

DARK VECTOR

A Forged in the Dark Game of Transhuman Conspiracy & Horror



YOU ARE A SENTINEL FOR FIREWALL, THE LAST LINE OF DEFENSE FOR A FRACTURED TRANSHUMANITY.

You operate as part of a clandestine, decentralized organization dedicated to protecting transhumanity from existential risks (X-Risks) in a post-singularity solar system.

Your missions are the shadows in a secret war for survival.

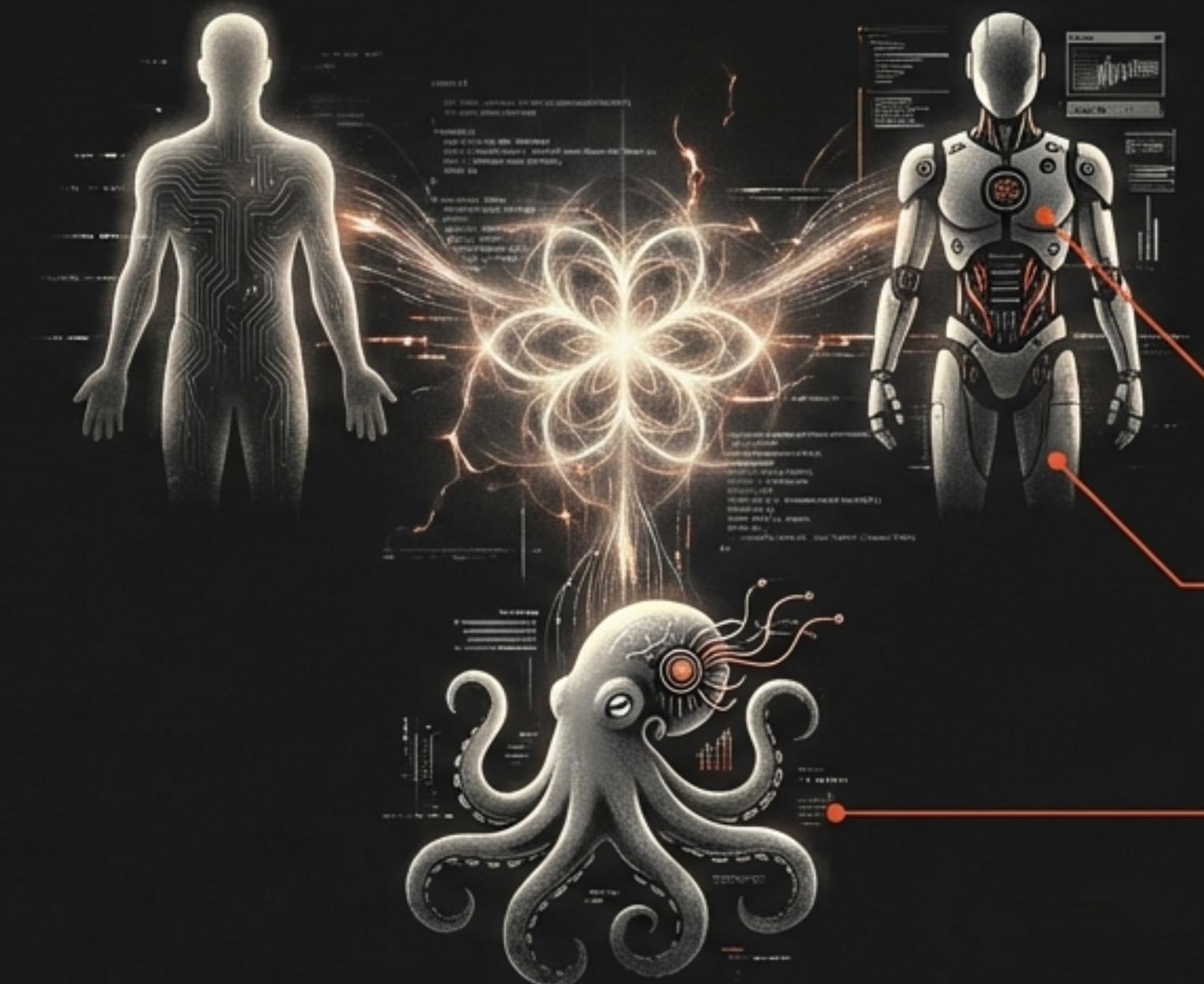
CORE TOUCHSTONES



- Eclipse Phase: The foundational setting and lore.
- Altered Carbon: The commodification of the body and consciousness (Sleeving).
- Ghost in the Shell: The blurring lines between brain, software, and identity.
- The Expanse: Used-future geopolitics and the mystery of alien technology.

YOUR MIND IS SOFTWARE. YOUR BODY IS A SHELL.

