

GRAND HUNT

The Star Nexus has found another habitable planet. Four sapient species exist on its surface, seeming to co-exist in a state of uneasy peace. The telltale signs of an Illuminated Horror carcass emanate from its core, releasing the characteristic energy some refer to as "magic". Their technology is somewhat held back by this development, in most respects being roughly equivalent to western Europe in the high middle ages.



A good hunting ground. Time to land- which realm?



LICH KINGDOMS

In the northwest lie the patchwork kingdoms of dozens of Liches, all competing for dominance over the largely sparse lands where they live. In past times, a great empire thrived here; the bodies of thousands of years of civilisation are now brought out from the ground, either serving in a massive undead army or assisting their grand construction projects as labourers.

Some say that the Deathlord Thesk will soon use some hidden power to throw down his rivals and unite the kingdoms once more.



SYLVAN REALM

The Sylph are a race of plant-like humanoids, inhabiting the lush forests of the west of the main continent. Their sole requirement is sunlight, so without a need for agriculture or domestication they were slow to produce technology. However, biologically they are very tough and surprisingly dextrous.

Their government is a democracy, each Sylph having equal weigh in policy matters. They are welcoming to refugees and outsiders, who often become citizens and bring their cultural and technological knowledge.



INFERNAL REALM

The rapidly expanding realm of the Demons was created entirely by mistake. Faery magic reached its pinnacle with the construction of a machine which could create matter from the imaginations of its users; however, the Fae did not count on the power of the Id.

After the ensuing tide of Demonic fury, they began to construct an Empire in vague imitation of their creators' society. However, rulership is determined by the bloodline of the first emergent Demon, a manifestation of Pride named Rehkak. His descendants' succession crises often throw the nation into civil war.



ELVISH LANDS

While the various Elven polities appear to be in a dire situation, pressed on by the Demonic legions and restricted to largely poor land in the north, the Elves are in fact undergoing a technological, magical and cultural renaissance. Their shaky alliance with the Deathlord Thesk has introduced many new ideas and artefacts from the Ancient Empire.

While politically distinct, the Elves have a common foreign policy, determined by the sprawling Celestial Bureaucracy in their white towers.



MONSTER HORDES

Something about the wilderness here, forests, deserts and plains, makes monsters. Strange creatures ranging from the size of dogs to the size of mountains wander these landscapes in a orgy of natural selection, with the strongest or most adaptable surviving. Somehow, they grow much faster here and need less food than in other regions- which often leads to the death of monsters leaving this territory.

However, it appears to be growing...



FAERY DOMINION

Once a realm that spanned continents, the Dominion now struggles to hold on in the face of persistent Demonic incursions onto their remaining territory. Their heartland lost, they hurriedly built up their southern colonies and geared their society for a last stand.

The Queen Lairna has tightened her rule over this time, and is reshaping the Faeries into something rather less civilised and rather more dangerous...

As a Hunter, you are here to exploit this newly discovered world. The Nexus has interests in the planet that you can further; recall stations will be set up either in your base or a set location for you to send up objects of interest to the orbiting station.

You are not alone; others have come here with similar goals, and may be in competition with you.

EQUIPMENT -400 POINTS

EXOSUIT

No Hunter goes anywhere without their Exosuit. It is the most versatile and adaptable item in your armoury, so look after it.

There are several general types of Exosuit.

Skin - no additional cost

Suit - 25 points

Juggernaut - 50 points

Given modern synthetic muscle and neuronetworking, speed and dexterity are similar for each type. Earth bioengineering has already vastly improved your longevity, regeneration speed, digestive efficiency, and water retention.



Features

Flight

Wings - 10 points

A pair of duramesh wings, enabling flight or gliding over terrain. Max speed 30 mph.

Jetpack - 25 points

This plasma jetpack allows rapid acceleration and deceleration, but only has five minutes' charge. It recharges at a rate of one second flight time per minute.

Anti-Grav - 75 points

Indefinite range, no altitude restrictions. Max speed 100 mph.

Awareness

Sensor Suite - 15 points

Includes night vision, IR, vibration mapping, echolocation, RADAR and a simple HUD.

Enhanced Sensor Suite - 30 points

As Sensor Suite, plus vision zooming, biometrics, LIDAR, radiation meters, anomalous energy detection. Sophisticated, modular HUD.

Communications Suite - 10 points

Includes radio, microwave transmitter, comms laser, quantum encrypter, and modifiable aerials/tranceivers.

Multi-Environment

Respirator - 10 points

Allows breathing underwater and at high altitudes.

USCBA - 50 points

Indefinite storage of oxygen.

Underwater Jets - 15 points

Allows speeds of up to 50 mph underwater.

Drillhead - 25 points

Tunnels rapidly through the ground. Max speed 20 mph in soil, 5 mph through soft rock.

Other

Mobility Suite - 10 points

Includes internal gyros, inertia compensators, manoeuvring microjets and grappling wires.

Acclimatisation Suite - 10 points

Adaptive translator, self-updating encyclopedia, biological and chemical autosamplers, and mimicry facilities.

Protection and Stealth

Armour

Only one option needs to be purchased.

Grade I - free

Complete resistance to hand-to-hand techniques. Environmental controls within temperate tolerances.

Grade II - 10 points (Max for Skin)

Complete resistance to arrows fired from a distance, and knives. Environmental controls within temperate/subarctic tolerances.

Grade III - 30 points (Max for Suit)

Resists point-blank arrow fire and swords. Environmental controls from subtropical to subarctic.

Grade IV - 45 points

Resists small arms fire. Dissipative protection against blunt weaponry. Environmental control within terran limits, pressure resistant to the bottom of the ocean.

Grade V - 60 points

Resist siege weapons, complete resistance to blunt trauma. Environmental tolerance from -100 to +120 degrees C.

Grade VI - 80 points

Unconcerned by 20th century heavy weapons, immune to trauma damage. Environmental control from -200 to +500 degrees C.

Magic Dissipation Coating - 25 points

Reduces damage from offensive magic by a factor of two; complete defence against domination magic.

Magic Absorption Module - 50 points

Absorbs three quarters of incident magic (can be turned off) and channels it to your own magic reserves with 10% efficiency.

Both options are cumulative.

Stealth

Only one option needs to be purchased.

Grade I - 5 points

Physical camouflage similar to MTP fatigues.

Grade II - 15 points (Max for Juggernaut)

Adaptive camouflage; projects objects behind onto surface of Exosuit. Ineffective while moving.

Grade III - 25 points (Max for Suit)

Synthesis camouflage; surface texture and appearance can be twitch-altered, allowing effective camouflage even during movement. Can be spotted from very close range.

Grade IV - 60 points

Light manipulation camouflage; perfect unless physically walked into.

Occultation Coating - 20 points (Max for Skin)

Hides your life energy and magical reserves from view; effective to about 20 metres for a standard mage. Ineffective if you are using any magical ability.

Eclipse Coating - 50 points

Perfectly hides your life energy and magical reserves. If you use a magical ability, a standard mage could spot you from within 20 metres.



Active Defences

Plasma Sheath - 20 points

A thin layer of exotic plasma over the surface of the Exosuit. Ineffective against melee attacks, but can resist around 100 point blank arrows/equivalent before requiring a 1 hour recharge.

Utility Smoke - 20 points

You can release a mass of Utility Smoke, which can move and shape itself as you command to either obscure you or cause difficulties for opponents.

