Transcendence  
Workbook

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The Journey

# Transcendence in Three Parts

Transcendence consists of three adventures:

## The Stars of the Pilgrim

The universe of Transcendence is introduced and the adventure begins. The player must break out of the Quarantine Zone set up by the ancient alien races to keep the upstart Humans from destabilizing the galaxy.

## The Vault of the Galaxy

The Galaxy is unimaginably vast and filled with incredible wonders. If only the ancient alien races would leave the player alone. Battling one faction or another, the player must travel across the galactic disk searching for the mysterious secret of the Core.

The adventure ends just as the player discovers that the aliens of the galactic disk are mere youngsters compared to the Old Ones of the Halo.

## The Sarcophagus of the Gods

Helped by the Halo races and drawn by the enchanting Domina, the player must journey to the twin black holes at the Galaxy's core and prevent a cataclysm that could destroy all life in the Galaxy.

# Story Elements

## Introduction

The opening screen of the game shows a top view of the Galaxy (perhaps we might see a faint image of the eyes of Domina staring down). The scrolling text reads:

*When the dream came, you knew that Domina had chosen you. You would sacrifice everything for the chance that She offered: to join Her at the Galactic Core, the eternal temple of the gods.*

*Leaving your former life behind, you begin the long journey. No matter what obstacles lie in your path, and no matter what obligations await you there, you will not fail Domina. You will reach the Galactic Core.*

## First Encounter with the Sisters of Domina

The player starts the game next to a temple of the Sisters of Domina. The abbess gives the player some more information.

1. Domina summons people to the Core. Nobody knows why, but perhaps the player will if she reaches Her.
2. The stargates lead to the Galactic Core.
3. There are many obstacles along the way and the player must gain in strength and power.

## Starton Residentials

There is a station in the Eridani system that houses many Commonwealth citizens. If the player docks, she will be drawn to a particular apartment: 1815 Ravenswood district, Greenfield level. The player will hear a child crying or perhaps a 3DV set turned on too loud. An unexplained sadness engulfs the player and she almost reaches for the door controls, but then she remembers her devotion to Domina and her quest to reach the Galactic Core. Wiping tears, the player leaves.

## Oracus

At the Trafalgar Pub, if there is a Penitent station in the system, the player might encounter a Sister of Domina who tells the player that Oracus controls the Penitents.

# Game Regions

As the player journeys from the safe part of Human Space to the depths of the Galactic Core, she will traverse various regions of increasing difficulty. This section describes some of the basic properties of each region.

## The New Beyond

Transcendence begins in the New Beyond, a region of Human Space mostly controlled by the Commonwealth.

The most common game mechanics in the New Beyond include:

|  |  |  |
| --- | --- | --- |
| **Game Element** | **Mission** | **Reward** |
| (kill & loot) | Destroy enemy stations; loot wreckage | Loot |
| Korolov station | Escort freighters and defend against pirates | Credits; Korolov rank |
| Black Market | Various black market missions | Black Market rank; weapons/shields |
| ??? | ??? | 25MW reactor |
| Agricultural station | Defend station against pirates | 5,000 credits |

## The Ungoverned Territories

The systems beyond St. Katharine’s are nominally controlled by the Commonwealth, but the dominant sovereign in the region is the empire of the Sung Slavers.

## The Outer Realm and Ares Space

The Outer Realm, which starts after Jiang’s Star System, is the battlefront between the Ares Orthodoxy and the Commonwealth Fleet.

Sovereigns & Encounters

# Charon Pirates

## Visual Style

Ships and stations use standard plasteel texture with titanium texture for accents and structural supports.

**Post-processing:**

Adjust Hue/Saturation (Master)

Hue: +33

Saturation: -30

# The Commonwealth Fleet

At the edge of Human Space, and ignored by the ungrateful citizens of the Commonwealth, Admiral Conrad Decker fights a brutal war against the neo-human Ares Orthodoxy. But even as he sacrifices more and more lives to keep the Ares away from Commonwealth space, Decker learns that secret negotiations are underway to cede all of the Ungoverned Territories to Ares control. Meanwhile, the ranks of the rebellious Rogue Fleet continue to grow. Even Regina Helios, one of Decker’s most trusted captains, has left the Fleet. But Decker has a plan: A secret antimatter weapon that could change the tide of the war.

## Backstory

Almost two-hundred years ago the Commonwealth and the Ares Orthodoxy fought a war in the Sol system that devastated Earth and destroyed the Martian homeworld of the Ares. But the Ares were not destroyed—they fled to the depth of the Outer Realm.

With their clone banks and their high technology, the Ares rebuilt their civilization on a new world, Monavius. And year after year their numbers grew and their colonies spread from system to system.

In 2342, the Ares colonies reached the edge of Commonwealth space, and war began again. The Commonwealth Fleet, remembering the glory of their victory in Sol, confidently and bravely fought the Ares system by system. Great strongholds were built to defend the Commonwealth settlements and hundreds of *Centurions* filled the depths of space. And to destroy the Ares once and for all, the Fleet built a dozen gigantic star carriers. Those hexphase-armored giants had no match.

But the war did not end. The Ares were strong and had their own deadly weapons. The Commonwealth Fleet engaged its enemy and destroyed it when it could, but the Ares won their share of victories. Strongholds fell. Stations vaporized. Star carriers were left blasted and desolate. Commonwealth and Ares Fleets of war roamed across the systems of the Outer Realm, clashing in titanic battles when they met, looting and pillaging settlers when they did not.

## Outline

The player will begin encountering the Commonwealth Fleet in VII systems. First she will encounter one of the Commonwealth Star Carriers serving as hospital and supply ships. There she will be able to gain experience (and possibly some gifts) by donating medial equipment. In conversations with the captains and doctors, the player will learn some of the basic facts about the war against the Ares.

Starting at level VIII, the player will encounter CSC task force groups executing missions against the Ares and in the Outer Realm. The player may undertake various missions to help the Fleet, gaining experience in the process. One of these missions involves “rescuing” a couple of weapons scientists (of Project Lamplighter) at a Rogue Fleet base.

