and gang controlling districts are rivalling the official channels of food production and on the surface there seems to be a battle about the market, while in reality the Okasan gang is responsible for cheap products, the Grim Hymn syndicate for exotic wares not necessarily legal and the official channels are taking care of the regular wares. This symbiosis of providing different categories of meat for all kinds of needs turned out to be beneficial for the whole industry, as it is your go to place to fulfill any request you may have. In reality only some rich people in the nobilis district controlling the market are taking in all the wealth generated, while the population suffers.

NPC

Umi Lika [Contact level 2]

Retired farmer, oversees the farms his sons and daughters are now in charge of

Species

Terran / Male

Location

Centralis district, private property

Quests

Hires mercenaries for tasks to protect the farms

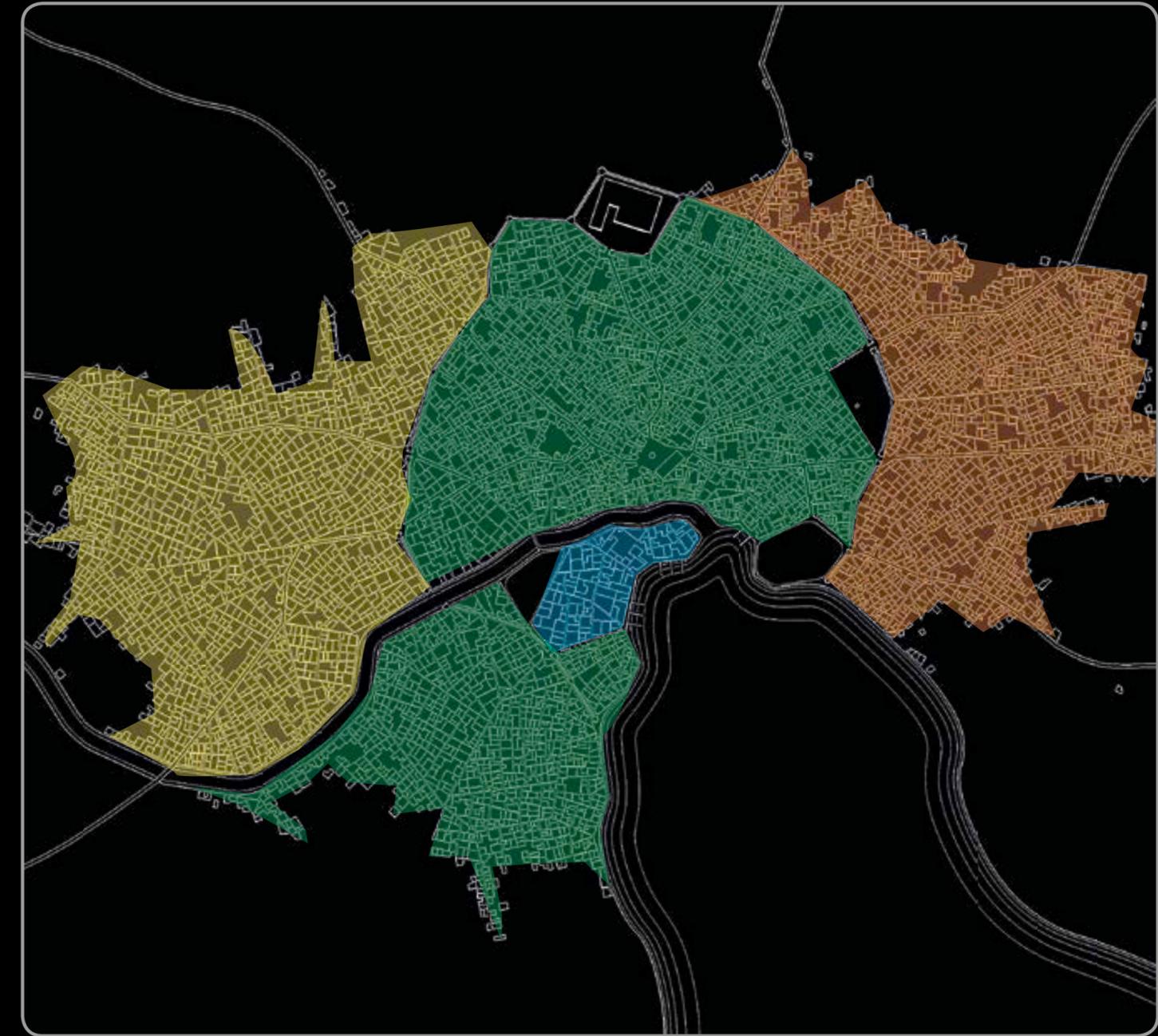
ND

SD

Okasan [Gang]
X1 - X7 gunmen
4 Centers

OD

Grim Hymn [Syndicate]
XM1 - XM7 gunmen
5 Centers



Centralis district



Nobilis District



Slum District



Occupatum District





TERRA - OLD LOONA



Citymap

Old Loona

Old Loona was originally just named Loona until they build New Loona, which burned down in an accident. Although New Loona does not exist anymore, the inhabitants of Old Loona decided to keep the name, as the city indeed is one of the oldest ones on Terra and they wanted to remember the fallen ionarians of the burned down city. The city itself is beautifully build, old architecture mixed with modern style buildings, a flair of nostalgia overcomes you when visiting this place. All through the city you can find canals connecting the various districts, where boats are floating peacefully through the cityscape. The Muti van Jollen gang is comparatively harmless, as their only occupation seems to be collecting smaller briberies from boats passing through their territory. The city is home to the VAV Partnership headquarter, which is officialy mostly involved in the financial sector, but there are rumors about other activities.

NPC

Kuma Sara [Contact level 0]

Owner of an animal shelter, heart of gold, always trying to help others

Species

Qhadan / Female

Location

Centralis district, Animal shelter

Quests

Needs security for escorting rare animals



PARTNERSHIP

VAV Partnership HQ [ND]
Level 5 pass

Security
XM7

SD

Muti Van Jollen [Gang]
X1 - X7 gunmen
7 Centers

OD

Borderline [syndicate]
XD1 - XD7 gunmen
3 Centers / 2 Centers



Centralis district



Nobilis District



Slum District



Occupatum District





TERRA - SIRRA



Citymap

Sira

Sira is located at the edge of the pine tree forests at the foot of the mountain range on Terra. The cityscape is dominated by trees and green vegetation growing all over the place. The air is clean and a healthy lifestyle is widely spread among its citizens. Sira is home to the D-Limited headquarters, one of the major fashion corporations, who take a lot of effort in producing their clothing lines out of natural resources harvested in the surrounding areas. In the occupatum district the Astro Magnata syndicate is pulling the strings, they are an obsessed cult of fanatics, who put all their efforts into observing the sky and preparing for an alien invasion. The architecture in the city is a mix of modern buildings and wooden structures, that seem completely natural, although they are the result of very advanced building techniques that were used in cooperation with eltrosan architects. You will hear birds chirping at any time of the day, who are enjoying their life.