Micro-Interceptors - 25 points

100 tiny explosive missiles fast enough to shoot down a bullet mid-flight. En masse, they can protect you from siege weapons or missiles. Replenished at armoury.

Nullifier Sheath - 100 points

Can protect you from absolutely any attack, from laser cannon fire to being thrown into the sun, for sixty seconds, before requiring a 24-hr recharge. However, it will treat all forms of incoming fire as equally concerning.

Intelligence

AI

Class I - 25 points

About as intelligent as a dog; offers targetting assistance, hazard avoidance and object of interest recognition abilities.

Class II - 50 points

All above abilities, as well as nigh-perfect aimbot software, environmental learning and strategic recognition capabilities.

Class III - 75 points

Sapient. Built with an emotional/motivational set that make it happy to help you, and use its creativity to assist you in achieving your goals. Capable of adapting to use whatever you consider good conversation.

AI Faculties

Return Home Protocol - 10 points

Should you enter an unconscious state in which the AI believes your incapacitation will lead to harm before you can act, and it cannot rouse you, it can use the full limits of the Exosuit to travel back to the Nexus as rapidly as possible.

AI Magic Reserve - 25 points

Your AI has a built-in module for the processing and utilisation of magical energy. It can only use this as you command, however, and needs to be able to read the brain patterns of someone able to use a specific ability to emulate it- either you or a captured mage.

Other

Medical Suite - 20 points

Equipped with all the tools to repair non-fatal wounds, react to major bodily harm and minimise trauma in a worst-case scenario. Also includes combat drug glands.

Extra Limb - 5 points/each (Not for Skin)

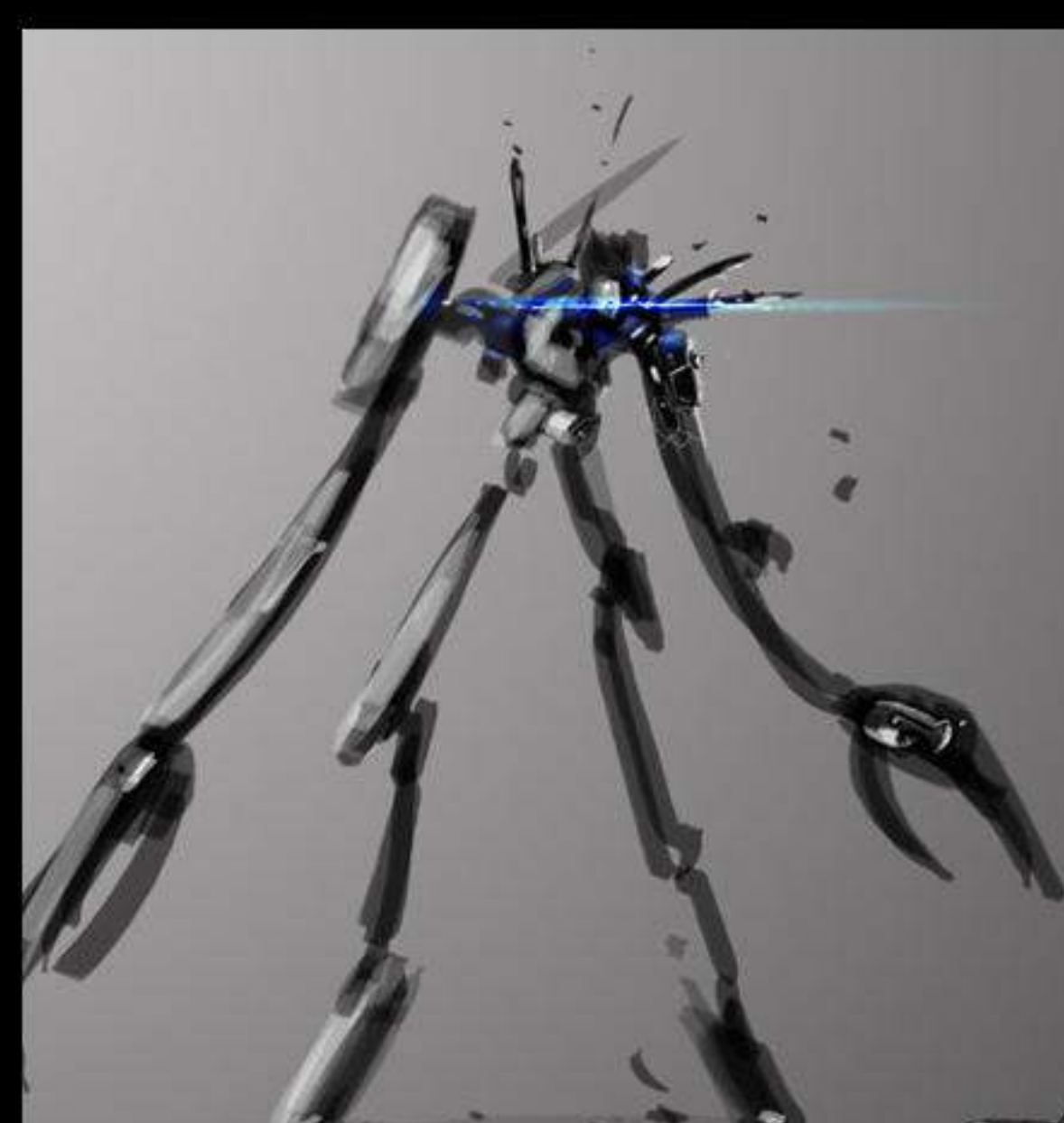
Up to a maximum of six. Connected to your neuronetwork for true-neurone response.

Suit Regeneration - 35 points

Your Exosuit can repair itself in the field, taking matter from the ground. Each square inch takes about thirty seconds to repair.

Shapeshift - 50 points (Not for Juggernaut)

Your suit can adapt to (almost) perfectly imitate any individual you have full-body scanned (included), including body language and voice. However, the size of your magic reserve may be a giveaway to mages.



Weapons

All can be bought multiple times.

Minor Built-In

Dart Gun - 10 points

Fires a dart, either tranquiliser or poison (suit-managed dose).

Hidden Blade - 10 points

Launches from hidden suit compartment, telescopic length up to 50 cm.

Pistol - 10 points

A tiny built-in weapon that fires a 9mm bullet.

Tasing Device - 10 points

Fires tasing pellets at the target, charge managed by suit.

Gas Cells - 15 points

Tear gas, mustard gas, smoke.

Rescue Cells - 15 points

Flares (visible and IR), chaff, microparachutes.

Gel Cells - 15 points

Sticky gel, self-hardening gel, frictionless gel.

Major Built-In

Minelayer - 25 points

Lays smart mines (AP or AT) and claymores; stores three at once, takes 24 hours to make new.

Grenade Launcher - 25 points

Either cold or hot launch; stores up to six grenades at once, out of frag, concussion, nerve gas, smoke, and hologram.

Hardlight Projector - 50 points

Can produce any kind of melee weapon in a moment; only restraint is that all parts must be in continuous contact. Can also produce shields and utility items.

Knife Missiles - 75 points

Ultramanoeuvrable missiles with independent AIs and multi-strike capability.

Small Arms

'Antenor' Projectile Assault Rifle - 15 points

Intermediate cartridge weapon; collapsible bullets allow 100-round magazines and possible 1000 rpm.

