

NADIA

Nadia was born to be a doctor. However, her genetic artist should had been fired, because soon enough she showed she was not cut for it. Blood made her anxious and most complex medical concepts went over her head.

She then went through all kinds of trials in which the social organizers tried to find an appropriate job for her. They found out Nadia lived for speed when she was caught by the police speeding while going to a test.

She joined the racing scene and soon became a promising favourite. For three years she had a blast and she classified for the planetary championship the following year. After the race it was discovered that a lot of money had been bet for her

in the underground scene and the other favourite racer had been payed off to lose. She was accused of being participant in the plot and disqualified from racing for life.

With a broken heart Nadia decided she did not want to live in Erthum anymore, a place that had shamed her without reason. She bought a spaceship with the money she had won and decided to travel the universe.

Being a true follower of Ergon everyone around her always feel relevant and listened. It was not hard for her to put together a crew of misfits.

Sadly there is no one to race against in space, but at least it is harder to crash.

PROFESSION

Pilot. She was one of the most promising young pilots from Edhrum; while her reputation has suffered from the recent news about her there are still plenty of people willing to help her out. She knows the ins and outs of all the racing ships.

ASPECTS

Love for speed. She has been banned from the racing scene in Edhrum. She despises dead.

UPGRADES

CORTEX CONNECTOR

You can have several cortex connectors. Each cortex connector allows you to use a device that requires it.

You can change the device that you connect to your cortex, it takes a turn to do so. If you are wearing a suit, you must take it off before you can disconnect it; which can take several minutes.

JUDGEMENT

Instant. Take two neural damage at the end of the action. Pick a character within your sight or in hyperlink that just played a card, discard a card from your hand and replace the value of his card with yours.

IZ'KAL TRAITS

HYPERLINK

Every Iz'kal character can engage in a hyperlink with up to 5 other Iz'kal characters in a 30 metres radius. Engaging or leaving a hyperlink is activated.

The characters engaged in the hyperlink must democratically vote every decision and follow the decision. Characters can always be expelled from a hyperlink after a democratic vote or after not following a democratic decision.

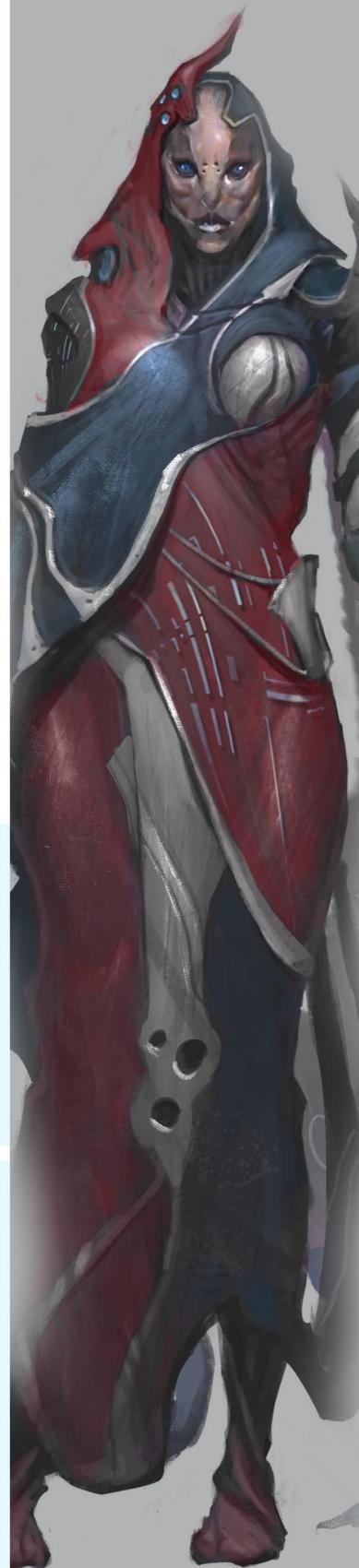
Iz'kal connected in hyperlink can choose to confront actions that target any other member of the hyperlink, even if they were not affected by the action themselves. They still need to declare a

valid countermeasure to be able to do so. Multiple members of the hyperlink can use this effect at the same time.

