

LEXINE

a cosmic odyssey.

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I. INTRODUCTION

A cosmic odyssey awaits!

LEXINE is a shining world of technological marvels, where sleek cities rise from lush landscapes, and advanced AI systems power everything from transport to infrastructure. Life here is vibrant and prosperous, with biotechnological gardens blooming beneath artificial suns and energy harvested from the planet's core. On the surface, **LEXINE** seems like a utopia, a beacon of progress.

But beneath the gleaming exterior, tensions simmer. The planet's factions—each controlling vital technologies—are teetering toward civil war. As the struggle for power intensifies, the streets grow more dangerous, and the future of the planet hangs in the balance.

Stranded on this fractured world, you scavenge the wreckage of your ship while uncovering dark secrets hidden beneath the advanced tech of **LEXINE**. The planet's prosperity is built on lies, ancient experiments, and lost technologies that could change everything—and the brewing war may be only the beginning of its unraveling.

II. CREATING YOUR RAIDER

A Raider is your very own space adventurer in the world of **LEXINE**. Follow the steps accordingly so you can embark on the cosmic odyssey!

1. With your Raider group of four (4), designate one (1) member for each role. Get the corresponding Raider Sheet from the Gamemaster.
 - Raider groups of less than four (4) members are **not allowed** to have duplicate roles within their team.
 - See the Roles Chapter for more details.
2. Write the corresponding Starter Equipment and Items according to your chosen Role.
 - For your Primary Weapon, also write the corresponding Modifier and Damage on the designated field on the Raider Sheet.
 - Leave your Secondary Weapon field blank.
 - For your Armor, write Raider Uniform.
 - List your Starting Items on the box provided on the Raider Sheet.
 - See the Roles Chapter for more details.
3. Choose a race for your chosen Raider.

Take note of their description and bonuses!

 - See the Races Chapter for more details.
4. To determine the stats and skills of your Raider:
 - **For HP, Armor, STR, DEX, and INT:**
 - Get the sum of the Base Stat Points and Racial Stat Bonus (if any).

- Write it on the space provided on the Raider Sheet.
 - Base stats are located near the stat and skill point fields.

- **For Athletics, Domination, and Instinct skills:**

- Get the sum of the Base Skill Points, Total STR, and Racial Skill Bonus (if any).
- Write it on the space provided on the Raider Sheet.

- **For Acrobatics, Sensory, and Instinct skills:**

- Get the sum of the Base Skill Points, Total DEX, and Racial Skill Bonus (if any).
- Write it on the space provided on the Raider Sheet.

- **For Database, Eloquence, and Technology skills:**

- Get the sum of the Base Skill Points, Total INT, and Racial Skill Bonus (if any).
- Write it on the space provided on the Raider Sheet.

5. Breathe life into your Raider!

- Give your Raider a name and write it on the Raider Sheet.
You can also pick one of the premade ones located near the field.
- Follow your heart and think of a general story for your Raider.
Write a summarized version of it in the Story section.
- Tick one (1) from the two (2) boxes for each line located in the Looks and Attitude section.
 - It is generally a good idea to tie these details according to your Raider's Story.

- Choose one (1) Alignment for your Raider and tick the corresponding box.
 - Try to follow your Alignment as you make decisions throughout the game!
 - Draw a visualization of your Raider on the Drawing Section of the Raider Sheet.
6. Designate two (2) Frontliners and two (2) Backliners for each Raider on your team.
- Write FL if your Raider is a Frontliner and BL if it is a Backliner in the Position field on the Raider Sheet.
 - Two (2) Frontliners must first be designated before any Backliner can be assigned.
7. Write zero (0) to the Coin field on the Raider Sheet for each Raider.
8. Tick one (1) from the two (2) boxes located on the Starter Skills section for your Raider according to your chosen Role.

Congratulations! You now have your Raider.

Await further instructions from the Gamemaster.

Your cosmic odyssey will begin shortly...

III. ROLES

Choose from the following roles on your Raider group below:

CAPTAIN

- *The Captain stands as the unwavering heart of any crew, a leader forged in the fires of command. With a voice that commands attention and a presence that instills loyalty, they guide their crew through the most perilous of missions. Their strategic mind is sharp, though their true strength lies in the ability to inspire and make critical decisions under pressure. Whether through negotiation or quick-thinking, the Captain is the one who leads the charge—and always ensures the crew's survival.*
- **STARTING EQUIPMENT:**
 - **Primary Weapon** - Combat Knife (MELEE)
 - **Modifier** – STR
 - **Damage** – 1d6 Energy