'Fang' Shotgun - 15 points

Semi-automatic shotgun with multiple shot types.

'Pandarus' Projectile Marksman Rifle - 20 points

High-power rifle with an effective range out to 1km.

'Vireo' Pulse Laser Carbine - 20 points

Compact pulse laser, variable wavelength and pulse settings.

'Oriole' Marksman Laser - 30 points

Effective range 5km; pre-programmed anti-personnel pulse distribution.

'Draco' Flamer - 30 points

Fires either standard, jellied fuel, ultra-high-temperature mix, or corrosive flame. Jet and cone settings; 30m range.

Light Weapons

Not possible for Skin

'Accentor' Anti-Materiel Laser - 35 points

High-energy pulse deposition weapon, highly effective against all armour. Causes impulse shock against armour.

'Glaucus' Heavy Machine Gun - 45 points

Uses ground-feeder tubes and adaptive ammunition to allow unlimited ammo capacity while on the ground. However, extended use will still cause overheating. Up to 4500 rpm.

'Hamerkop' Portable Mortar - 40 points

Ballistic weapon capable of indirect fire; mortars have limited guiding capability.

Heavy Weapons

Not possible for Skin

'Honir' Rocket Pod - 40 points

Five dumbfire rockets with a HE or HEAT payload.

'Astyanax' Rotary Cannon - 50 points

120mm cannon with five barrels; high potential rate of fire.

'Mimir' Guided Missile Launcher - 50 points

Shoulder-mounted missile rack mounting twelve missiles.

Each can use multiple guide methods. AT and AA use.

Not possible for Suit:

'Aquila' Railgun - 55 points

Fires a high-density slug at very high velocity; extremely effective against armour and fortifications.

'Chaac' Arc Gun - 55 points

The streak of lightning from this weapon can jump between a dozen subsequent designated targets.

'Chatterer' Ultra-Rapid Fire System - 55 points

Fires thousands of tiny projectiles per second, effectively stripping away defences. Very effective AA.

'Shiva' Particle Beam - 100 points

Irresistible particle beam weapon. Blasts through nearly anything.

'Ammut' Matter Devourer - 100 points

Sends out a gravitational feeding tube up to 60m long, down which matter is pulled, torn apart, and reprocessed into whatever the Exosuit needs.



Drones

Can be bought multiple times.

'Bulldog' Light Ground Drone - 30 points

Track-driven drone; can be equipped with up to 25 points of weaponry. Armour grade II.

'Wolfhound' Heavy Ground Drone - 55 points

Track-driven drone with up to 50 points of weaponry. Armour grade III.

'Pinscher' High-Mobility Ground Drone - 60 points

Quadrupedal drone with jetpack, mini-propellers. Up to 40 points of weaponry. Armour grade II.

'Spitz' Light Aerial Drone - 35 points

Rotor-driven drone, max speed 120mph. Up to 20 points of weaponry, armour grade I.

'Husky' Medium Aerial Drone - 65 points

Anti-gravity propulsion, up to 45 points of weaponry. Armour grade II.

Modular Drone - 80 points

Can take up to 120 points of equipment, including weapons, armour, etc. If no mobility equipment is bought, it can be track- or rotor-driven.

Drone Upgrades

Once bought, apply to all drones owned.

Self Destruct - 10 points

Drones can be ordered to self-destruct explosively.

Stealth - 5/15/35/55 points

Grade I/II/III/IV stealth for all drones.

Self-Repair Capability - 15 points

Drones can repair themselves in the field, and replace broken parts.

Magic Reserve - 20 points

Each drone can be granted one magic power.

Magic Dissipation Shell - 20 points

Diminishes the impact of offensive spells by around three-quarters. Hides any internal magical signature.

Magic

Magical Energy Cell - 15 points

The workhorse of magical capability. Each Cell bought offers one new spell slot.

Arcane Reactor - 125 points

A complex, bulky device that offers ten spell slots and increases magical power by about a factor of two.

Magical Repleter Skein - 20 points

Recharges magical energy three times as fast. Can recharge all Cells fully if used on the dead body of a magic user.

Mago-HUD - 20 points

A HUD improvement incorporating support for magical abilities, advising on best placement, timing, and assisting with focus and Cell management.

Lightning - fast cast, fast recharge

A bolt of lightning that throws and stuns.

Fireball - fast cast, medium recharge

A burning orb that explodes and sets fire to nearby objects.

Frost Burst - medium cast, fast recharge

A blast of ice and cold air that can lacerate and numb.

Quicksand - medium cast, slow recharge

The ground you focus on becomes sinking mud.

Telekinesis - fast cast, medium recharge

Lift an object up to 100kg with your mind and move it.

Flaming Rain - medium cast, fast recharge

A rain of fire and brimstone that harms all enemies in the area. Avoids you and allies.

Earthquake - slow cast, medium recharge

The ground shakes and throws all foes off their feet.

Gust of Speed - fast cast, slow recharge

A wind comes up directly behind you, doubling your speed.

Stone Armour - slow cast, slow recharge

Rocks and stones gather over your body like armour.

Frozen Air - slow cast, medium recharge

The air around a foe begins to thicken and freeze.

Rust - fast cast, medium recharge

Weapons and armour begin to crumble away.

Backfire - fast cast, slow recharge

If a foe using a spell is hit, the spell explodes in their face.

Distraction - fast cast, slow recharge

A temporary illusion of your choice.

Dominate Mind - slow cast, slow recharge

A non-magical entity can be slaved to your will.

Minor Healing - medium cast, medium recharge

Injuries fade and bleeding ceases.

Aura of Undeath - medium cast, medium recharge

If a nearby foe dies while this is active, they are reanimated under your control for a short time.



COMPANIONS - 2 SLOTS



Stefan Vaszar

Ex-military assault specialist. Bold, honest, and always keen to get stuck in. Honourably discharged in his prime after a run-in with an Eiridic Phantasm, which he feels was unfair.

Equipped with exosuit specialised for close combat; hardlight projector and heavy armour.



Graham Ives

Talented engineer with a restless streak. Taking leave from a high-paying job in mega-engineering to join in with the Grand Hunt, but still not quite used to life outside Orbital Stations.

Very competent with technology and AIs.



Fiore Vasquez

Intrepid hunter and candidate for the Nexus Messiah Corps, the rapid-reaction task force dedicated to keeping the Nexuses clear of high-risk star entities. Spending time hunting while she waits for the response.

High-mobility exosuit, medium-range weaponry.



Sonya Bichsel

Trained sniper, holding sporting records on several worlds. Generally introverted; unused to working together with others for a long period of time. Originally from a magic-saturated planet.

