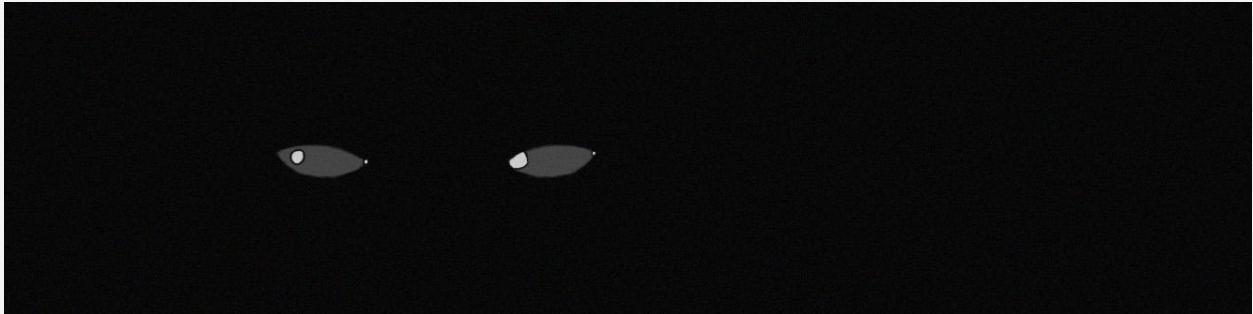


GNOSIS BOMB |

.As Above, So Below.



A board and card game hybrid where the players must either attain a gnosis, or knowledge bomb, or have the most negative or positive karma at the end of the game.

It's light vs dark; and the stakes have never been higher.

Updated: 2023 - 06 - 14

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Game Designer: Datorien Anderson



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Game Description

Players take turns gaining or losing karma. They must reach a set number of points to gain a lesser card. It's best three out of four, or similar rounds such as that, in a set game. There are three card colors: two of which are assigned point values and the other are chance cards to add procedure to the game.

In-Lore, this is a game that Terminus Agents play to facilitate on-the-go problem solving in their determined mission areas. It's only as fucked up as the architect and players allow it to be.

The game page for the companion app can be found here once finished:

<https://voidespy.itch.io/gnosis-helper>

Number of Players

- 2-8 Players
- Ages 14+

GRATIS Outline

Goals

- Have the most negative or positive points in a round.
- To do enough evil or good deeds to summon a Lord of Hell or Arch-Angel.
- Getting a karma bomb instantly wins the game.
- Overtake a scenario.

Rules

- A fixed amount of points reached gains an instant karma-bomb thus winning the round.
- The Architect chooses how many points.
- Can't instantly do terrible or miraculous deeds.
- Assigned point values are integers of five unless stated otherwise by a grey card.
- Gray cards exist to remove, add as well as add challenges to the game.
- Grey cards are shuffled, three are placed and only one is picked.
- Once one is chosen, the other two will go to the bottom of the deck.
- Only two gray cards can be skipped in each round.
- Dice rolls for execution of how well the plan goes--if the dice sum is above a certain number, then there is a critical.
- At the end of every round, the losing team gets to pick a grey card.
- Discard pile goes in the center.
- The first to gain a lesser card gains fifty starting points.
- Gaining a lesser card means doing a different tier deed.
- If a team has a lesser card and the other time gets a karma-bomb, they lose their lesser card.
- Good needs to stay neutral or positive.
- Bad needs to stay neutral or evil.

Actions

- Shuffle
- Deal
- Draw
- Skip
- Discuss
- Assign

Transitions

- Start Game
- Draw
- Discard
- Think
- End Game
- Primer

Items

- Coin
- Die (?)
- 13 Lords of Hell Cards
- 13 Angels Cards
- 7 Lesser Demons Cards
- 7 Lesser Angels Cards
- 3 Tier Charts
- Resources
- Favor Points
- Primer/Scenario Cards
- Location Cards
- Event Cards
 - Black Cards (Dark Aligned)
 - White Cards (Light Aligned)
 - Grey Cards (Neutral Aligned)

Setup

- Unpack cards
- Shuffle cards
- Place cards on board or table
- Place Tier Charts
- Place discard pile
- Flip a coin to decide who goes first
- Start game
- Select a Primer
- Roll, Assign & Reflect -> Action -> Scenario
- End Round then Start a new: Primer; RAR -> Action -> Scenario

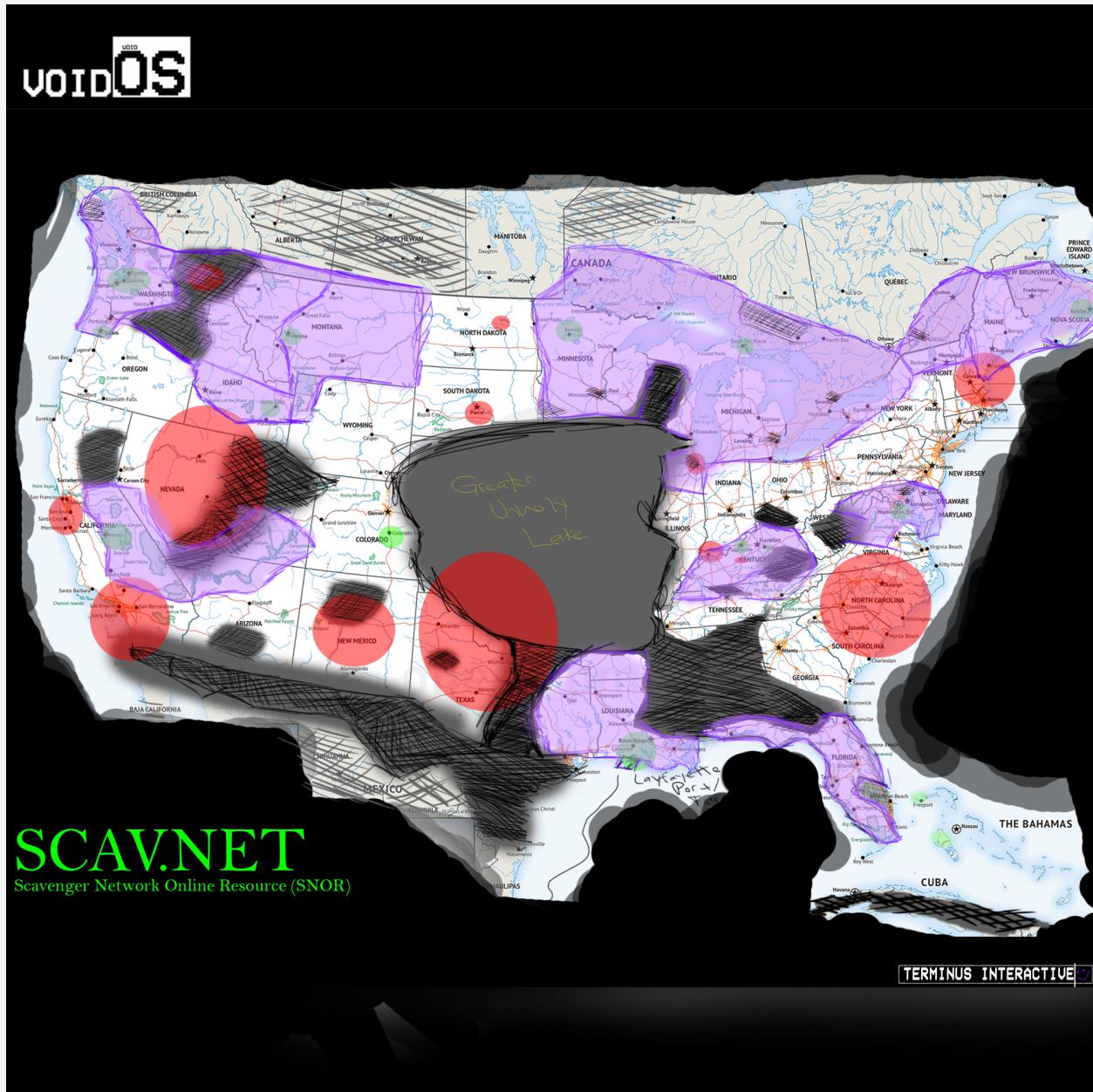
Meaningful Action Analysis (MAA)