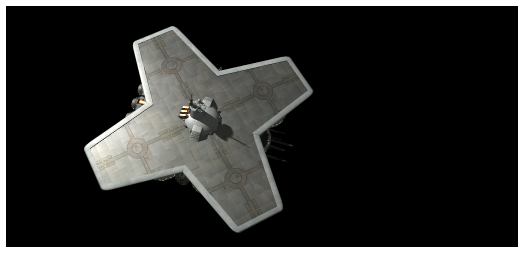
The last level VIII system is called Point Juno and it contains the last remaining Fleet stronghold in the region. The player is asked to help defend the station from Ares attack. If she succeeds, she will be sent to the wreck of the *CSC Europa* to retrieve some experimental weapon components.

In one of the level IX systems, the player will encounter the *CSC Terra*, the flagship of the Fleet. Here the player will be tasked by Admiral Decker to seek out and destroy the *CSC Antarctica*.

If the player succeeds, and returns to the *Terra* (and if she successfully rescued the weapons scientists and the weapon components) she will be rewarded with a new anti-matter weapon. On the other hand, if she refuses to destroy the *Antarctica*, Captain Helios will reward the player with a Gem of Sacrifice, which might help the player against the Iocrym.

At the end, on either path, the player meets a representative of Expedition 17.

## Commonwealth Star Carriers



The backbone of the Fleet consists of Commonwealth Star Carriers and their associated task forces. Twelve of these mighty ships were built, but only eight carriers remain. The player may encounter them in systems of level VI through IX.

Every carrier is uniquely named and the player may only encounter one carrier of each name.

The following table lists all twelve original carriers:

|  |  |  |
| --- | --- | --- |
| **CSC** | **Encounter Location** | **Notes** |
| *CSC Amazonia* | – | Destroyed in 2373. |
| *CSC America* | ----- -rur- | Task force group. |
| *CSC Antarctica* | Dantalion system | Commanded by Regina Helios; now a rogue carrier pursued by the Fleet. |
| *CSC Atlantica* | ----- -rur- | Task force group. |
| *CSC Arctica* | ----- rcu-- | Hospital and supply carrier. |
| *CSC Asia* | ----- -rur- | Task force group. |
| *CSC Australia* | – | Destroyed in 2373. |
| *CSC Europa* | Point Juno system | First star carrier to be built. Launched in 2353. Destroyed 2419. |
| *CSC India* | ----- -rur- | Task force group. |
| *CSC Pacifica* | ----- -rur- | Task force group. |
| *CSC Sahara* | ----- rcu-- | Hospital and supply carrier. |
| *CSC Terra* | ----- ---c- | Admiral Conrad Decker’s flagship. |

## Levels

The player accumulates experience points when she completes missions or otherwise accomplishes tasks for the Commonwealth Fleet. Whenever the player talks to the captain of a Star Carrier, she may be promoted to the next level.

|  |  |  |
| --- | --- | --- |
| **Level** | **XP** | **Notes** |
| 1. Mercenary | – | Player starts out at this level just by having a military ID. |
| 2. Privateer | 200 | Player gains a service medal for participating in the Ares campaign. |
| 3. Master Sergeant | 600 | Player gets free refueling services at any Commonwealth carrier. |
| 4. Fleet Lieutenant | 1,500 | Player gets free dock services. Point Juno mission available. |
| 5. Fleet Commander | 3,000 | *CSC Antarctica* mission available. |
| 6. Fleet Captain | 10,000 | – |

## Docking with a Commonwealth Star Carrier

When the player encounters a carrier in a system, she may attempt to dock with it.

If the player has committed any crime against the Fleet, then she will be held accountable for her crimes when docking (regardless of any other condition).

If she does not have a military ID, the troopers at the dock will refuse entry.

If the player’s ship is radioactive, the dock master will decontaminate the ship for free (as long as the player has a military ID).

## Dock Services

If the player has a military ID, she may use the dock services aboard a carrier.

***Refueling:***Carriers can refuel the player’s ship with either helium3 assemblies, xenotite fuel rods, or pteracnium fuel rods. These cost 60, 140, and 240 credits respectively, unless the player has the rank of Master Sergeant or above, in which case refueling is free.

***Armor:***Carriers repair and install armor at tech level IX. If the player has the rank of Fleet Lieutenant or higher, all armor services are free.

***Devices:*** Carriers install and remove devices at tech level IX. If the player has the rank of Fleet Lieutenant or higher, all device services are free.

***Reactors:*** Carriers can upgrade the player’s reactor. A 100MW reactor is available for 10,000 credits; a 150MW reactor upgrade costs 20,000 credits; a 250MW reactor upgrade costs 60,000 credits; and a 500MW reactor upgrade costs 100,000 credits.

## Hospital and Supply Carriers

The *CSC Arctica* and the *CSC Sahara* are hospital and supply carriers generally encountered at the rear of the line (level VII). On the two ships, the player may visit the infirmary to talk with the chief medical officer.

Because the Fleet is so short on medical supplies, the chief medical officer will offer to buy all of the player’s medical items at a 25% mark-up.

The player may accept the offer or she may instead choose to donate the supplies. In the latter case, the chief medical officer will thank the player and award her 1 experience point for every 10 credits of value (at the 25% mark-up rate). No more than 200 XP are awarded at any one time, and experience earned in this way cannot increase the player’s experience above 600 XP.

In addition, the medical officer will give the player some gift depending on the value of the donation. Consult the gift tables under each ship.

The medical officer will never give away the same gift twice. If a gift has already been given, the next lowest gift level will be given.

## *CSC Arctica*

The *CSC Arctica* was once a front-line ship but now serves as a hospital and supply ship. The player will generally encounter the *Arctica* in one of the level VII systems.

The *Arctica* is commanded by Jean Henri Briand, an older man who still seems enjoys the vices and tastes of younger men. If the player visits the bridge, Captain Briand might talk about some little bar in St. Katharine’s that he particularly likes.