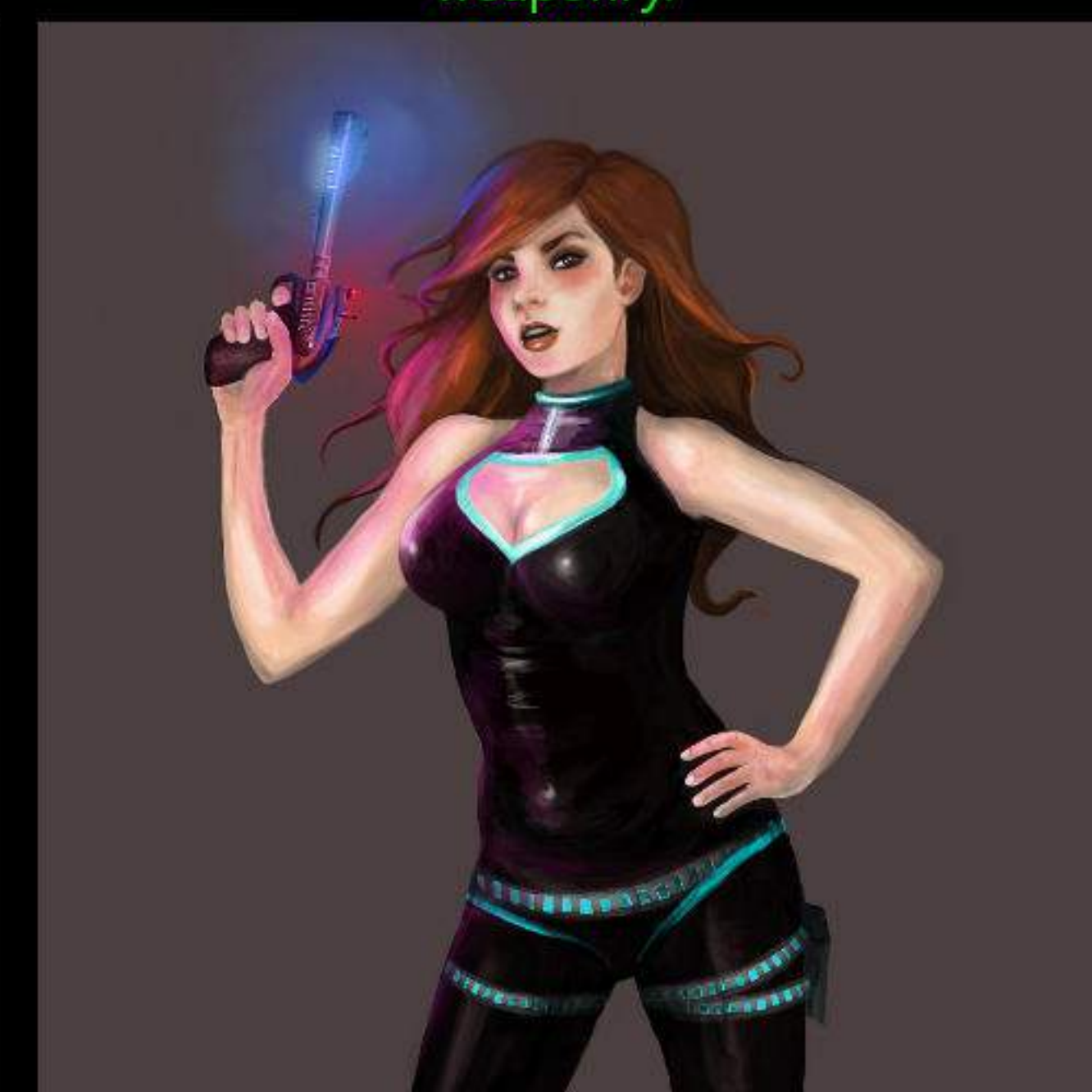
Infiltration and sniping equipment. Several magic abilities.



Robert Duncan

Hands-on xenobiologist with a particular interest in sapient worlds. Worlds unprotected by law are a wonderful place for capture and research. Intrigued by magic.

Tranquiliser and stunning equipment, as well as a laser for worst-case scenarios. A few magical abilities.



Jewel Houghton

Reckless and a bit of a maverick. Keeps being laid off from various jobs due to conflicts with employers, and taking some time off here.

Happy to use any kind of weapon.



Rerix

A Outrevarian who was victim to an accident that required most of his body to be replaced with cybernetics. Sarcastic and sometimes curt, but genuinely committed to his friends.

Prefers to use heavy weapons, particularly rockets.



Balthasar

Rogue Tantax drone who refused to breed (which would have caused his death). Taken in and named by a fringe human community, became fascinated with other societies. Amateur xenolinguist.

Wears heavy armour and tends to use explosive weapons.



Jaevel

A member of a reptilian species that was uplifted by the old Samakh Empire. As one of the species used in their war against the Nexus, many of his kind died fighting humanity and their allies, and a grudge still remains. However, this is likely to wear off.

Prefers laser weaponry.



Aenia

The result of an illegal biomelding experiment combining human biomaterial and that of the draconian Samakh, Aenia is unique in the universe. With the complete destruction of the Samakh at the hands of the Nexus, it seems this will remain the case. She has inherited much of the cunning and predatory nature of her progenitor race.



Clarius

A floating arthropodesque creature, Clarius is, like the rest of his kind, a proficient telekinetic. How his kind manage to use this ability in locations without magic suffusion is unknown. His personality is curious but strategic, and he is often eager to demonstrate his powers.



Lin

A plantoid biped, Lin is capable of emitting multiple types of spore with various utilities. It is biologically both genders at once, and can reproduce either with itself or any other member of its species. It is quite laid-back, and often likes to quote philosophical works from various different species.

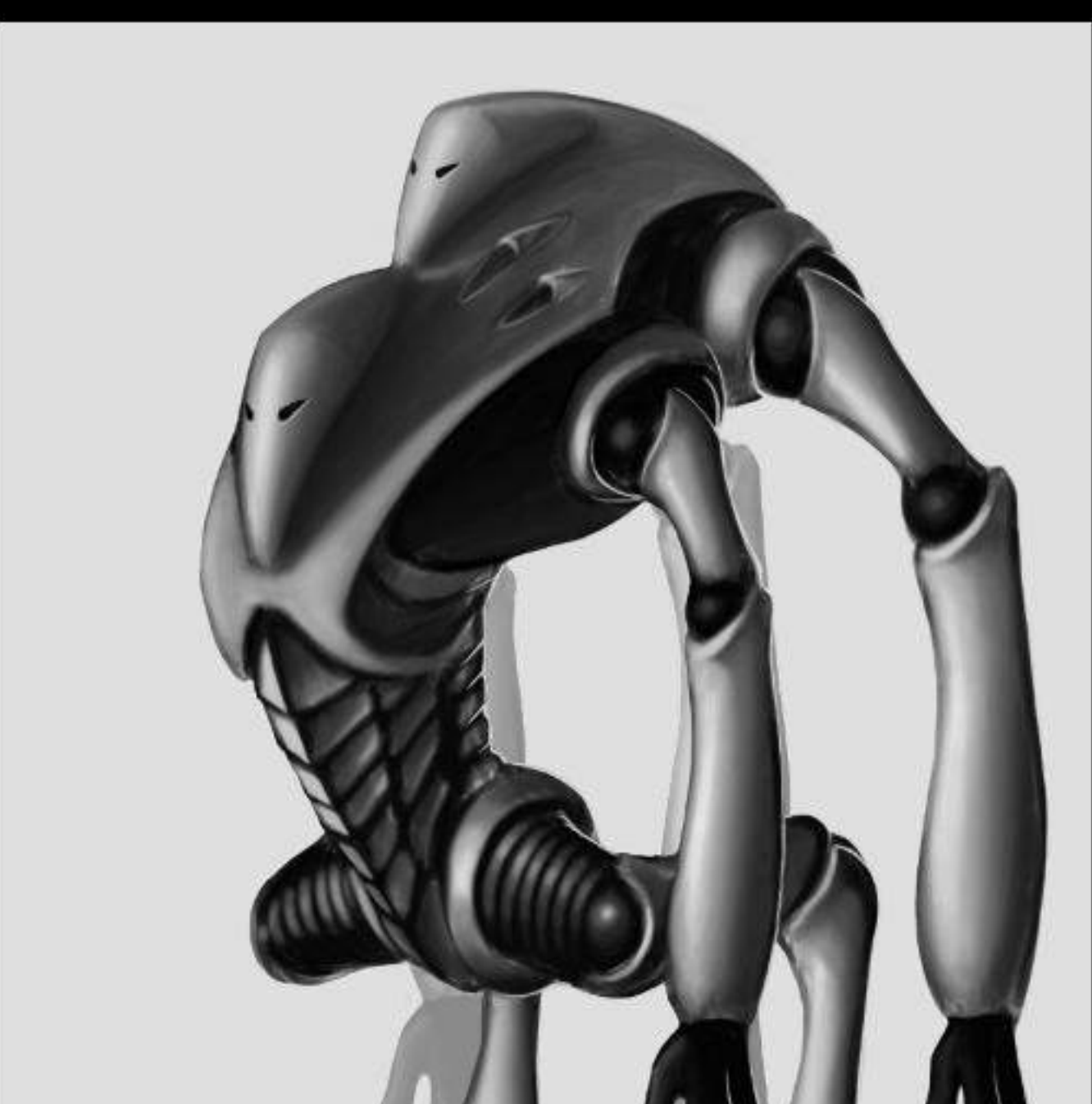
Uses spores and projectile weapons.



