Underground Item Encyclopedia

**Sync-Energy (Sync En) –** Energy which can be manipulated to power machinery and weaponry. Cultivated from sunlight, Sync energy goes through a manipulation process which gives it very similar properties to electricity combined with light. Sync energy’s most notable feat is it’s manipulation on water molecules in various ways. It comes in ten levels which are measurements of how much raw energy is released within a blast or shot. Sync is usually stored in small 4” long viles. All sync energy is blue. Possessing similar traits to light, Sync energy alone does not effect non-hydrolic solids, however it can pass through and be manipulated by glass. Sync energy is not effected by wind, gravity or similar forces. It can be blocked by electricity or other sync energies of similar levels.

**Pure Sync-Energy (Pure Sync) (Sync0)** - Causes water to evaporate and can be shot in all ten levels. Touching this at certain levels leaves a burn mark due to rapid water evaporation.

**Vibration Sync-Energy (Vibe Sync)(Sync1) -** Energy is created by slightly vibrating sync energy over a period of time. After a week, it will be in it’s purest vibration form. Vibration energy releases levels 1 through 4 of energy. Causes manipulation of water molecules on a non-deadly level. Once sync energy becomes Vibe Sync, it can never be converted back. **Had a fourth type here, but said “bump that.”**

**Light Sync-Energy(Light Sync)(Sync2) –** The results Pure Sync after left in very bright lights for large periods of time. Sunlight is best used to create light sync for shorter periods of time, but light sync can create more light sync in longer periods of time. Releases levels 1 and 2. Once Pure Sync becomes Light Sync, it can never be converted back.

**Panels –** Metal material used to collect light and convert it into sync energy. The standard size of a panel is small and constantly collects light. If light captured is already sync energy, the energy captured will be the corresponding energy. While charge is great, it is slow. All weapons carry panels just in case, but are usually left off due slow intake and lack of sunlight in the Source.

**Magne-Boots** – Using VBoots of all sizes with the primary goal of allowing the user to walk on walls and ceilings. The boots contain water underneath the soles of the shoes and a source of sync energy on the heel. Each set of boots come with controller gloves which have no official name to them. The gloves must be synced up with the individual signals of each pair of boots and can only be synced up to one at a time. The router for the boots are found on the outer ankles. A glove need be within 5” to sync up with a set of boots. The gloves are laced with a flexible wireless system throughout them, allowing them to take sufficient damage before in need of repair. When the palm is pressured three times, the corresponding boots are either activated or deactivated, using sync energy to intensify the water’s adhesion and cohesion properties. Each glove individually controls one pair of boots. Activation of the boots leave watery footprints from time to time. Recommended refill of Sync is once a week. Recommended refill of water is every week and a half. Graviboots are heavy due to the hardware and require decent leg strength to successfully control.

**Display** – Used by the Underground, Displays are personal rectangular devices for data retrieval and recording. They are six inches wide and 4.5 inches tall. Greens use Displays for both personal and country reasons. Displays contain panels which allow them to be constantly charged. There are also bigger versions of displays, like in classrooms, which have the same function.

**Lights –** All lights in underground are powered using Light Sync.

**Weapons**

**Handheld** – A black pistol capable of firing Sync 0 shots at all ten levels. The gun is 8.25 inches long with the barrel taking up 6 of those inches. A dial is kept on the side for quick access to change the setting. Every Green and Discrete carries one around. Handhelds uses mini programs to calculate their firing and damage release. They are easily hackable, but must be done from close range. A handheld’s range is technically unlimited. It can continue forward for two days without dissipating as long as it does not hit anything. Fires at 40mph Uses nine shots per vile. Another vile is used to power the weapon which is recommended to be changed once per month in frequent use and once per every other month in slow times. When fired, it makes a sharp piercing noise. Loud, but not painful. \*BRRRRRIM\*

**SniperClass –** A 58” black sniper with a 36” barrel and handles that allow for easy usage. The scope has a “on/off” function which allows a level 1 continues beam of sync0. The gun itselt shoots all ten levels of sync0. Uses nine shots per sync0 vile. Fires at 57 mph. A sync2 vile is used to power the weapon which is recommended to be changed once per month in frequent use and once per every other month in slow times.

**Elec Shield** – A 5” radius disk with a solid strap on the back that has a trigger. When the trigger is pressed, a 14” diameter shield made of sync0 level ten. This shield can block any attack from sync source weapons, but does wear down over time. Uses two viles to power. One Sync0 for primary shield and one Sync2 for power. All cells need to be changed after five hours of use.

**Grenade** – A 6 inch diameter metal ball containing one vile of sync0, a vile of sync1 (repel sync will also work in this case) and a button on top. The viles rests in the center of the ball. When the ball is twisted, vents open up representing the intensity of the blast. When the button is pressed, the energy inside is released and slowly opens an inner set of vents. Depending on the setting, the higher the shorter time, the inner vents will meet the outer. The mixture of energies will be released. A burning sensation to humans is felt and a force is made as the vibe sync creates inconsistancies in the water molecules in the air.

**Purge Visors –** Standard motorcycle black glasses. The visors themselves were made by Discrete Amar, but the Verde invented the lenses which have light sync pulsing through them. The Discrete’s computer system connects to each Purge Visor. The visor reads the movement and dialation of pupils, predicting what the user wants. The visor can brighten, darken, sharpen and/or blur specific details as well as display information around its highlighted details. Everything is displayed in a green filter.

**Standard Green Equipment**

* 1 handheld, fully loaded
* 1 Display
* 4 viles of sync 0
* 2 viles of sync 2
* 1 set of magni-boots and gloves
* 1 Elec shield
* 1 grenade
* 1 pair of black cargo pants
* 1 blackT-shirt
* 1 tool kit

**Discrete Standard Tools**

* 1 set of magni-boots and gloves
* 1 handheld
* 2 grenades
* 1 black, one piece spandex
* 1 pair of purge visors
* 4 viles of sync 0
* 2 viles of sync 2