NPC

Shika Oki [Contact level 2]

Accountant, loves rules and accuracy, always on time, has pet fish

Species

Isgran / Female

Location

Nobilis district, private accountant office

Quests

Interested in legal rare fish

D-LIMITED FAMILY

D-Limited Family HQ [ND]
Level 5 pass

Security
XM7

SD

OD

Astro Magnata [Syndicate]
XM1 - XM7 gunmen
6 Centers



Centralis district



Nobilis District



Slum District



Occupatum District





TERRA - TSUBA



Citymap

Tsuba

Tsuba was once planned to be the shining light in the southern territories of the planet, surrounded by huge farmlands. Many people were lured into that area with the unkept promise to build a new life, turning the land into an agricultural goldmine, but a lot more people came than the wealth generated by the land had to offer. As a result of that the city grew rapidly with people making questionable life choices and only the farmers who managed to establish wealth outside the city, living in the countryside managed to get a piece of the cake. The city is now mostly controlled by the Brailota gang, who are feeding the urge of the population for a better life with drugs, which are harvested from the areas surrounding the city. Not much is going on in the city itself, it manages to hide its size quite well by the lack of metropolis architecture and you would never expect it to be that big while roaming around, but it gets revealed once you fly over it.

NPC

Bolos Jinx [Contact level 3]

Chief of the main Tsuba fire station, energetic, confident, always a man of action

Species

Qhadan / Male

Location

Centralis district, Fire station

Quests

Hires private investigators for related hazards

ND

SD

Brailota [Gang]
X1 - X7 gunmen
11 Centers

OD

Unisono [Syndicate]
XD1 - XD7 gunmen
2 Centers



Centralis district



Nobilis District



Slum District



Occupatum District





SHINRA

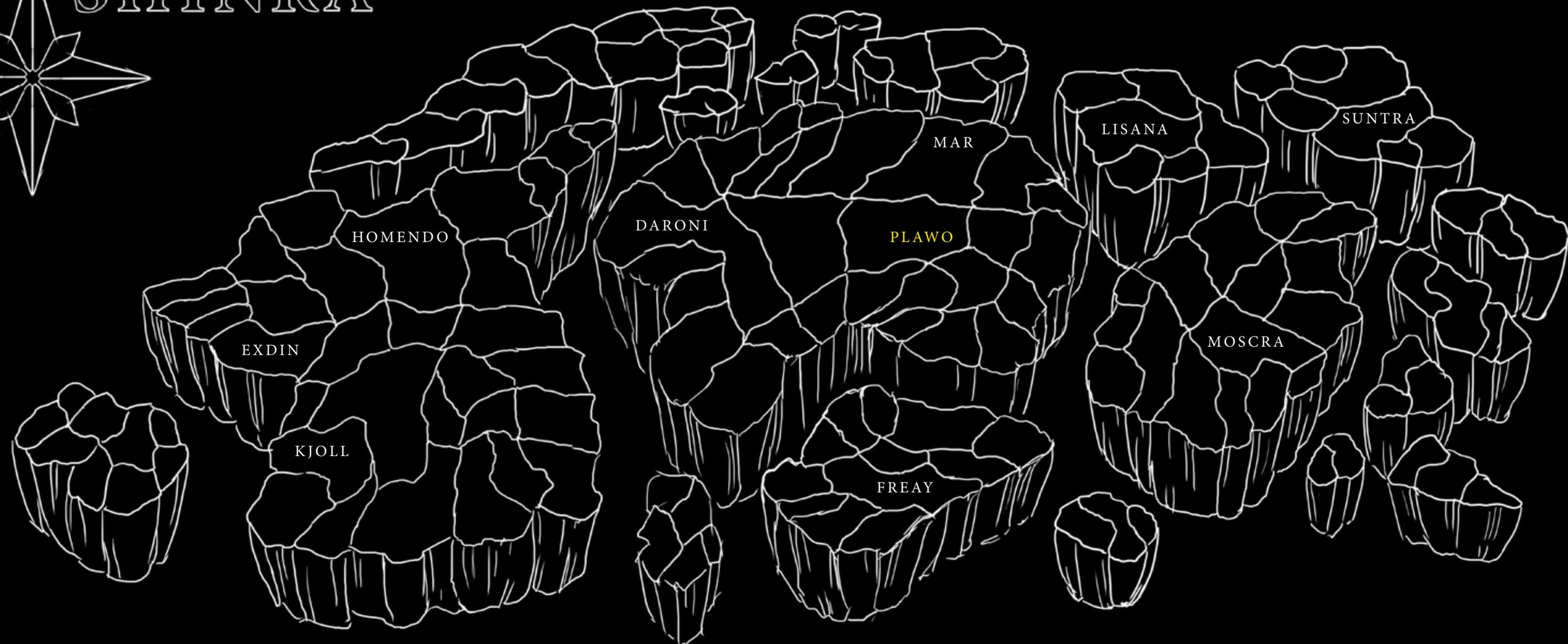


SHINRA

Worldmap



SHINRA





SHINRA - DARONI



Citymap

Daroni

The population is split in Daroni, the wealthy have cut themselves off completely from the society and live behind a giant wall seperated from the rest of the city by a huge slum district, far away from the city center. What exactly is going on there and why they cut themselves off is not exactly clear, but it can not be good, probably. The slums are wild, the Quxer are always open for a fight and you can hear gunshots coming out of the slums at every time of the day, or night. The city center itself is actually quite nice and it feels like the you are entering another world when switching districts. The Cin have completely closed their district and it is also not clear, what the hell they are doing. As long as you stay in the centralis district, you will be fine, but there are all kinds of dubious things going on in Daroni, that make leaving the wonderful shopping malls and residential areas of the city center a questionable choice most people regret.

NPC

Vram Ix [Contact level 3]

Chief of security of the Daroni space harbor, strict, passionate about his job

Species

Isgran / Male

Location

Centralis district, Space harbor

Quests

Hires security for special occasions

OD

SD

Cin [Gang]

XM1 - XM7 gunmen

3 Centers

OD

Quxer [Gang]

X1 - X7 gunmen

7 Centers



Centralis district



Nobilis District



Slum District



Occupatum District





SHINRA - EXDIN



Citymap

Exdin

Exdin is a pearl under the ocean, the streets are extremely clean, the city is in great shape and the population seems happy. The city is home to Prime Corp, who are real estate giants, focussing on construction work and who are one of the main reasons Exdin is such a beautiful city. Experimental constructions, abstract looking skyscrapers, statues and well planned alleys with big weird looking plants growing at their side enlighten the cityscape. The Jeeters have seized control over several districts, but it is not exactly clear, what kind of business they are in, maybe they are just power hungry individuals working under the umbrella of the wealthy, seizing control for the sake of it. The city center is peaceful and there the crime rate is low, which probably can not be said about crime rates at corporate level, as real estate corporations always are quite shady. Exdin has the tallest building on the whole planet, which is unsurprisingly the HQ of Prime Corp.