VR-5 "Akaro"

A combat robot specifically designed for infiltration and assassination. Not heavily armoured, but kinetophotonic nerves allow it extreme speed and agility. The AI is at almost human-level intelligence, and was programmed to enjoy playing VR games while not in a combat scenario.

Able to scale any surface, relies on melee weapons.



Elj and Kar

The Yaruk are well known for their strange robot designs. With Elj and Kar, they placed two realistic-emotion sapient AIs within the same chassis and gave Elj both legs and arms but Kar only arms, frequently causing disputes. However, when things are serious, they work together in synchrony.

Use heavy weapons.



Lucian

A copy of his creator's consciousness was placed in Lucian's circuitry, but most of the memories failed to imprint and as a result Lucian was left with a childlike understanding of the world. Raised by researchers interested in his development, Lucian was eventually released and now seeks meaning for his life in the universe.

BASE - 100 POINTS

Optional module - Alternative to RV



Secluded House - 0 points
A dwelling in a remote location.



Tower - 5 points
Quite defensible, difficult for others to access.



Bunker - 10 points
Bored into the ground and reinforced with concrete.



Sky Island - 20 points
Can be moved and steered, capable of adjusting altitude.

Amenities

All bases start with cabins, washrooms, a reactor for power, and a trophy room.

Luxury Cabins - 10 points

Very comfortable, with en suites and entertainment.

Games Room - 15 points

Fully equipped games room, physical and electronic.

Kitchen/Dining Room - 10 points

Vital for making decent food.

Swimming Pool - 10 points

50m pool, can be shielded when not in use.

Ultrahigh Speed Internet - 5 points

High-speed galactic internet.

Vault - 15 points

The best-defended part of the base. Impossible to open without vehicle-grade weaponry.

Garage - 50 points

Allows a vehicle.

Features

Stealth Field - 10 points

Light-manipulation invisibility for your whole base.

Armoury - 10 points

A room to store and modify weapons and armour.

Medbay - 15 points

This is an automated hospital for treatment and repair.

Base Weaponry - 15 points

A number of hidden weapons turrets for defence.

Drone Hangar - 20 points

Contains five drones to defend your base; they cannot move too far away from it.

Recall station - 20 points

Allows you to be teleported back to base if you provide five minutes notice.

Station AI - 15 points

A human-grade AI dedicated to base management.

Vehicle - Requires Garage

100 points



Wheeled - Standard

Your vehicle moves on a set of wheels. Reasonable speed except on rough terrain.



Rotors - 10 points

Take to the air and fly with a set of rotors. High speed, reasonable agility.



Mecha - 10 points

A bipedal or quadrupedal form is effective over all terrains.



Anti-Grav - 25 points

High speed and agility over all terrains; can also ascend to altitude.

Protection

Armour Grade 0 - Standard

Resistant to small arms fire; weak against AT weaponry.

Armour Grade I - 10 points

Defences against AT weaponry. Resistant to most light weapons.

Armour Grade II - 20 points

Resistant to most heavy weapons.

Armour Grade III - 30 points

Resistant to most vehicle-grade weapons.

Magic-Reactive armour - 15 points

Reacts to offensive magic by creating a distortion that disrupts the attack and reduces damage.

Plasma Shielding - 15 points

A regenerating plasma sheath that absorbs the energy of impacts until it runs out of charge.

Self-Repair Function - 15 points

Can use matter from the ground to repair armour and body.

Awareness and Counter-awareness

Adaptive Camouflage - 15 points

Projects images from the rear onto the front of the armour. Not very effective while in motion.

Light Manipulation Camouflage - 25 points

Effectively perfect optical camouflage.

Battlefield Sensor Suite - 10 points

Includes RADAR, LIDAR, sonar, vibration mapping, etc

Recon Drones - 10 points

Launches flying recon drones with the same camouflage equipment as the vehicle.

Weaponry

Machine Gun - 5 points

A 12.7mm machine gun largely for AP use.

Co-axial laser - 5 points

Small pulse laser weapon.

Autocannon - 10 points

A rapid-fire 120mm rifled cannon.

Laser cannon - 10 points

Gigawatt-class laser cannon effective against all targets.

Flame Projector - 10 points

Launches a spray of burning, jellied fuel over the target.

Mortar - 10 points

Indirect-fire weapon, multiple shell types.

Rocket pod - 10 points

Fires dumbfire rockets in rapid succession.

Howitzer - 15 points

Long-ranged artillery weapon.

Missile pod - 15 points

Launches guided missiles with variable warheads.

Particle beam - 15 points

A high-energy particle beam, effective at all ranges.

Arc Gun - 15 points

Fires an arc chain that can affect dozens of targets.

Rendence - 25 points

Causes a gravitational distortion at the target location, effectively tearing it apart.

Railcannon - 30 points

Launches an ultra-high-velocity slug.