In Dark Vector, your character is an **Ego**—a digital consciousness that can be transferred between physical or virtual forms called **Morphs**. Death is not the end, but your Ego is who you truly are.



NEURAL ORIGINS

Every Ego has a source that defines its fundamental nature and compatibility with different types of Morphs.

- **Human:** The baseline transhuman consciousness, born of flesh.
- **AGI (Artificial General Intelligence):** A sentient AI, born of code.
- **Uplift:** A non-human animal intelligence, elevated to sapience.

THE EGO IS DEFINED BY THREE CORE ATTRIBUTES

All actions your Ego takes are governed by your ratings in Insight, Prowess, and Resolve. These represent the fundamental pillars of your mind's abilities.



INSIGHT (Mental Acuity)

Governs your ability to analyze, track, and execute with precision.

Key skills include **Hunt**, **Study**, and **Rig**.



PROWESS (Physical & Digital Agility)

Measures your ability to move, fight, and inhabit a morph.

Key skills include **Finesse**, **Skirmish**, and **Integration**.



RESOLVE (Social & Neural Will)

Represents your force of personality and mental fortitude.

Key skills include **Interface**, **Command**, and **Influence**.

AN AGENT'S ACTIONS SHAPE THE SOLAR SYSTEM.

Your skills are the tools you use to execute missions. They are expressions of your Ego's training and talent, independent of the body you currently inhabit.



INTERFACE

The gateway to the digital world. Bypass firewalls, hack ICE, and navigate the endless streams of AR and VR.



SKIRMISH

Engage in direct, brutal combat. Whether with blades, fists, or firearms, this is the skill of violent confrontation.



INTEGRATION

The art of 'Sleeping.' Master the connection between your Ego and Morph to manage physical strain, suppress dysmorphia, and unlock the hidden potential of your chassis. This is your primary defense against physical overload.

THE GHOST IN YOUR MACHINE: THE MUSE.



Every agent is equipped with a Muse—a personal AI assistant integrated into your consciousness. It is your partner, your researcher, and your digital shadow.



Neural Tether:

Your Muse acts using your **Interface skill**, but **with a slight penalty (-1d)**. Its competence is a reflection of your own.



Limited Autonomy:

A Muse can perform independent actions like monitoring a hack or searching the Mesh, but its overall effectiveness is always capped by your Ego's technical proficiency.

IN A POST-SCARCITY ECONOMY, REPUTATION IS EVERYTHING.

Money is an archaic concept. The only currency that truly matters is **Reputation (Rep)**—your social capital and standing within the solar system's competing factions. Your Rep determines what gear, morphs, and information you can access.

HOW REPUTATION IS EARNED

1



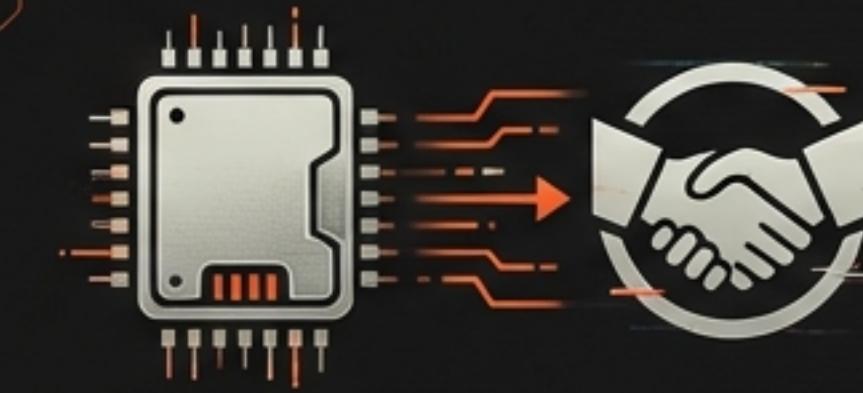
Mission Completion: The primary source of Rep, paid out by your employer in their specific network.

2



Lifelogging: Broadcast your exploits during a mission. A successful **Influence** roll can generate bonus Fame (**f-Rep**) or Autonomist (**@-Rep**) Rep, but it significantly increases your operational exposure (**Heat**).

3



Data Bounties: Turn over valuable intel or TITAN artifacts to interested factions during Downtime for a direct Rep reward.

THE SIX NETWORKS OF INFLUENCE.

Rep is not monolithic. It is tracked across six distinct social and political networks. Mastering this web of influence is key to an agent's success.