Analysis of the meaningful and unmeaningful actions that the player will be able to take during the standard gameplay loop.

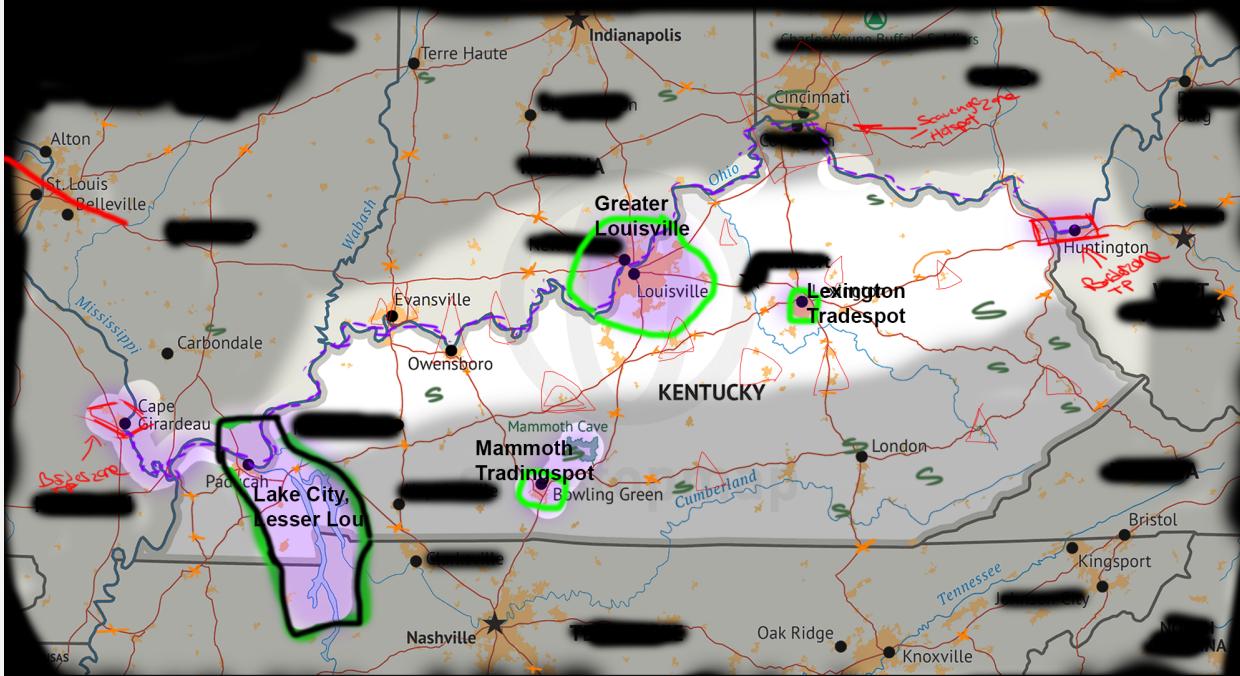
These are:

- Shuffle - Rearrange cards. Not meaningful, involuntary action
- Affect - The Lesser Angel & Demon cards will have an effect on gameplay; Lords & Archangels allow for different types of things to happen as well as mulligans and sabotage.
- Deal - distribute cards in rotation or wildly for a game or round. Not meaningful, it is an involuntary action.
- Draw - draw a card from one of the three cards, not meaningful, this is an involuntary action.
- Skip - Can skip a grey card. There is a limit to doing so. Not meaningful, the player gets to choose between two random grey cards.
- Discuss - Players will discuss what actions they want to do to stop the other team and accrue points. This is a meaningful action that should take up the bulk of the game.
- Assign - Points are added up after the end of round to determine round winner. Not meaningful, it is an involuntary action. Certain point assignments are dependent on the results of the discussion action.
- Confinement - This is a meaningful action; players choose what they have knowledge of and what they are ignorant of-- this goes into the chosen profession.

Map, Map, Map!



VOIDOS



SCAV.NET

Scavenger Network Online Resource (SNOR)

△ = Anchor Spots
S = Scavenger Nodes
--- = Belie Route
X = Blocked Road Permanent

TERMINUS INTERACTIVE

What I currently have here is old, what this will be is:

- A tactical grid-map of Kentucky
- Individual floor plans for the landmarks that are unchanging.
- The ability to piece together a floor-plan for individual buildings, these are modular, or even a helper to draw out ones on graph paper.

Overall the map will have a fixed height and width to accommodate for Kentucky and some starting areas but the general idea is a (0-18) South to North, (0,40) West to East map of Kentucky. That will use x to determine the latitude and y to determine the longitude.

Location	Coordinate s
Louisville	(13, 5)
Bowling Green	(18,19)
Pacudah	(22,12)
Owensboro	(25,6)
London	(3,7)
Lexington	(8,10)

Landmarks & Bases

Landmarks are static locations that the players may end up going to for leads or it can be an interesting scavenging spot; it can be a singular building or a larger complex.