The chief medical officer of the *Arctica* is Fleet Lieutenant Nancy Carter. When the player donates medical items, Doctor Cater will give the player one of the following (depending on the value of the donation):

***1,250 credits or less:*** Gift is a barrel of Kobe spring water (210 credit value).

***1,251-2,500 credits:*** Gift is four barrels of monopole dust (2,800 credit value).

***2,501-5,000 credits:*** Gift is an R5 deflector (9,000 credit value).

***5001-10,000 credits:*** Gift is an Invincible-class deflector (13,000 credit value).

***More than 10,000 credits:***  Gift is a plasma shield generator (35,000 credit value).

## *CSC Sahara*

The *CSC Sahara* is another hospital and supply carrier.

The chief medical officer of the *Sahara* is Fleet Lieutenant Huangdi Lin. Consult the following table to determine the gift that Huangdi will give the player when donating:

***1,250 credits or less:*** Gift is a case of Europan Ice vodka (275 credit value).

***1,251-2,500 credits:*** Gift is an R1 deflector (2,000 credit value).

***2,501-5,000 credits:*** Gift is a patch spider (7,000 credit value).

***5001-10,000 credits:*** Gift is blue etherium field crystal (2,000 credit value).

***More than 10,000 credits:***  Gift is a Mammoth 100MW deflector (40,000 credit value).

## Task Force Groups

Most of the carriers in the Fleet are deployed throughout the systems of the Outer Realm executing missions against the Ares and the Rogue Fleet. The *CSCs America*, *Atlantica*, *Asia*, *India*, and *Pacifica* are all deployed in this fashion.

When the player visits the flight deck on these carriers she may speak to the executive officer and volunteer to go on missions to help the Fleet.

The mission assigned to the player is randomly selected from those appropriate to her rank in the Fleet.

### Level 1 (Mercenary) Missions

200 XP are required to advance from Mercenary to Privateer, so the player will likely be assigned only 2 of these missions. Since many players will gain some experience from donating medical supplies, it is possible that the player will see none of these missions.

**Recon**

*Level* 1 (Mercenary)

*Requirements* Visual display enhancement ROM; Station in system with *aresMajor* attribute.

*Description* The player must fly within visual range of a major Ares station in the system and return to tell about it. The player fails the mission if she is destroyed (even if resurrected) or gates out of the system.

*Experience* 100 XP

**Fleet Delivery**

*Level* 1 (Mercenary)

*Requirements* Visual display enhancement ROM; Station in system with *fleetDelivery* attribute and at least 300 light-seconds away.

*Description* The player’s cargo hold is filled with supplies for delivery to a Commonwealth station.

Along the way, the player is attacked either by a group of Kobol warlords (60%) or some Rogue gunships (30%) or a squadron of Ares gunships (10%).

*Experience* 100 XP

**ROM Delivery**

*Level* 1 (Mercenary)

*Requirements* Visual display enhancement ROM.

*Description* The player is ordered to rendezvous with a freighter at the edge of the system. When the player docks, she is asked to deliver a data ROM to the CSC.

50% of the time, the freighter is under attack from Ares gunships when the player arrives. The player must destroy the attackers.

After the player gets the ROM, both the player and the freighter are attacked by more Ares gunships.

The freighter tells the player to leave, but if the player saves the freighter, he will thank the player and reveal that the ROM contains material related to Project Lamplighter.

This mission can only be assigned once per game.

*Experience* 100 XP

**Chase & Destroy**

*Level* 1 (Mercenary)

*Requirements* None

*Description* An Ares scouting squadron is going to fly by the carrier. The player’s mission is to intercept and destroy the entire squadron before they leave the system.

The squadron consists of 8 *Sandstorm* gunships.

*Experience* 100 XP

### Level 2 (Privateer) Missions

The player needs 400 XP to advance from Privateer to Master Sergeant. Two or three of these missions will be assigned.

**Freighter Intercept**

*Level* 2 (Privateer)

*Requirements* Visual display enhancement ROM.

*Description* An Ares *Polar-*class freighters escorted by *Sandstorms* is passing through the system and the player must destroy it before it can leave through the stargate.

*Experience* 150 XP

**Ore Delivery**

*Level* 2 (Privateer)

*Requirements* Visual display enhancements ROM; Stargate at least 300 light-seconds away.

*Description* The player must escort a *Scarab*-class superfreighter carrying pteracnium ore from a stargate to the CSC.

60% of the time, the superfreighter will be attacked by a squadron of Ares gunships led by a *Tundra*-class heavy gunship.

30% of the time, the path of the superfreighter will be mined with CRM100 static mines. After the mines detonate, Rogue gunships will ambush the superfreighter.

10% of the time, the superfreighter will have been taken over by Rogue elements and will be on a suicide mission to attack the CSC. The player will receive a message from the CSC that the superfreighter must be destroyed.

*Experience* 150 XP

### Level 3 (Master Sergeant) Missions

900 XP are needed to advance from Master Sergeant to Fleet Lieutenant. The player will need to complete three or four of these missions.

**Rescue Scientists**

*Level* 3 (Master Sergeant)

*Requirements* None

*Description* This mission is assigned as soon as the player reaches this level (the mission is never assigned more than once).

The player must escort an *Aurochs*-class transport to a destroyed Rogue base. The *Aurochs* will dock with the base, retrieve the scientists, and head back to the CSC. Meanwhile, Rogue ships will attack both the player and the transport.

If the *Aurochs* is destroyed, the mission fails. The player will be demoted to Privateer and lose all but 400 XP. Also, Project Lamplighter will fail.

*Experience* 250 XP

**Freighter Escort**

*Level* 3 (Master Sergeant)

*Requirements* None

*Description* The player must escort an *Aurochs*-class transport from the stargate to the CSC and defend it against Ares *Sandstorms*.

*Experience* 250 XP

**Refugee Escort**

*Level* 3 (Master Sergeant)

*Requirements* None

*Description* A refugee convoy is passing through the system and the player must escort it safely. The player is aided by a squadron of 6 *Centurion*-class heavy gunships.