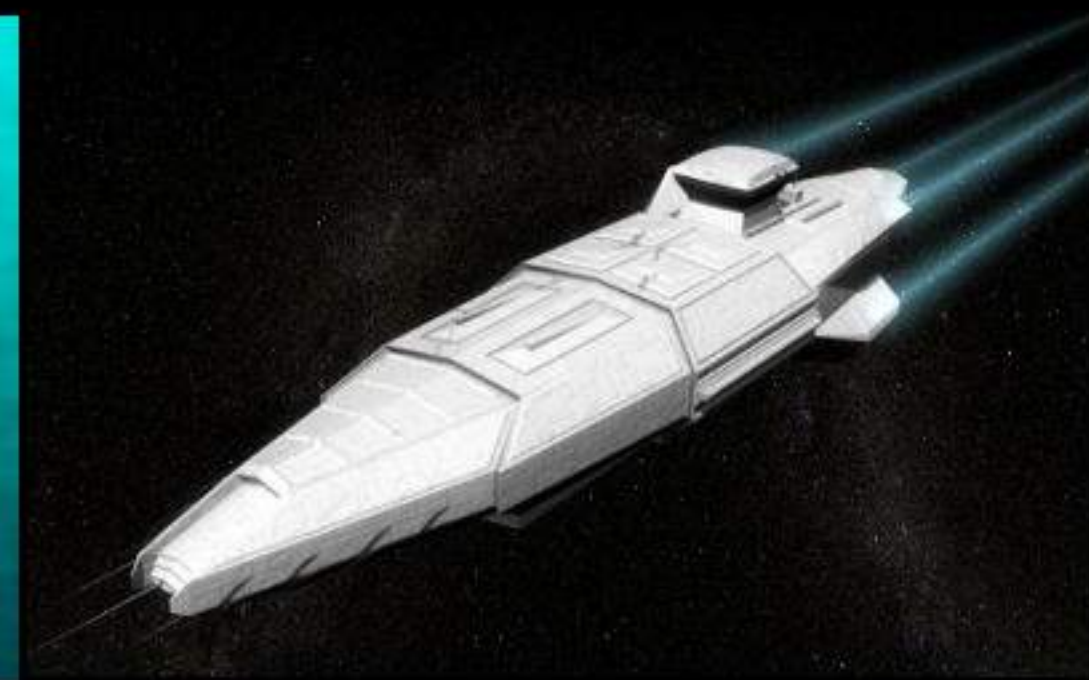
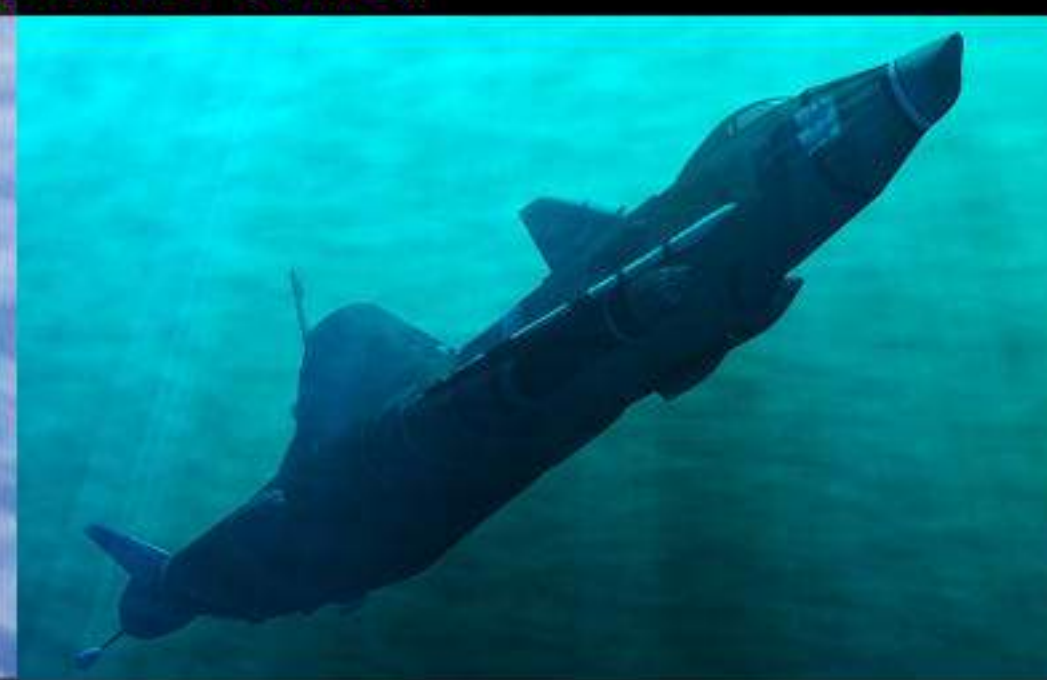
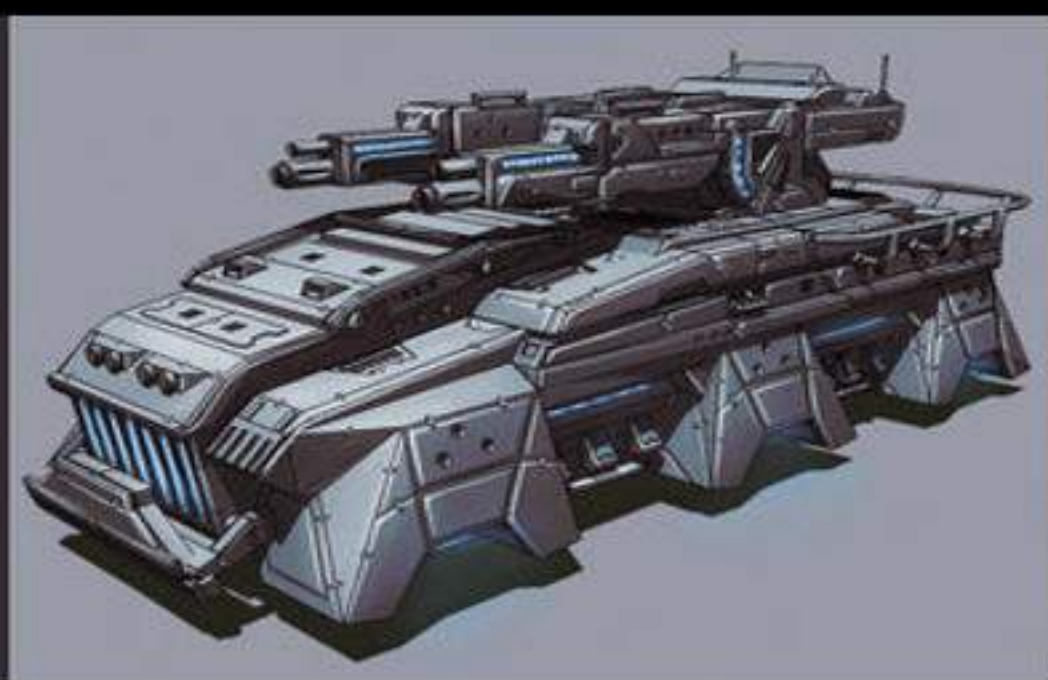
Xaser Cannon - 35 points

High-powered X-ray laser, extremely effective against hard targets.

RV - 150 POINTS

Optional module - alternative to Base.

These options can be stacked.



Ground-Based - 0 points
Your base cannot fully abandon the ground, but hovers a few feet above.

Atmospheric - 10 points
This option allows your vessel to cruise through the skies.

Submarine - 10 points
Underwater is a good place for a vessel to hide, though it requires a few alterations.

Interplanetary - 25 points
Fitted with a drive that enables interplanetary travel. Includes atmospheric.

Amenities

RVs start with cabins, washrooms, the onboard reactor, and a trophy room.

Luxury Cabins - 10 points

Very comfortable, with en suites and entertainment.

Games Room - 15 points

Fully equipped games room, physical and electronic.

Kitchen/Dining Room - 10 points

Vital for making decent food.

Swimming Pool - 10 points

50m pool, can be shielded when not in use.

Satellite Uplink - 10 points

Allows high-speed ultranet and global surveillance connection.

Protection

Armour Grade 0 - Standard

Resistant to small arms fire; weak against AT weaponry.