Teams may establish one “base” which is a hideout of sorts—the base will also be where the more permanent vehicle that they have is stored. Bases can generally be anywhere—however, there is no true benefit from it being near an anchor spot.

Current Landmarks are:

- Shippingport Island
- Mammoth Cave National Park
- The Kentucky Castle, Versailles
- The Old Taylor Distillery, Millville
- The Old Talbott Tavern
- Fort Harrod
- Garden of the Gods
- Ale-8-One Bottling Company
- Waverly Hills Sanatorium

Vehicles & Traveling

It is important that modes of transport are not permanent. Anything stored can and will be stolen if left unattended and not in a safe location after a while. Even the vehicles. A more “permanent” vehicle such as a sedan, suv or dirtbike or etc., can be bought after a team if deemed viable. Though it will be able to be reacquired through satellite GPS. The safest place to store items is on-you.

Vehicle	Fuel Consumption	Storage	Speed
Sedan	Moderate	4 People, 100 units	120 km/h
SUV	High	≤ 4 People, 200 units	95 km/h
Dirtbike	Low	2 People max, 20 units	140 km/h
Belle of Louisville	Low	≥ 50 People, 2000 units	20 k

Each block of distance is around an hour of walking and ~10 to 15 minutes of driving in regular driving conditions. Driving and walking in rural areas, going around blocks or finding different paths on terrain can easily add up to 30 minutes to an extra hour or two of time.

The Belle of Louisville routinely goes from Cape Girardeau to Huntington—it passes through the anchor spots that are Cincinnati and Owensboro on the way. The Belle of Louisville is a steamboat that's max speed is 12.5 mph. Which means it is an excellent choice from going from Greater Louisville to Lake City.

Players

VOID (TERMINUS) AGENTS

Void Agents, also known as Terminus Agents, come from any point in time and can be from any place, including different dimensions or other planets. They could be a human from Ancient Greece or a janitor from the Terminus who used to be a human from New York. Void Agents can use arcane abilities, and if they belong to the Arcanist class type. They also have another class type called Psinumbra.

TOBI AGENTS

TOBI Agents are part of the Transdimensional and Occultism Bureau of Investigation, an ultra-top secret United Nations division led by the United States' Federal Occult and Cryptid Division. TOBI Agents can come from any place on Earth, and depending on a toss, they may have a pact. Pacts can hold wights from an area for a specific amount of time. TOBI Agents can only use psionic abilities. However, if they have a pact, they can also use arcane abilities.

TOBI has been fractured due to the recent assumption of control by a top member of the Halweddic Cult. This has led to some TOBI agents causing chaos, while others continue their regular duties with the aid of angels and demons. TOBI Agents are typically seen as people cosplaying due to the non-traditional patches that may be on their person.

It is common for TOBI Agents to end orders, directions, and other announcements with, "So mote it." If a TOBI Agent has a patron, they can invoke and use more practical means. Depending on the entity types, specific styles can be used. For example, with those assigned as demons, Enns are common, and with those assigned as Angels, Enochian is common.

INTERACTION BETWEEN VOID AND TOBI AGENTS

The Terminus and TOBI have had varying interactions. They are not two sides of the same coin. The Terminus is extremely elusive, hard to find, and pinpoint. At least until the Darkwave happens as in Gnosis Bomb. A common nickname that a TOBI member (even Halweddic aligned TOBI member) will give a Terminus Agent specifically is Warlock, or Urban Warlock. It is more an acknowledgement than anything.

I hope this helps you with the creation of your player's section! It's clear you've put a lot of thought into the world of your game, and I'm sure players will appreciate the depth and complexity of the setting.

CLASS STATISTICS & INFO

Each person can carry up to (dependent) and weighed by weight and specialization, up to 100 extra pounds of gear.

Common Designation	HP	STAMINA	WEIGHT	SPECIAL (Arcane, Psi, TOBI-Specific)
Medic	150	100	+50	0
Recon	100	150	+50	0
Security	200	100	+100	0
TOBI SPECIFIC				
PACT-HOLDER+	150	100	+ 50	
VOID SPECIFIC				
Arcanist	200	100	+50	
Psionic	150	75	+50	
Tech-Janitoral	100	75	+50	0

Gameplay will suit as follows:

Scenarios & Primers

The primer/scenario is a situation that the next events selected will be based on. The primer has five levels. At its lowest, it's light but at its highest level it's fully darked. The primer is what the initial event the game is based on is. Smaller primers are scenarios which can be twisted together.

During the start of a round, the player must choose a scenario card-- this will be the character who lost the coin toss. Ultimately the point of the game is also to fill-in the blanks. The Lingering Dread primer has no definite meaning. Although it should invoke the feeling of dread or being ominous.

Not all primers are ominous or bad -- they can be good, but manipulated into being neutral or bad. Likewise with the other primers.

Scenarios:

These are something that is selected at the beginning of a round, it should determine the pace and what all happens as well influence how the players will react to the rules. For example, The Primer is a scenario that begets the initial phases.

#	CARD TITLE	GENERIC DESCRIPTION	ALIGN
1	The Lingering Dread	There is something odd at work, you can't quite figure out what but it's disturbing you.	Neutral
2	Whales Washed Ashore	There have been a couple of odd whale sightings, the people aren't sure what to think about it-- an omen, perhaps?	Bad
3	An Odd Family	There is an odd family that is around these parts, people have looked towards them for the source of their problems.	Neutral
4	A Wooded Mystery	There has been a mysterious sighting in the woods; you've gone to investigate.	Neutral
5	A Gargoyle in City	There are reports of a gargoyle in the city; whether it's true or not remains a mystery.	Neutral
6	Hospital Receives Donation	The local hospital has received a lofty sum in donation. You wonder why...	Good