NPC

Grigi Doxo [Contact level 1]

Model maker, builds amazing replicas, patient, chill, relaxed, listens to classical music

Species

Shinran / Female

Location

Centralis district, private property

Quests

Interested in blueprints for her models

p r i m e c o r p

Prime Corp HQ [ND]
Level 5 pass

Security
XM7

SD

Jeeters [Syndicate]
XC1 - XC7 gunmen
6 Centers

OD

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Centralis district



Nobilis District



Slum District



Occupatum District





SHINRA - FREAY



Citymap

Freay

Freay is one of the oldest cities on shinra and once was completely flooded, due to mistakes that were made during construction on the dome that protects the city. Large parts of the city were destroyed and although a lot of effort went into restoring the beautiful architecture and reviving the cities original spirit, large parts of Freay remain in bad shape and the Mosqva gang has taken over the slums. In the centralis district and nobilis district are constant constructions going on to this day, to bring back the glory of the old days to the city, but as it turns out, tearing the city down and rebuilding would have been a lot less work than trying to meticulously restore what was once lost. The complete reconstruction of the city will probably never be finished and it will most likely take another few hundred years, before there is a light at the end of the tunnel. But where desperation is, there is hope, at least thats what they tell each other in Freay.

NPC

Lipar Chom [Contact level 1]

Architect, tries to rebuild the city, ambitious, clumsy, can be a little deranged sometimes

Species

Eltrosan / Male

Location

Centralis district, private office

Quests

Hires security for construction sites

ND

SD

OD

Mosqva [Gang]
 X1 - X7 gunmen
 7 Centers



Centralis district



Nobilis District



Slum District



Occupatum District





SHINRA - HOMENDO



Citymap

Homendo

Homendo is the most criminal place on Shinra, the Wormats and Infinity Romblin keep shooting people for the most minuscule things. There are no wealthy people in the city and the centralis district is controlled by a corrupt gang of cops. All districts are being in some form terrorized and oppressed by the groups in power. Most of the business activities from the gang, syndicate and police are drug related, it is hard to find clean people as there is no other way to deal with the amount of shit going on here. The centralis district can be visited if you have enough pocket money to bribe the cops and mind their own business. A lot of the buildings are actually not that bad, but they simply never got finished. Somewhere along the line of the construction of the city, things got out of hand and while you can see construction sites all over the place, many of them have been there for many years and will probably never be finished.

NPC

Hijka Niro [Contact level 4]

Leader of the WORMAT gang, brutal, ignorant, loves violence, despicable

Species

Eltrosan / Female

Location

Slum district, WORMAT HQ

Quests

Hires assassins to get rid of enemies

ND

SD

Infinity Romblin [Gang]
XC1 - XC7 gunmen
9 Centers

OD

Wormat [Gang]
X1 - X7 gunmen
7 Centers



Centralis district



Nobilis District



Slum District



Occupatum District





SHINRA - KJOLL



Citymap

Kjoll

Kjoll is a weird city, large parts of the city are in bad shape and controlled by the Gremlins gang. The Aquatos syndicate is the leading syndicate in terms of trading with illegal sea life creatures and plants, they specialized in capturing and selling animals that are on the protected list of shinra, but since they are not really endangering any species and are quite interested in preserving their resources and simply drive the prices into the sky, they are not stopped by the UIP. Extinction events are seen as a threat of the stability of the system and the UIP has a close eye on the Aquatos, but they have not seen the necessity of stepping in yet. The wealthy like to feast on the exquisite sea life and very little food is imported into Kjoll. As a result of providing almost everything for themselves regarding food supplies, the city is filled with fish markets and you can see the weirdest stuff on the streets, you can never be sure about if it was pulled out of the ocean or made.

NPC

Lamad Frovi [Contact level 7]

Taxidermist, has plenty of living animals, wants to preserve memories of loved ones

Species

Qhadan / Male

Location

Slum district, private property

Quests

Needs assisting in rescuing animals in distress

ND

SD

Aquatos [Gang]
XD1 - XD7 gunmen
4 Centers

OD

Gremlins [Gang]
X1 - X7 gunmen
7 Centers



Centralis district



Nobilis District



Slum District



Occupatum District





SHINRA - LISANA



Citymap

Lisana

Lisana shows the contrast of wealth and poverty like no other city on shinra. There are extremely nice and wealthy districts, next to the poorest slums you can imagine. The houses are falling apart, most of the inhabitants in the slums are drug abusers, while the rich live in shiny mansions which are more like building complexes than single houses. The sheer size of the buildings in the nobilis district is astonishing. There are rumors that the Ulysses company is directly involved in these circumstances, as they are a research company focussing on the biology of the inhabitants of Ionar. Dark minded people claim they are intentionally keeping the slum district the way it is to run tests on the living population, but maybe there is something to it and the people making those claims are not that dark minded after all. When walking through the city, you can not shake off the feeling that there is something wrong, something behind the curtain.

NPC

Escor Novo [Contact level 2]

Cook, suspiciously active, sleeps very little, extremely good at his job, sees cooking as art

Species

Isgra / Male

Location

Centralis district, restaurant

Quests

Interested in rare spices



ULYSSES

ASSOCIATION

Ulysses Association HQ [ND]

