Game: Space RPG

Setting:

The game is set in space

Story:

The player:

A highly trained space traveler hired by the galactic federation was attacked by an Unknown group. The traveler was in danger and fleed using his hyperjump on his spacecraft. The hyperjump wasn’t clean is was a risk to take. The traveler jumped and crashed into an asteroid. Only a few of his possesions survived.

Main story in game:

The only possession that the player has are:

His Integerated Human Interface Device, His backup weapon with charges, a backup space suit, his 3Dcreator and a simple Mining drill.

Abillities:

The player:

IHID:

Integerated Human Interface Device, is an easy device to monitor all of your satistics and spacesuit upgrades and equipments.

Backup weapon:

His backup Weapon is the very reliable weapon, the charges are unlimited and in never breaks, that’s why it’s a backup weapon. On the downside: It is not a strong or fast weapon, only used in emergencies.

3Dcreator:

This small device Created by the famous prof. S. Holtz, can create a basic list of stuff that’s needed on the go. It can be upgraded but is still limited by it small Size.

Simple mining Drill:

An easy to handle mining drill can get to the most common types of materials, the mining drills contains also an inside materialiser. That can be used to convert the raw materials unto usable materials.

Gear:

*Gloves:*

*Boots:*

*Visor (helmet):*

*Main suit:*