7	A Job Offer	You've received a job offer from a person.	Neutral
8	Mystery Nurse	The nurse at the local hospital you've been volunteering for has been acting a bit shiftier, you aren't quite sure but you're curious...	Neutral
9	Exhumed Corpse	You've unearthed a corpse on the property.	Neutral
10	A Meeting To Die For	Someone who considers themselves a killer-- wants to meet.	Bad
11	Strange Photos	You meet someone and a photo drops from their briefcase, as you've seen it. They've gone away.	Neutral
12	On Death Row	You've found out that someone on your team, or maybe yourself, was scheduled for death row once.	Bad
13	An Abandoned Cottage	There is an abandoned cottage in the woods.	Neutral
14	Mysterious Artifact	There is an artifact that is being guarded by some people.	Neutral
15	Contract To Kill	You, or a person in your party, have received a contract to kill someone.	Bad
16	A Random Package	There is a random package... what's in the box?!	Neutral
17	Crossed Journal	There is a journal with a list of crossed out names.	Bad
18	An Arcane Awakening	You, or someone in your party, has the ability to perform arcane feats.	Neutral
19	A Silky Surprise	There is a nest of spiders of gargantuan proportions.	Bad
20	A Miraculous Cure	Someone had been cured of their affiliations; once disabled but now abled. To a point...	Good
21	Cultist Meeting	You've received an invitation to visit the occult meeting you never knew you had.	Neutral
22	Growing Death	There seems to be a growing "undead" problem.	Bad
23	Alphabet Agency	An occult-tracking alphabet agency has caught wind of your activities.	Neutral

?	[REDACTED]	[REDACTED]	[REDACTED]
?	[REDACTED]	[REDACTED]	[REDACTED]

Locations:

Locations are not specific to the primers however, they do help gear the story. Locations are designated as start and end points. These are supposed to be experimental. It might have an entry level which determines how hard or easy it is to break into the place if needed be. On a scale of 1 to 10. This should correlate with the experimental suspicion mechanic.

Locations	Location Description	EL
Warehouse	A derelict warehouse.	2
Hospital	An average hospital.	5
Waffle Emporium	A local chain restaurant that sells hotcakes, waffles and hash browns.	7
The Forest	A wide-spanning forest.	1
Plantation House	An old plantation house that has stood against the testaments of time.	3
Sanatorium	People used to be sent there to be treated for tuberculosis or in hospice care.	2
Parking Lot	A liminal space where cars come and go.	1
Convenience / General Store	An average place to go procure goods.	7
Sewers	Sewers-- it might lead to a hidden place, or just shit.	2
Church	Some people get sermons here, and others just drown.	5
Swamplands	A vast land filled with water, mosquitoes and trees with large roots.	1
Bunker	An old bunker that might have been recently used.	8
A Cave	Caves are usually considered gateways of sorts.	1
Government Building	A normal place of society filled with bureaucracy and spying.	10
Auto Mechanic / Mechanic Shop	Get mechanized things fixed, or appraised.	7
Supermarket	A place where you can get almost anything.	7

Campsite	A place to roast hot dogs and eat baked beans in the frigt of nature.	1
Trainstation	A place to get to and from places; don't play in the tracks.	6
Abandoned Building	A random derelict building.	3
School	Whether an elementary or a college, there's something weird about them at night.	5
Prison	A palace of indentured servitude.	8
Police Station	Where reports are written and specific things are also dismissed.	9
The Cornfields	Be aware of children who trespass into these woods.	1

The location entry level should be akin to a PnP dexterity check. If for whatever reason the architect has the players arrive at night and they need to enter a locked area. The entry level difficulty should be accounted for.

Karma Points

An explanation of the Karma System that this game concept is geared around. The Karma Point System will have a Minimum and a Maximum Threshold. For example, the amount of points can be - a max of 250 and a min to -250 with the Neutral Threshold being between -50 and 50. It's effectively a tug of war.

*Remember DARK and LIGHT are actually not at all what either team represents, but the teams might be more aligned towards specific actions as a whole.

Point System

The baseline points in the game that are accounted for after the end of each round are Karma Points. The point is to have it within the negative or positive threshold -- not the neutral threshold. If the amount of points remains neutral at the end of the round. It will end in a draw. After the start of each round, the player will be able to— hm?

- The Dark team will net 1 - 3 more points per Karma negated by base. This is added on by when they get a lesser demon, or two. However, the light side does not earn more points by base.
- The Light team will not earn more points on the base (without an angel card) however, when successful scenarios and rounds, they will gain a boost on the realized karma gains. So, with one angel card they will earn 10% more points at the end of the round.

Karma Tiers

To perform specific feats, the player teams will need to attain specific amounts of karmic points. The first tiers are essentially free to choose. Karma might be deducted depending on the feat level that is performed.

Tiers	Tier Description
I	These are common good and bad choices. There is no karma point requirement.
II	These are uncommon good and bad decisions; these have a karma point requirement.
III	Tier-III choices require having a Lesser Archangel or Lord of Hell card. There is no karma point requirement.
IV	Tier-IV choices require having a Lesser Archangel or Lord of Hell card as well as meeting a karma point requirement.

V

The final tier choices require having at least two Lesser or Archangel cards.

Event Cards

These should act primarily as catalysts or a wrench thrown in plans. Events cards come in black, white or grey. Unlike the primers, they are very specific and to the point which that's it about. They are chance cards. They are not specific to a team. The Light team can get a black card for example, below are examples of intended title, descriptions and effects.

Black Cards

- These are more evil-aligned chance cards.

Title	Description	Effect
Dark Bidding	Shadowy and skullduggery deals have been created- for what purpose?	Increased Negative Karma Gain
A Bloodstained Gun	A bloodstained gun has been found in your possessions. You don't remember...	Negative Karma Bonus

White Cards

- Light-aligned chance cards.

Title	Description	Effect
Guided in Love	You have attracted the attention of an angel.	Increased Positive Karma Gain
Good Deeds	A good deed hasn't gone unnoticed, relish in the good vibes.	Positive Karma Bonus

Grey Cards

- These are more opportunistic cards that allow for chance encounters.

Title	Description	Effect
Momentary Setback	Karma gain is set to neutral.	Set Karma to Neutral
A Wishing Well	You've wished for guidance.	Pick another event card.
Set The Pace	Move forward... or take a few steps back.	Roll a 1-5 roll for plan movement.

Movement Event Cards

- These specifically for the movement board.

Title	Description	Effect
Portable Container with a Lock	You discover a container with an intricate lock. You are unsure of what's inside, or better yet what to do with it.	<i>Unlock, Leave or Take?</i> Items: Architect's Choice or Common Resources EL: 1 - 5
Red Gorge Cave	You discover a cave along the path, it seems particularly inviting. You wonder if it's worth delving.	Pick another random event card.
Ruined Car	There is a ruined car on the side of the path; you can see it in the distance. With a closer look, you see vines hugging the iron interior tightly.	Architect's Choice
Intricately Locked Container	There is a container with beautiful designs but a hefty lock on it	<i>Unlock or Leave It?</i> Item: Architect's Choice EL: 5 - 10

Resources & Favor Points

Resources and Favor Points are things that individuals who are a part of a team, can get in order to facilitate progress for plans.