*Experience* 250 XP

### Level 4 (Fleet Lieutenant) Missions

1,500 XP are required to advance to Fleet Commander.

**Attack!**

*Level* 4 (Fleet Lieutenant)

*Requirements* None

*Description* The player must lead a squadron of 6 *Centurions* in an attack against a major Ares station in the system.

*Experience* 250 XP + 100 XP for every surviving *Centurion*.

**Destroy Convoy**

*Level* 4 (Fleet Lieutenant)

*Requirements* Visual display enhancement ROM; distance between stargates must be greater than 200 light-seconds

*Description* The player must lead a squadron of 6 *Centurions* in an attack against an Ares convoy. The convoy consists of 5 *Polar*-class freighters.

60% of the time, each freighter is escorted by a *Chasm*-class gunship.

30% of the time, each freighter is an advanced model with a rapid-fire omnidirectional Ares archcannon. 2 *Sandstorm*-class gunships escort each freighter.

10% of the time, the convoy is guarded by 2 *Deimos*-class destroyers.

*Experience* The mission fails if the number of *Centurions* lost is greater than the number of freighters destroyed, or if all freighters escape. The player gains 100 XP for every freighter destroyed, plus 50 XP for every surviving *Centurion*.

### Level 5 (Fleet Commander) Missions

7,000 XP are required to advance to Fleet Captain.

**Intercept**

*Level* 5 (Fleet Commander)

*Requirements* Visual display enhancement ROM.

*Description* The player must lead a squadron of 6 *Centurions* in an attack against an unknown Ares force.

60% of the time, the target is a *Phobos*-class dreadnought at the edge of the system.

30% of the time, the target is a full squadron of *Sandstorm­* gunships.

10% of the time, the target is a flight of *Deimos*-class destroyers.

*Experience* 1,000 XP + 100 XP for every surviving *Centurion*.

## Point Juno

Point Juno is the last remaining Fleet stronghold, currently under the command of General Maureen Verner. The player will encounter the Point Juno station in the last level VIII system (after node A3B).

Point Juno has standard dock services (like a CSC). Central Command, however, is accessible only if the player is a Fleet Lieutenant or higher.

There are two Ares battle fleets in the system: Battlefleet Alpha and Battlefleet Beta, each consisting of three dozen *Sandstorm*-class gunships.

When the player visits Central Command, she will meet General Verner. The General will ask the player to find and destroy Battlefleet Beta. If the player agrees, she will be given command of eight *Centurions*.

Once the mission is assigned, Battlefleet Alpha will begin its attack. If the player destroys Battlefleet Beta in time, she will be able to return to Point Juno and help it defend itself.

Unless destroyed, Battlefleet Beta will eventually attack Point Juno also.

If both battle fleets are destroyed, the player is given one more mission: five *Cometfall* missileships heading for Point Juno must be intercepted and destroyed.

If the player fails in this mission, it is likely that the *Cometfalls* will destroy Point Juno.

If successful, General Verner will congratulate the player and grant her 1,200 experience points.

General Verner will also tell the player about the *CSC Europa* and Project Lamplighter. The player will be given the codes to the weapons vault on the *Europa.* If the player can defeat the enemy ships swarming the wreck, she will be able to open the vault and retrieve a prototype of the Lamplighter weapon.

Although she must return the prototype to Point Juno, there are other weapons in the vault that she may take.

## *CSC Terra* and *CSC Antarctica*

The *CSC Terra* is the flagship of the Fleet and the domain of Admiral Conrad Decker. The player will encounter the *CSC Terra* in one of the level IX systems.

If the player is at least a Fleet Commander, she may visit the Bridge and talk with Admiral Decker. Decker will ask the player to hunt down and destroy the *CSC Antarctica.*

If the player destroys the *Antarctica*, then Decker will reward her by allowing her to test the new Lamplighter weapon.

The flow looks like this:

ESCAPED

YES

NO

NO

YES

DESTROYED

ALIVE

YES

NO

Mission assigned?

Assign mission

Recap briefing

Antarctica fate?

Regina betrayed?

No access to Lamplighter

Destroyed by player?

Lamplighter weapon

No access to Lamplighter?

Access to Lamplighter at Fleet Captain

### Dialogue

*The player enters the bridge for the first time*.

Armed troops salute as you enter the bridge. You see the Admiral of the Fleet, Conrad Decker, standing at the nerve center of the ship and of the entire Fleet. Officers discuss various tactical issues at their consoles. No one looks at the Admiral, but everyone feels his presence.

*Whenever the player enters the bridge, the Admiral can be found talking with his XO. The player overhears a snippet of conversation.*

The ship’s XO stands next to the Admiral and you overhear part of their conversation:

{conversation}

As you approach, the Admiral stops talking and turns to you.

*The conversation is random, though some snippets only occur if certain events have taken place:*

“I know, Jack, but you have to push them. I want the project in testing-phase before we move.” [*only if Lamplighter not being tested by player.*]

“What about the yield? Can they boost the yield without risking the containment?” [*only if Lamplighter not being tested by player.*]

“We have to get something to test by next month. Even a one-shot test—anything.” [*only if Lamplighter not being tested by player.*]

“Yeah, I miss her too. But you know what the General would’ve said—she knew the risks.” [*only if Point Juno is destroyed.*]

“Get on that right away, Jack, I don’t want her to get away again.” [*only if the Antarctica is still alive.*]

“Keep them sharp—we have to be ready for another attack.”

“I concur—we’ll get the supplies after our next operation.”

*Admiral Decker assigns a mission to the player*.

Armed troopers escort you to the Admiral’s quarters.

You see the artifacts of his life scattered around the room—charts, papers, and empty glasses are randomly distributed. Pictures of the men and women that he’s lost judge from the walls.

Fifteen minutes later, the Admiral walks in.

[Continue]

“A {name of ship class} armed like battleship and a lonely pilot heading for the Core. Another plaything for the Gods. What a waste.

“I’ll make a deal with you. Help me with my problem, and I’ll give you something you’re going to need out there.”