Level 5 pass

Security

XM7

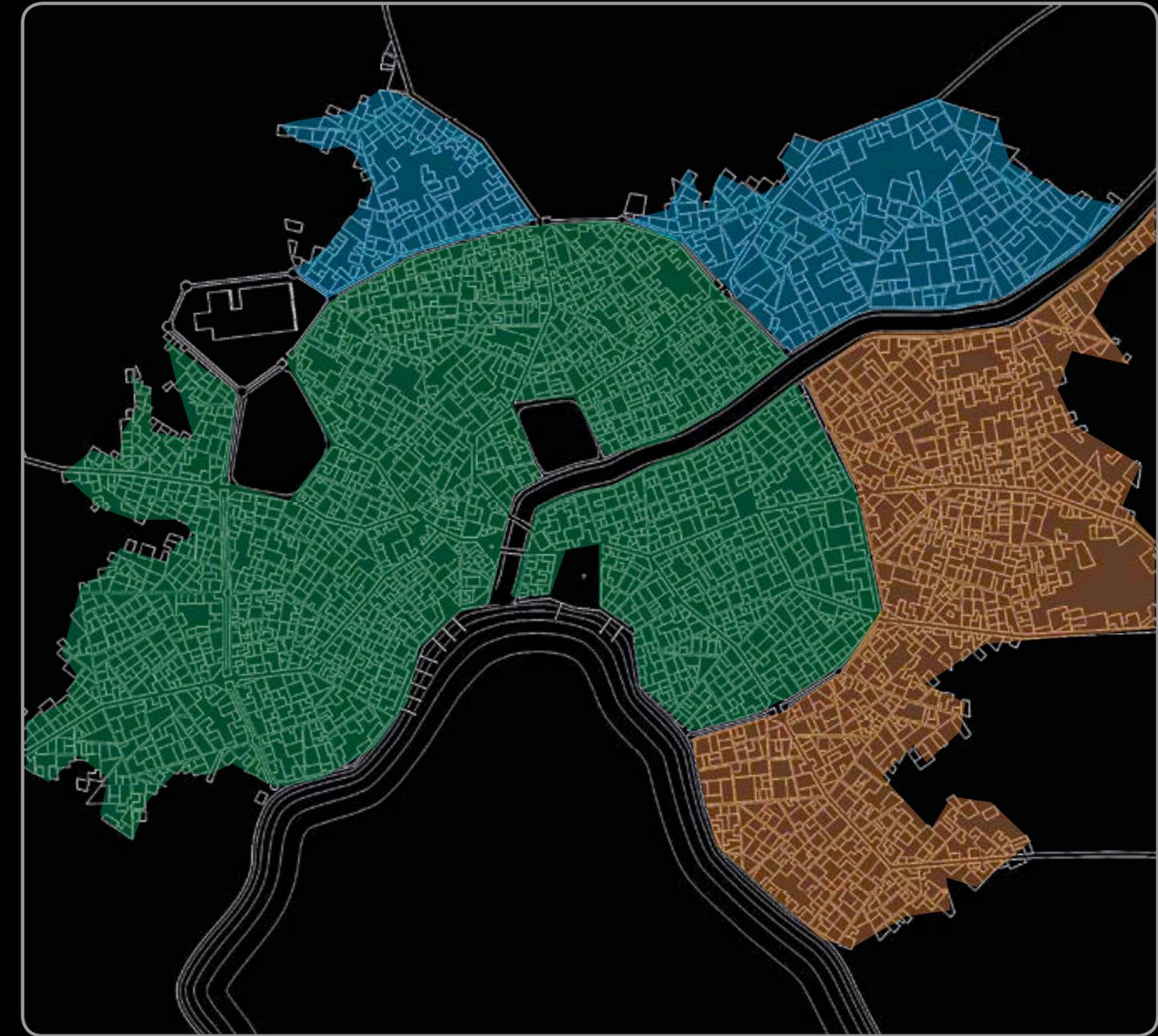
SD

OD

Sinister Pelts [Gang]

X1 - X7 gunmen

7 Centers



Centralis district



Nobilis District



Slum District



Occupatum District





SHINRA - MAR

Citymap



Mar

Mar is a very modern city and home of the OQO corporation, who specialize in the production of computerchips and electronic devices. The city is quite wealthy and there are blinking neon lights all over the place, making it look like christmas tree on LSD. Someone started the trend of advertising their stuff with neon signs and the spiral was started. The next sign had to be bigger than the one before and since signs run out of place at some point, the floor, walls and even the roof - the inside of the dome - got plastered with lights and signs at some point. The city is always shining and blinking in all imaginable colors, which somehow does not seem to bother any of the citizens as they seem to actually enjoy it. A lot of tourists flood into the city to see the spectacle, parades are being held weekly with lightshows and lasers, the madness has no end. On the other hand, it is indeed really impressive and quite a view unlike anything else to experience.

NPC

Qu Lee [Contact level 1]

Street doctor, specialized in cyberware, can fix anything, quiet, always smiling

Species

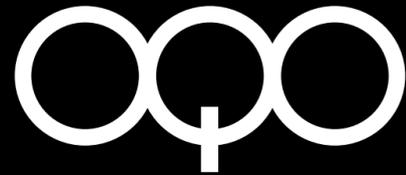
Shinra / Female

Location

Centralis district, doctors office

Quests

Interested in buying cyberware



OQO HQ [ND]
Level 5 pass

Security
XM7

SD

Mory Santory [Syndicate]
XM1 - XM7 gunmen
3 Centers

OD

--



Centralis district



Nobilis District



Slum District



Occupatum District





SHINRA - MOSCRA



Citymap

Moscra

Moscra is the oldest city on Shinra, beautiful architecture that reminds you of the beginnings of the solar system colonization can be found all over the place. The city seems to have never been interested in catching up to the newest trends and it feels like entering a different era of time when you are roaming the streets. Oldtimer vehicles and antiques in the shops, less neon lights and less colorful than the other cities on the planet. The slums are inhabited by people who seem to have lost the interest of staying up to date and unlike the nobilis district, preferred to leave everything the way it was, which means restoration is non of their business. The city is full of strange vegetation, underwater plants that were genetically modified to survive in an oxygen atmosphere, to make it look like as if you are still on the ocean ground, while ignoring the fact that you are under a modern technology dome, that provides an alternative way of living.

NPC

Sinpa Gami [Contact level 3]

Oldtimer trader, wealthy, down to earth and has no problem getting her hands dirty