Resources:

- The main resource in the game is money. To proper utilize how money should be spent, while players aren't quite taking on the aspect. If a greed, or ignorance card is in effect, it should veer the spending more in that way.
- Lockpicks are also a part of resources and they can be bought; each team should start with a lockpick box of five. Success is dependent on the Entry Level.
- Auto-locks can be bought, but it only guarantees success for entry levels 1 - 4. With higher difficulties, it will have a chance to break a lock and this means:
 - The players can be locked in, or out of a place and must think of a more creative solution to escape.
- Food is another resource.
- Medical Supplies allow players to recover from otherwise dire situations. These should be extremely hard to get.
- Gas is also a resource! However, for earlier times, this can be replaced with another fuel source.
- Safe allows items and money to be under lock and key against would be thieves, and horrid chance.

Favor Points:

- A favor point can be instantly granted upon invoking a pride or confidence card.
- Only the previous rounds' favor points should be held over.

While Resources and Favor Points seem rudimentary, especially resources, it should be another basis of what the discussion entails.

<u>Resource Conversion</u>	<i>Money Amount (Greed Card = Higher Prices, Charity = Lower Prices & Food is Free)</i>	<i>Haggle</i>
<i>Money</i>	[REDACTED]	Player Terms
<i>Food</i>	\$5 -> 1 Quantity	Player Terms
<i>Gas</i>	\$15 -> 1 Gallon	Player Terms
<i>Bandages</i>	\$3 -> 1 Bandage	N/A
<i>Medical Kit</i>	\$20 -> MediKit	Player Terms; No Less Than \$10
<i>Antidote - An All Purpose Cure of Sorts</i>	\$50 -> 1 Antidote	N/A
<i>Lockpick</i>	\$5 -> 1 Box	Player Terms
<i>Auto Lockpick</i>	\$700 -> Auto Lock	N/A
<i>Safe</i>	\$750 -> Unlock Safe	N/A

However, the Charity Card can affect how much is in stock, along with the Greed Card. Charity also means less of the items in stock (or sometimes none) while Greed means items will be in stock but more expensive.

Report Summary

The report summary is a way for keeping track of what goes on and what is happening in a round / game. The parts of the report summary are:

- Architect Name: The name of the person who is the architect.
- DOA - Date of Authorization, date of when the game's first round has begun.
- Team - Record of members who are on the light or dark side.
- Pointed Earned - Karma Points earned by the respective light vs. dark teams per round.
- Primers Found - The specific primers that were utilized per round and scenario.
- Events Happened - Light, Dark and Grey cards that were utilized via going over event spots on the grid.
- Notable Happenings - Game centric things that happened that's not apart of the general report.

Other Docs

- https://docs.google.com/document/d/1OHP4DtShj_78Ggn8bJBIVsKcEpxUM5RaS8hHgjlTdgl/edit?usp=sharing
- https://docs.google.com/document/d/1zenOfqL0XKOd_V9AGdGBMHO3Jdcqt7X0K6WY3k8bfg0/edit?usp=sharing

Link to [GB_ReportSummary](#)

(16 Oct 2022)
SUBJECT: Letter of Recommendation

GRADUATING CADET: XXX
MMXXII 16th, P-13 TOBI
West Point, LV. XX02W

1. I'm henceforth putting forward Cadet XXX to be nominated as a TOBI Agent yesterday. They have shown exemplary skills and are able to forge a beneficial pact with the determined entity. This has been shown during the recent OCCULTISM SHIELD III excercise. The chosen entity is _____, of the lesser domain and the entity can effectively _____. This will prove to be usually in the Dark.

2. Cadet _____ has come from _____, despite this-- they have shown commendable fortitude with the numerous psyche evaluations.

3. I highly believe they can withstand the wights and help close the anchors that plague the Earth. Should they fail-- they belongings and whatever found on them: If they can be found will be given to their chosen beneficiaries. I wish for them to form a squad with the following members:

X.

X.

X.

X.

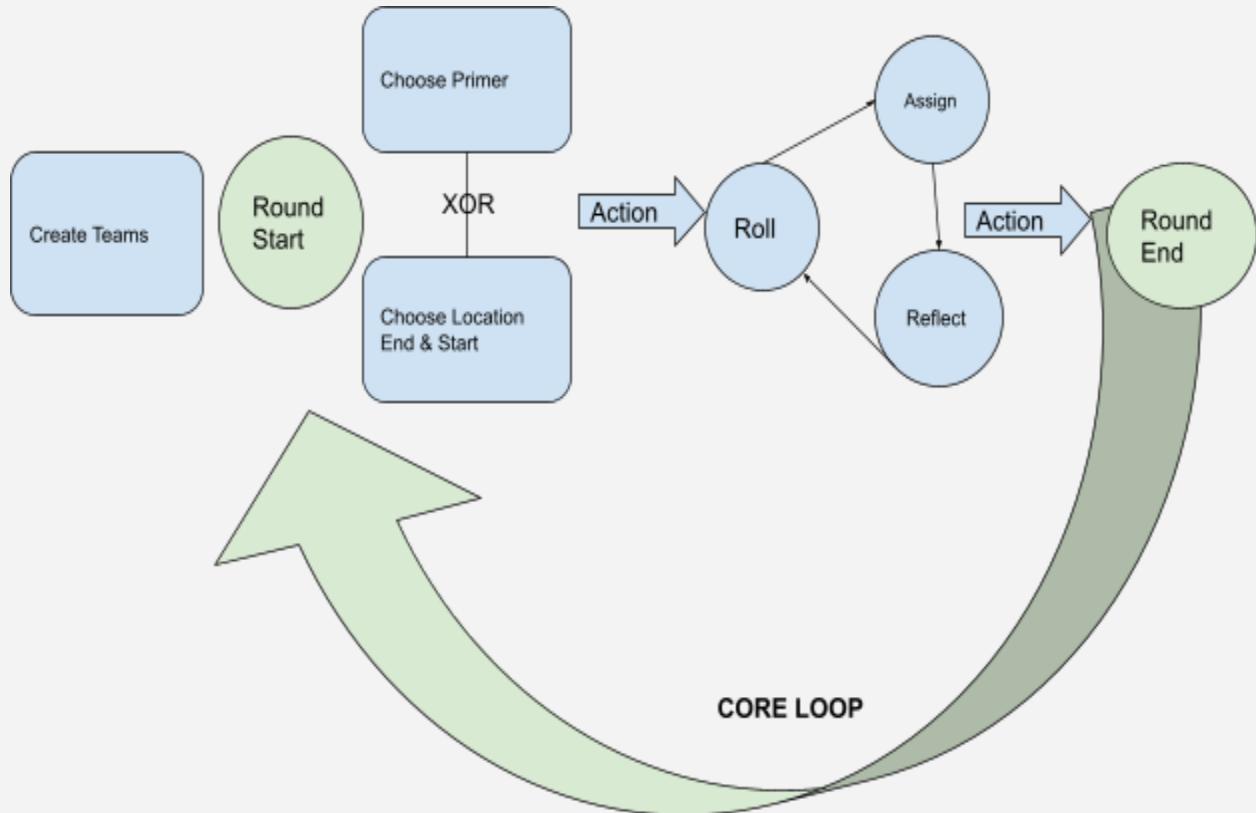
Good luck, and... godspeed!

