ITEMS

Intuition

Sensing

Feeling

Thinking

Mobility

Toughness

Adaptability

Aggression

**Starting Items (intro)**

Palm Projectile Rifle

The standard issue Palm Projectile Rifle sees use throughout the Spacer Alliance. The typical Alliance combat suit often has this rifle build into the suit so that it fires from the user’s open palm. The rifle can be activated or deactivated through neural interfaces with the user and the suit. This means that that the user only has to think of arming or disarming the weapon and the suit will respond appropriately. The Palm Projectile Rifle is an archaic weapon compared to what is available in the market today but it is incredibly reliable and also versatile in its uses. The way the weapon is used currently, only a few bullets are loaded at a time and continuous reloading occurs so as to give the impression that the user never needs to reload the weapon (not manually at least).

Moves: Spray fire, burst fire, charge clip (3 times), unload all (after charge clip is used 3 times)

Spray fire: The user fires the PPR without careful aiming in a general direction, causing the target to take cover. Often used more as a distraction or for cover fire, though there is a chance to hit the target.

Burst fire: The user aims the PPR at a target with the intention of hitting the target. A burst is fired so as to maintain some accuracy.

Charge Clip: Instead of using the bullets currently loaded in the PPR, the user adds more bullets into the PPR. When this move is used 3 times, the move “Unload All” becomes available.

Unload All: The user fires all bullets stored in the PPR. Since the PPR is fully loaded, the damage output is much higher (3 times as much damage).

Family Agent Armor (cloak), 1 hp

Most Agents in the Family use this set of black armor to protect themselves during their missions. Though more a cloak than a suit, the armor is easily upgradable and adaptive. The long trailing coat that accompanies the armor is meant to have more of a visual affect than a practical one.

Moves: Enhance Agility or Fortify (player will have to choose)

Quicken: Increases success chance of the next movement move. Can be used multiple times during an action scene.

Fortify: Adds an extra hit point to the user. If used when the user has only 1 hp left, the move has a small chance to add 2 hit points and an even smaller chance to add 3 hit points. Usable only once during an action scene.

-if quicken is chosen (+1 Mob, +1 Agg)

-if fortify is chosen (+1 Tou, +1 Adt)

Family Agent Helmet, 1 hp

Agents in the Family often wear this helmet to disguise their identity. The visor in the helmet provides the standard information that most helmets in the current day provide. In addition to this, the helmet is a shared interface between the Agent and his current Ward (one of the leaders of the Family).

Moves: Scan (standard), Hack (player will have to choose)

Scan (standard): Outputs some information regarding the user’s target such as hit points, stats, etc. A standard scan will not be able to provide all information but only some of this information.

Hack: Since most Agents are accompanied by a Ward, this move allows the Ward to enter the technology of the enemy to confuse or sabotage them. In general, this move lowers the effectiveness of the target’s moves.

-if scan is chosen (+1 Sen, +1 Thi, +1 Adt)

-if hack is chosen (+1 Int, +1 Fee, +1 Agg)

Note: these are the three items provided at the start of the game. The Protagonist picks these up early on in the game. The total set provides 3 hit points, which means that after the Protagonist is hit three times the Protagonist loses the action scene.

Family Agent Boots, 1 hp

Moves: none

Mercerite Light Armor, 2 hp (+1 Mob)

Though somewhat archaic, this armor manages to balance mobility with durability. Due to its older design, it comes with no special moves but it is stronger than most other sets of light armor. This armor is most often used by Mercerite recruits or frontline soldiers.

Moves: Quicken (defined above)

Mercerite Light Helmet, 1 hp (+1 Mob)

This helmet is the headgear of choice for a Mercerite scout. The scan feature is invaluable to help the scout gather and record information regarding an enemy to the Clans.

Moves: Communicate

Mercerite Light Boots (+1 Mob)

These boots allow for speedy movement but at the cost of little to no protection. They are a common complaint for Mercerite recruits.

Moves: None

Mercerite Pistol (+1 Int, +1 Adt)

Most Mercerite armor sets come with a built in palm projectile rifle. However, in the rare occasion that the PPR is unusable, Mercerite soldiers can rely on their standard issue projectile pistol. Unfortunately the pistol has not been improved much over the many years of its service because it is rarely ever used. Thus, the pistol is prone to jamming and inaccurate fire.

Moves: Pull Trigger, Unjam

Pull Trigger: Fires a shot at the target. Cannot be used when the pistol is jammed.

Unjam: When the Mercerite Pistol enters an “unusable” state due to jamming, the unjam move restores usability to the pistol. Cannot be used when the pistol is not jammed.

**Weapons**