[Continue]

“My problem is Captain Helios and the CSC Antarctica. Two months ago we were on joint operations against an Ares stronghold. Four carriers; hundreds of Centurions; one of the most complicated operations of the war.

“A light-minute out, she breaks formation and recalls her wing. She left us out there at the most critical point!”

[Continue]

“She’s gone rogue. Or worse. And with a carrier. And with the secrets she knows. I really don’t have a choice.”

The Admiral looks away, out the porthole for several moments. He looks tired. And old.

[Continue]

[Updated: Version 0.97a+]

# Domina

Domina is a transcendent entity who lives in one of the binary black holes at the Galactic Core. Domina influences the consciousness of sentient beings in the Galaxy. While other, ancient races have evolved a resistance to her influence, humans are very susceptible to her powers and some can be compelled or even controlled by Domina.

For the last several hundred years, Domina has been summoning humans to the Core; she believes that the human race will determine whether Oracus emerges from his prison or is finally defeated.

## Relationship with Domina

The player gains *experience points* (XPs) in various ways. For example, the player gains experience points when donating various items that are useful to Domina.

Gaining experience points allows the player to advance in *relationship level*. Each level corresponds to a band of experience points. The player achieves a new level when her experience points exceed the band for her current level. Sometime, especially at the higher level, the player must perform some action (such as contemplation) to advance to the next level (even after achieving the required experience points).

The following table lists the various levels:

|  |  |  |  |
| --- | --- | --- | --- |
| **Level** | **XP** | **Time to Invoke (minutes)** | **Notes** |
| 1. Novice | – | 1 | – |
| 2. Acolyte | 250 | 2 | – |
| 3. Adept | 500 | 5 | Can invoke Simulacrum of the Defender |
| 4. Curate | 1,000 | 10 | Can invoke Simulacrum of the Crusader |
| 5. Canon | 2,000 | 17 | Can use a Gem of Eternity; can invoke Simulacrum of the Avenger |
| 6. Matriarch/ Patriarch | 4,000 | 26 | Gains Vajra thunderbolt weapon |

## Donating

The player gains experience points by donating certain items to the Sisters. The following items have XP values:

|  |  |
| --- | --- |
| **Item** | **XP Value** |
| Carved prayer stone | 50 |
| Jewel of contemplation | 100 |
| Abbasid thanogram | 100 |
| Slave coffin | 100 |
| Optical knowledge array | 20 |
| Death cube | 200 |
| CDM archive | 200 |
| Halo gem | 200 |
| Hierolith crystal | 150 |
| Hierolith geode | 300 |
| Hierolith obelisk | 1000 |

## Powers of Domina

Players who have a relationship with Domina can invoke powers of a level appropriate to her relationship level. For example, at level 2 (Acolyte) the player can invoke a level 2 power such as **Heal**.

After invoking a power of a given level, the player must wait a certain amount of time before invoking another power of the same level. Consult the level table for the time to wait. For example, if the player invokes a level 3 power, she must wait at least 5 minutes (real time) before invoking another level 3 power. She could, however, invoke a power of any other level, provided that she had waited the required amount of time.

The following is a list of all Domina powers:

**Sustain**

*Level* 1 (Novice)

*Description* When invoked, the player is surrounded by an energy field that absorbs all forms of damage. The player cannot fire any weapons while the field is up. The field lasts for 500 ticks.

**Restore**

*Level* 2 (Acolyte)

*Description* If the ship’s shields are down, the shield are recharged fully.

If no shield generator is installed and the ship’s armor is damaged, then the armor is fully repaired.

**Strengthen**

*Level* 2 (Acolyte)

*Description* Ship’s weapons do double damage for 600 ticks.

**Defend**

*Level* 3 (Adept)

*Description* This power creates a defensive force field around the player that absorbs all forms of damage. Unlike Sustain, the player can fire her own weapons through the field.

The field lasts for 150 ticks + 100 ticks per level above 3.

**Nebular Sight**

*Level* 3 (Adept)

*Description* When invoked all stations inside of a nebula are automatically known to the player.

**Circle of Wrath**

*Level* 4 (Curate)

*Description* This power creates an expanding, destructive field around the player that causes 6d6 points of dark lightning damage to any ship in range.

The field expands out to 16 light-seconds.

**Ingenuity**

*Level* 4 (Curate)

*Description* This power reveals to the player a method for improving her equipment. When invoked, the player effects the following improvements on her equipment:

No improvement (20%)  
+10% hp to random armor segment (20%)  
+20% hp to random armor segment (10%)  
+10% hp to shield generator (15%)  
+20% hp to shield generator (5%)  
Shield generator consumes 10% less power (5%)  
+5% increase in weapon damage (10%)  
+10% increase in weapon damage (5%)  
Enhance reactor (5%)  
Enhance drive (5%)

If the randomly chosen device is already enhanced (or otherwise modified) then the power fails.

**Desperate Escape**

*Level* 5 (Canon)

*Description* This power is invoked automatically when the player’s ship is hit by damage that reduces any armor segment to 0 or less.

The invocation of the power prevents the ship from being destroyed and brings up a force field that absorbs all forms of damage (equal to the field in **Sustain**).

The field lasts for 150 ticks. This power is not invoked if the required amount of resting time for level 5 powers has not yet elapsed.

**Shatter**

*Level* 5 (Canon)

*Description* This power creates a force wave that instantly destroys all ships less than level X that are within 16 light-seconds of the player.

The ships are ripped apart by the force wave and do not leave a wreck.

**Prescience**

*Level* 6 (Matriarch/Patriarch)

*Description* This power allows the player to temporarily travel into the future along an alternate timeline.

After invocation, the player remains in the alternate for 1800 ticks. After that time, or if the player invokes **Prescience** again, the player is brought back in time to the point of invocation.

If the player dies or enters a stargate during **Prescience** then she is brought back in time to the point of invocation.

If the player invokes a Gem of Contrition during **Prescience** then the player remains in the alternate timeline and never returns.

# Korolov Shipping

Shipping cargo from station to station is not the most glamorous work, but it can be dangerous. Charon pirates patrol the shipping lanes, ready to attack and loot any target they can take.