TOBI Division VII LDR,
RANK FN. SURNAME

TEAM TOBI vs. TEAM VOID. This is the TOBI Team Formation Doc.

Flowchart(s) & Storyboards

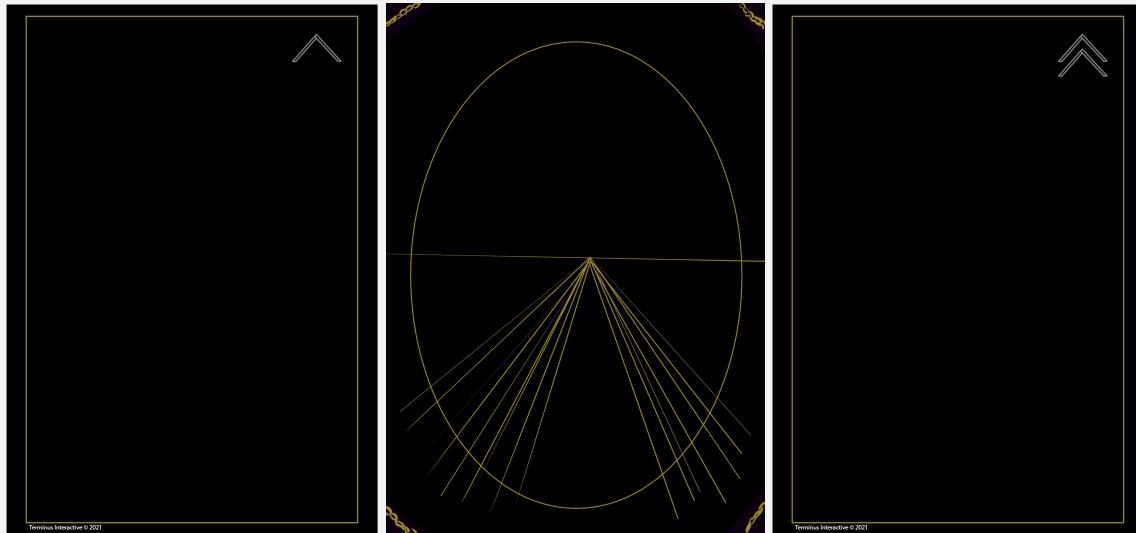
Core Gameplay Loop:



When the gameplay core loop goes through round three (or however many rounds wished to go through), the players will then end the match. Otherwise, after each round, a differing card will be chosen to go through.

Demon & Angel Cards

Aspects of Modern Sin & Virtues



In Order: Lesser Front, Back of Card, Higher Front.

These cards are used in accordance with the Seven Capital Virtues and Sins, picking ones between Aurelius Clemens Prudentius and Pope Gregory I. This is to create the best mix that will suit the overall game design. Which is why the cards haven't been finalized yet. Below are the proposed sins and virtues (as well as their helpers for a more modern age).

The aspects must be something that can translate well as an overall theme to work towards in a game and something that is very prevalent in modern times in society. As a designer and in my mind, Greed, Envy and Lust are two sides of the same coin. Just depicting the same thing for a different function. I'm figuring that there is no point in changing what isn't broken-- or relevant for some, so there are aspects that also won't probably change. This is all for what makes more sense as a type of social card game; the way the game should go is subject to those who play it.

The given aspect cards are found below:

Aspects Chart

#	Aspect Name	Aspect in Latin	Description {Action Adjectives}	Counter
1	Apathy	Apathīa	A lack of general concern or care; disregard of empathy to situations. {Desensitization, Uncaring, Languor, Boredom, uninterested}	Mindfulness
2	Vainglory (Vainglorious)	Vāna glōria	Vanity to the utmost extreme, to the point of being ridiculous, extremely self-centered. {Self-Centered, Influencer, Prideful}	Humility
3	Wrath	Ira	An anger so profound that it makes the person blind to normal processes, or very quick to anger-- actions done to spite in detest. {Rage, Anger, Spite, Frustration}	Resilience
4	Lust	Lūxuria (Libidine Sanguinem)	Extremely lustful so much that people are willing to dehumanize. But also, an urge to shed blood. {Bloodletting, Depraved, Desires}	Purity
5	Avarice	Avāritia	Extreme greed, or need for material possession {Need, Urge, Horde}	Charity
6	Ignorance	Ignōrantia	Willful Blindness, Lack of Knowledge, Inability to Want to think critically {Unknowing, Stubborn, Denial, Refusal}	Gnosis
7	Envy	Invidia	A desire or wish to obtain something that is lacking but another has that's "superior". {Jealousy, Robbery, Misguided Intentions}	Confidence
8	Charity	Cāritās	Voluntarily helping for the sake of-- charity causes movements and gives tolerance. {Assist, Compassion, Relief, Sacrifice}	Avarice
9	Purity	Pudīcitia	Not always about sexuality but mental attributes. {Naive, Novel, Cleanliness}	Lust
10	Gnosis	Cognōscō	Understanding, being thoughtful about other people, applying	Ignorance

			reason and rational thought {Knowledge, Open-Minded, Reasonable }	
11	Humility	Humilitās	Being modest about one's own abilities and not being for oneself. {}	Vainglory
12	Confidence	Cōfidence ntia	Ability to have assurance and trust within' something. {}	Envy
13	Resilience	Resilō	Having the ability to be able to spring back from a situation. {}	Wrath
14	Mindfulness	Mindful	Being thoughtful and diligent about the self and careful about how things are taken in. {}	Apathy

Aspect Explanations

These are changes from the original sins and virtues. They have an effect on the story being told, and specific things can make event cards better or worse. For example, the most extreme version of a virtue can be just as bad.