Armour Grade I - 10 points

Defences against AT weaponry. Resistant to most light weapons.

Armour Grade II - 20 points

Resistant to most heavy weapons.

Armour Grade III - 30 points

Resistant to most vehicle-grade weapons.

Mago-Reactive armour - 15 points

Reacts to offensive magic by creating a distortion that disrupts the attack and reduces damage.

Plasma Shielding - 15 points

A regenerating plasma sheath that absorbs the energy of impacts until it runs out of charge.

Self-Repair Function - 15 points

Can use matter from the ground to repair armour and body.

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Projects images from the rear onto the front of the armour. Not very effective while in motion.

Light Manipulation Camouflage - 25 points

Effectively perfect optical camouflage.

Battlefield Sensor Suite - 10 points

Includes RADAR, LIDAR, sonar, etc

Features

Armoury - 10 points

A room to store and modify weapons and armour. Allows creation of copies of bought weapons. Can copy acquired weapons and Exosuit features.

Medbay - 15 points

This is an automated hospital for treatment and repair.

Drone Hangar - 20 points

Contains up to ten drones to defend your vehicle; they cannot move too far away from it.

Recall station - 20 points

A teleportation node for you and objects of interest.

Onboard AI - 15 points

A human-grade AI dedicated to RV management.

Holding Cell - 10 points

A secure cell for containment of dangerous captives.

Weaponry

Incapacitation Beams - 5 points

Uses long-wavelength radiation to cause nervous stimulation and paralysis.

Co-axial laser - 5 points

Small pulse laser weapon.

Autocannon - 10 points

A rapid-fire 120mm rifled cannon.

Laser cannon - 10 points

Gigawatt-class laser cannon effective against all targets.

Missile pod - 15 points

Launches guided missiles with variable warheads.

Particle beam - 15 points

A high-energy particle beam, effective at all ranges.

Arc Gun - 15 points

Fires an arc chain that can affect dozens of targets.

Rendrance - 25 points

Causes a gravitational distortion at the target location, effectively tearing it apart.

Railcannon - 30 points

Launches an ultra-high-velocity slug. Very useful from above.

Xaser Cannon - 35 points

High-powered X-ray laser, extremely effective against hard targets.

WORLD LORE

An exact name for this planet would be difficult to establish; its species speak different languages, with many dialects, and they all have a different name for their world. It does not matter too much, either; whoever comes from the Nexus to claim it will decide on a new one, which will go down in the planetary catalogue.

But then again, there is something about this planet that makes it different from most magical worlds captured before. There are vague hints that not one Illuminated Horror lies within, but two; the magic here can be much more powerful than that elsewhere in the hands of a skilled user. This has already aroused interest...



The Sylph are striving to adapt to the changing world, and doing quite well. Their welcoming foreign refugees and other peoples is providing them with rich infusions to culture and technology. Particularly, elven and fae individuals are willingly assisting the Sylph in their adjustments to the current state of the world. However, a few liches and even rogue demons can be found.

Sylph have adaptive appearances; they gradually grow to look more like those they spend time around, even though this is only superficial. While the Sylph of a hundred years ago would have looked very tree-like indeed, now they have a strong resemblance to the other humanoids of the planet. Despite being asexual biologically, they tend to take on female forms.

Physically a Sylph makes for interesting prey. Their bark makes them highly durable, particularly against melee weapons, and it is also resistant to fire while alive. They have high agility and can use their various branches and tendrils offensively in addition to as manipulators. The shortage of metal weaponry in their lands is not such a problem given their ability to naturally form very sharp points and blade-like structures from living matter. This very adaptability makes them of interest to Nexus chemists and engineers.



The unified Elven foreign policy may be borne on the backs of the Celestial Bureaucracy, but the lands of this species actually contain dozens of Grand Princes. The number has steadily decreased over time due to marriage and the occasional war, but the political situation is temporarily stable. This is only bolstered by the existence of the encroaching Demons, who serve as a potent deterrent to infighting.

In contrast to the bleak situation of the Fae, their distant cousins, the Elves are actually doing well off the present situation. Their alliance with the Deathlord Thesk and acceptance of Fae refugees has introduced new ideas, culture, technology and magic to their realm which is causing a sea change in Elven society. Where before cities were built practically and defensibly, the new renaissance has led to a proliferation of many forms of architecture, new economic ideas, and the beginning of the rise of a middle class, and so now white towers and ostentatious palaces have begun to appear. This is not to say they have become decadent; on the violence-prone border, a wide range of physical and magical defences have been moved into play and demon raids are decreasing in frequency due to the futility of their attacks. Perhaps if the Archon brought all his legions to bear then the Elves would have something to fear, but for now their lands are one of the safest parts of the world.

Their armour and weaponry includes full plate, crossbows, various polearms and siege weapons.

Physiologically, an elf stands around 1.7 (male)/1.6 (female) metres tall. Other than their more gracile bodies and pointed ears, they have a very strong resemblance to humans. It is a common misconception that the cross-fertility between the two species is because of close genetics; in fact, it is due to the partially magical nature of elven fertilisation. The Nexus has a bounty for living elves captured for research or slavery.



The Lich Kingdoms have been shaped by the presence of the ruins of the Ancient Empire below them, and the influence of its culture and artifacts via the Liches themselves. Despite the stated enmity and hatred of individual Liches for each other, it is believed that they all share a common origin in the Mage Kings who deposed the Emperor and divided his land amongst themselves. This persisted for several generations before some cataclysm occurred, and the once lush lands began to lose their vigour. The empire fell, and that was that.

It seems there was an interlude of a few hundred years before the Liches awoke, and they were surprised by their predicament. Initially working together to discover what had occurred, they soon fell to infighting and spread out across the desolate land. The vast reserves of skeletons and burials dating all the way back to the dawn of civilisation in the region lent itself well to the huge armies that began to be raised from the grave.

The undead are not completely mindless, though other than the Liches none have held onto their memories. Sophisticated spells are required to ensure their loyalty, especially since many combatants will be fighting against those they instinctually recognise as their kin.

Unexpectedly the Liches do not seem to be at all xenophobic; many seek out alliances outside their borders. Notably, the Deathlord Thesk (largely considered to be the most prominent Lich) has a firm alliance with the Elven bureaucracy to the east.



The forms of demons are very variable, but nearly all are large and terrifying- after all, they were formed from the nightmares, impulses, fears and hatreds of the Fae. The very few which look close to a normal sapient break the mould in subtler, more insidious ways and are betrayed by their body language and mentality; demons are always honest, though they love to cause discord and confusion with their words.

Society was not something they invented themselves; much of their conception of it was taken directly from the Fae and their own monarchical government. Just as with that system, the Demons owe fealty to an Archon descended from the first Demon- Rehkal, a lord of Pride. However, given the prolific nature of demons and their constant search for opportunities to cause havoc succession wars are the norm. The one who survives these conflicts will become Archon.

Some wise relatives of the bloodline elect not to attempt a coup, and are often rewarded with high status for their inaction. Particularly of note are Maekhor and Dariv, who effectively govern their own chunks of the Realm autonomously despite being part of it by fealty. The current Archon, Kaeshos, is obsessed with the total destruction of the Fae and so spends long periods away from their capital, Gankor; this means his reliance on the elite is very great indeed, and he cannot afford to insult them.