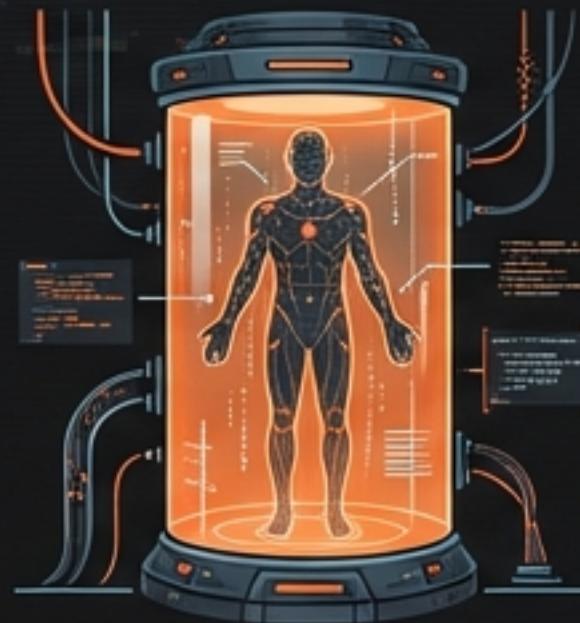
THE RHYTHM OF THE OPERATION: THE CORE LOOP.

A campaign in Dark Vector flows in a cycle of high-stakes operations followed by critical downtime periods for recovery, upgrades, and preparation.



DOWNTIME IS WHERE YOU RE-FORGE YOURSELF.

Between missions, you get two Downtime actions to recover from the physical and mental scars of your work. How you spend them determines your readiness for the next threat.



RESLEEVEING

Transfer your Ego into a new or stored Morph in a controlled facility.



PSYCHOSURGERY

Undergo neural recalibration or therapeutic VR editing to clear Stress and scrub the trauma of your last mission.



ACQUIRE ASSETS

Spend Rep to get specialized software, tactical gear, or access to exclusive locations.