Sins:

- Apathy
 - **Function:** If the apathetic demon is summoned and on the board, this will create a degree of unconcern. This card should be used in tandem after the Light side has done something to be most effective.
 - Example: Your team has just completed a major objective, but you choose to summon the Apathetic demon. The opposing team now finds it hard to care about their progress and slows down their efforts, giving you a chance to catch up. Actions now require 25% more resource usage for you— and 45% more for the opposing team.
- Vainglory
 - **Function:** An action must be done in pride or with the utmost, shameless care.
 - Example: You use the vainglory card to carry out a flamboyant, attention-grabbing move. This distracts the opposing team from their strategy and gives you a chance to make a surprising move. Whether negative or positive, karma gain or loss is increased.
- Wrath
 - **Function:** This hastens things and might cause some errors, wanton bloodshed or just messing up a plan.
 - Example: Your team is trailing behind, so you summon a demon of wrath. The sudden surge of anger and irritability disrupts the opposing teams planning,

causing them to make rushed and potentially costly decisions. Your team is affected as well but by a minimal amount. Engagements with your team while this is actions will use less AP but accuracy is halved.

- Lust
 - **Function:** Lust can be used in differing ways; the most notable is in the realm of depravity but this can also mean very intense desires. That can break bonds.
 - Example: A particularly lustful demon has been summoned—whether its gold, connections or carnal pursuits—the opposing team—and your team is crave more of something.
- Avarice
 - **Function:** Utmost greed, while mostly used in terms of hoarding weather this can also be used for gluttony. Avarice can be used to ensure that something is hoarded.
 - Example: You have an increased money gain—at the cost of the rest of the economy. Prices will also go up. Using an avarice demon at a location might also hoard specific resources, preventing it from being accessed by another team and the common citizen. Beware of the tragedy of the commons.
- Ignorance
 - **Function:** Can be used to get through a situation. You aren't necessarily caring about the truth. Just being right-- or nothing at all. This can cause some issues to the Light side of things.
 - Example: A demon of ignorance will allow for skirting of the law—for you and the opposing team. You can ignore an accusation—despite protests of your teammates and other team.
- Envy
 - **Function:** How dare they get more karma? Envy is used to steal karma, and to try to take plans for their own means.
 - Example: Crab in pot mentality! You see that the opposing team has amassed a large amount of Karma, you can use the Envy card to steal some of their Karma OR just removing it so their at the same position as you, or weaker.

Virtues:

- Charity
 - **Function:** Giving, while positive karma is used. It can go into stopping Avarice temporarily. Charity can also be used as a type of pull towards more good actions.
 - Example: The opposing team is struggling with something, you can use this to gift them some of your resources—or you can also use this to help with some NPCs. Though, it can make some prices go up or specific resources to be harder to obtain.
- Purity

- **Function:** This is a favor that can be granted while using positive Karma, it can be used to halt some plans. Albeit, temporarily.
 - Example: Any potentially medium to high risk corrupt action in play, if this card is used it will halt their plans temporarily, giving time to counteract.
- Gnosis
 - **Function:** Knowledge, or rational thought. Is what allows either side to think. Performing a type of quick action.
 - Example: Knowledge is time—let's think. This is a complex situation that has multiple possible outcomes; of varying levels of extremity. This is essentially calling all teams together and having an amicable discussion. However, it's not immediate.
- Humility
 - **Function:** Humility is a trait that can cause someone vain-- or proud enough, to feel embarrassed. Not necessarily shamed. This can cause a plan to go awry in interesting ways.
 - Example: An opponent is boasting about their impending victory—or successfully finishing up with a lead—you play the humility card and cause them to second-guess their abilities and potentially make some mistakes. Fumbling karmic allocation.
- Confidence
 - **Function:** It's what sees a plan through. Confidence is also a gamble, it will use a large percentage of karma-- to gain favor in stopping something.
 - Example: You're about to make a risky move. You're using a significant amount of your karma to ensure the moves success.
- Resilience
 - **Function:** Resilience is being able to endure a situation. At the cost of the resilience card. However, karma is kept.
 - Example: You're in a rough situation and are about to lose a lot of Karma. By playing this, you endure the situation without losing Karma.
- Mindfulness
 - **Function:** Mindfulness in this aspect is something such as mindfulness in nature and self. But also, being aware and alert. At the cost of the card, the player can be aware of something from the other team.
 - Example: You're not sure what the opposing team's next move will be. You can use this card to gain insight into their plans, allowing you to prepare an effective counter-strategy. This card can also be used to not consume as much food resources for a while—this may apply to all teams.

General Information of Cards

The cards themselves should be seven lords and seven archangels -- so, drawing a specific card will have a boost to scenarios done in a later round. Lesser Demon and Angel Cards dictate the general ideas of actions each team will pursue. The initial card is picked by the next time the players are able to get one -- it's chosen randomly.

So, if a player gains a +1 GOOD NET, they will draw from the Archangel Deck, or lower deck for a card. So, if the opposing team has a Lord of Lust -- The Archangel of Temperance for example, will be a better card against it. However a Lesser Angel of Temperance would not do much against a Gluttony Demon.

Out of the seven, which are the aspects of virtue and sin, there will be one that is infinitely better than the others. However, it is weak against some lower tier opposites.

The front facing part of the card should be tarot-like in design but adhere to the overall color scheme. There should be a single chevron in the background for the lessers, and two chevrons for Arch & Lords.

The chart below is how the cards play against each other, this will need further balance and refinement. That will be through playtesting.

Sin	Virtue Counteract Main(Side)	(Side Helpers)
Lust	Hope (Diligence)	Greed, Discord
Discord	Justice (Charity)	Pride, Envy
Despair	Temperance (Patience)	Envy, Sloth
Sloth	Diligence (Humility)	Despair, Pride
Greed	Charity (Justice)	Lust, Envy
Pride	Humility (Temperance)	Lust, Greed
Envy	Patience (Hope)	Greed, Despair