Highly magical beings, demons are also tough, strong, and fast in battle. While their weapons are rarely skillfully made, a crooked sword will kill just as well with the weight of a demon behind it.

Nexus scientists are fascinated by these magic-spawned beings, and eager for both live and dead specimens.



WORLD LORE CONTINUED



The ecosystem of the Monster Wilderness is very bizarre indeed. There is something in the region that allows creatures to grow rapidly to vast sizes, while requiring far less food than they should, and also causes very fast evolutionary change. The area is like a giant battleground of natural selection, where monsters large and small fight constantly and only the strongest survive, reproduce, and offer their children to the continuing conflict. If a monster strays too far from the Wilderness, it will become unable to support itself and die.

Very few sapient beings would ever deliberately enter the Wilderness. Rumours of long-lost magical artefacts and the ruins of ancient magical civilisations are not enough to lure in explorers and expeditions. The land itself consists of several biomes, and its influence extends a short way out to sea.

The most worrying aspect of the Wilderness is that it seems to be spreading in all directions. Some fear that it will eventually cover the entire planet.

Anything you can collect from the Wilderness would be rewarded handsomely by the Nexus.

The Fae exist in a very precarious position. Their heartlands lost, the Dominion exists only in their southern colonies (though many refugees fled outside the realm). The never-ending Demon attacks, led by the obsessive Kaeshos, continue to erode away at their territory and deplete their numbers.

Faery society has changed from their opulent, advanced state that could harness tremendous magical power to a culture resigned to its fate, but determined to make one last, heroic stand. Leisure pursuits are turned to military training and combat practice, books and music are converted to propaganda, and once picturesque cities are now surrounded by ugly but functional bulwarks.

Their monarch, Queen Lairna, has gained more and more authority the less land she holds. She has determined to find a way to make sure the Dominion survives, no matter the cost, even if the Fae must change forever to achieve it..

Diminutive and thinly built, Fae rarely reach above 50 cm in height. They have wings, but active flight is only possible for those with strong magical talent. While they do tend to be very magical beings, Fae exhibit much less variation in power than other species; while an Elven master mage may be far more powerful than a casual spell-user, the strongest Fae are not excessively more powerful than their normal citizens.

The Nexus is not particularly interested in the Fae, though you can't go wrong providing some research materials.



At first glance, the central southern continent seems arid and resident only to the occasional tree and shrub. However, detailed scans from orbit have revealed strange networks of heat signatures moving below the ground, and tall mud spires reaching far above the ground.

Two kinds of mechanical creature are present here, each following a hive-like crowd intelligence. They busily work expanding their tunnels and setting up new hives, occasionally working together and occasionally fighting over an area.

The reason for their presence is entirely unknown and unexpected. Any understanding of the two species would be greatly appreciated.



GALACTIC LORE

The **Nexus** is the largest polity in the galaxy, and has been since the destruction of the Samakh. A coalition of over thirty species, of which humanity is one of the most prominent, it uses a network called the **Star Nexus** to travel between the stars. This system can also be used to scout explored systems, of which only a tiny fraction have been investigated. In past times, the Nexus would often attempt to integrate new spacefaring species, uplift other sapients, and leave uninhabited planets alone.

However, decreasing centralisation and increasing decadence in the Nexus has resulted in a collapse of foreign policy. A number of large corporations and individuals hold the real power, and they have enthusiastically set about demonstrating the futility of Nexus laws in stopping them from doing as they wish. Taking in new species is considered unwanted these days, preferring to exploit them and drain them of all unique technology and culture before abandoning them to exist as second-class systems in the poor and forsaken worlds of the Nexus.

Civilisations without space travel or interesting technology are considered of no value whatsoever. The hunting business arose to cater to the boredom and restlessness of the upper classes, offering a chance of excitement without the risk of bringing down planetary defence forces on your head or starting a civil war.



While the Star Nexus' ease of use and rapidity has made starships an uncommon sight, other forms of technology have flourished. **Artificial intelligences** comparable to the human brain have been created, and it is uncommon to find a metropolis not managed by multiple advanced AIs taking care of infrastructure, sanitation and other such things. A number of strict regulations are in place, but the ethics of sapient AIs is still a contentious issue, and some consider the risk of intelligent AIs coming into opposition with the Nexus too much of a hazard.

Their worries are only fanned by the whimsical experiments of the Yaruk, who are powerful enough to completely ignore any attempt to legally or militarily end their research and constructions.

The public only suspects how far along the various militaries of the Nexus are in AI research, and some have proceeded even further than the most optimistic guesses. Modern Exosuits and weaponry are substantially more intelligent than most of their users recognise.

Mind-uploading has become a possibility for the rich. Large virtual worlds exist on some worlds in which uploaded minds are virtually omnipotent, able to do whatever they wish bar damaging other minds or the physical servers. Some recognise that many uploaded minds have not completely abandoned physical influence, and do substantial quantities of work in the shadows.



The **galactic economy** remains as strong as ever, partially because of artificial scarcities agreed on by powerful individuals to keep their business flowing. The encouragement of consumer customers and a desire to improve living conditions, no matter how good they are, are strong motivators. And while most habitats have remained at roughly the same level of human development for some time, there has been no decline; most people live better now than they ever did in the past, in terms of disposable income, leisure time, social security and access to exotic goods.

The trophies and products from newly discovered habitable worlds sell very well indeed, and the first hunters on a planet usually become very rich off their bounty. This makes the initial period, before satellites and good communications are set up, a cut-throat time when murders are very rarely investigated and trophies are frequently stolen. Often, they will lie about supposed medical, chemical or other properties of body parts or native plants and minerals in order to exploit the gullible market.

Items from, or even rumoured to be from, magical planets are a bedrock of the black market.



Magic is the result of the emanations of an **Illuminated Horror** corpse within a planet. These beings are relics from the times when the universe was too hot for what we now consider matter to exist, and as such they possessed various anomalous properties. Their common heritage with the more common, non-sapient Star Horror and Veiled Horror species is clear from their make-up and physiology, but neither of those two species offers any potential for magic.

One common feature of the magical planets has been noted- they all formed within a short hundred million year period in cosmological history, around five billion years ago. Whether this is the result of some ancient civilisation hunting them down, or a deliberate act, or some darker reason, their death was the galaxy's gain.

When a magical planet is discovered, various individuals will make sure it is or becomes uninhabited, before staking a claim and selling land for a vast premium to those who can pay. Existing sapients are killed or deported. Anyone who attempts to colonise a magical planet without their own personal army is very likely to be quickly disappeared.



The vast majority of the modern population of the galaxy live in **Space Habitats**, revolving megastructures orbiting stars (and often planets) which have enough surface area to support billions of individuals. Planets do still support around 20% of Nexus citizens, but the ongoing gentrification of planetary surfaces and the faster growth of the poor strata means this percentage continues to decrease. Local gravity can also mean that tedious respecifications are required for Star Nexus portals.

This means that uninhabited, non-magical planets are the sites of very little colonisation, and many bizarre cults, belief orders, or introverted people can easily move to one and be forgotten by the rest of the galaxy. This is a risk; many areas are sites of great danger, either from Horrors or other eldritch entities, which wipe out many settlements without a trace. As long as they do not go near Star Nexus portals, the Nexus makes no effort to stop this.

Whole civilisations have arisen from those which survived, often forgetting about the Nexus except as a vague memory. Of these, some are now beginning to head to the stars...