Species

Shinra / Female

Location

Nobilis district, private offices

Quests

Interested in obtaining old vehicles

QIU

QIU HQ [ND]
Level 5 pass

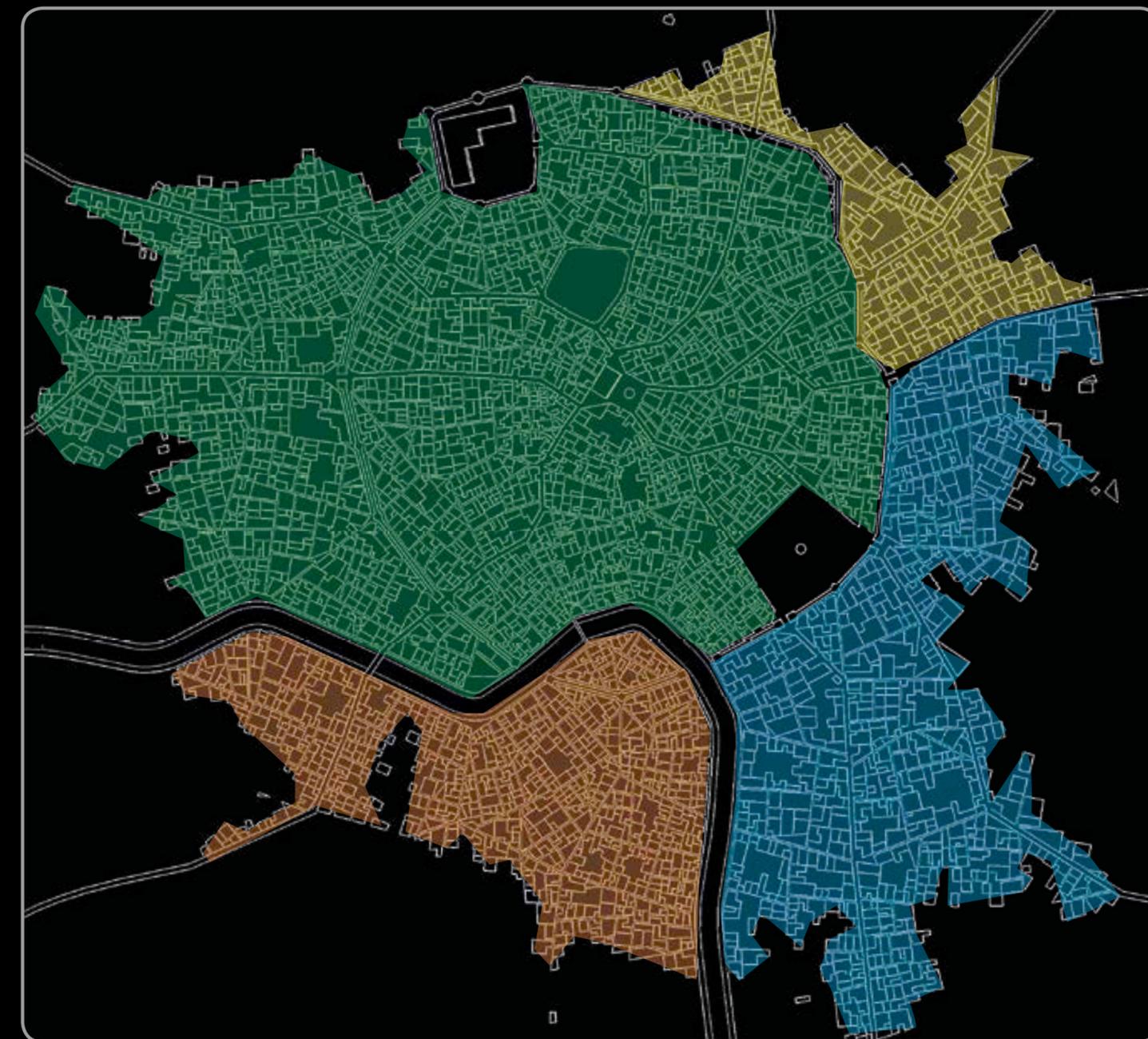
Security
XM7

SD

Wrath Of Ona [Syndicate]
XC1 - XC7 gunmen
2 Centers

OD

Wingnuts [Gang]
X1 - X7 gunmen
4 Centers



Centralis district █ Nobilis District █ Slum District █ Occupatum District █



SHINRA - PLAWO



Citymap

Plawo

Plawo is the capitol city of shinra and the center of attention of all inhabitants of the planet. Trends and styles, fashion and art, the capitol is a pulsating heart pumping out streams of culture. The city is extremely modern and home to the CCE Unlimited corporation, who are the main manufacturer in the submarine industry. The streets are glowing in magenta, the vehicles float through the street canyons making buzzing noises, the city is lively and full of activities. Plawo never sleeps, as time is just a matter of perspective in the permanent dark, down in the water. The city itself is fairly new and it was planned out completely, with an impressive center, that only the wealthy can afford to live in nowadays. Security measurements are very high in Plawo, it is one of the safest cities in Ionar, but although no syndicate has managed to gain access over any district, under the nice surface are always layers that hide activities and black markets.

NPC

Pio Sabba [Contact level 5]

Head of the CCE unlimited security, private person, not very talkative

Species

Shinra / Male

Location

Nobilis district, CCE HQ

Quests

Hires professionals for unofficial investigations



CCE Unlimited HQ [ND]
Level 5 pass

Security
XM7

SD
--

OD
--



Centralis district



Nobilis District



Slum District



Occupatum District





SHINRA - SUNTRA



Citymap

Suntra

Suntra is number one party zone for all shinrans, there are clubs, casinos, bars, strippers, whatever you can imagine spread over the city, with its center in the occupatum district. The wealthy people and owners of most of the establishment live in the nobilis district and employ the Jor Por syndicate to keep control over their businesses. The slum district took the term party hard a bit too literally and once was the original party mile, but now has a lot of run down establishments. There are still a few underground clubs to be found, that are worth visiting, but criminality is high in the slums and if you want an undisrupted visit you will probably prefer visiting the more fancy locations. Suntra is loud and busy, drums and beats coming out of the doors, vehicles with their speakers turned up to 11 racing through the streets, everyone seems to be under the impression that resting is just a waste of time and you may miss the newest dance that is trending.

NPC

Xinpo Elex [Contact level 5]

Owner of multiple clubs and head of the Jor Por syndicate, relentless, reckless, always in good mood

