

REMKO

Remko has been in cryostasis three times. He has weird dreams, but he cannot tell if they are actual memories or what his mind created to fill the gaps. He was born in Earth, which gives him a useless feeling of pride and belonging, as if that planet ever cared for his sorry ass at all.

He does hate the Corvo. He hates the way they trained him, the way they gave him a purpose in life. But what a terrible purpose. All the deaths, the suffering, the hate, was there ever a point? What a monstrous feeling, the pride he used to find in his achievements in the field and the kills he scored. Could they not have left him to die in Earth, buried in his misery?

However, he never tried to escape and he never turned on his masters. He even entered into cryo-

stasis willingly the last two times. He feels old. He has only lived thirty five years, but been alive for over a century.

The last time he awoken from cryostasis was a shock: the ship was out of power, and the floating blood was the only thing left of the crew. All the other cryostasis pods were broken and empty; his old friends now a black stain.

Remko almost went mad living in that empty and broken ship for half a year, until someone responded to the emergency beacon signal. Remko almost cried when he saw Nadia and Ying. He was happy to join them and promised himself to never again submit himself to any master; he joined the ranks of Vexal his new God who rewarded his strong will.

PROFESSION

Black-ops. All the people he knew are either dead or in cryostasis somewhere else. At least he still remembers the training and the system.

ASPECTS

Resentment against the Corvo. He will not rest until he discovers what happened to his comrades.

UPGRADES

ENDOCRINE CONTROL

Draw a card every time you receive any amount of damage from an external source. Reduce the damage penalties to your actions to half their value rounded down.

SACRIFICE

Instant. Take one physical damage at the end of the action. During the action you can play one additional card that will not count towards your attribute limit.

HUMAN TRAITS

RESOURCEFUL

If humans have one defining characteristic, it is their ability to find a way out of each and every situation. All human characters can draw up to 8 cards whenever they would normally have to draw up to 7 cards.

ENDURANCE

Humans are one of the most resilient intelligent species of the universe, and they have a privileged build that allows them to shine in physical tasks over other species. All human characters have one advantage when they perform an action using Athletics to represent their physical prowess.





adventure, outlaw, altruism

People who believe in Vexal are those that do not like to follow any rules but have a deep respect for others and are always willing to give a helping hand. They do not take orders very well and dislike societies that pretend everyone has to live by the same rules, each person should be treated differently but respectfully.

While they will not sacrifice their own freedom for anyone, they might be willing to sacrifice their own life for a good cause. Being individualist does not mean they cannot work in teams, they do so for as long as there is no hierarchy and the group is willing to hear each voice and take it into consideration.

Vexales are usually adventures, hackers, outlaws and any other kind of free people who are also altruist and kind.

DIVINE COMMANDMENTS

Thou shalt not impose
over others

Thou shalt benefit others

Thou shalt not bear a
master

THE RULES

SKILL VALUE

+



= ACTION VALUE

Reduced by one per damage counter

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.

PROFICIENCY

OR

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 Remka

AGE 45

PROF. Black ops



AGILITY

CONSTITUTION

DEXTERITY

FAITH

LINK

MIND

ENDOCRINE CONTROL

SACRIFICE

BALLISTIC

5

INITIATIVE

4

PILOTING

1

MEDICAL

CGC

1

SURVIVAL

3

ATHLETICS

3

TECHNICAL

HACKING

CUNNING

1

EVA

2

PROFESSION

RUSS HANDGUN - FIREARM

Very easy to hide !! Quick draw

AMMO: Standard

WEIGHT: 1.3 KG || SIZE: 27 CM
NICKEL ALLOY || HTFB
PRODUCED BY THE UNION

Very similar to old human revolvers, the Russ is one of the most reliable hand guns produced by the Corvo.

Very easy to hide

The weapon can be hid while wearing regular clothes, even without a jacket.

Quick draw

It does not take a turn to draw this weapon as long as it was kept within hands reach.

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NICKEL ALLOY || HTFB
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RHINOSKIN

It provides 1 point armour against attacks that did not score a decisive or critical success. If worn on top of a suit you suffer one disadvantage to actions that use Agility.

SAVANT SMG - FIREARM

Easy to hide !! Smart feeder

AMMO: Standard & ACS

WEIGHT: 3 KG || SIZE: 65 CM
HD POLYMER || GAS-OPEATED
8 MM || 4,000 CREDITS
PRODUCED BY NATION'S SOLUTION MILITARY DIVISION

Designed for special forces and private security, the Savant is a great choice in the urban environment. For this reason it has quickly become the most popular weapon among criminals and pirates.

Easy to hide

The weapon can be hid while wearing a jacket or similar piece of clothing.

Smart feeder

Hackable. The weapon can shoot any ammunition token it has loaded instead the upper one from its ammunition pile.

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