Guided Templates

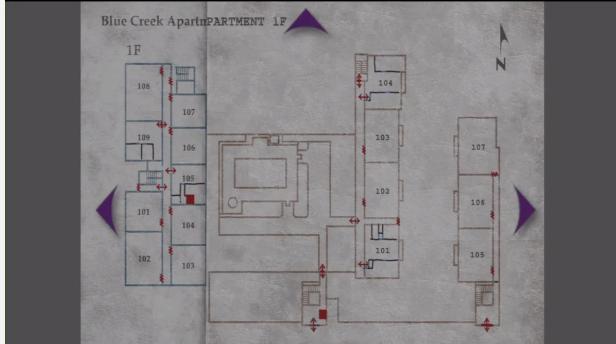
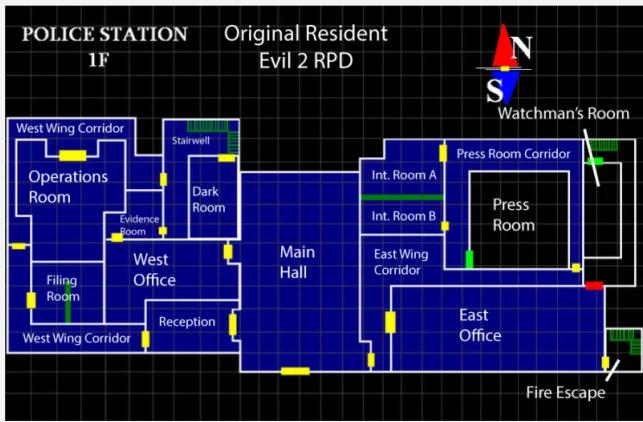
Template Information

In-Progress, below will be three templates to use that are based off of Terminus Agent Experiences.

Working Titles:

- Unknown 1 [Placeholder] [Prototype]
- Unknown 2 [Placeholder] [Only When Finalized]
- Unknown 3 [Placeholder] [Only When Finalized]

Digital Game, Art & Video References

1. Duskers
 - a. <https://www.youtube.com/watch?v=kzQDVtysXjA>
 - b. <https://www.youtube.com/watch?v=e9G6YmjC7KM>
2. Cyber Ops
 - a. https://store.steampowered.com/app/863460/Cyber_Ops/
 - i. But not too directly, directly controlling the team-mates should happen.
3. Map Stuff
 - a. <https://www.youtube.com/watch?v=WumyfLEa6bU>
 - b. <https://barotrauma.fandom.com/wiki/Campaign#Map>
 - c. https://voidbastards.fandom.com/wiki/Star_Map
 - d. Floor Plan Refs:
 - i. 
 - ii. 

Ideally, the chosen team's squadmates will be represented as per se a black dot, like in Duskers, the "dot" can be told where to go such as

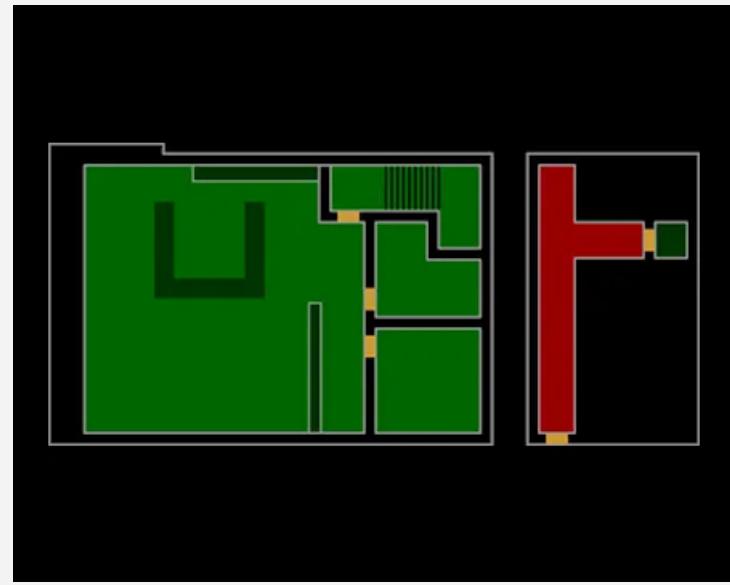
-> Squaddie 1 go to filing room

Squaddie 1 will then tell what's all in the room (that they can perceive) and then for example.

-> Squaddie 1 get "named_item"

Or

-> Squaddie 1 search "container_name"



iii.

Pseudo-Code for Global & Local Map Gen

Tiles:

- Tiles (Tile-based Maps)
- Tiles (have their own information / without sacrificing its)

Grammars:

- Create some recipes
- Replacement grammars

(look at tracery.io

Joris Dormans, "Unexplored")

Only specific items are random, distribution: hierarchical, clustered.

(check out: "start with a grid, and offset a bit.") *voronoi diagram, halton sequence (barnacling, greebling and footing)

Save Seeds & Whitelist: "Good Ones"

Checkout Json and Yaml for Data Structures too.

```
static class KentuckyMap() // Global Map
{
    // Define
    // should be a static map that's boundaries define kentucky.
    // Likely will use a hex-map for outside
}

public class LocalMapGen(){}
```

```

// Define Wight Spots
// Define Haunted Locations
// Define PredictiveDanger -- Which are hazards.
// Keep emergency in design

public class Room
{
    string RoomName;
    string RoomDescription;
    bool isRoomLocked;
    int roomLockLevel;
    int doorCount;
    int windowCount;
    int wallCount = 4;
    int searchSpots = Random.Range(0, 3);

    public Room(string _rname, int doorAmount, bool roomLocked, bool
lockLevel, int doorCount)
    {
        RoomName = _rname;
        doorCount = doorAmount;
    }
}
public class ItemContainer
{

    public string Name;
    public string Description;
    public int containerLockLevel;
    public bool isContainerTrapped;
    public bool hasFoundMoney;
    public decimal moneyFound;
    public ItemData[] Items;
    public int minItemCount = 0;
    public int maxItemCount;
    public int itemCount;

    public ItemContainer(string name, string description, bool
isContainerTrapped, bool hasFoundMoney, decimal moneyFound)
    {
        Name = name;
        Description = description;
        this.isContainerTrapped = isContainerTrapped;
        this.hasFoundMoney = hasFoundMoney;
        this.moneyFound = moneyFound;
    }
}

```

```
        Items = new  
        ItemData[itemCount=Random.Range(minItemCount,maxItemCount)];  
    }  
}
```

Floor Plan

Rooms <-- Defined Grids
Corridors <-- Defined Grids
Tunnels <-- Defined Grids
Doors <-- Defined Rectangles

Hidden Floor Plan

4. Assets Being Used:

- a. <https://assetstore.unity.com/packages/tools/ai/love-hate-33063>
- b. <https://assetstore.unity.com/packages/tools/ai/easy-path-finding-easiest-a-path-finding-support-grid-and-hex-ma-226314>
- c. <https://assetstore.unity.com/packages/tools/gui/dreamos-complete-os-ui-210589>
 - i. The more finalized version will use this.
- d. <https://assetstore.unity.com/packages/tools/particles-effects/feel-183370>

Developer notes can be found [here](#).