

YING

Ying is a young Corvo who was born in the bottom of a 0-G space freighter in the space station Tiantang. While most kids like him end up in a gang or working on some terrible manual job, he stepped up.

Under the wing of the old crook Lee, he started working as a debris collector, cleaning up the routes of spaceships to keep them safe from colliding into pieces of junk. It is a highly rewarded job that requires top-notch training.

Lee also trained him in the art of hacking from a young age. Ying has a gift for finding backdoors in any software and Lee used his skills to rob many wealthy corvo. Ying used his debris collector gear to enter spaceships and hack his way to whatever riches Lee was after.

Ying never felt good about doing such jobs, but he could not reject Lee. Being able to help other kids of the neighborhood with what he robbed was an upside. He wanted to be to them what Lee had been to him, although he always told himself that he would not teach them the arts of theft.

During one of his intrusions in a luxury spacecraft he was discovered and he had to escape. He cracked a small spaceship and left Tiantang through the wormhole, chased by destroyers. Ying had to get out of the known routes to survive and wandered lost for many days until he was rescued by Nadia. She took him in her crew without asking any questions. Everyone has their secrets.

PROFESSION

Debris collector in Tiantang - the capital of the Corvo. He knows how to operate the machines and is acquainted with many people, but after discovering he is a thief he has lost the respect of most of his colleagues. Lee is his mentor located in Tiantang, he might be willing to help him when he has nothing to lose or if he can get something in return.

ASPECTS

Wanted in Tiantang for theft. Ows his life to Lee.

UPGRADES

IMPLANTED PROCESSOR

Ghost. An implanted processor is a rig inserted in your brain. It has no LinkWave, but can be connected to other external devices with a physical connection and used to hack or connect to a network through those devices. If hacked it behaves like a cortex connected piece of gear. It has a Firewall 8 and plays 2 cards.

An implanted processor allows the user to understand instantly all data from online research and perform computer calculations as fast as any other computer.

ADAPTABLE THERMOPHYSIOLOGY

Activated. Your heat signature will blend with the environment and will be indistinguishable from it. Additionally you can choose to hibernate during a period of time of up to 1 week per Constitution point. During hibernation you do not need to eat or drink and you only need half the amount oxygen you normally require. Suffering damage or other extreme sensorial disturbances can wake you up.

CORVO TRAITS

TECHNOLOGICAL SPECIES

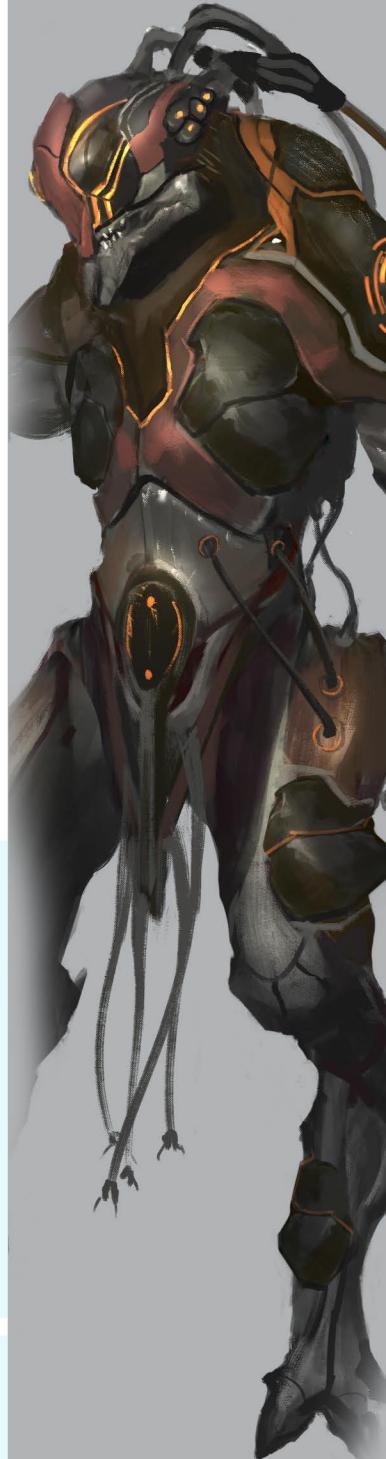
A Corvo starts the game with a **Cortex Connector** upgrade that doesn't count towards the maximum number of technological upgrades and does not occupy a slot.

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.





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 Ying
AGE 23
PROF. Debris collector



AGILITY

CONSTITUTION

DEXTERITY

FAITH

LINK

MIND

IMPLANTED PROCESSOR

ADAPTABLE TP

BALLISTIC



INITIATIVE



PILOTING



MEDICAL



CGC



SURVIVAL



ATHLETICS



TECHNICAL



HACKING



CUNNING



EVA



PROFESSION



REPEATER



Pair it with a rig. You can connect to it with that rig's LinkWave, and it will provide you with that same LinkWave but around the repeater.

ELYSIUM



Rig. Linkwave 30. Cortex connected. Data ports 2.0.

Data ports 2.0: Gain one advantage when hacking through a physical connection.

DIAPERER HANGUN - NEURAL WEAPON

Very easy to hide !! Quick draw



MAG



DPS



STANDARD DISTANCE



CLOSE QUARTERS

AMMO: Neural

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.

WEIGHT: 0.7 KG II SIZE: 25 CM
HD POLYMER II RADON CORE
PRODUCED BY THE UNION SOCIAL RESEARCH DEP.

It took its name from the interesting results it gave during the testing process in human specimens.