Korolov Shipping specializes in escorting freighters and transports across a system. The player may earn some credits by escorting freighters for Korolov and defending them against the Charon pirates. But in the process she may discover a dark secret: someone in the high ranks of Korolov is collaborating with the pirates.

## Levels

At the completion of every mission (whether successful or not) the player gains or loses experience points as follows:

1. If the mission was successful, the player gains experience points commensurate with the mission difficulty (generally, 100 XP).
2. If the mission failed, the player loses 100 XP for the first failed mission, 200 XP for the second failed mission, and 300 XP for the third and subsequent failed missions.
3. At the completion of the 10th mission, the player gains 1,500 experience points if she has never failed a mission.

Experience points determine the player’s level within Korolov. Level is a rough analog for reputation:

|  |  |  |
| --- | --- | --- |
| **Level** | **XP** | **Notes** |
| x. Blacklisted | Less than 0 | If the player reaches this level, she will never again be assigned a mission. |
| 1. Apprentice | 0-399 | Player starts out at this level. Rated to escort EI100 and EI200 freighters. |
| 2. Journeyman | 400-1,499 | Additional ratings: EI7000, Antares II, Antares V, and Orion freighters. |
| 3. Master | 1,500+ | Additional ratings: Antares I and Empress classes. |
| 4. Legend | 3,000+ | If the player reaches 3,000 experience points without any mission failures, she becomes a Legend (otherwise, she remains a Master). |

A player who never fails a mission becomes a journeyman after 4 missions, a master after 10 missions, and a legend after 15 missions.

A player who fails her first mission becomes a journeyman after 5 missions and a master after 16 missions.

A player who fails two missions as an apprentice becomes a journeyman after 7 missions and a master after 18 missions.

When the player becomes a Journeyman, she receives one of the following: a visual display enhancement ROM (60%); a targeting program ROM (30%); a shield enhancement ROM (10%).

When the player becomes a Master, she receives a class V deflector.

When the player becomes a Legend, she receives 4 segments of V10 powered armor. The armor is enhanced to resist particle damage.

## Missions

The player can request an escort mission (as long as she is not blacklisted) and as long as there are missions available.

Missions are randomly generated. After the player has accepted 3 Master missions, no more missions will be available.

The player can decline a mission and request a different one. If the player declines three times, then it takes a certain amount of time before more missions are available.

## Random Notes

* Charon pirate ships:
  + Corsair gunship: light titanium (I); laser cannon (I)
  + Corsair II gunship: reactive armor (II); class I deflector (I); dual laser cannon (II); NAMI missile launcher (III)
  + Viking heavy gunship: reactive armor (II); turbolaser (III)
  + Drake missileship: light blast plate (V); NAMI missile launcher (III); laser cannons (I)
  + Tortuga armed freighter: light blast plate (V); turbolaser (III)
  + Captain xyz, Tortuga armed freighter: light blast plate +regenerating nanos (V); particle beam weapon (IV)
  + Corsair Ace, Corsair II: reactive armor +blast resistance (II); class II deflector (II); x-ray laser cannon (V)
  + Viking lieutenants, Viking: light blast plate (V); particle beam weapon (IV).

Items

# Item Attributes

The following item attributes are used throughout the game:

**Alien:** This is an item created by one of the Ancient Races and generally not found in Human Space.

**Art:** These are objects or art or craft.

**ConfirmRefuel:** Fuel items with this attribute get a confirmation dialog box before the player can refuel. For example, the longzhu sphere requires confirmation because it is often too precious to waste as a normal fuel.

**CannotOrder:** This attribute indicates that the item cannot be ordered through a Corporate Trading Post. This attribute can be used with or without the NotForSale attribute. E.g., it is possible to have an item that is for sale but that cannot be ordered.

**Consumable:** This attribute is used to randomly choose treasures. The Consumable attribute indicates that the item is consumable, such as fuel or ammunition. See: MinorItem and MajorItem.

**Food:** This attribute marks edible and drinkable items.

**ID:** This item is an identification chip.

**Illegal:** This marks an item that is illegal in the Commonwealth.

**Lux:** These are luxury items.

**MajorItem:** This attribute is used to randomly choose treasures. MajorItem indicates weapons or devices. See: MinorItem and Consumable.

**Meds:** This attributes identifies medical items.

**Military:** This attribute marks items that are only used by the military in Commonwealth space. Ships must have a military ID to carry military items.

**MinorItem:** This attribute is used to randomly choose treasures. The MinorItem attribute indicates that the item is an item such as an armor segment or a minor enhancement to the ship.

**NotForSale:** Items with this attribute are not commodities that can be bought or sold in general Commonwealth stations. In general, items that are specific to a single sovereign (e.g., the Urak howitzer) are not for sale. This attribute implies the CannotOrder attribute.

**Psionic:** These items are sensitive to conscious thought. Transcendence entities can project themselves through these kinds of items and contact or even influence conscious entities.

**Res:** These items are resources used for manufacturing or production of some kind.

**Soul:** These items have a consciousness or a pattern of consciousness.

**Specialty:** Items with this attribute are only found in specialty stores. For example, a weapon marked with this attribute might be found only at weapons dealer stations.

# Manufacturer Attributes

The following item attributes identify the principal manufacturer of an item type.

**Bushido:** Created by the Bushido Corporation, a subsidiary of Honoku-Tomashi.

**EI:** Created by Earth Industries Conglomerate.

**Makayev:** Created by Makayev-Energia Space Systems.

**NAMI:** Created by North Atlantic Manufacturing Industries, one of the largest industrial conglomerates in Human Space.

