

# XIANG

If you were to ask Xiang if machines could talk she would say yes and quickly clarify: even those that have no voice have a way of making themselves understood by those who listen.

Machines are simpler and purer than people. They have no evil or good in them, they function and that is it. No second intentions, no secret agendas.

Xiang wished she was a cyborg. Her body has all the technological upgrades she had been able to afford. She even replaced her own arm for a bionic one that could turn into all the tools she needed to build drones. She did not even waited to lose the arm in the factory like most machine-lovers do! But if she were to lose it now it would not hurt, she thought happily.

She wished people were machines, happy little beings that worked hard to do their best and never went out of their way to make other people's life miserable. Even when they failed, machines did not do it on purpose. In that they were like people, if you never stopped to listen to what they had to say they ended up broken and doing things they should not do.

Like her brother, perhaps if their parents ever cared for what he had to say he would still be alive... And all those that died with him. Had they been machines Xiang could have repaired them. Or even better, she could have heard what was wrong with them and help them before they broke.

## PROFESSION

Technician. Very proud of her job, she had to leave Tiantang when the bioterrorist that worked with his brother threatened her life. She lost everything but she still has contacts.

## ASPECTS

She wants revenge for her brother's death. She desires to become a cyborg.

## UPGRADES

### CORTEX TRANSMITTER

You can send and receive radio signals with your brain. Radio signals can be used to communicate with radio stations or receivers up to a thousand kilometres away. When you issue commands to your robot you can still perform an action in the same turn.

LinkWave 50.

### BIONIC LIMB

You have replaced one of your arms with a bionic version of it, which looks and feels real but it can convert into something else. When you install this upgrade, choose between a very easy to hide weapon, a close combat weapon or some other gear. Your bionic arm will be able to transform into the instrument of your choosing. The transformation from limb to instrument or vice-versa is an action. Changing the piece of gear installed in it can be done with a Technical action.

## CORVO TRAITS

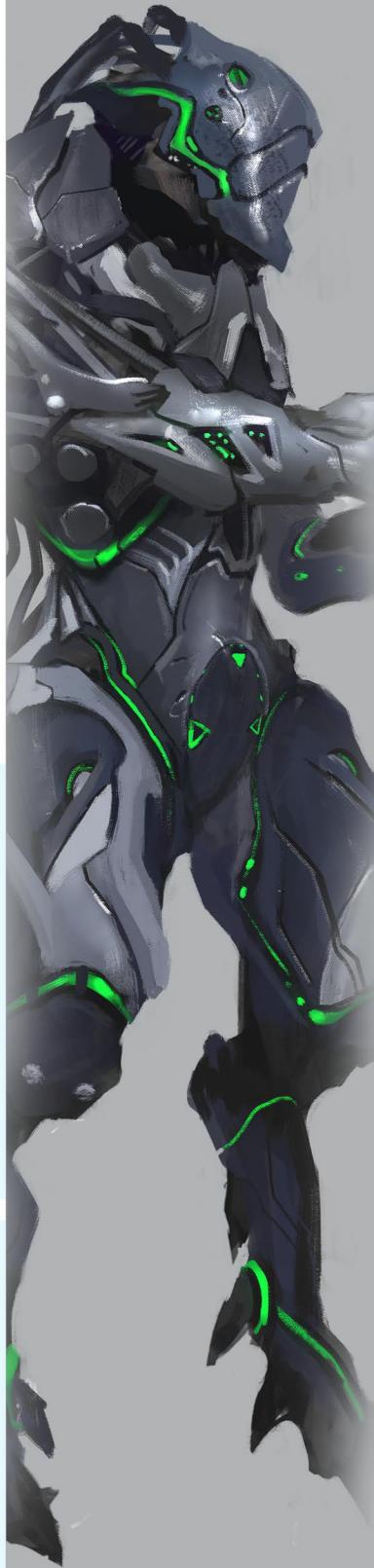
### TECHNOLOGICAL SPECIES

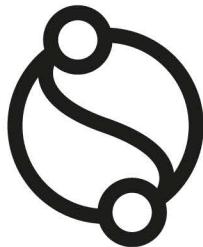
A Corvo starts the game with a CORTEX CONNECTOR upgrade that doesn't count towards the maximum number of technological upgrades and does not occupy a slot.

You can have several cortex connectors. Each cortex connector allows you to use a device that requires it. You can exchange the device that you connect to your cortex, it takes a turn to do so.

### TAIL REFLEX

A Corvo character can use his tail when connecting his rig to a cortex connector. If he does so, he will have his rig disconnected from his cortex connector every time he receives any form of damage. It takes a turn to connect it again. If the character was to receive neural damage because of a hacking action, that damage is reduced to half.





Hexia

wisdom, courage,  
idea, leadership

Hexians want the best for all people, but they understand that most are brainwashed or unfitting to decide by themselves what is best. While this is a sad reality, Hexia believers have come to terms with it and will follow their ideas and try to make them possible to everyone else, even those that do not know yet that those ideas are true and good for them. Hexians know that once their ideas are installed, people will be capable of collaborating and forming a true community.

Hexians are tired of trying to convince people of complex ideas to improve society and being defeated by charmers selling fake happiness or easy ways out.

## DIVINE COMMANDMENTS

Honor thy people

Thou shalt not hinder  
yourself

Thou shalt show them  
the way

## 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 **Xiang**  
AGE **28**  
PROF. **Technician**



AGILITY

CONSTITUTION

DEXTERITY

FAITH

LINK

MIND

CORTEX TRANSMITTER

BIONIC LIMB

BALLISTIC



INITIATIVE



PILOTING



MEDICAL



CGC



SURVIVAL



ATHLETICS



TECHNICAL



HACKING



CUNNING



EVA



PROFESSION



## SPY DRONE

Drone || Ghost

3	NRG
0	ARM
1	STR
5	FW
8	INI



Infrared sensor

CUNNING 4 (3) SURVIVAL 8 (2)

### Drone

It can fly up to 10 metres per turn and perform an action at the same time, or fly up to 20 metres per turn performing an EVA action. It can move both in atmospheres and the vacuum of space.

### Ghost

This piece of equipment does not appear in LinkWave radars. It can still be hacked if the hacker is seeing it.

### Infrared sensor

The robot can detect thermal signatures.

WEIGHT: 0.07 KG || SIZE: 1 CM  
PLUTONIUM CORE || O-G & ATMOSPHERIC OPERATION  
PRODUCED BY NATION'S SOLUTION

After all the industrial espionage cases associated with them, spy drones have been removed from the regular market. Which has moved them straight to the black market.

## MULTITOOL



It provides two advantages to Technical actions.

## KAIVE ASSAULT RIFLE - FIREARM

Grenade launcher



AMMO: Standard

Grenade launcher

It can shoot any kind of grenades without disadvantages within their range. It can load one grenade at a time.

WEIGHT: 4 KG || SIZE: 75 CM  
CARBON POLYMER || GAS OPERATED  
ADAPTED BY NATION'S SOLUTION MILITARY DIVISION

The most common and versatile weapon, the design was copied from those found in Earth after the invasion and later improved to adapt it to O-G operations.