If a character in hyperlink changes his health state to traumatised or bleeding out, he automatically leaves the hyperlink and every other character in the hyperlink receives one point of neural damage.

AQUATIC CREATURES

Iz'kal characters always have one advantage while swimming or diving. Additionally, they can hold their breaths up to 8 minutes per Constitution point while acting normally or twice as long if they stay still.





Ergonauts have found a very simple truth, happiness must be shared: We are social beings, our lives are intermingled and we have to learn to work together.

They believe that they must put themselves forward and sacrifice for others, sometimes even for those that do not think the same way. True altruism does not expect anything in return but Ergonauts think that through it they can help others find a way to see things in the same manner.

They know that power and economical differences are the root of all evils. Corruption, greed, fear and envy all come from these differences among people, creating equality is the only way to banish these aspects from social alienation.

DIVINE COMMANDMENTS

All are equal

Thou shalt not hinder thy people

Thou shalt help others become their best

Thou shalt bend your will to the will of most

THE RULES

SKILL VALUE

Reduced by one per damage counter

+



= ACTION VALUE

Number of cards reduced by one if you are in disadvantage

CONFRONTATION

1. Declare an action and the target or targets if there are any.
2. The GM declares if he wants to confront that action.
3. All characters that can declare a counteraction do so if they want.
4. All characters that declared a counteraction now declare the activated abilities they will use.
5. The character that initiated the confrontation declares the activated abilities he will use.
6. The character with the lowest action value plays a card from his hand.
7. Repeat step 6 until no character can or wants to play more cards.
8. Resolve the successful actions. The GM determines what happens with the failures.

DRAW A CARD

AMBIENCE

You draw a card if the suit of the card you just played matches the ambience where you find yourself.

OR

PROFICIENCY

You draw a card if the value of the card you just played is up to twice the value of the attribute you are using.

CHARACTER



NAME Nadia

AGE 31

PROF. Pilot



1

AGILITY

2

CONSTITUTION

2

DEXTERITY

1

FAITH

1

LINK

2

MIND



JUDGEMENT

CORTEX CONNECTOR

BALLISTIC



INITIATIVE



PILOTING



MEDICAL



CGC



SURVIVAL



ATHLETICS



TECHNICAL



HACKING



CUNNING



EVA



PROFESSION



DEPLOYMENT SUIT

Cortex connected

5	HRG
1	ARM
8	AGI
8	FW



Ion thruster

Deployment burst

Ion thruster

Activated. You can move flying for the rest of the round, even in 0-G. Use your EVA skill to do so.

Deployment burst

Activated. You can enter an atmosphere while protected by this suit. Use it just before landing to avoid suffering any damage regardless of how fast you were moving.

WEIGHT: 40 KG || HEIGHT: CUSTOM
NICKEL ALLOYS || PLUTONIUM CORE
3 HOUR OXYGEN SUPPORT || 60,000 CREDITS
PRODUCED BY WANG CORP

A safe way to navigate in 0-G and vacuum has always been a concern of Corvo operatives assigned to spacescraffts. The deployment suits solved these issues and provided very necessary protection.

ADRENALINE SHOT



One use. Action.

Place up to 3 damage counters from your character sheet on top of this card. Those damage counters will not cause any penalties to your skills. At the end of the scene, discard this card and put the counters back on your character sheet.

NOBRAINER RIFLE

- NEURAL WEAPON



3	MAG
8	DPS

AMMO: Neural

2+	STANDARD DISTANCE
2+	CLOSE QUARTERS

WEIGHT: 3 KG || SIZE: 65 CM
HD POLYMER || RADON CORE
PRODUCED BY THE STATE EMPIRE

The nobrainer is a very popular weapon among worshippers of Ergon due to its non-lethal nature, especially if you consider deep comma to be just another form of living.