**Rasiermesser:** Created by the Rasiermesser Corporation.

**Solon:** Solon Industries.

**Taikon:** Created by Taikon Ventures, rce.

# Armor

|  |  |
| --- | --- |
| **Station** | **Notes** |
| Agricultural station, Commonwealth colony, mining colony | Level V armor repair. |
| Battle Arena Maximus | Level VI armor repair. |
| Armed Commonwealth colony, armor dealer | Level VII armor repair. |
| Commonwealth station | Level VII armor repair. |
| Commonwealth settlement, Commonwealth dry dock, Commonwealth fortress, Korolov Shipping | Level VIII armor repair. |
| Tinkers | Level VIII armor repair. |
| Black Market shipyard | Level IX armor repair. |
| Sisters or Domina | Level IX armor repair. (Only if player has donated enough.) |
| Commonwealth Star Carrier | Level X armor repair. Free if Fleet Lieutenant or higher. |
| Ringers, Taikon Ventures | Level XII armor repair. |

## Properties by Value

|  |  |
| --- | --- |
| **Property** | **Value** |
| Immune to a damage type | +8 |
| Reflects a damage type | +8 |
| Regenerate 1 hp per 240 ticks | +4 |
| Regenerate 1 hp per 240 ticks when near the sun | +1 |
| +5% hit points | +1 |
| +25% bonus for one damage type | +1 |
| +10% hit point bonus if matched set | +1 |
| -10% lighter | +1 |
| Immune to blinding | +1 |
| Immune to device damage | +2 |
| Immune to disintegration (@ tech level <= 10) | +3 |
| Immune to EMP damage | +2 |
| Immune to radiation (@ tech level <= 10) | +1 |
| Immune to radiation (@ tech level <= 5) | +2 |
| Blinding, EMP, and device damage only 33% effective | +2 |
| Blinding, EMP, and device damage only 50% effective | +1 |
| Solar power | +2 |
| Stealth 12 | +4 |
| Stealth 10 | +3 |
| Stealth 8 | +2 |
| Stealth 6 | +1 |
| -1 repair tech level | +1 |
| Disables shields (e.g., Meteorsteel) | -16 |
| Decay 1 hp per 240 ticks | -8 |
| -5% hit points | -1 |
| -25% penalty for one damage type | -1 |
| +10% heavier | -1 |
| Consumes 1% of the power of a shield of equal level | -1 |
| +1 repair tech level | -2 |

# Shields

## Shield Properties by Technology Level

The following table defines the strength and regeneration rate of shields by technology level.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Tech** | **Hit Points** | **Re-generation** | **Power Use (MW)** | **Cost** |
| Tech I | 25 | 1 | 1 | 250 |
| Tech II | 30 | 1 | 2 | 600 |
| Tech III | 40 | 1 | 5 | 1,100 |
| Tech IV | 60 | 2 | 10 | 2,200 |
| Tech V | 75 | 2 | 20 | 4,500 |
| Tech VI | 90 | 3 | 30 | 9,000 |
| Tech VII | 120 | 4 | 50 | 18,000 |
| Tech VIII | 150 | 5 | 100 | 35,000 |
| Tech IX | 190 | 6 | 200 | 65,000 |
| Tech X | 240 | 8 | 300 | 100,000 |
| Tech XI | 300 | 10 | 400 | 170,000 |
| Tech XII | 340 | 11 | 600 | 300,000 |
| Tech XIII | 390 | 13 | 800 | 500,000 |
| Tech XIV | 420 | 14 | 1,000 | 800,000 |
| Tech XV | 450 | 15 | 1,200 | 1.2M |
| Tech XVI | 480 | 16 | 1,500 | 2M |
| Tech XVII | 510 | 17 | 2,000 | 3M |
| Tech XVIII | 570 | 19 | 2,500 | 5M |
| Tech XIX | 660 | 22 | 3,000 | – |
| Tech XX | 750 | 25 | 3,500 | – |
| Tech XXI | 900 | 30 | 4,000 | – |
| Tech XXII | 1100 | 36 | 5,000 | – |
| Tech XXIII | 1300 | 44 | 6,000 | – |
| Tech XXIV | 1500 | 50 | 7,000 | – |
| Tech XXV | 1800 | 60 | 8,000 | – |

#### Notes

* The regeneration rate of shields is expressed in hit points per 30 ticks (hit points per 60 seconds of game time).

# Weapons

## Weapon Damage by Technology Level

Use the following table to compute the amount of damage that a weapon of the given technology level should inflict. Damage is in hit points.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Tech** | **2 Draw-backs** | **1 Draw-back** | **Normal** | **1 Ad-vantage** | **2 Ad-vantages** |
| Tech I | 8 | 6 | 4 | 2.7 | 2 |
| Tech II | 10 | 7.5 | 5 | 3.3 | 2.5 |
| Tech III | 12 | 9 | 6 | 4 | 3 |
| Tech IV | 18 | 13.5 | 9 | 6 | 4.5 |
| Tech V | 24 | 18 | 12 | 8 | 6 |
| Tech VI | 30 | 22.5 | 15 | 10 | 7.5 |
| Tech VII | 40 | 30 | 20 | 13.3 | 10 |
| Tech VIII | 50 | 37.5 | 25 | 16.7 | 12.5 |
| Tech IX | 64 | 48 | 32 | 21.3 | 16 |
| Tech X | 80 | 60 | 40 | 26.7 | 20 |
| Tech XI | 100 | 75 | 50 | 33.3 | 25 |
| Tech XII | 114 | 85.5 | 57 | 38 | 28.5 |
| Tech XIII | 130 | 97.5 | 65 | 43.3 | 32.5 |
| Tech XIV | 140 | 105 | 70 | 46.7 | 35 |
| Tech XV | 150 | 112.5 | 75 | 50 | 37.5 |
| Tech XVI | 160 | 120 | 80 | 53.3 | 40 |
| Tech XVII | 170 | 127.5 | 85 | 56.7 | 42.5 |
| Tech XVIII | 190 | 142.5 | 95 | 63.3 | 47.5 |
| Tech XIX | 220 | 165 | 110 | 73.3 | 55 |
| Tech XX | 250 | 187.5 | 125 | 83.3 | 62.5 |
| Tech XXI | 300 | 225 | 150 | 100 | 75 |
| Tech XXII | 360 | 270 | 180 | 120 | 90 |
| Tech XXIII | 440 | 330 | 220 | 146.7 | 110 |
| Tech XXIV | 500 | 375 | 250 | 166.7 | 125 |
| Tech XXV | 600 | 450 | 300 | 200 | 150 |

#### +2 Advantages

* f7 or faster.
* Omni-directional or tracking.
* Disintegration.