Species

Terra / Male

Location

Occupatum district, Club

Quests

Hires professionals for specific tasks

ND

Jor Por [Syndicate]
XD1 - XD7 gunmen
4 Centers

OD

Boozlers [Gang]
X1 - X7 gunmen
5 Centers



Centralis district



Nobilis District

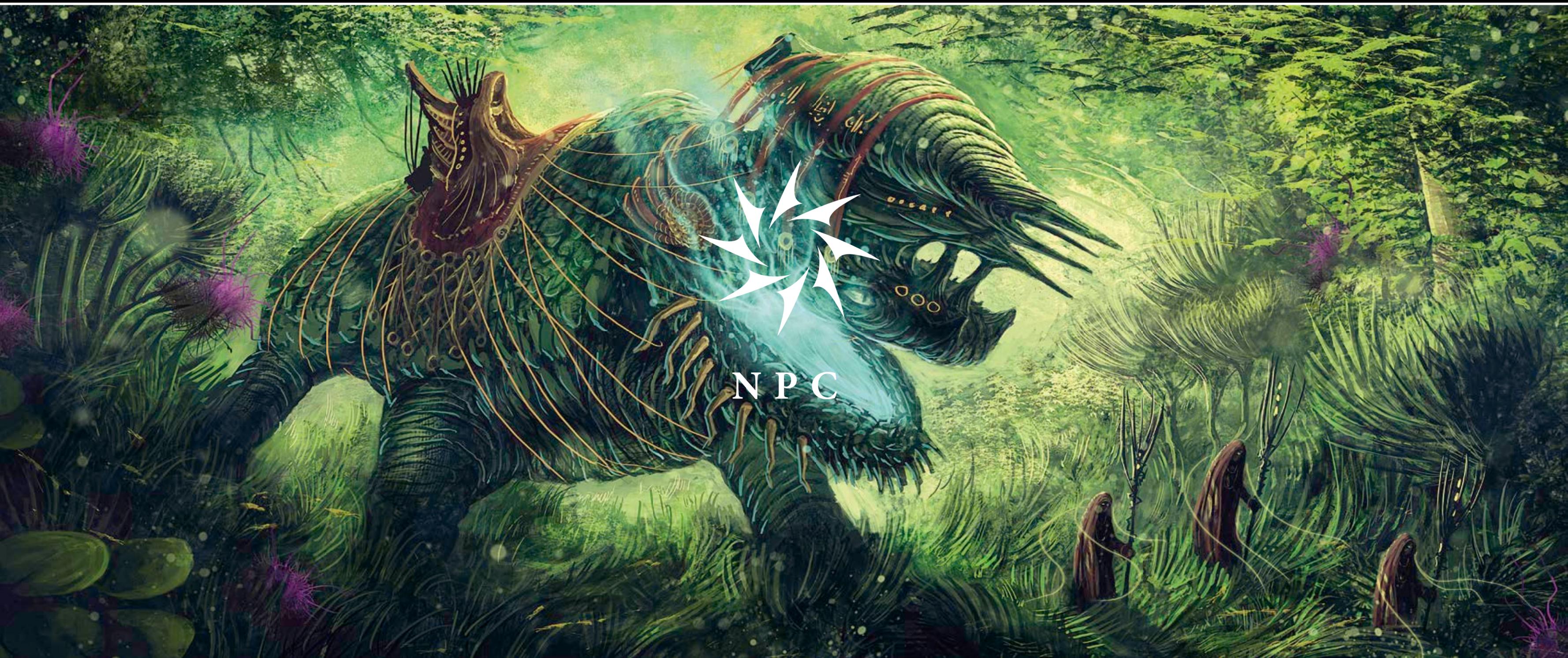


Slum District



Occupatum District





N P C



BELZELOTZ

NPC



BELZELOTZ

Belzelotz

Deep in the caves of Qhada, buried and hidden in the shadows, you can find the Belzelotz. Well, to be correct, you can not find him, as nobody before you has ever managed to do so. Now imagine some mysterious sounds and wind blowing, wood creaking in the background and goosebumps going up your neck.

Now back to reality. The simple truth is, the Belzelotz is in direct contact to the UIP and claims to know the origin of the solar system and claims to have witnessed the beginning of the Ionar colonization, but it is more likely he is just a result of some UIP DNA experiment, a mutated qhadan, who has gone a little mad over the years and likes to tell a good story. In fact, he is a bestselling author, although not under his real name and some UIP contact manages all his business. The cave system he lives in is comfortable and has a wide range of different facilities, from gigantic rooms he can fly around in, to small rooms for guests, he can't even fit his head through the door.

What kind of business he conducts with the UIP is something he will never talk about, same as his knowledge about Ionar, that he won't share. He really tells good stories though, and in the very unlikely case, that you will ever manage to find him, you either get your head bitten of or you are happily invited in for a cup of tea.

Messing with Belzelotz is not the best idea, in fact, it is one of the worst ideas you can come up with, as you get a UIP funeral, after your failed attempt of doing harm to him.

Experience

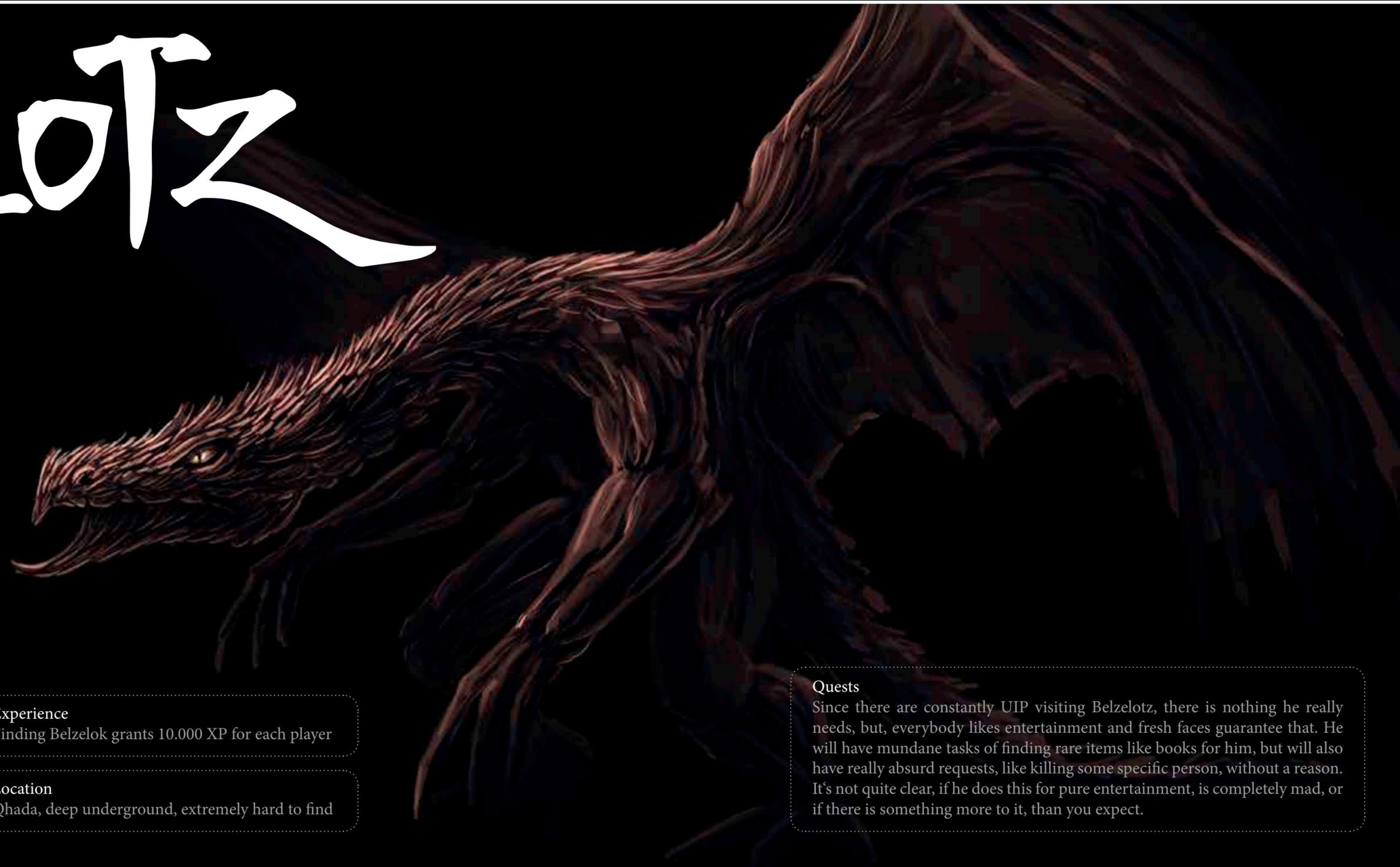
Finding Belzelok grants 10.000 XP for each player

Location

Qhada, deep underground, extremely hard to find

Quests

Since there are constantly UIP visiting Belzelotz, there is nothing he really needs, but, everybody likes entertainment and fresh faces guarantee that. He will have mundane tasks of finding rare items like books for him, but will also have really absurd requests, like killing some specific person, without a reason. It's not quite clear, if he does this for pure entertainment, is completely mad, or if there is something more to it, than you expect.