REAPER

- *"A shadow in the dark, the Reaper is a master of subterfuge, stealth, and mind control. No one sees them coming until it's far too late. Their swift movements and uncanny agility allow them to navigate any terrain with deadly precision. With an iron grip on the minds of others, they wield their power to dominate, turning enemies into allies or puppets. Silent as the night and relentless as the storm, the Reaper is the harbinger of doom on the battlefield."*
- **STARTING EQUIPMENT:**
 - **Primary Weapon** – Energy Pistol (RANGED)
 - **Modifier** – DEX
 - **Damage** – 1d8 Energy

SURGEON

- *"The Surgeon is a master of the body and mind, able to heal wounds, mend broken bones, and even repair the psyche when necessary. Their intellect and keen sensory awareness make them indispensable in any situation requiring medical precision. They are calm in the face of disaster, and their skills with databases allow them to access critical information at a moment's notice. When a crew member's life is on the line, it is the Surgeon's steady hands and sharp mind that can turn the tide."*
- **STARTING EQUIPMENT:**
 - **Primary Weapon** – Stun Gun (RANGED)
 - **Modifier** – INT
 - **Damage** – 1d4 Energy

ENGINEER

- *"Engineers are the backbone of any expedition, their knowledge of technology and machinery unparalleled. With an intuitive understanding of systems, they can build, repair, and modify almost anything. Their physical strength and athleticism make them excellent in navigating harsh environments and dealing with mechanical failures in the field. Always with a tool in hand and a solution in mind, the Engineer is the one who ensures everything runs smoothly—and if it doesn't, they'll fix it in a heartbeat."*
- **STARTING EQUIPMENT:**
 - **Primary Weapon** - Big Wrench (MELEE)
 - **Modifier** – STR
 - **Damage** – 1d6 Physical

IV. RACES

Choose from the following races in the world of **LEXINE** below:

- **Earthkin**

- *"The Earthkin are born of the soil, a blend of human resilience and the deep-rooted connection to the planet. With an innate ability to adapt to any terrain, they excel in both logic and survival. Their eloquence is unmatched, weaving words like the wind stirs the leaves, and their sharp instincts guide them in the most unpredictable of situations."*
- **RACIAL BONUS:**
 - +1 STR, DEX, INT
 - +2 Eloquence Skill
 - +1 Instinct Skill

- **Cyborg**

- *"Forged by the fusion of flesh and machine, Cyborgs are walking marvels of technological evolution. Their minds are a steel trap, enhanced by mechanical precision and augmented senses. Though their emotions may be muted, their intellect is razor-sharp, and their skills with technology make them indispensable in any mission where systems need to be manipulated or deciphered."*
- **RACIAL BONUS:**
 - +2 INT
 - +2 Technology Skill
 - +1 Sensory Skill

- **Steelforged**

- *"The Steelforged are more than just metal— they are a testament to the merging of flesh and engineering. Crafted in the fires of war and*

ambition, their bodies are a living alloy, hardened for battle. While they may fear the crackle of lightning, their might and mastery over databases and technology make them unrivaled in any situation that demands pure strength or data-driven precision."

- **RACIAL BONUS:**

- Vulnerable to Lightning
- +1 STR
- +2 Database Skill
- +1 Technology Skill

- **Demonoid**

- *"Demonoids carry the blood of ancient, fire-wreathed beings within their veins. They are fierce, unyielding warriors who stand unflinching in the face of flames, their strength amplified by the very forces they were born from. Commanding and charismatic, they dominate not only with brute force but with their powerful words, bending others to their will."*

- **RACIAL BONUS:**

- Resistant to fire
- +2 STR
- +2 Domination Skill
- +1 Eloquence Skill

- **Hexari**

- *"The Hexari are a mysterious and ancient people, their language a key to the arcane forces that shape the universe. With the grace of wind and the speed of thought, they are unmatched in reflexes and athletic prowess. Their instincts are their compass, allowing them to outmaneuver even the most complex of challenges in both body and mind."*

- **RACIAL BONUS:**

- Understands Hexarian Language
- +1 DEX
- +2 Instinct Skill
- +1 Athletics Skill

- **Drako**

- *"Born from the blood of dragons, Drakos are creatures of both might and endurance. Their scales and bones grant them unmatched resilience, and they fight with the ferocity of their draconic ancestors. With superior resistances, they are a force to be reckoned with on any battlefield. The sound of their battle cries echoes through the heavens, as they tumble and strike with unparalleled skill."*
- **RACIAL BONUS:**
 - +2 HP
 - +1 AC
 - +2 Athletics
 - +1 Acrobatics

- **Xentharian**

- *"The Xentharian are creatures of the shadows, their movements as silent and swift as whispers in the dark. Masters of stealth and subterfuge, they blend seamlessly into their surroundings, unseen until they strike. Their skills in domination are subtle but devastating, and their deftness with technology makes them the perfect infiltrators and spies."*
- **RACIAL BONUS:**
 - +2 DEX
 - +2 Stealth Skill
 - +1 Domination Skill