

AKRAM

Akram was selected by the school of Furusiyya at the age of six. He was told he would become a warrior, a martial artist born to defend his nation. He had been genetically manipulated before birth and he had showed aptitude. At the time he did not really understand what they were talking about.

Through the years he proved he had what it was needed from a great warrior. Sadly he also was a terrible student and his ideas always clashed with those of his masters. He loved his art and his fellow Furusiyya students but he did not agree with the methods and the ends of the school. During a verbal confrontation with a master, he misread a gesture from the master as an attack and took him down. He has immediately expelled.

He was since an outcast, wandering from one department to another, never fitting anywhere, until he decided he would go away to learn new techniques from other martial arts and come back to Erthum to create his own school; one where new ideas would be heart.

He had already travelled through several exits of the Labyrinth and spent most of his money when he meet Nadia and they decided to join forces to investigate new places together. Who knows what species they could meet in their travels, what arts and what techniques they could learn. He will show his old masters they were wrong and how the art of the sword needs to be updated.

PROFESSION

Martial Artist. While trained in the sacred martial art of the Iz'kal, the furusiyya, he was expelled very early and most of its secrets remain so to him. He is aware of the most general information only.

ASPECTS

He would give anything to discover the secret techniques of his art. He hates the masters of the Furusiyya.

UPGRADES

NANO HOOKS

You can support yourself on a wall or ceiling by your bare feet or hands. Your movement while suspended is reduced to half. You are still in plain sight unless otherwise concealed.

ALTERED REALITY

Action. Take one neural damage at the end of the action. You can twist space and time, moving in a different reality where distance is not what it seems. You can move up to 10 metres per point of faith in a straight line as long as there are no obstacles between the two points.

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

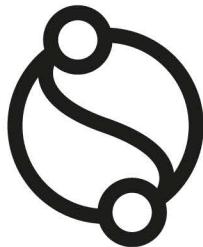
valid countermeasure to be able to do so. Multiple members of the hyperlink can use this effect at the same time.

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.





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 Akram
AGE 48
PROF. Martial Artist



DAMAGE

PHYSICAL NEURAL



AGILITY



CONSTITUTION



DEXTERITY



FAITH



LINK



MIND

NANO HOOKS



ALTERED REALITY

BALLISTIC



INITIATIVE



PILOTING



MEDICAL



CGC



SURVIVAL



ATHLETICS



TECHNICAL



HACKING



CUNNING



EVA



PROFESSION



VIBROBLADE - CLOSE COMBAT WEAPON

Piercing blade

1+ GRAPIGLE 3+ HRT

W 0 DPS

Piercing blade

Hackable. Ignore one point of armour.

WEIGHT: 1.5 KG || SIZE: 70 CM
HIGH PERFORMANCE CERAMICS || 4,000 CREDITS
PRODUCED BY THE STATE EMPIRE

Designed to cut through light polymer armours, this blade has been used ever since the Uprising by all sorts of martial arts students.

TO CLOAK

5 FW

Ghost.

It is a 2 metres by 1 metre cloak. When it is active you can hide things under the cloak in plain sight. Additionally, if you put it in an adequate place to hide, anyone searching for it will suffer a disadvantage. If it is moved, it will lose its effect until it stops moving again.

HIVER HANDGUN - FIREARM

Very easy to hide || Quick draw || Smart feeder

AMMO: Standard & ACS

2 MAG
5 DPS

1 STANDARD DISTANCE
2 CLOSE QUARTERS

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.

Smart feeder

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

WEIGHT: 0.9 KG || SIZE: 25 CM
NICKEL ALLOY || HI-PB
PRODUCED BY STATE EMPIRE

The Hiver is a versatile handgun very popular as a sidearm for many security employees that like to keep their options open.