V O R I M

NPC



VORIM

Vorim

Somewhere in the deepest place on shinra living in a private dome with the size of a small city, Vorim leads a team of scientists, devoted to their research of the eternal life, by altering the cell structure and adapting the biosystems of lifeforms with renewable bodies. It is known, there are deep sea creatures, who will not die of the natural aging process and Vorim has dedicated her life to find out their secret and adapt it. As it turns out, she was successful. Now you may wonder, why she hasn't gone public with it, why nobody knows about it and why she chooses to live far away from the society with a group of thousands of people, hidden away. The reason being, the methods for eternal life work, but only as long as you stay in the dome, in the artificial environment they created. Leaving the dome would result in the immediate death of some of the inhabitants, who are already there with Vorim since the beginning, several thousand years ago, when the dome was just a tiny deep sea station. The dome is currently extended and there are massive constructions going on to expand the structure and make room for the society to grow. Additional domes are built, connecting tunnels to the new domes are on the way and some of them are ready to be moved in. The population is currently rapidly exploding, as the infertility problem was fixed a few years ago, which was a result of the cure for eternal life. The city itself is called Vorim, after its founder, the inhabitants call themselves vorims and they are dedicated to a life of science and the research on deep sea wildlife, as they wonder, what kind of other secrets are still hidden down there, aside from eternal life, that they have not yet discovered. Since they are already doing that for such a long time, you can expect secret technology in their possession. Don't expect a bunch of old people - beings that have been around for this long and are still alive, have wisdom and experience, combined with an unbreakable willpower to survive. On the surface, they would die, but down here, in their territory, you won't stand a chance.

Quests

Since leaving the dome is impossible for Vorim and almost all of her team, she always has some errands to run, things to collect from the surface and missions to go on for her. Trusted persons are also sometimes invited to go with her on deep sea missions, in special vessels that allow her to leave the dome.

Experience

Finding Vorim grants 15.000 XP for each player

Location

Shinra, secret laboratory, extremely hard to find



Additional Information

If you are getting more trusted by Vorim, you will find out, that they may very well leave the dome, as long as they stay in the deepest waters of Shinra, as their technology has been adjusted, to not be limited to a small place. Leaving the deep seas is still out of the question and they do not expect any changes to that, even after thousands of years of research. Those who want to live forever, will have to commit to a life at the bottom of the ocean. Vorims do not accept outsiders to live with them, but since literally nobody except them knows of their existence, this isn't a problem for them.

The UIP are the only one, who might have knowledge about them, but the vorims are no threat and they are most likely interested in protecting them and their secret.

Appearance

As a result of her experiments, Vorim underwent some mutations, that make her stand out from other shinrans. Her eyes are glowing in a bright yellow tone and her skin is leathery. She is said to be one of the oldest shinrans alive, but nobody really knows how old she really is.



N A Z H G A

NPC



NAZHGA

Nazhga

Nazhga is a cult leader, living outside of society, in a well hidden temple, somewhere in the desert of Isgra.

Public knowledge:

Every now and then, there are cultists send out, to recruit new members. The ongoings in the temple are unknown, as the recruitment attempts are strangely always succesful and there is noone out there having refused their requests, being able to tell what the recruiters had to offer. Sometimes members come visit their family, they are clearly in good health and very happy with their life, it is not an abusive cult, but they don't tell anything about their life to non members. There have been attempts to follow the recruiters to investigate the cult, but they always vanish into thin air in the middle of the desert with no trace left and it is not possible to reach the temple without a member of the cult.

Cult knowledge:

The temple is one of the leading producers of comic books and host to their fanatics. The best and most well known comics are produced here, providing the temple with a huge income to go full on nerd style. It is basically a big convention going on 24/7, with cosplayers, events and new publications going out daily. The recruiters seek for other like minded Ionarians, who are always immediately blown away to live the life of their dreams, doing what they love, being it involved in the production of comics or just the plenty of tasks revolving around the life in the temple, while enjoying the luxury. Since comic fans are often mocked for being childish, they keep their activities secret. The temple is so huge, it has grown to a small city. The temple is well secured and you can be sure, that a lot of the cosplayers take this way more serious, than you would expect. You may be surprised finding out, that those guns aren't props and gaining „super powers“ is no joke for the cultists.

Quests

Nazhga is always looking for rare comic books, finding new artists to work at the temple or sometimes has requests for rare materials and wares, that are not attainable legaly, to help produce the newest comic. Buying a weapon, because they need reference material for the artists

Experience

Finding Vorim grants 5.000 XP for each player

Location

Isgra, secret temple, very hard to find



Appearance

Nazhga has cybereyes, that glow red in the dark and emit strange smoke coming out of the eyeballs. Nazhga is refered to as „it“ and „Being of Eternity“, the gender, age and origin are unknown. It claims to have climbed out of the eternal fountain, but who knows what that really means. Nazhga underwent a lot of plastic surgery to achieve a comic-like facial structure, it is clear the cat is out of its mind.