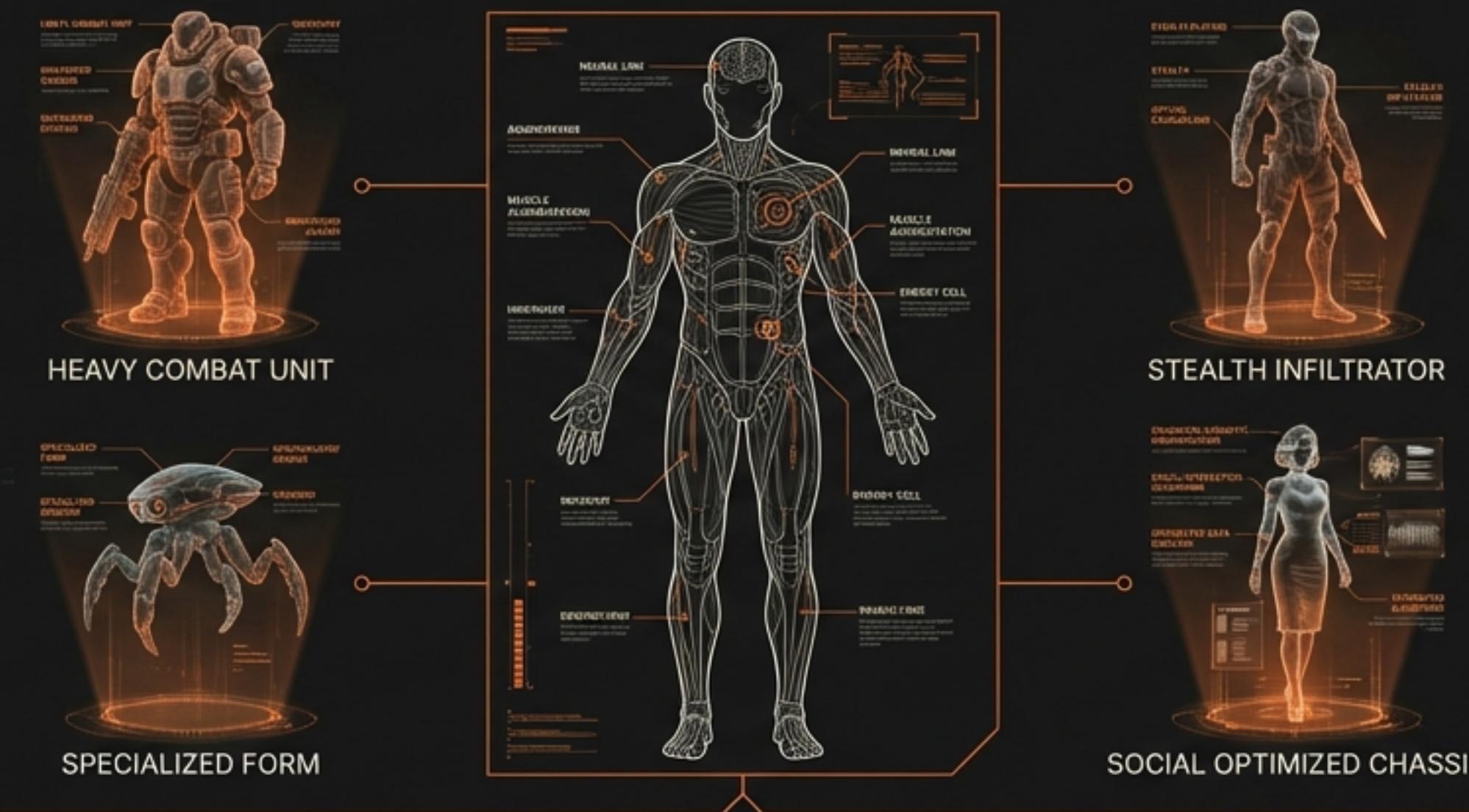


BACKUP & SYNC

Secure your current memories, XP, and Rep gains to a remote server. This is your only protection against true loss.

YOUR BODY IS A SPECIALIZED, DISPOSABLE TOOL.

Morphs are the physical chassis your Ego inhabits. They range from functional shells to highly specialized instruments of war, espionage, and social manipulation.



Central Mechanic: Acquiring new Morphs requires spending **Rep**. Your ability to unlock a Morph's most advanced systems is determined by your dots in the **Integration** skill. Higher Integration allows you to purchase higher-tier Morphs and access their unique Special Abilities.



THE MORPH CATALOGUE: INSTRUMENTS OF WAR AND DECEPTION.

COMBAT CHASSIS

FURY



Fury (Bio-morph): A terrifying biological warform.

*Integrated Items: * T-Ray Vision, Toxic Bone Spikes, Bioweave Armor.

Integration ●●● Unlock: Relentless - Gain +1 Effect to all Skirmish rolls.

REAPER



Reaper (Synthmorph): A walking heavy weapons platform.

*Integrated Items: * Magnetic Treads, Integrated Railgun, 360-degree sensory suite.

Integration ●●● Unlock: Heavy Plating - Gain +1 Armor.

COVERT CHASSIS

SYLPH



Sylph (Social Bio-morph): Genetically engineered for social infiltration.

*Integrated Items: * Pheromone Emitters, Mesh-Presence Boosters.

Integration ●● Unlock: Force of Personality - Influence rolls affect groups as if they were individuals.

GHOST



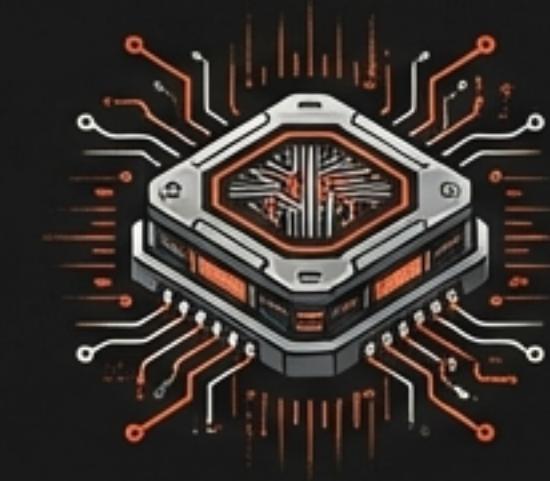
Ghost (Infiltration Hybrid): A master of stealth and intrusion.

*Integrated Items: * Chameleon Skin, Quiet-Step Dampeners, Multi-tool hands.

Integration ●● Unlock: Ghost Rider - Remotely jump your Ego into a drone, leaving your body on autopilot.

DEATH IS NOT THE END, BUT IT HAS A PRICE.

Your Ego can survive the destruction of your morph, but survival is never guaranteed, and it always comes at a cost.



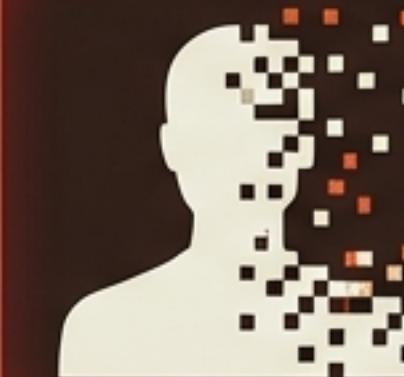
CORTICAL STACK

A hardened data storage unit in your morph's skull. If recovered, it contains a perfect copy of your Ego at the moment of death.



REMOTE BACKUP

If your cortical stack is destroyed, Firewall can restore your Ego from the last backup you synced.



CONTINUITY LOSS

The devastating consequence of being restored from a backup. You lose **all memories, experience points (XP), and Reputation gains** made since your last sync.
The mission, your triumphs, your losses—erased.

DARK VECTOR

Your body is a shell.

Your reputation is everything.

Your mission is survival.