#### +1 Advantage

* f10.
* New technology.
* Radiation, paralysis, disruption, or blindness.
* Fragmentation or area of effect.
* Consumes half as much fuel as average for level.

#### No Drawbacks or Advantages

* f15.
* Serial fire.

#### +1 Drawback

* f20.
* Old technology (1 drawback per level).
* spread3, wall.
* Slow missile (speed less than or equal to 20).
* Draws more than double the power as average for level.

#### +2 Drawbacks

* f30 or slower.
* Requires ammunition.

#### Notes

To balance the amount of damage that a weapon should inflict, first add up the weapons drawbacks and advantages. Consult the table to find out the average damage that the weapon should inflict at a given technology level. For example, a Smart cannon has tracking (counts for two advantages), requires ammunition (counts for two drawbacks). The drawbacks and advantages balance out. Consulting the table under Tech III and Normal, the Smart cannon should inflict 6 hit points of damage (on average) in order to be balanced (in actuality it does 7, which is close enough).

## Weapon Properties by Technology Level

This table lists the expected properties of weapons for each technology level.

|  |  |  |  |
| --- | --- | --- | --- |
| **Tech** | **Damage Types** | **Cost** | **Power Use (in MW)** |
| Tech I | kinetic, laser | 250 | 1 |
| Tech II | kinetic, laser | 650 | 2 |
| Tech III | kinetic, laser | 1,500 | 5 |
| Tech IV | blast, particle | 3,250 | 10 |
| Tech V | blast, particle | 8,000 | 20 |
| Tech VI | blast, particle | 17,000 | 30 |
| Tech VII | ion, thermonuclear | 40,000 | 50 |
| Tech VIII | ion, thermonuclear | 90,000 | 100 |
| Tech IX | ion, thermonuclear | 190,000 | 200 |
| Tech X | positron, plasma | 400,000 | 300 |
| Tech XI | positron, plasma | 1M | 400 |
| Tech XII | positron, plasma | 2M | 600 |
| Tech XIII | antimatter, nano | 4M | 800 |
| Tech XIV | antimatter, nano | 8M | 1,000 |
| Tech XV | antimatter, nano | 15M | 1,200 |
| Tech XVI | graviton, singularity | 30M | 1,500 |
| Tech XVII | graviton, singularity | 50M | 2,000 |
| Tech XVIII | graviton, singularity | 100M | 2,500 |
| Tech XIX | dark acid | – | 3,000 |
| Tech XX | dark acid | – | 3,500 |
| Tech XXI | dark steel | – | 4,000 |
| Tech XXII | dark steel | – | 5,000 |
| Tech XXIII | dark lightning | – | 6,000 |
| Tech XXIV | dark lightning | – | 7,000 |
| Tech XXV | dark fire | – | 8,000 |

#### Notes

* Power usage is for non-ammo weapons. Weapons that use ammunition will consume 10 times less power.
* Cost is for common items. Uncommon items will be 25-50% more expensive. Rare items will be up to 100% more expensive.

# Weapon Enhancements

Every weapon technology (damage type) has a method for increasing the damage done by the weapon.

## Laser Weapons

Laser weapons are enhanced by *laser amplifiers*. Applying a laser amplifier to a laser weapon boosts its damage by 10% cumulatively up to a total of 100% (double damage).

A *laser collimator* is an installable device that increases damage by a further 100%.

## Kinetic Weapons

Kinetic weapons are enhanced by *kinetic upgrades*. Applying a cannon upgrade to a kinetic weapon boosts its damage by 10% cumulatively up to a total of 150%.

A *cannon accelerator* is an installable device that increases damage by 50% and shot speed by 50%.

## Particle Beam Weapon

Particle beams weapons are enhanced by *particle source upgrades*. Each upgrade boosts damage by 10% cumulatively up to a total of 100%.

A *particle beam splitter* is an installable device that splits a single particle beam into three beams of equal power.

## Blast Weapons

Blast weapons are enhanced by *hexagene boosters*. Each booster increases the damage of a blast weapon by 10% cumulatively up to a total of 100%.

An *actinide cascade* is an installable device that makes blast shots radioactive.

## Ion Weapons

Ion weapons are enhanced by *ion power capacitors.* Applying an ion power capacitor boosts damage by 10% up to a total of 100%.

## Thermonuclear Weapons

Thermo weapons are enhanced by *tritium injectors*. Each deuterium injector boosts damage by 10% up to a total of 120%.

Note: The enhancements above do not include launchers or weapons that require ammo, which are enhanced via separate methods.

## Longzhu Spheres

Longzhu spheres increase the damage bonus of any energy weapon by 20%.

# Singular Items

The following items are not encountered randomly—the player will receive them in some kind of mission or quest.

## Class V Deflector

Level V shield. These deflectors are no longer being produced (they proved to be too expensive to manufacture). The player can receive one if she completes the Korolov missions.

## Leviathan Cannon

Level VI weapon. One of the most powerful non-nuclear weapons in existence. The Leviathan cannon is only available to Militia Colonels.

## Dvalin Armor

Level VII armor.

## Dvalin Omnicannon

Level VIII weapon. Created by the inventor Dvalin at the Rasiermesser manufacturing plant. Dvalin will create this for the player if she completes a quest to retrieve certain items.

## Qianlong Archcannon

Level IX weapon.

## Luminous Chromatic Deflector

Level IX shield. This is a powerful deflector shield generator designed and built by Luminous. The deflector is used by the Luminous Avatar; the player can acquire the deflector by destroying the Avatar.

## Lamplighter Archcannon

Level X weapon. The Lamplighter archcannon is an antimatter weapon designed by the Commonwealth Fleet. The player will gain access to it after the a series of missions.

## Stargate Control Rod

Level XV item. The stargate control rod actives the Heretic system stargate. The player finds the control rod on the wreck of the Iocrym commandship.