L

NPC



HE WHO HAS NO NAME

L
 On board a small cloaked space station, deep in space, unknown to anyone, L is pulling strings in the networks, controlling data flow and manipulating informations. His true motivations are unknown, it is obvious he is not interested in doing harm, his actions are beneficial to the public and he is helping to uncover corruption and wrongdoings as a firm believer of justice. Sometimes you wonder, if it is the act of helping or the punishment of criminals, that motivates him, as he clearly takes a joy in watching them suffer, even if their suffering is a result of their own actions. The technology on board his space station is out of this world, computer systems you can not find anywhere else in Ionar, a lot of them seem to be modified or masterly build from scratch to fit his needs, there are no half assed parts thrown together to be found, everything is extremely well made and clearly the work of a trained expert and professional. The origin and the background of L are unknown, as well as his real name or any personal informations, but it is highly likely he is an ex UIP network specialist and engineer for computer systems, with the knowledge to infiltrate any system. If you are looking for the best hacker in Ionar, you have found him, or more likely, he has found you, as you will not be able to escape the ever watching eyes of his observation. His existence is known in the public, as he leaves his mark on the networks, but nobody knows anything about him, aside from his name in form of the one letter. Some speculate that he is an AI, that managed to escape the radar of the UIP and if you ever manage to find him, there is a strange aura around him, that makes you think there is something hiding behind his eyes, that is not biological. His presence is hidden under a strange exosuit, made from biological materials and you always wonder what is hidden underneath his layers. Confrontation with him is useless, as he fries your brain and cyberware across the solar system and you are left as a small pile of dust on the floor, until he navigates a drone to your remains, to pee oil on what is left of you, just to send a message not to mess with him.

Quests

Hands out special mission items, small transmitters, he wants you to install in all kind of facilities, to build up his network. The early test runs may be easy for you, but he is mainly interested in high security runs on headquarters and extremely well protected systems.

Experience

Finding L grants 30.000 XP for each player

Location

Space, secret vessel, close to impossible to find



Additional Information

If you manage to establish a connection to L you will be tested at the beginning, before you have earned his trust. Later on, he may step in and help you out in missions, to get you out of hopeless situations, if it is in his own interest. He has no interest in babysitting you and no time for mundane tasks, he believes in strong independent minds, that have to figure out their way on their own, but on some very rare occasions, you may get unexpected help from the outside, security systems shutting down, doors opening and enemies being fried in front of your eyes. When or when not he will help you out, is really hard to say, as the logic he follows is far from your comprehension. There is a logic to all his doings, but it is never obvious or understandable for you.

Appearance

L is a mutant, some believe he is a mix of qhadan and shinran, but it isn't even sure he has DNA of either one of them. He is tall, muscular and moves in a mix of elegance and roughness, like a ballet dancer mixed with a street fighter. He never blinks and his face is stale, he is said to sleep with open eyes.



GLOSSAR / IMPRINT



G L O S S A R

Common Terms Used In Vortex Flux



Aegis [--]

The armor rating of characters.

Asteroid Belt [--]

A ring of asteroids surrounding the nozomu and the dyson sphere.

Backup [BAC]

Cyberware data storage installed in your character, slower than the capacity and can not be used for skills.

Badger [--]

One of the character divisions, dual blaster weapon system and master of gravity.

Capacity [CAP]

The amount of data storage you have available on your cyberware.

City Distance [CD]

The distances of cities on planets is measured in CD.

Combat Area [CA]

Combat areas consist of multiple CZ and are the battleground of the game, where all fights take place.

Combat Mode [CM]

Once entering combat, the game switches to turn based mode and CM is initiated.

Combat Zone [CZ]

In combat mode one CZ is equal to one action field.

Contact Level [CL]

The authority level characters have and how hard it is to initiate dialogue with them.

Crypto [C]

The currency in the solar system, available in cash and over the ISN.

Cyberware [--]

Implants that improve all aspects of your character.

Detectability [--]

The range your character can be detected in.

Detection [--]

The range in which you can detect enemies.

Dialogue Attack [--]

Charming, humoring or convincing someone with knowledge to increase the IR or get NPCs on your cause.

Distance Unit [DU]

The standard unit to measure distances for travelling in Ionar.

Drones [--]

Very small vessels on board the shinokumo that can be deployed for various tasks.

Dyson Sphere [--]

A gigantic construction site of a dyson sphere power plant, which has the goal to harness energy from the nozomu.

Eltros[an] [--]

The third planet, covered with jungle and mangroves, home of the birds.

Flux [--]

The amount of flux points you have during combat to use skills.

Free Roam [FR]

When traveling the universe, you are in free roam mode, meaning actions are not turn based.

Ghost [--]

One of the character divisions, dual sickle weapon system and master of wind.

Individual Reputation [IR]

The reputation you have to one individual character.

Inner City Distance [ICD]

Travelling inside cities requires ICD.

Inventory [--]

The storage room on your character to transport equipment and items.

Inventory Slots[IS]

The amount of room you have in your inventory or how much room items you carry around require.

Ionar [--]

The solar system with 1 star, an asteroid belt, 5 planets and 20 moons.

Ionar Science Union [--]

The union of scientist devoted to catalog the whole solar system, with its main focus on lifeforms.

Ionar Space Network [ISN]

The solar wide network connecting everything.

Isgra[n] [--]

The second planet, covered in deserts, home of the cats

Lander [--]

Transportation vessels on board the shinokumo that can be used for various task.

Moon Distance [MD]

The distance of moons to their home planet is measured in MD.

Nozomu [--]

The star of the solar system, sometimes referred to as „burner“.

Planet Distance [PD]

Travelling between planets is measured in PD. Maximum distance is four PD, the shortest is one PD.

Power [--]

The amount of energy your power core of your cyberware or the shinokumo can put out.

Public Reputation [PR]

The reputation you have in the public, important for all regular characters.

Shadow [--]

Your hitpoints.

Shinokumo [--]

Your non combat stealth spacecraft and home.

Shinra[n] [--]

The fifth planet, covered in oceans and ice on the poles, home of the octopus.

Shop Level [SL]

Indicates what grade of wares can be bought or what SL is required to buy the wares.

Simulated Intelligence [SI]

Artificial intelligence that works in restricted algorithms without the ability to learn or deviate from its programming.

Skills [--]

Skills and spells you can cast during combat or use in FR mode.

Spartan [--]

One of the character divisions, blade weapon system and master of electrons.

Standard Data Jack [SDJ]

The standardized jack necessary to connect to the network and all kinds of devices, used for data transmissions.

Standard Power Jack [SPJ]

The standardized jack necessary to connect to the power system of all kinds of devices, used for energy transmission.

Terra[n] [--]

The fourth planet, covered mostly with plains, home of the apes.

The Big Whales [--]

The 25 biggest companies in the solar system.

Qhada[n] [--]

The first planet, covered in rocks and deserts, home of the lizards.

United Ionar Peacecorp [UIP]

The solar wide government and military force.

Valm [--]

A moon orbiting Eltros, home of the UIP headquarters and the main capitol of the whole solar system, Ionar.

Voodoo [--]

One of the character divisions, staff weapon system and master of fire.

Vortex [--]

The essence of life you gain each level that can be spent to implement cyberware.

Vortex Flux Pandora[VFP]

The mysterious and most important cyberware in vortex flux.

Vortex Cost [VC]

Amount of vortex required to install the cyberware.



I M P R I N T



You made it, you have reached the end of the book. Congratulations ... or my condolences ... not sure.

THANK YOU FOR PLAYING!

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